



PREPARE TO BEGIN YOUR
PERILOUS ADVENTURES IN THE
GRIM DARKNESS OF THE 41ST
MILLENNIUM!

READ THIS
FIRST!

THE EMPEROR OF MANKIND

For more than a hundred centuries the Emperor has sat immobile on the Golden Throne. He is the unquestionable master of Mankind, for it is by his might that the Imperium's inexhaustible armies stand proud, and towards his ever greater glory that every citizen must toil.

By writ of the Adeptus Ministorum the Emperor is exalted in sermons, intricate illuminated texts, magnificent frescoes, and immense stained armaglass windows across the galaxy. They teach that the Emperor shields the Imperium from harm, guides its rulers, and recognises the efforts of even the most lowly citizens. His light guides the Imperium's voidships in the treacherous darkness of the void, and countless miracles are attributed to him by the faithful.

To all outward appearances however, the Emperor is a carrion lord. It has been millennia since he last walked amongst his people, blazing sword in hand, leading the armies of the Imperium to glory. Amidst the arcane technology of the Golden Throne he is entombed, a speechless, sessile, withered corpse sustained at an abhorrent price.

There the Adeptus Custodes, mighty warriors wrought of genetic alchemy, keep vigil over the Master of Mankind even as he consumes the souls of a thousand psykers each day to sustain his existence. Some whisper that even this great sacrifice is insufficient, that the Golden Throne has begun to falter, the secrets of its workings lost to another age. If this is true then Humanity is surely doomed, for if the Emperor should succumb, then all his subjects are certain to follow him into the abyss.

THE IMPERIUM

For over ten thousand years the galaxy-spanning Imperium of Mankind has stood, a bastion of Humanity amidst the hostile stars. It is said to encompass over a million worlds, each claimed for the Imperium through the expenditure of blood and toil beyond measure. To be a citizen of the Imperium is to be one amongst untold billions, yoked beneath a regime that rules by callous, sweeping decree, and endures only through unimaginable sacrifices.

The Imperium is brutal by grim necessity, for should it ever falter, Humanity would be lost.

To the teeming masses, the Emperor is the unquestioned ruler of Mankind, although authority is exercised in his name by the Senatorum Imperialis, the council of the High Lords of Terra. They administer the Imperium via the Adeptus Terra — a vast bureaucratic entity that encompasses almost every aspect of Imperial life.

The Astra Militarum marshalls armies of soldiers billions strong, while the Navis Imperialis battles the enemies of Humanity in the dark void between worlds. The Tech-Priests of the Adeptus Mechanicus oversee the technological requirements of the Imperium with religious zeal and dedication. The Adeptus Administratum attempts to organise each of these great endeavours and more, their efforts stymied by their own labyrinthine bureaucracy.

At the very bottom of this towering edifice of misery is the ordinary Imperial citizen, their endless toil barely sustained by meagre rations, insufficient rest, and, despite the trials and tribulations of their horrid lives, faith that the Emperor protects them.



It is the 41st Millennium.

For more than a hundred centuries the Emperor has sat immobile on the Golden Throne of Earth. He is the master of Mankind by the will of the gods, and master of a million worlds by the might of his inexhaustible armies. He is a rotting carcass writhing invisibly with power from the Dark Age of Technology. He is the Carrion Lord of the Imperium for whom a thousand souls are sacrificed every day, so that he may never truly die.

To live in such times is to be one amongst untold billions. It is to live in the cruellest and most bloody regime imaginable. These are the tales of those times. Forget the power of technology and science, for so much has been forgotten, never to be re-learned. Forget the promise of progress and understanding, for in the grim dark future there is only war. There is no peace amongst the stars, only an eternity of carnage and slaughter, and the laughter of thirsting gods.



WHAT'S IN THE BOX?

The Blazing Seraph (Adventure Book)

This is where your adventure begins. Grab some friends and play through your first treacherous adventure in the hive city of Rokarth. This adventure introduces the rules of *Imperium Maledictum* and teaches you how to play. If you're a player, don't look in this book — its for the Gamemaster's eyes only!



Rokarth: A Guide to the Hive (Setting Guide)

A comprehensive guidebook to Rokarth, the capital hive city of the acid-drenched planet Voll. Containing details of the hive's morbid cultures, strange citizens, and grim industry, this book is a wealth of useful information for the Gamemaster.

Character Sheets, Patron and Party Sheet

Each Player should choose one of the six ready-made Characters to play. Each Character Sheet details their statistics and abilities, and includes information on how to play *Imperium Maledictum*. The Patron and Party Sheet provides information about Inquisitor Halikarn and space for tracking more of the Party's details — this sheet is to be shared between the Players and GM. Don't forget that Psychic Powers are listed on the back!



Dice: These two dice are referred to, collectively, as 1d100. How they are used is presented in *The Blazing Seraph* and on the *Reference Sheets*. Everyone at the table might want their own d100 set of dice to speed up play, but you can get by with sharing one set.



Reference Sheets

These summarise the key rules and lore of *Imperium Maledictum*, such as making Tests, fighting in combat, and manifesting Psychic Powers.

Tokens: A set of tokens used to track Superiority, Fate, and other mechanics, including one to represent Inquisitor Halikarn's Inquisitorial Rosette.



THE MACHARIAN SECTOR

Far to the Galactic West of Terra, within the Segmentum Pacificus, lies the Macharian Sector — a teeming region of industrious worlds, named for one of the greatest generals in Imperial history; Lord Solar Macharius. So vast were the conquests of the legendary Macharius that the sector which bears his name can hold only a portion of the worlds he claimed. For over five centuries the Macharian Sector has been a productive one, but suffered greatly amidst the darkness of the Noctis Aeterna. Unleashed across the Imperium by the opening of the Great Rift, many planets have been reduced to ruinous shadows of their former selves during the Days of Blinding.

With the Days of Blinding finally subsiding, Sector Lord Aulus Sejanus looks to rebuild his shattered domain, but anarchy and sedition are wide-spread. Many oppose his efforts for their own purposes, or look to suborn them to their own interests. The shadows have grown long where once the Lord Solar Macharius's light shined blindingly bright and no seer can clearly read what will yet come to be for the beleaguered Macharian Sector.

THE BLAZING SERAPH OF ROKARTH

But your story begins deep down in the darkness, in a small corner of the Sector at large. Hive Rokarth is a towering edifice of plasteel, rockcrete, and unbridled misery. It rises from the acrid surface of Voll, a crumbling spire of Human defiance, persisting despite the inevitability of caustic annihilation by its own hostile planet.

Thirty billion lives toil here daily in devotion to the Emperor and His Imperium. Now, those lives risk being led astray by a purported Miracle, one that could upend Rokarth's hierarchy and contain even more sinister threats. You have been sent to investigate.

Inquisitor Halikarn has plucked you from obscurity, rescued you from the fate of everyday existence, and tasked you with investigating this unprecedented incident. Your Inquisitor is undoubtedly one of the most powerful entities in the sector, and they see something valuable in your existence. But you should fear them as much as you should your enemies. The Inquisition demands you operate with a deft hand and the utmost scrutiny. If you do your job right, no one should know you were even there...

WHAT IS IMPERIUM MALEDICTUM?

Imperium Maledictum is a role playing game set in Games Workshop's **Warhammer 40,000** universe.

It is the 41st Millennium, where warring factions from ancient civilisations and upstart empires fight endless battles across innumerable worlds and the great void in between. Humanity stands alone, beset on all sides by the heretic, the mutant and the alien.

In *Imperium Maledictum*, witness the macabre grandeur of the Macharian Sector, a sprawl of imperium-controlled space where ominous intrigue, grotesque foes, and treacherous adventures await you.

WHAT IS A ROLE PLAYING GAME?

A tabletop roleplaying game, sometimes shortened to RPG or TTRPG, is a collaborative storytelling experience for a group of players and a nominated Game Master (or GM).

The **GM** presents the story and situations within to the players. They have authority and control over the game world — including describing locations, weather, enemies, and so on — including all of the characters not controlled by the Players (known as Non-Player Characters or NPCs).

Players take on the role of characters in the game world. They have authority and control over their character, deciding who they are, what they want, how to achieve their goals and how they interact with each other and the NPCs.

When the player's characters' fates are uncertain, the world challenges them or they seek to enact their will upon it, the GM calls for a Test. The player will roll a pair of dice (two ten-sided dice) and compare it to their character's characteristic and skill values to determine the outcome of events. The better a character is at something, the more likely they will succeed or survive.

This starter set provides the rules for everything you need to get started in *Imperium Maledictum*, along with a complete adventure to play through from start to finish, pre-made characters to let you get straight into the action, and a setting guide filled with ideas on where to take your adventures next.

WHAT DO I NEED TO PLAY?

Inside this box, you'll find everything you need to play *Imperium Maledictum*. In addition to what's in the box, it's a good idea to have some pencils, an eraser, and some scrap paper for taking notes.

HOW DO WE GET STARTED?

The Blazing Seraph is written so that you can start playing straight away. It is designed to teach you the rules as you play. The GM may also want to read through *Rokarth: A Guide to the Hive*, which contains a wealth of information about the adventure's setting. This information is most important after *The Blazing Seraph* when your group creates their own adventures.

Players should avoid reading either book to prevent spoiling the adventure's surprises. While the **GM** is reading through *The Blazing Seraph*, players should look through the pre-made characters, decide who they want to play and familiarise themselves with the lore and rules displayed on the various reference sheets. Once that's done and the GM is ready, it's time to play!

WHAT'S NEXT?

CORE BOOK

The *Imperium Maledictum Core Book* contains everything you need to run adventures beyond the boundaries of this Starter Set. The complete ruleset includes options for creating characters and patrons from scratch, and a guide to the Macharian Sector, with an accompanying bestiary of the NPCs that exist there.

CHEMICAL BURN

A natural follow-up to *The Blazing Seraph* — *Chemical Burn* is another thrilling adventure in Hive Rokarth. The player's patron has tasked them with destroying the source of an unsanctioned biochemical named Gratis that threatens the hive's citizenry.

GM SCREEN

An indispensable tool for every GM, the **Gamemaster's Screen** provides your GM with all the critical on-hand rules they need to run games, whilst concealing their rolls and machinations from nosy players.

But this is just the beginning for Imperium Maledictum. Check out Cubicle7Games.com for future releases and information, as we explore the Imperium's different Factions and dive deeper into the Macharian Sector.