

WARHAMMER
40,000

ROLEPLAY

IMPERIUM MALEDICTUM

MACHARIAN
ADVERSARY GUIDE

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I write once more as the situation on Varkassa has grown even more precarious. I recognise that the Noctis Aeterna has brought about horrific instability and untold periods of isolation for all worlds in the Macharian Sector, but I fear that further inaction on the part of his excellency Sector Lord Sejanus will allow the foul seed of rebellion to grow. His refusal to support the existing Imperial order will only further invigorate those rebels who believe they carry the true will of the Sector Lord. Numerous formerly loyal forces have already broken from my command, and should this be allowed, I do not doubt that the inaction of wider Imperial forces will see noble Varkassa overrun by rebellion and cast down by the foul intentions of whoever would claim my office.

I demand that Sector Lord Sejanus seek the deployment of relief forces to bring a swift resolution to this rebellion. His own delays have warranted the severity of this request.

Planetary Governor Artyon Ivoeth of Varkassa

ON BEHALF OF SECTOR LORD AULUS SEJANUS
FROM THE DESK OF PREFECTUS LIENE CASTEL

DUE TO EXCESSIVE CONFLICTING INFORMATION, YOUR REQUEST CANNOT BE PROCESSED. SIMILAR DEMANDS HAVE BEEN RECEIVED FROM ACTING PLANETARY GOVERNOR MIRZA IVOETH OF VARKASSA, SUGGESTING INSURRECTIONIST AIMS ON THE PART OF THOSE OPPOSING HER FORCES. LACKING EVIDENCE OF REBELLION AGAINST THE IMPERIUM ON EITHER SIDE, THE OFFICE OF THE SECTOR LORD CAN TAKE NO FURTHER ACTION UNTIL YOUR CLAIMS ARE CORROBORATED BY THE HIGHEST-RANKING ADEPTUS ADMINISTRATUM OFFICIALS ON VARKASSA.

LIENE CASTEL

++URGENT COMMUNIQUE++

DRIVE SERF CODANTUS TO LORD
CAPTAIN LOTHOS
GELLER FIELD COMPROMISED
MUTANT ASSAILANTS HAVE
BREACHED AFT GENERATORIUM
ARRAY
MY LIFE FOR THE EMPER-

++COMMUNIQUE ENDS++
++ADDENDUM 001++

++AUTHORISATION: CASTEL-PR394++

MESSAGE RECOVERED FROM THE
WRECKAGE OF MERCHANT VOIDSHIP
TORCH AGAINST DARKNESS. PRIMARY
ADEPTUS MECHANICUS ASSESSMENT
WAS CARRIED OUT BY RETINUE
VESSELS FROM ARK MECHANICUS
RECOLLECTIONS OF RUST. NO TRACE
OF MUTANT ASSAILANTS, SURVIVING
CREW MEMBERS, OR SAVIOUR PODS
FOUND. HIGH NUMBERS OF DECEASED
REMAINED ABOARD THE VESSEL.
DAMAGE TO THE VESSEL APPEARS
TO HAVE OCCURRED BETWEEN THE
GELLER FIELD COLLAPSE AND
TRANSIT TO REALSPACE.
NO ACTION IS POSSIBLE AT THIS
TIME. SALVAGE OF STRICKEN VESSEL
AUTHORISED TO PROCEED, NOTE OF
GELLER FIELD AND MUTANT LINK
MARKED FOR FURTHER
INVESTIGATION.

++ADDENDUM 002++
++AUTHORISATION: CASTEL-PR394++

INQUIRY PROCESSED TO
INTERROGATOR VINCENTO ARZ
ABOUT KNOWN WARP-INSTIGATED
STRAINS OF MUTATION AND
INTENTIONAL SABOTAGE CAUSING
GELLER FIELD COLLAPSE.

Adversarius hominum moriendum est



++URGENT REQUISITION ORDER++

++ADEPTUS ADMINISTRATUM PRIORITY BYPASS 6331
EMPLOYED // ORDER PRIORITY ACCELERATED++

From the Desk of Prefectus Secundus Eizen,
Departamento Munitorum

Astra Militarum deployment requested for Leonova, target equatorial mine network, facilities Gamma-006 to Gamma-457. An unreported breakout from Manufactorum Epsilon-7 has resulted in the meat processing facility's Ambull herd overtaking several nearby crystal mining facilities, reducing Lasgun focusing lens output by 2.3%. Miner casualties are calculated at 600+, limiting the ability to restore production once mines are reclaimed. Macharian Vigilite casualties are calculated at 150+, and the situation is deemed too severe for on-world forces to combat.

Reduced output has yet to affect manufacturing rates at Eskutchax, but manufacturing capacity for Eskutchax Pattern Lasguns is predicted to decrease by 1.5%. This possibility is unacceptable.

++ORDER ENDS++

++ADDENDUM 001++

++AUTHORISATION: CASTEL-PR394++

The Fabricator Locum of Leonova is arranging immediate deployment of Skitarii Macroclade if any Eskutchax production deficit manifests. Skitarii presence would incite rebellion. Likelihood: suppression would require disassembly of approximately 8% of planetary population - within parameters - but a 30% decrease in ore output is unacceptable. If this deployment takes place, I calculate a further 0.7% decrease in mine productivity at minimum. Deployment of Astra Militarum regiments serves as a preemptive resolution and prevents further productivity deficit.

++URGENT REQUISITION ORDER DENIAL++

++AUTHORISATION: CASTEL-PR394++

Your request is denied. Skitarii deployment provides a resolution to xenos infestation. Initiate communique with local Adeptus Ministorum Priesthood, orchestrate aggressive push for sermons of Imperial unity in preparation for Skitarii deployment.

Miner casualties are to be negated by servitorisation of surviving wounded. Organise with Adeptus Mechanicus upon their arrival on Leonova. Psychological impact on the population should be negligible if Adeptus Ministorum perform as ordered.

++ADDENDUM 002++

++AUTHORISATION: CASTEL-PR394++

Priority Bypass 6331 is warranted only if production falls by 5% or more. Your misuse of precious time and effort has been logged.

++TENG JI-MARN STATION++

++ARRIAN'S WRATH DEBRIS FIELD SURVEY
DATA++

ORK ACTIVITY

ORK ACTIVITY HAS INCREASED BY 13.7%. VOID SCOUTS REPORT SIGHTINGS OF ORK-IDENTIFIED VOIDSHIPS SKULKING AT THE EDGE OF THE SYSTEM - NO ENGAGEMENT HAS BEEN MADE WITH IMPERIAL FLEET VOIDSHIPS AS OF YET. THEY APPEAR TO BE PRIMARILY FOCUSED ON ENGAGING WITH ONE ANOTHER TO ASSERT DOMINANCE. VOID SCOUTS ARE PURSUING LEADS TO IDENTIFY EMERGING LEADERS WITHIN THEIR BURGEONING FLEET AND UNDERTAKE SEARCH-AND-DESTROY OPERATIONS TO ELIMINATE POTENTIAL HIGH-VALUE TARGETS IF DISCOVERED. IF ACTIVITY CONTINUES TO INCREASE AT THE SAME RATE, NAVIS IMPERIALIS AID IS REQUIRED WITHIN TWO TERRAN YEARS. REQUESTING STANDBY FOR REINFORCEMENT, AWAITING NEXT COMMUNIQUE.

HERETIC PIRACY

PIRATE ACTIVITY DECREASED 6.8% - POSSIBLE RESULT OF INCREASING ORK ACTIVITY. THE THREAT POSED TO TENG JI-MARN STATION IS PRESENTLY MINIMAL, OUTSIDE OF CONCERN, WHILST ORK THREAT ANALYSIS IS PRIORITISED.

UNIDENTIFIED

UNIDENTIFIED VOIDSHIP ACTIVITY, REGISTERING ON SENSORS AS 3% OF ALL CURRENT ACTIVITY IDENTIFIABLE WITHIN THE DEBRIS FIELD. SIX VESSELS HAVE ATTEMPTED AN INVESTIGATION TO NO AVAIL. REQUESTING NAVIS IMPERIALIS AID IN THE INVESTIGATION.

Adversarius hominum moriendum est

++THREAT ASSESSMENT++

++AUTHORISATION: CASTEL-PR394++

MINIMAL ACTIVITY WITHIN THE DEBRIS FIELD DOES NOT WARRANT NAVIS IMPERIALIS RESPONSE. CREW OF TENG JI-MARN STATION ARE ADVISED TO MAINTAIN PRIORITY FOCUS ON STRATEGIC THREAT POSED BY ORKS. CREW ARE ALSO ADVISED TO CONTINUE ANOMALY INVESTIGATION AT PRESENT RATE AND REPORT ALL FINDINGS TO THE OFFICE OF SECTOR LORD AULUS SEJANUS.

++ANALYSIS ENDS++

++ADDENDUM 001++

MAGOS BIOLOGIS LUMINAR GANT, FORGE FANE THETA-857 IS TO BE INFORMED WITH ALL HASTE IF ANOMALOUS ACTIVITY DETECTED IN ARRIAN'S WRATH DEBRIS FIELD IS DISCOVERED TO BE OF UNIDENTIFIED XENOS ORIGIN.

Adversarius hominum moriendum est

I MACHARIAN ADVERSARIES

'Reports pour in from across the sector. Known threats gather strength, and unknown perils emerge from the shadows. A hundred worlds each beg for troops that we cannot spare. Not since the Macharian Heresies has the sector known such peril; the closing of the Noctis Aeterna has done little to lessen what it unleashed. I pray that the Emperor protects, for every report points to the same conclusion: the worst is yet to come.'

— Prefectus Liene Castel

The office of Prefectus Liene Castel is inundated with pleas for help, almost all of which will go unanswered. As Prefectus of the Adeptus Administratum on Persepolis (*Imperium Maledictum*, page 262), Castel is the recipient of every attempt made across the sector to requisition the aid of Sector Lord Aulus Sejanus. Since she resolved to ease the burdens on the Sector Lord, her duty has taken the shape of selecting which threats truly warrant the attention of Sejanus and the armies he commands. Those innumerable petitioners deemed below his concern must fend for themselves.

A fraction of the Castel's incalculable woes are compiled in this **Macharian Adversary Guide**, which describes key threats afflicting the Macharian Sector. For GMs, this volume serves as an expansion to the *Imperium Maledictum Core Rulebook's* roster of adversaries (**Chapter XII: Bestiary**, page 315). It presents more threats from within the Imperium itself, others deeply under the sway of the Dark Gods, and insidious xenos invaders, completed by a collection of miscellaneous creatures that can be tailored to suit any type of world.

VEHICLES EXPANDED

The **Macharian Adversary Guide** contains a number of xenos vehicles for use in combat encounters. These use the basic rules for vehicles presented in *Imperium Maledictum* (pages 225–227). The *Macharian Requisition Guide* (pages 66–85) contains expanded rules for vehicles, including Role-specific Critical Hit Tables, unique vehicle manoeuvres, and a roster of the Imperium's most iconic vehicles.

THE OFFICE OF PREFECTUS CASTEL

Liene Castel and the clerks in her service face an indomitable task. The Prefectus serves as the ears of the Sector Lord, relaying petitions for reinforcements to Sejanus if they are deemed worthy of his concern. Though a cadre of Adeptus Administratum adepts surrounds Castel, the task of evaluating and filtering these reports is hers alone. It is a burden that she bears like a martyr to spare the Sector Lord from the true extent of the sector's horrors, and one that she believes will cause her sanity to crumble or ultimately see her consumed by heresy.

Tens of millions have been left to die by her wilful inaction, and the full extent of the dangers that lie hidden across the Macharian Sector constantly threatens to break her faith in the invincibility of the Imperium and the infallibility of the Emperor's divine plan. Such challenges of faith should be borne by the iron-willed warriors of the Inquisition and the Adeptus Astartes, not a clerk of the Adeptus Administratum.

The enormity of the sector under her watch, and the breadth of issues in these reports has shown Castel a picture of Chaos and corruption on a scale that would challenge the will of even the most devout Inquisitorial acolyte. Castel persists, but she does not know how much longer she or the Macharian Sector may last. Her duty is as an anchor. One that will surely drown her.

THE ADEPTUS ADMINISTRATUM

The Adeptus Administratum is the apparatus by which the Imperium attempts to meet its insatiable needs. Its responsibilities oversee the critical necessities of human life, from food production and equipment manufacturing to munitions supply, and every other aspect of Imperial industry and logistics.

Over ten millennia, its procedures have grown so complex as to have created a bureaucracy unlike any other, rife with dead ends and cyclical practices, with forms to be signed, filled and replied to by distant officials who may have been dead for decades.

Prefectus Castel is one of the highest-ranking members of the Adeptus Administratum on Persepolis, but she is no less bound by procedure. In many cases, the apparatus of the Adeptus Administratum has hindered her own duties, particularly in accessing vital information. Thus, to meet the demands of her service, Castel has grown accustomed to reaching beyond the jurisdiction of the Adeptus Administratum for the knowledge and understanding she seeks.

THREAT ASSESSMENT CONTACTS

Prefectus Castel and her clerks are not alone in their duties. Information vital to their task is supplied by a web of contacts that extends across the sector. However, her most reliable sources are mercifully more local, each based, or stranded, on Persepolis.

Each of Castel's informers can serve as a Contact for the characters. They, as well as Castel herself, are detailed on the following pages (8–11). They adhere to the Influences of their respective factions: Prefectus Liene Castel of the Adeptus Administratum, Seneschal Zadora Tirime, representative of the Iaysus Rogue Trader Dynasty, Biologis Luminar Gant of the Adeptus Mechanicus, and Interrogator Vincento Arz of the Inquisition's Ordo Hereticus.

USING CONTACTS

The Imperium's labyrinthine hierarchy and overbearing bureaucracy often pose challenges for characters and Patrons in obtaining what they need to pursue their missions. Such difficulties commonly arise when one or more of the following conditions apply:

- ☠ The Patron's or characters' Influence with a Faction is too low or negative.
- ☠ Something the characters need from the Faction has highly restricted access.
- ☠ Publicly interacting with the Faction could negatively affect the mission's secrecy.
- ☠ An entity with significant regional authority is actively working against the party.

In such cases, cultivating individual Contacts across the Adeptus Terra and beyond can help parties skirt these blockades or overwrought procedures. Through discreet favours and informal channels, Contacts can secure resources more swiftly or without undue oversight. They may even provide insights or knowledge that would otherwise remain inaccessible. Further guidance for using Contacts in your games is available in *Imperium Maledictum* (pages 193–194).

The following list represents what Contacts can provide to the characters and the reasons for seeking them out:

- ☠ **Access:** Entrance to restricted facilities or off-limits areas, often without supervision.
- ☠ **Equipment:** Faster requisition of restricted equipment or supplies (greater than Common Availability).
- ☠ **Information:** Specialist or forbidden knowledge, intelligence regarding movements and rumours within the Contact's Faction.
- ☠ **Protection:** Asylum within a Faction's facilities or security granted by their agents.
- ☠ **Services:** Faster or discreet access to services the Contact's Faction provides (such as medicae treatment, guidance, hirelings or the aid of other NPCs, or transportation).

The Contacts listed in the rest of this chapter show examples of unique Requests, with plot hooks directly related to the characters or things they desperately seek, along with the Rewards they can provide when characters go above and beyond in fulfilling their Requests.



PLOT HOOKS

Throughout the book, Castel and her most prominent contacts present plot hooks for each threat. These are ideas for investigations scattered across the Macharian Sector that GMs can use to create their own missions. They also work as rumours you can seed into the background of the world, allowing players to indicate what sort of investigations are intriguing to them.

Each plot hook presents an initial event or complication, a selection of involved NPCs, and mysteries that the GM can build upon. Castel's contacts provide their first-hand opinions on these threats; if characters desire more information about these situations, encourage them to seek out these Contacts before they deploy to the field.

PREFECTUS LIENE CASTEL

“ I’m afraid that much of the congregation will be spent reviewing the report regarding reduced crop yields on Crultus. Unfortunately, there is never sufficient time to bring everything to the Sector Lord’s attention. These breathless reports of likely exaggerated xenos activity near the Carmine Stars will have to be added to next month’s agenda, time permitting...”



Liene Castel is descended from one of the most respected Highborn lineages of Persepolis, and carries herself with a regal bearing befitting such a noble heritage. While nepotism granted her an already-lofty position within the Adeptus Administratum, it was by her own acumen that she ascended even further to claim the position of Prefectus, from which she now aids Sector Lord Aulus Sejanus directly. As the filter through whom many reports must pass before they reach the highest of officials, Castel ensures that the Sector Lord’s attention is only drawn to situations that most deserve his time.

Her well-maintained, cold, and exacting façade hides the growing pressure she faces beneath. She was never ready to see the true extent of problems the Macharian Sector faces, and of which she has kept the Sector Lord blissfully ignorant, where possible. Only a trusted few have been allowed to glimpse the truth behind her stoic demeanour in the hope that they might help Castel in her efforts.

After seeing first-hand the toll that the responsibility of his position has taken on Sector Lord Aulus Sejanus, Castel vowed to ease his burden by being selective about which reports ultimately reached his desk. While many would cynically assume that she does this seeking some control over the Sector Lord, the truth is that she wants nothing more than to alleviate Sejanus of his dour temperament, believing she has grown close to the Sector Lord.

Use the **Imperial Noble** stat-block to represent Liene Castel (page 47). She has both the *Well Taught* and *Well Connected* options for her *Higher Standard of Living* Trait, with the latter giving her +3 Influence within the Adeptus Administratum.

REQUESTS

- A Crystal Thorn of the Order of Hallowed Glass (*Imperium Maledictum*, page 302) has taken interest in Castel after having been informed by a mysterious source that Castel is a descendant of the defiant House Hysperion (*Imperium Maledictum*, page 256). Her ancestor — loyal to the Imperium and traitor to her house — once secretly sought refuge among the Order. Castel wants to know who has been intentionally revealing her lineage, why, and to divert the Order of Hallowed Glass’ attention away from her.
- An aide to Adept Thorius Baldine, First-Counsellor to Sector Lord Aulus Sejanus (*Imperium Maledictum*, page 241), is overstepping their authority, attempting to bring matters to Sejanus’ attention that Castel believes are not worthy of his time. Through the characters’ Patron, Castel requests that they uncover the motives behind the aide’s actions — perhaps to gain influence with often-overlooked petitioners to the court — and to remind them of their proper station.

REWARDS

- Castel can provide classified data and information from a vast array of subjects — manufacturing quotas, shipping reports, census data, and of course, threat assessments — all with an army of scribes and archivists to do the work for her.
- Every day, Castel confronts dangerous, widely forbidden information in the reports she must organise. Through her prolonged and detailed examination and corroboration with her network of contacts, she can allow the characters to purchase Advances of Linguistics (Forbidden) and Lore (Forbidden) Specialisations, along with the *Forbidden Knowledge* Talent.

INTERROGATOR VINCENTO ARZ

“Ignorance is the greatest shield Humanity has in its armoury. It is the burden of those cursed by knowledge to ensure that others remain protected by this aegis, even as duty demands they themselves may seek its shelter no more. Do you truly think you are ready for this knowledge?”

Before joining the Inquisition, Vincenzo Arz was an arbitrator in the Adeptus Arbites, respected by his peers and feared by Infracionists throughout his jurisdiction. During his years of service, he investigated all manner of crimes and became intimately familiar with the grim underbelly of Imperial society on Varkassa (*Imperium Maledictum*, page 278), until one investigation put him on a collision course with a heretical cult seeking to corrupt the upper echelons of Imperial society. The raid he led ultimately sealed the cult's fate and brought him to the attention of Inquisitor Alis Raud of the Ordo Hereticus. Arz was ordered to join Raud's retinue, and before long he advanced from acolyte to Interrogator.

Arz's personality was forged by his years in the Adeptus Arbites. He carries himself with confident authority and makes it clear that he has little patience for fools and even less for pleasantries. Most people's first impression is of a harsh, sharp-tongued man, and Arz is perfectly content to leave them with that impression.

Interrogator Arz has been sent to Persepolis to investigate suspected cult activity emerging from Hive Skarthius and Hive Valios. While methodically conducting his investigation, he also acts as the Inquisition's main point of contact for Prefectus Liene Castel. Previously, Castel had directed a steady stream of questions to Inquisitor Raud, seeking information to contextualise her reports to Sector Lord Aulus Sejanus. By taking on this burden instead, Arz frees Raud's valuable time to be spent elsewhere, but Castel does try his patience at times.

Use the **Interrogator** stat-block to represent Vincenzo Arz (*Imperium Maledictum*, page 335), applying Ordo Hereticus bonuses. He also has the following Skills: Intuition (People) 70, Lore (Forbidden, Chaos) 70, Lore (Forbidden, Daemons) 70, and Presence (Intimidation) 70.



REQUESTS

- Arz distrusts the Macharian Vigilites on Persepolis, regarding them as glorified Infracionists, as they can be easily bought. Suspecting a Vigilite commander has stymied his investigations on several occasions, Arz requests that the characters look into this individual to ascertain whether it is true and, if so, find out who is paying them to do so.
- While Arz has identified a suspected cultist, he is reluctant to send in his acolytes as the overt presence of the Inquisition may drive the cult deeper underground. The characters have a degree of separation that will maintain the secrecy of his operation, so he asks them to bring the suspect to him for interrogation.

REWARDS

- If none of the characters, nor their Patron, are members of the Inquisition, Arz can offer them a one-time use of the *Limitless Authority* Duty Boon as if he were their Patron instead, with +2 Influence, as long as doing so would not compromise his investigations.
- Arz can impart knowledge related to his Lore (Forbidden) Specialisations on heretical cults, daemons and xenos species present in the sector, without requiring the characters to purchase Specialisations of their own or bear the terrible burdens that knowledge might transmit.



SENESCHAL ZADORA TIRIME

“Well, you definitely came to the right person! If you want information about anything or anyone passing through the void ports, I can get it for you, and quickly. Much quicker than anyone else. That’s why I only charge by the minute.”



Only a few years ago, Zadora Tirime was firmly within Orina Iaysus’s inner circle (*Imperium Maledictum*, page 261), where she oversaw all the trades and acquisitions that the Iaysus Dynasty conducted in the Macharian Sector. If she had turned her skills elsewhere, she might have carved a successful career for herself as a negotiator or spymaster within the Adeptus Terra. The allure and freedom offered by the void were irresistible, and so rarely does anyone in the Imperium get to choose a life among the stars.

There are plenty of theories and speculation about why Tirime parted company with the Iaysus Dynasty, and she answers all questions on the subject with calm silence, a slight smile, and an unblinking gaze. This is one of the few instances in which she does not project her signature exuberant swashbuckling personality. She is a talented swordswoman and Regicide player, frequenting highbrow gambling dens and drinking halls across Persepolis. Only the frayed state of her once flamboyant attire and her faint aroma of cheap Amasec betray the fact that she has truly fallen from lofty heights.

In addition to her gambling income, Tirime earns her solars by selling information she receives from the large network of contacts she cultivated during her time as seneschal for the Iaysus Dynasty. Prefectus Liene Castel has been a frequent client of hers, not just to take advantage of her contacts, but also to utilise her self-professed expertise regarding xenos species, gained through her extensive travels. However, Tirime’s credibility in this field is disputed, depending on whom you ask.

Use the **Merchant Trader** stat-block to represent Zadora Tirime (*Imperium Maledictum*, page 338). She also has the following Skills, with xenos specialisations being those specifically relevant to your games, if desired: Intuition (People) 70, Linguistics (Forbidden, Xenos) 60, Lore (Forbidden, Xenos) 60, and Melee (One-handed) 60.

REQUESTS

- Following a drunken brawl, Tirime’s prized mono sword was confiscated by a Vigilite who took a liking to it. Tirime had carried the sword as a badge of honour and fears that, without it, she will lose the respect of her contacts, so she asks the characters to retrieve it.
- An acolyte of the Ordo Xenos is investigating reports of Tirime selling her knowledge of xenos species. Tirime asks the characters to help ensure the Inquisition determines that she is a fraud, not a threat.

REWARDS

- Despite Tirime remaining on Persepolis for the time being, she still has friends in other Rogue Trader Dynasties. She can call upon them to arrange passage via voidship to anywhere in the Macharian Sector, for either herself or the characters, even at short notice.
- Making it abundantly clear that she does not partake in such business herself, Tirime can facilitate a meeting between the characters and a contact involved in the Silent Trade. She will do this only on the basis that the characters do not impede the liberty of her contact, as she still requires them to supply her with information.