

WARHAMMER

40,000

TM

ROLEPLAY

IMPERIUMTM

MALEDICTUM



VOLL ADVENTURES



CREDITS

Design & Development: Dominic McDowall, Pádraig Murphy, and Sam Taylor

Writing: Lisa Farrell, TS Luikart, Jared Twing, Niall O' Sullivan, and Sam Taylor

Editors: Sam Taylor

Senior Producers: Pádraig Murphy, Petru Bumbar

Producer: Sam Taylor

Cover: Sam Manley

Illustration: Alessandro Boer, Massimiliano Bruni, Karl Fitzgerald, Viktor Kevrukh, Sam Manley, Oscar Obando, JG O'Donoghue, Jon Pintar, Andrea Tarzia and Felix Tisch

Graphic Design and Layout: Claudio Canellas Dias

Proofreading: Matthieu Darracq

Senior Producer: Pádraig Murphy

Cubicle 7 Team: Dave Allen, Petru Bumbar, David F Chapman, Walt Ciechanowski, Calum Collins, Christopher Colston, Elaine Connolly, Claudio Canellas Dias, Michael Duxbury, Paula Graham, Diana Grigorescu, Keith Hanrahan, Gemma Harper, TS Luikart, Seamus Lynch, Dominic McDowall, Sam Manley, Anja Meidl, Katharine Monaghan, Pádraig Murphy, Neil Ogbeide, Siobhán Sheehy, Zsombor Sváb, Sam Taylor, Jim Tuohy, and Taryn Wray

Publisher: Dominic McDowall

Special thanks to the Games Workshop team.

Published by: Cubicle 7 Entertainment Ltd, Units 5&6, Block C, Balbriggan Business Campus, Balbriggan, Co. Dublin, Ireland, K32 XD71.

Contact: info@cubicle7games.com

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form by any means, electronic, mechanical, photocopying, recording, or otherwise without the prior permission of the publishers.



Warhammer 40,000 Roleplay: Imperium Maledictum © Copyright Games Workshop Limited 2025. Warhammer 40,000 Roleplay, the Warhammer 40,000 Roleplay logo, Imperium Maledictum, the Imperium Maledictum logo, GW, Games Workshop, Space Marine, 40k, Warhammer, Warhammer 40,000, 40,000, the 'Aquila' Doubleheaded Eagle logo, and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likeness thereof, are either ® or ™, and/or © Games Workshop Limited, variably registered around the world, and used under licence. Cubicle 7 Entertainment and the Cubicle 7 Entertainment logo are trademarks of Cubicle 7 Entertainment Limited. All rights reserved.

Cubicle 7 Entertainment and the Cubicle 7 Entertainment logo are trademarks of Cubicle 7 Entertainment Limited. All rights reserved.

Last Updated: 26th August 2025

CONTENTS

VOLLADVENTURES

A short overview of the planet Voll, its major locations and biomes, and other critical information for GMs running the book's adventures.

Adventures Primer	5
Voll Primer	7
The Hives of Voll.....	9
The Wastes of Voll	12

THE EYE OF VOLL

Far out into Voll's wastelands, a burgeoning cult led by a heretic named Markis Sihh has come into possession of a massive crystalline structure they've dubbed the 'Eye of Voll'. This crystal could be used in voidship and planetary defence weapons, giving the cult significant and unexpected bargaining power on Voll. The characters are tasked with hunting down Sihh to retrieve the Eye for their Patron. They must contend with other lethal hunting parties, not to mention the harsh environment of the wasteland itself.

Adventure Overview	15
Getting Started.....	16
Part 1: The Hunt Begins.....	18
Part 2: Into the Wastes.....	21
Part 3: Hidden Beneath	35
Aftermath	38
Dramatis Personae	39

ILLICIT FABRICATIONS

A Hive Rokarth manufactory stands in ruin, one valued for producing high-grade and coveted rejuvenat reagents, and the Tech-Priest in charge has vanished without a trace. The characters are tasked with trawling through the lower hive to find the missing Tech-Priest and discover what happened to him and the manufactory — all the while keeping one step ahead of a Skitarii maniple tasked with ensuring they do not succeed.

Adventure Overview	48
Getting Started.....	51
Part 1: Industrial Action	51
Part 2: Caged Conspiracy.....	56
Part 3: Toils Of The Twisted	60
Aftermath	64
Dramatis Personae	65

IMPLACABLE

A series of brutal murders have shaken Hive Rokarth to its core, disrupting production and endangering the world's tithe. A small but growing death cult, the Vertexis, has been connected to the murders. They claim their mysterious leader, a figure they call the Harbinger, is an angel of the God-Emperor, bringing His righteous judgement to the sinners of Hive Rokarth. The characters must bring these murders to an end, investigate the Vertexis cult and unveil their Harbinger.

Adventure Overview	70
Caelius's Legacy.....	71
Getting Started.....	74
Part 1: Faltering Tithe	76
Part 2: Strange Patterns.....	78
Part 3: Ragged Faith	84
Part 4: Old Records	86
Part 5: The Apocalypse Nears	90
Aftermath	91
Dramatis Personae	93
Adventure Overview	95

INTERMINABLE DEVOTION

The Interminable Devotion, an ancient Capitol Imperialis, rumbles across Voll's wastelands. This settlement-sized armoured vehicle continues to prospect for useful minerals and conduct research on Voll's mysterious acynadi. But recently, House Nethecare has taken over. Since then, the formerly reliable crew has exhibited strange behaviour, and unusually hostile acynadi assault the mighty Capitol Imperialis daily. The characters are tasked with investigating the Interminable Devotion to ensure it completes its vital task.

Getting Started.....	100
Part 1: The Brunt of Voll.....	100
Part 2: Scrutiny and Suspicion	102
Part 3: A Mind in Ruins.....	112
Aftermath	116
Dramatis Personae	117

PARADIGM SHIFT

Maltus Refinery VI's production has come to a halt, and members of its workforce have begun to disappear at a troubling rate. A minor lord who oversees the facility has bargained with the character's Patron to investigate what is going on in the long-troubled Manufactory. Perils lurk in the acid-drenched depths of the facility that will test the players' will and their dedication to the God-Emperor, for within its rusted walls lurk inhuman servants of Chaos itself.

Adventure Overview	121
Getting Started.....	124
Part 1: Initial Investigations	124
Part 2: The Refinery.....	127
Part 3: The Tunnels.....	131
Aftermath	135
Dramatis Personae	137

APPENDIX

Additional stat-blocks used by multiple adventures, larger-scale maps, and handouts.

Additional Bestiary	141
Acynadi	141
Macharian Vigilite.....	142
Ogryn Ganger	142

INDEX



I

VOLL ADVENTURES

It should go without saying, but the contents of this book are for GMs' eyes only. The five treacherous adventures contained within this tome are full of dramatic twists and turns, which are best kept hidden behind the GM screen until the players discover them.

No matter the adventure you choose, your players are guaranteed a thrilling experience, as their characters plunge into the depths of Hive Rokarth and the wastes beyond its mouldering walls. They'll see every corner of Voll, exploring and investigating their way through the Hive Spires, down twisted manufactorums and overpopulated hab-sprawls, and far into the dangerous acidic wastes.

Ensure you read your chosen adventure through from start to finish before play. Take notes along the way and determine the resources you need, like maps and handouts. Many of these adventures have nonlinear or exploratory sections that require some understanding and familiarity, knowing where your players can go next without getting them stuck or lost. Each adventure contains a host of unique NPCs, each with different capabilities, allegiances, and motives, and much of this information is separated into each chapter's *Dramatis Personae* section for ease of reference.

Make sure you are familiar with the core rules of **Imperium Maledictum**, but if it is your first time being a gamemaster, or your first time running grim and treacherous adventures in the 41st Millennium, consider checking out **Chapter XI: The Gamemaster of Imperium Maledictum** (page 304). It lays out what it means to be a GM and the responsibility it bears, and it contains plentiful advice on preparing for and running exciting, meaningful, and safe sessions.

The remainder of this introductory chapter contains additional GM advice and information about the people of Voll, its hive cities, wilderness, and the various factions at play — everything you need to familiarise yourself with this setting.

