



# IMPERIUM MALEDICTUM



ROKARTH ADVENTURES

# CHEMICAL BURN

UNCOVER A MALEVOLENT MYSTERY IN THIS THRILLING ADVENTURE  
FOR WARHAMMER 40,000 ROLEPLAY: IMPERIUM MALEDICTUM

# CREDITS

**Writing:** Zak Dale-Clutterbuck, John Dunn

**Editors:** Callum Collins

**Cover:** JG O'Donoghue

**Illustration:** Jon 'Jure' Pintar, Victor Kevruh, Sam Manley, JG O'Donoghue

**Graphic Design & Layout:** Mike Hyslop

**Cubicle 7 Team:** Dave Allen, Emmet Byrne, Alex Cahill, David F Chapman, Walt Ciechanowski, Christopher Colston, Elaine Connolly, Josh Corcoran, Jennifer Crispin, Zak Dale-Clutterbuck, Matthew Freeman, Paula Graham, Diana Grigorescu, Fiona Kelly, Elaine Lithgow, TS Luikart, Dominic McDowall, Neil McGouran, Sam Manley, Kieran Murphy, Pádraig Murphy, Ceire O'Donoghue, JG O'Donoghue, Laura Jane Phelan, Sam Taylor, and Cian Whelan

**Senior Producer:** Pádraig Murphy

**Creative Director:** Emmet Byrne

**Publisher:** Dominic McDowall

**Special thanks to the Games Workshop team.**

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 2023. 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.

# CONTENTS

## INTRODUCTION

Getting Started.....	4
Adventure Background.....	5
Gratis & Mireclaw.....	6
Amaranthyne & the Mission.....	7
Vylathi Knives.....	7
Macharian Vigilites.....	7
Adventure Summary.....	8

## PART 1: MATTERS OF SUBSTANCE

The Assignment.....	10
Mud Gate.....	12
Roleplaying Eregan, the Secret Smuggler.....	13
Roleplaying Petronilla, the Macharian Vigilite.....	13
Supporting the Smuggler.....	14
Aiding the Vigilite.....	14
Cathedrum of Obligatory Modesty.....	15
Adeptus Ministorum Priests.....	15
Cloister and Gullar's Sanctum.....	16
Roleplaying Vidame Eduardo Gullar.....	16
Thaler Hostelry.....	16
Roleplaying Janelle.....	17
Roleplaying Nedabeus.....	17
Raguel's Residence?.....	17

## PART 2: CHEMICAL REACTIONS

Vylathi Knives.....	18
Hunters or Prey?.....	19
Pursued by the Knives.....	19
Suspected by the Vigilites.....	19
Raguel the Red.....	19
What Raguel Knows.....	21
Battery Manufactorum 6.938.....	21
Manufactorum Overseers.....	22
Industrial Accidents.....	22
Conveyor Belt Cranker.....	22
Acid Slurry Pourer.....	22
Battery Pack Clamper.....	23
Battery Pack Welder.....	23
Encountering Raguel.....	23

Edifice of Tears.....	23
The Bar.....	24
Citizens at the Bar.....	24
Encountering Eregan.....	24
Vylathi Knives.....	24
Encountering Raguel.....	25
The Feet of the Edifice.....	25
Dregs at the Edifice.....	25
Xanthe, Amaranthyne Cultist.....	25
Medicae Facility Adjumentum.....	26
Juno, Medicae Supplier.....	26
Adeptus Mechanicus Sanctum.....	27
Rasimus-Beta, Biologis Adept.....	27
Vigilite Bastions.....	28
Lysander, Macharian Vigilite.....	28
Vigilite Archivium.....	28
Konstantina, Administratum Clerk.....	29
Vigilite Vanguard?.....	29

## PART 3: ACRID DESCENT

Travel to the Bowels.....	30
Hunted in the Bowels.....	31
Underground Operative.....	31
Accosting the Amaranthyne.....	31
The Pit.....	31
Getting into The Pit.....	32
People at The Pit.....	32
Decima, Vylath Knives Pit Boss.....	33
Hortensia, Dreg Boxer.....	33
Alecto, Vylathi Knife.....	34
Ofelia, Amaranthyne Duelist.....	35
Gambling in The Pit.....	36
Fist Fighting.....	36
Knife Fighting.....	36
Death Duel.....	36
Thermal Warning.....	37
Warning Welcome.....	37
Lethe, Vylathi Knife.....	39
Ulixes, Amaranthyne Cultist.....	39
Athansia, Mireclaw Operative.....	40
Unlit Larceny.....	40
Fighting in Thermal Warning.....	41
The Lean-To.....	41
Dreg Ambush.....	42
Searching the Lean-To.....	42
Raguel's Safehouse.....	43
Mireclaw Bolthole.....	44

## PART 4: BURNOUT

The Pipeworks.....	45
Examining the Pipes.....	45
Amaranthyne Temple.....	47
Amaranthyne Ambush.....	47
1: The Approach.....	47
2: Temple Hall.....	47
3: Mezzanine.....	47
4: Barracks.....	47
5: Training & Storage.....	48
6: Shrine to Slaanesh.....	48
Shrine Status.....	48
Tourmaline.....	48

## PART 5: AFTERBURN EPILOGUE

Experience Points.....	49
Personal Influence.....	49
Patron Influence.....	49
Failure.....	50
What Next?.....	50
Vylathi Knives.....	50
Macharian Vigilites.....	50
Gratis & The Mireclaw.....	51
Cults of Slaanesh.....	51
Rokarth Regeneration.....	51





*Chemical Burn* is a thrilling introductory adventure for *Imperium Maledictum*, appropriate for any group of players with new or relatively inexperienced Characters diving into dangerous investigations in the Macharian Sector. The Characters are given a relatively simple task by their Patron: find and destroy the source of an unsanctioned biochemical named Gratis in hive Rokarth. However, the source of the substance is even more sinister than it first seems, and the Characters' investigations will lead them down a treacherous path of perilous intrigue.

## GETTING STARTED

Everything in this adventure is intended only for the Gamemaster. If you're not the Gamemaster, stop reading now, or you'll spoil the story for yourself! If you are the Gamemaster, get excited — you're about to read and then run an engaging adventure for your players.

Before running this adventure, it's worth reading thoroughly to understand the flow and story beats. Some of the clues and mysteries the Characters encounter are expected to be solved as part of this adventure, while others might remain as murky suggestions to be delved into later. You might also like to look through the roleplaying notes on each Non-Player Character (NPC) to aid you in portraying them.

To play *Chemical Burn*, you will need the *Imperium Maledictum Core Rulebook*, a Character for each player (these can be created using the *Core Rulebook*), at least one d100 (a set of two ten-sided dice), and ideally some pencils and paper.

If this is your first time running *Imperium Maledictum*, familiarise yourself with *Chapter 7: Rules*. Understanding the basics of making Tests will be beneficial. The adventure also includes **Influence**, **Superiority**, **Combat**, and potentially a **Pursuit**.

The following **Adventure Background** section provides information on where the adventure is set and details on the parties critical to the plot, including their prior actions and motivations. More details of the Imperium and the Macharian Sector can be found in **Chapters 9 and 10** of the *Imperium Maledictum Core Rulebook*.

This adventure is set in hive Rokarth, the capital city of Voll, an Imperial hive world in the Macharian Sector. The *Imperium Maledictum Starter Set* includes additional information on this setting for Gamemasters who want to have a thorough background on Rokarth.



The **Adventure Summary** outlines the major plot points of the adventure, how they are divided into sections, as well as events and locations that Characters might encounter at each part of *Chemical Burn* and how they push the story forward.

## ADVENTURE BACKGROUND

Hive Rokarth is a towering edifice of plasteel, rockcrete, and misery. The city sprawls towards the horizon in every direction, leaving observers awe-struck by its mind-numbing enormity. Thousands of spires rise from the vast swathes of its colossal exterior, many piercing the profuse toxin-clouds produced by multitudinous chemical chimneys. As the titanic bulk of the hive city itself consumes the land, effluent pipes vomit plumes of corrosive fumes into the stratosphere, the air itself contaminated to fuel expansion in the Emperor's name at any cost.

Rokarth houses no fewer than thirty billion Imperial citizens, all toiling to serve the bottomless industrial requirements of the Macharian Sector. Their purposeful suffering pools like acrid effluent at the bottom of Rokarth, and nowhere is this more obvious than in the sweltering confines of its manufactorums.

Long shifts and terrible conditions see many perish at their workstations, their bodies pulled from the line and sent to be processed, the momentarily vacant position quickly filled by a successor compelled to serve. Overseers expect their toiling workforce to take comfort in knowing that every drop of sweat is shed in service to the Emperor. Where that meagre satisfaction is not enough, the desperate turn to other means to alleviate their exhaustion and relieve their aching bones.

Those that rule over these labourers do so tyrannically, but not entirely out of malice. They are charged with ensuring their fiefdom fulfils the inordinate tithes demanded by the Imperium. Shirking work is tantamount to heresy, a refusal to repay the Emperor for his many blessings. To the vaunted Highborn nobles of the upper levels of the hive, the specifics of how the common masses of Rokarth manage to sustain themselves through the backbreaking labour of lengthy shifts is of little concern.

These factors have allowed a new problem to arise in the industrial lower levels of Rokarth — the consumption of an unsanctioned substance known as *Gratis* that allows labourers to work harder for longer and even find succour in the arduous toil. However, reports of strange side effects related to the biochemical concoction have reached the ever-wary ears of Ordo Hereticus Inquisitor Aegidius Halikarn. He believes that *Gratis* may be connected to traitorous cults in the forgotten bowels of hive Rokarth. Unfortunately, the truth is far worse than even this grave suspicion, with connections to a burgeoning Cult of Slaanesh and a sinister Genestealer Cult operating from the shadows.





## GRATIS & MIRECLAW

The unsanctioned substance known as Gratis was in fact created by a Biophagus, a Genestealer Cultist hybrid with expertise in bio-alchemical science, bent on manipulating the genes of Humans to corrupt them with xenos genetics. This Biophagus is part of the Mireclaw, a Genestealer Cult operating across Rokarth, spreading their insidiously infectious insurrection slowly and quietly.

Gratis takes various forms but always appears to have a strange, shifting pink colour. Individuals that ingest the biochemical become pliant and susceptible to mesmerism by the cult Magus, a powerful psyker. This makes victims into pliant pawns of the cult. The following effects are common:

- ☠ Increased enjoyment of simple, laborious tasks — this is the greatest incentive for many to consume Gratis, turning a life of wretched drudgery to a haze of pleasant oblivion.
- ☠ Temporary ignorance of pain, leading to perceptibly enhanced endurance, tenacity, vitality, and vigour, allowing for more effective work for longer, aiding many labourers in their toil and eliminating the fear of failing to meet an Overseer's targets and facing brutal reprimands.
- ☠ Seeming dazed and suggestible, easily ordered around and mesmerised.

- ☠ A compulsion to complete every task they undertake perfectly to their subjective standards, refusing to stop working on the assigned task until it is accomplished to this high standard.

- ☠ Vivid dreams, such as images of the Emperor walking astride the stars to rescue his most loyal and diligent labourers. Such dreams can be interpreted to manipulate the target into almost any belief.

The Mireclaw have started to spread this substance throughout the hive cities of Voll, mesmerising servants and initiating more members into their Genestealer Cult while spreading minor-scale havoc for the authorities.

Subtle but deeply insidious, Gratis may initially seem useful to downtrodden serf-labourers and unscrupulous overseers, as the biochemical creates dedicated, hard-working perfectionists. However, those that ingest Gratis might be consumed themselves, trapped in a spiral of unattainable perfectionism, left vulnerable to the perfidious whispers of Slaanesh — if they are not taken by the Genestealer Cult first.

## GAMEMASTER'S NOTES: MIRECLAW

A fearsome and duplicitous foe, the Mireclaw lurk in the shadows during this adventure. The details of their plot are given here to aid your knowledge as the GM, though the players may never know these secrets. The Characters are unlikely to encounter them directly and certainly not fight them — this case is but a minor cog of one small part of their planet-spanning plan. Treat the Mireclaw as unseen puppeteers, the architects of a much larger and more dangerous plot far over the Characters' heads or pay grades. Tangled, treacherous webs of plots filled with deception are a key part of *Imperium Maledictum*, with every hard-fought success revealing another, far greater layer of duplicitous corruption beyond it — in the grim darkness of the 41st Millennium, a single victory is nothing against the endless tides of malevolence assailing the Imperium.

The Mireclaw are further detailed in the *Imperium Maledictum Starter Set*.