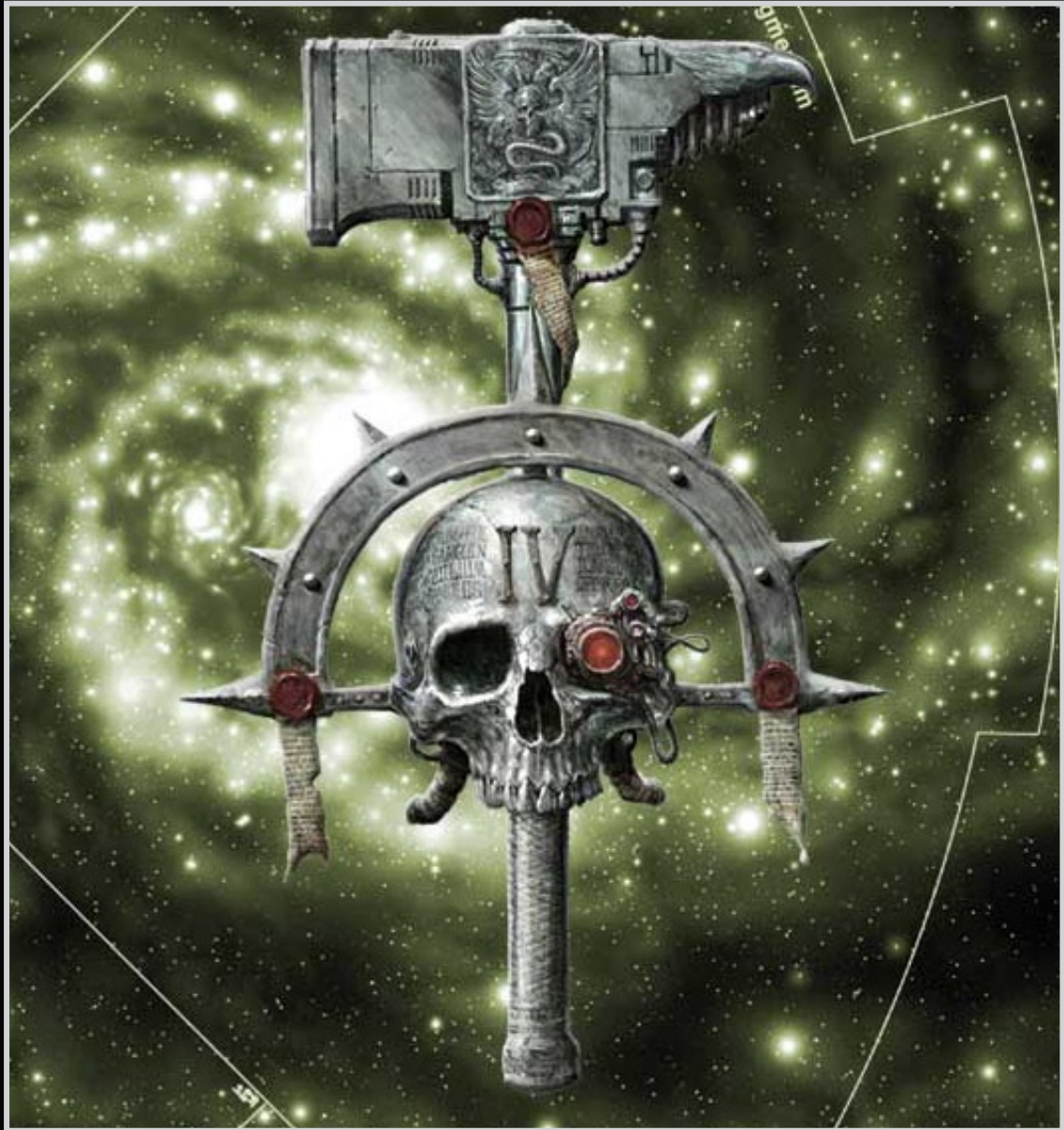


CORRUPTIO OPTIMI PESSIMA

- A DARK HERESY ADVENTURE -



- PART I OF IV -





“The greatest resource our Holy Imperium possesses is the fathomless multitudes of humanity itself. No power is mightier and no force more dreadful when turned to a single purpose. By human hands alone we have remade stars in our image. By this token the wise know that true power lies in the mastery of blood and bone, in the very meat of mankind.”

—Quastor General, Brantus Hurst, Departmento Munitorum
Penitential Command.

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See disclaimer

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CORRUPTIO OPTIMI PESSIMA

- A DARK HERESY ADVENTURE -



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**CORRUPTIO
 OPTIMI PESSIMA**
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INTRODUCTION



Corruptio Optimi Pessima is a stand-alone campaign for the Warhammer 40,000 Roleplay: Dark Heresy designed for middle ranking Acolytes (rank 4-6). In the following description of the Campaign setting we will suggest certain rolls to be made at certain times. These are not set in stone, as always GMs have the final say.

While this campaign was designed for the Calixis sector, it can easily be adapted for games that are being run in different sectors of the galaxy. This campaign was also designed so that there isn't just one way to solve the problem at hand, if the players want combat, they can go that route. Or if they enjoy the covert, investigative approach, they will also be able to complete the mission. This mission can be used to teach players that overt operations are not always going to get the best results.

RECOMMENDATIONS

Although any combination of characters will be able to undertake the following missions, it is recommended that the Players have at least one of the following in the group; Adept, Arbitrator, or Imperial Guardsman.

We have also included new equipment; if you feel these add depth to your game we encourage you to allow players to use them. In our experience players enjoy having equipment that is not straight out of the base book.

ORDO INVOLVEMENT

Here is a brief synopsis of the Ordos' knowledge of the situation and which ones may or may not get involved.

ORDO HERETICUS

Hive world Clove has experienced increased cult activity, as well as an increased occurrence of mutations.

ORDO XENOS

Also on Hive world Clove has been the outbreak of a Xenos drug known as twilight, seeing increasing use over the past few years, suspected being on planet even longer.

ORDO MALLEUS

There is no evident threat from the warp or daemons; however the Ordo Malleus will not hesitate to get involved if there is even a chance that they are needed.





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CHAPTER I

✠ ✠ ✠

INVITATION TO INVESTIGATE

Shortly after landing the Inquisitorial Acolytes will be greeted by Enforcer Bella Holtz, as specified in their mission briefing.

Read the following out loud to the Acolytes:

"I hope these trying times find you well Inquisitors. I am Bella Holtz from the Adeptus Arbites Special Division. Governor Callidon wished to be here himself, but alas he is tied up in red tape trying to clean up this mess, as you can imagine. If you follow me I can show you what we've uncovered so far and then you can take it from there."

OVERVIEW

The Acolytes receive an assignment from their Inquisitor to investigate the increased mutations on Hive world Clove, as well as suspected cultist activity, and the increasing popularity of a suspected Xenos drug.

MISSION BRIEFING

During a period of downtime, the Acolytes will be approached by one of their Inquisitor's most trusted Interrogators. He will hand them a data slate (Fig. 1-1) and tell them that they have forty-eight hours to prepare for their mission. After reading the data slate, anyone with Common Lore: Imperium or Scholastic Lore: Legend can make a challenging (+0) Lore Check. Success will tell them that this is the home of the famed Imperial Guard Unit, the 23rd Drusus Dragoons.

LANDING

The length of their warp travel will differ, but once the Acolytes arrive they will be taken to the planet aboard an Aquila Lander. Soon after entering the atmosphere the Lander's warning alarm sounds and the interior of the ship is bathed in a red light. The pilot is unphased as she flips a switch to silence the alarm. Any player in the cockpit can make a routine (+20) Awareness Check (Sight based) to notice the light still flashing on the control console. If questioned about the alarm the pilot responds "The alarm is still sounding because we are still being tracked by the Planetary Defense Force. Don't let it worry you, more than likely they are just taking the opportunity for target practice." As she says the last sentence a grin spreads across her face.

BELLA HOLTZ

...A veteran street enforcer whose talents for investigation landed her in the Special Division branch. When not in the field she wears her black and grey Arbites uniform and officer cap with its matching long coat. (See page xx for Bella's profile)

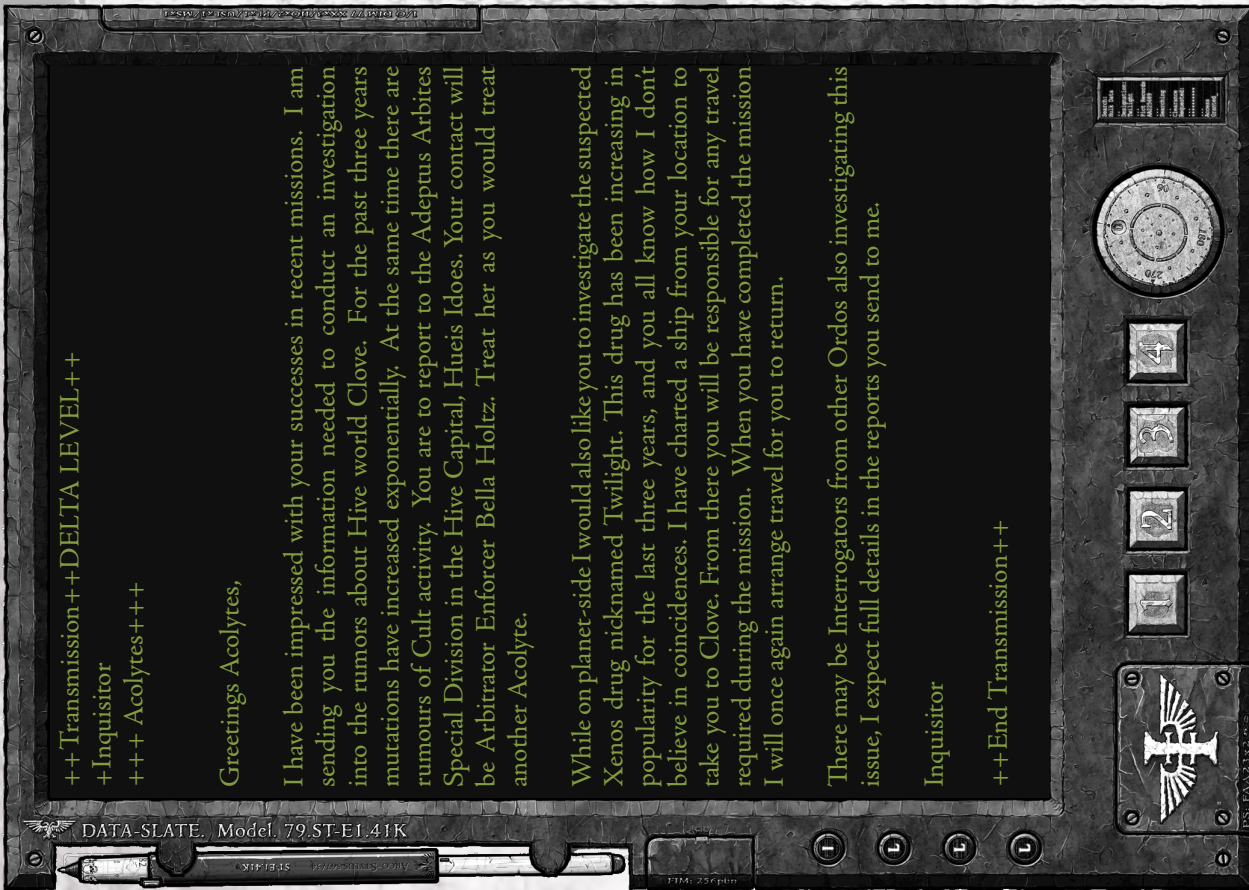
A routine (+20) Common Lore: Adeptus Arbites check will reveal that the Special Division handles all the cases that don't fall under standard planetary laws. If the players choose to follow Bella, they will enter an Arbites transport and will be taken to the Special Division precinct house. Once they arrive they will be shown to a secure room with a team of SD Arbitrators outside the door.

The acolytes will then be handed data slate (Fig. 1-2) with all the information the Arbitrators have uncovered. A challenging (+0) Tech-Use check will allow a player to copy the data from the data slate, Fig. 1-1, onto the one the Interrogator handed them.

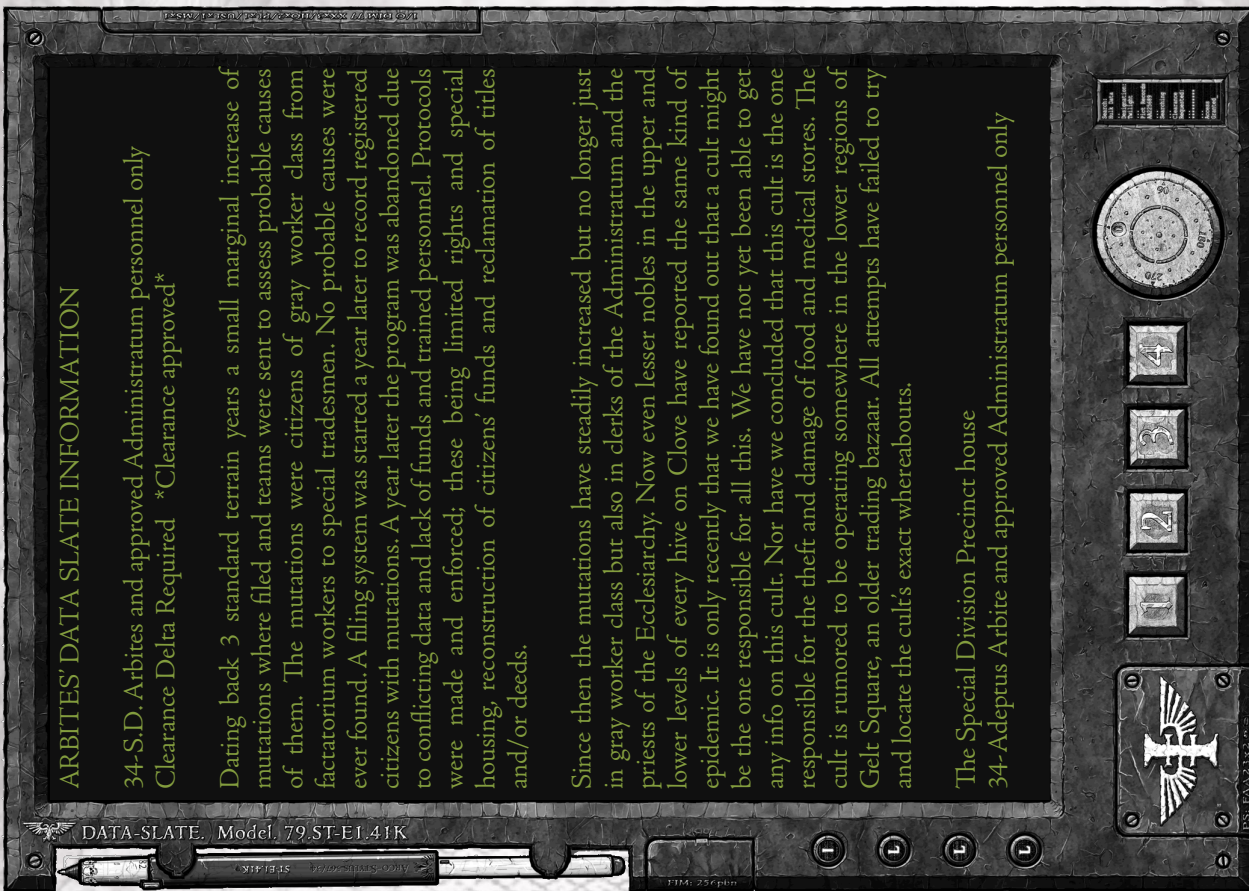
Shortly after being handed the data the Acolytes will be given the opportunity to look over what has been found and to verify the accuracy of the data.

Should they choose to double check the Arbitrators work, they will have access to an Emplaced Cogitator system with Inquisition clearance (grants + 20 to all relevant tests). The Acolytes can make a Hard (-20) Logic test to utilize the current case files and find more information. Each test takes 1d5 hours. Players may make multiple rolls to indicate prolonged research.





(Fig. 1-1 for a printable Playerhandout; see back of adventure)



(Fig. 1-2 for a printable Playerhandout; see back of adventure)



Failure indicates that you have researched the case and find everything to be in order.

- 0 Degrees of Success; you've researched for 1d5 hours with no results.
- 1 Degree of Success; Acolytes discover that each social class is being restricted for food consumption. The Imperial Guard is distributing food to the populace.
- 2 Degrees of Success; the players will find out that not all attacks on food stores have resulted in theft. Recently high end food stores have been destroyed by arson.
- 3 Degrees of Success; Acolytes find a list of all merchants that have had goods stolen recently, and the amount of goods stolen. Strangely, Baron Zarkovus Yorktos has lost the least amount of food stuffs; he is an off-world Noble from a House that has been chartering the food from the neighboring Agri-world, Hesiod's Wake.
- 4 Degrees of Success; Most medical facilities have been hit, but are left with high quantities of well-known abused drugs. But detox and other body cleansing balms have been looted en masse.
- 5+ Degrees of Success; There are rumors that there is a new popular drug named Twilight. Rumors also say that it has been around for possibly six years even though it's only been popular for three. Arbites agents have broken down the drug into its base chemicals and found that it is mostly a cocktail, with 90% of its makeup from common drugs found all over the sector. The troubling part is the last 10% made up of an unknown thinner.

If the Acolytes find they wish to investigate Twilight further (if they find out about it), the Arbitrators will offer a sample for them to break down in the Arbites lab. They can make a Difficult (-10) chem-use check requiring two degrees of success. Any extra successes will subtract an hour off of the test time (1d5 hours), with a minimum of one hour.

Success shows that it is a highly engineered chemical compound that modifies the nucleotide base, but it is in a dormant stage and is also missing a key component. It is of Xenos origin. If they reach this point the Acolytes have the option of making a Hard (-20) Forbidden Lore: Xenos check. If none of them have the skill, they may request assistance from an Inquisitor of Ordos Xenos, or they can move on.

Success reveals a record of a Rogue Trade vessel named Fairus Novia. It was seized and later destroyed by a naval battleship, Calixius Esmé. Before it was destroyed, it was boarded and searched. All two hundred eighty-three crew members were executed by firing squad for holding and distributing black market grade (of Xenos origin) Tau chemical weapons. See case file A01532 filed by Senior Chirurgeon Officer Quintilla J. Ishta.

CASE A01532

Shortly after boarding, Team Gamma engaged and destroyed Heretic smugglers in the lower cargo hold of the rogue trader vessel Fairus Novia. Team leader Sergeant Cromwell reported an odd odor coming from a cryos stasis capsule that had been ruptured during the engagement. Near the capsule there was also a small amount of Xenos contraband.

Seconds after reporting in, Sergeant Cromwell and his team suffered rapid, erratic mutations. These mutations were followed by seizures and bleeding from all orifices. The whole event took less than ten minutes from exposure to death. On my recommendation all remains were burned in the airlock and expelled into the void. Blood samples were taken and handed to Inquisitorial agents.

*Respectfully Submitted
Quintilla J. Ishta
Senior Chirurgeon*

CHOICES

While conducting research, if it takes multiple days, they will be allowed to stay in the Arbites precinct. When all research is done, the Acolytes will be given the option of staging in a secured room in the precinct house, or if they want to go undercover, a room will be arranged for them. This room will be in the Piety Flue Cathedral in Gelt Square.

[GM Note: Players may requisition equipment from the Arbites if they fill out all the proper paperwork. See Appendix A for a list of Special Division Arbites equipment.]

[GM Note: If Characters chose the undercover method, skip to page 11]





CHAPTER II



SUMMONS

The Acolytes are awoken early the next morning to a rapping at their door. Whether the door is opened or Acolytes question him through the door, they will be greeted with the following: "My Lord Inquisitors, I am Tanithos Kippsmen, the Voice of the Callidos house. Governor Aleronos Callidos, son of Vischerus Callidos requests your audience at this morning's consul assembly. He and the others assembled wish to know your intended course of action and any new insight into this terrible blight"

[GM note: The players can object to the summons, but then all Fellowship rolls with Nobles will suffer a -20 penalty and they will be given limited aid if they request it.]

If the players accept, they are treated to the finer foods and drinks that Governor Callidos has to offer. Shortly after they are lead through the halls of honor by the Governor and his Voice. The halls lead to the campaignum room and along the way the Acolytes will see giant statues of ancient heroes cast in white

PLANETARY GOVERNOR ALERONOS CALLIDOS

He is the first non-military governor of Clove. He is a man with an average build, square jaw, and short cut hair. He wears a dark blue officer's cap, with red trim and a white bill. On the front there is a golden Aquila grasping two silver nails with the words "Nex Pro Inhonesto*" inscribed in them. He also wears an elaborate dark blue navy style dress coat, with gold buttons and across his chest is a white sash with red trim covered with the Callidos family honors. He wears white pants with a red 'blood' stripe running down the sides. He always has the Callidos Scepter (heirloom/refractor field) at hand.

He walks with a uniform step and looks squarely into the eyes of whomever he addresses. He passes himself off as a man of honor, but in reality he doesn't have a shred of honor, nor can he fathom what honor is. He always passes on difficult work to those he deems as 'lessers'. He surrounds himself with people who believe he is a warrior, but in reality he is only a coward. He only duels, and when he does, he only agrees if he knows he can win.

marble and wrapped in the finest clothes from Clove. Behind each statue is a window, giving the statue a divine glow during daylight hours. The Voice will comment about a few of the heroes and the victories they are remembered for.

The Acolytes stop at the great doors of the campaignum as the Voice enters before them and announces the Governor with all his titles, and then the Acolytes in their respective glory. Inside, the players can see a vast room, large windows covering the walls, looking out onto the blue sky, with occasional clouds. The dome ceiling is covered in a mosaic depicting the great battles of Saint Drusus. In the center of the room is a large u-shaped marble table with matching seating, each inscribed with the nobles' house name and coat of arms. To the left and right is pitted seating for all of the nobles' scribes and servants. The Counsel takes their stations and Governor Callidos motions the Acolytes forward.

Read the following out loud to the Acolytes:

"Gentleman, (Ladies) I know we have found ourselves vexed by this recent epidemic. I've called upon His holy Inquisition and those who stand before us speak for Him and answer to Him alone. Inquisitors, the floor is yours."

With that statement, Governor Callidos sits and the counsel's watchful eyes fall upon the Acolytes.

[GM Note: The Acolytes may or may not have a plan at this point. This is the Nobles backing the Inquisition into a corner and looking for answers.]

Following any 'insight' given by the Acolytes the players may make a Challenging (+0) Charm/Intimidate Check. Success entails they have won over the counsels support (Charm) or demanded it (Intimidate). They may borrow 500 thrones worth of gear for each player or receive a gilded pass, giving the players a 20% discount off all gear they purchase (with availability scarce or lower). The players are then given a few days to prepare for the assault unless they choose to investigate further.



TORCH IN THE DARKNESS

[GM NOTE: If the players chose to go covert – there mission starts here]

The players descend in to the maunfactoria district where they hear the beating heart of Clove's industries hard at work. The Piety Flue Cathedral is built from gunmetal. It has great green and amber stained-glass windows depicting Saints and the rewards for service to the Imperium. The Cathedral resembles a massive gilded chimney, past the brass doors are grated floors and flak board pews facing the apex of the cathedral where the large emblem of the Adeptus Mechanicus made of plasteel hangs. A mass of menials and tech-adepts are in prayer.

Shortly after the mass ends a tech-priest dressed in singed orange and red robes approaches the Acolytes.

Read the following out loud to the Acolytes:

He speaks in a clear mechanical tone, "I know why you are here but that is no reason to interrupt the rites of function. I am known as Magdela Heltus Magos Errant of Piety Flue Furnacus."

[Players may notice now that this is a female tech-priest from the name, but body shape and voice did not give it away.]

She leads them through the cathedral's maze-like halls, passing networks of pipes and vents, then into a cool room half-full with barrels and crates. A routine (+20) chem-use success tells them its industrial coolant known to be used in needle weapons and also a very potent hallucinogenic. There are cots set up and a crate with rations containing two week's worth of food and water for the party.

**TECH PRIESTESS ADEPTUS MECHANUS
MAGDELA HELTUS MAGOS ERRANT OF
PIETY FLUE FURNACUS**

She is dressed in orange and red flame resistant robes that have been singed and she has a chemical odor. The little flesh you can see is burnt and covered in cancerous lumps. She speaks in a clear mechanical tone. She's been exposed to various things, from coolant vapors to even the Furnacus plasma fusion core.

CROSSROADS

Here is where the two paths cross on the road to Gelt Square. When the players arrive in the square, they walk down the catwalks to the last Arbite checkpoint where they see two heavily armored arbites beating an unconscious mutant. An awareness check, sight based, shows a poor quality stub revolver next to the mutant.

Shortly after you pass through a half-burned out hab-unit you see a massive wrought iron honey comb dome covered in a chaotic network of make-shift ladders and staircases all covered in glow lamps and spark torches. They have arrived at last. After entering you all smell the stench of lawlessness; from the drunk that smells of rotgut to the eyesores of spent injectors strewn about everywhere. Towards the center they will see a pit with a dozen men fighting to the death, and looking upward they can see that all the floors are open with thousands of spectators howling for the killing blow.

Conducting the investigation requires a Difficult (-20) Inquiry check. Failure by two or more degrees indicates a group of sore losers picks a fight with the Acolytes. (See Pit Thugs, pg 18)

- 1 Degree of Success: A crazed man tells them that a priest has brought His word to the shunned and twisted of the Slag fields. He has nothing more to tell.
- 2 Degrees of Success: They overhear a group of dregs talking about a conclave that has been selling food for cheap over the last few years.
- 3 Degrees of Success: The Acolytes find out that a large twist name Ogbor was seen with members of the "Blessings of Nine." Common Lore: Adeptus Arbites (+0) tells them Hertz Ogbor has a long list of offenses and a bounty of five hundred thrones dead and one thousand thrones alive. Forbidden Lore: Cults (+20) – the Acolytes realize that this cult is not large or threatening enough to have drawn the attention of any witch hunter or other authorities until now.
- 4 Degrees of Success: The party finds out that the priests name is Gimwyrn Favous aka Gimmick and has only been preaching the last five years. Also, prior to that he was a notorious con artist who has been known by a dozen different names. His conclave meets in Slag fields.
- 5 Degrees of Success [Players went to the council meeting]: For the last few days the conclave hasn't been around, they bought ammo and supplies as if they are expecting authorities to raid them.
- 5+ Degrees of Success [Players skipped the meeting or went covert]: The conclave was last seen in the area an hour ago.





CHAPTER III



TWISTS

Gimwyrn Favous, Ogbor, and some of the mutants hang back and use pews as cover when the players begin dispatching the dregs. The mutant abomination charges the players, while Ogbor fires at the players. After missing twice Ogbor throws down his firearm and charges drawing his great weapon. A hard (-20) Awareness (sight) check allows the players to notice Gimwyrn Favous retreating into the back room.

After retreating Gimwyrn Favous draws his pistol and waits for the inevitable, hoping he can cut a deal. If the players kill Ogbor and the abomination the other mutants will flee. If they didn't notice him fleeing, they will now notice that Gimwyrn is not among the corpses. They will find the door to the back room locked.

Read the following out loud to the Acolytes:

As they approach they hear "Stay back, the door and this whole building is rigged to blow!"

Very Easy (+30) Scrutiny check tells them that there are no explosives. Hard (-20) strength check to break down the door or a challenging (+0) security check opens the door.

As they enter Gimwyrn takes the pistol to his own head and says "Stay back or I'll kill myself and you'll never find my fortune!" A successful blather test will distract him.

If he gets distracted, a contested strength check will wrestle the gun from him. Fail on either test and Gimwyrn succeeds at killing himself, brains splattering over his assailant or the area around him. If successful though, he will refuse to speak and players should hand him over to their Inquisitor for proper interrogation. (Should – they do not have to.)

In this room they will find a well stocked chemical lab with enough food to feed an army. All of the food crates bear the same noble family crest. A scholastic lore: heraldry check tells them that this symbol belongs to Baron Zarkovus Yorktos, who they would recognize (if the researched successfully), as an off-world noble whose House has been chartering food from Hesiod's Wake.

THE SLAG FIELDS

After an hour of travel from Gelt Square the Acolytes find themselves in Slag Fields. A simple (+10) Awareness/Tracking check reveals a path that has been used in the last hour. They come to a small ramshack village that's deserted. A challenging (+0) Search check reveals food crates that once held luxury nautiline shell fish. While following the path they will pass by chemical pools giving off toxic vapors. A hard (-20) toughness test grants the players safe passage. Filter Plugs (+20) and Respirators/Gas Masks (+30) are ideal for this situation. Players that fail suffer 1 wound, ignoring toughness and armor, as their lungs, nose, and throat suffer chemical burns.

Further down the path from the pools, they see the outline of a large structure. A challenging (+0) Awareness (sight) check reveals a mockery of a church which is lit by spark torches on the outside. As they approach the door they find it unguarded. Awareness (hearing), the players hear an unfamiliar chorus. To get in unheard a Very Easy (+30) Move Silent check is required. Shortly after entering the players notice a short hallway that ends at a terrace overlooking the great hall. To the left and right are stairs leading to the hallways floor. A routine (+20) concealment check allows the players to hide successfully behind the terrace. From there they can see rows and rows of pews half-full of dregs and mutants.

The dregs' and mutants' attention is focused on a man dressed in dark blue robes with yellow trim, preaching a poorly worded sermon. In the front pews they can make the shape of Ogbor and some mutants near him. A man is called forth to receive the "Ninth Blessing". He receives a small piece of food and consumes it then immediately begins to shudder and scream in pain as his clothes rip and he falls to the ground. The whole attendance is standing to see what happened before the man stands again, all can see he has been transformed into a mutant abomination.

[GM Note: At this point combat breaks out, either from the players starting it or someone noticing them during the commotion. If the players chose the covert route, the unnamed dregs and mutants will only have melee weapons on them; otherwise they will have what is listed in the NPC section.]



DEBRIEF?

The next day the players are met by their Inquisitor and Governor Callidos, along with other members of the counsel. This is when the players will debrief the governor and their Inquisitor.

The trail leads (hopefully) to Baron Zarkovus Yorktos of Hesiod's Wake. The Inquisitor grants them access to the Librarium to conduct research on the Baron utilizing his level of access. If Gimwyr was brought back alive, he is brought into interrogation, but dies shortly into it. His brain is detonated by a polymer based implant that was set to detonate when certain keywords were spoken. This only proves to the Inquisitor that this plot should be elevated to the Extremis level.

Those at the Librarium can make a very easy (+30) logic check. Success gives them the charters from the baron's shipments. Every year for the past six years he has maxed his tithe contributions to the Imperium and delivered all food stuffs to feed the masses of Clove. Strangely enough, before those six year records show he was barely able to keep his title and land from being seized. Also, an abnormality in the records shows that five years ago Baron Yorktos began to buy foodstuffs from another noble on Hesiod's Wake.

If the players bring their findings to their Inquisitor, the Inquisitor, using all of his authority, decides to bring the wrath of the Inquisition to Hesiod's Wake. The players will be transported aboard the same naval vessel as their Inquisitor.

Soon after exiting the warp, there is an overhead vox telling all Inquisition agents to get geared up and report to Briefing Room Alpha.

Read the following out loud to the Acolytes:

As the players arrive and other Inquisitorial parties file in with them, their Inquisitor stands at the front of the room. When everyone is seated, he speaks loud and clear "Zarkovus Yorktos shows all signs that he is a Heretic Extremus. His family has the most mutants of all the nobles on Hesiod's Wake. There are no records of Inquisitional inquires being conducted on this planet. I will remain in orbit to direct the strike teams securing key terrain. If he has a force to deal with, it shall be destroyed. However, none of our scans indicate anything large than a small house guard. Estimates are around one hundred guards. But what worries me the most is that ninety percent of his works show signs of mutations. This will end before sunset this day, capture or kill, do not fail me in this."

Players will board an armored Aquila Lander. As they board they witness the strike force going over final equipment checks, most of the force is made up of troops from Clove's PDF regiments. Tech-priests and adepts perform rituals to appease the ships machine spirit. The Acolytes mission is to secure the Baron in order to get information out of him. They will be landing in the courtyard and a message will be broadcast over all frequencies for the nobles' immediate surrender to the God Emperor of Mankind's Holy Inquisition.

Landing description for the players: Your armored Aquila lands in a cobblestone courtyard, meeting little resistance. They hear that the teams that landed in the fields have reported gun fire but no sign of organized defense. The players see an ornamental door that leads to the main hall of the mansion. However the players get in, they gain entrance to the great hall that's filled with portraits and sculptures. There is an odor of polished wood. They can make a routine (+20) awareness (hearing) to hear footsteps approaching. Shortly after they see a man dressed in fine clothes wearing layers of fine jewelry. He is accompanied by three personal guards.

Read the following out loud to the Acolytes:

"Who are you, how dare you come to my estate unannounced!"

[Players Response Here]

The Baron will fall to his kneed begging for mercy and that he didn't know it was the Inquisition. He gives himself over willingly and is taken aboard the ship to stand trial.

INQUISITORS REPORT

Hard (-20) Forbidden Lore (Inquisition)

There was a purge in the lower depths of hive Hueis Idoes. Like all the other hives of Clove, the Red Redemption was met with open arms. The Lord Deacon organized kill teams to purge the lower depths. This instigated small wars in all the underhives on clove. The Clove code of honor was so important that countless lives fought and died to preserve it. After those days there were few warrior poets, scribes left in the history of Cloves triumphs to fade into legend and be forgotten. Corruptio Optimi Pessima. Translated – The corruption of the best is the worst.

[GM Note: The Inquisitor also notes that by the signs that this investigation has overturned that this could be a cypherist plot that has not come to fruition yet.]



AFTERMATH

Clove was blocked off from receiving any supplies or aid because of its large mutant population. There was fear the Clove would be split by civil war like the hive world Trench. By the Will of the Emperor that did not happen. It is evident that the people of Clove's code of honor was kept by the mutants. The mutants marched to Merconus Memorial, knelt and surrendered. This last miracle convinced the Ecclesiarchy to recognize Marshal Alexander Merconus as Saint Merconus the Perspicacious.

Those who chose to fight found few allies against those working to resurrect Clove. The mutants that surrendered were given a chance to keep living, to give meaning to their existence again, and were sent to Dalthus and Purgatory of Soubiris mining worlds where they could find purpose.

In six standard terran months of case building and research the Acolytes sit in a courtroom to watch the trial of Baron Yorktos. The trial takes place in the high court of Clove where the horrendous crimes against the Emperor took place. The Inquisition's investigation points to the Baron's tainted harvest. Including his willingness to corrupt others with his Xeno-gene influenced crops. Combined with the catalyst in the drug Twilight, these Xeno-gene crops would cause rapid mutations that would twist your views and open your mind to a universe of indescribable horrors.

The Baron pleads for mercy, telling the court that he had no idea that his food was tainted. He babbles about a man that gave him fresh and healthy crops when he was enduring rough times. When asked to prove his statements he was speechless. The sentence handed down was Guilty of Heresy in the highest degree for aiding Xenos life forms, and the list goes on. The Baron stands awestruck, cringing as the sentence is announced.

He was sentenced to serve the Ordo Hereticus as they see fit.

[If the Acolytes wish, they can make one last check to discover the report submitted by their Inquisitor]



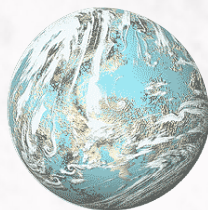


APPENDIX



CLOVE

Clove is a world rooted in tradition and service. A strict code of honor is ingrained in every class of people. All the nobles of Clove have military training and a service record. Recruitment is easily met on Clove; the best candidates are often put through rigorous tests. If they succeed they are put in the famed 23rd Drusus Dragoons regiment who ride into battle on their Semita Horses. There are ten hives on Clove but only nine houses Cloves population. Clove is covered in ashen colored sand, black toxic oceans that are side effects from an over industrialized world. There are burnt out valleys crisscrossing Clove like the battle scars of a veteran warrior.



+++Planetary data+++

Class: Hive World

Subsector: Hazeroth

Years and Days: Cloves takes 473 terran days to orbit its star and spins on its axis every 26 Terran hours.

Satellites: Guthrine Barren moon fortified as bastion, Callus: a PDF space station and training facility.

Population: 2,000,000,000

Climate Classification: Temperate

Mean Surface Temperate: 20°C

Planetary Governor: Aleronos Callidos, holder

of the lead seat on the counsel of arms, which is made up of nobles representing their houses.

Religion: People of Clove believe in Courage and Honor. It is as important in battle as it is in the manufactorias. Glory on the battlefield grants your house a seat in the Counsel of Arms, the highest of honors for the noble class. The Ecclesiarchy reinforces that all service to the Emperor is glorious and honorable. Once every year a day is dedicated to honoring all who've died in service to the Emperor. Those who survived the great battles tell of all their comrades, tales of hard fought victories. There is a would-be saint on Clove for his foresight and sacrifice. The Cult of Merconus, though fanatical, holds the same values as the Ecclesiarchy but there has not been enough evidence yet to decree Alexander Merconus as a Saint to the Imperial Cult.

Society: Staying true to tradition, Clovists treat warriors of the Imperium as heroes. Most of the populace has held a weapon at some point in their lives. When one's honor is insulted a duel is sure to follow. Dueling is legal, but it must be organized. Each duelist will select a gentleman to represent themselves, also trying to find a non-lethal way to make amends. Mercenaries, bounty hunters and hired weapon trainers are disliked by all true Clovists. They view them as thugs who only do good for thrones.

Principle Exports: Clove exports arms, munitions, and Semita Horses MK-23.

Principle Imports: Clove cannot support itself and imports food from Agri-Worlds in the Hazeroth subsector and raw building materials.

Imperial Guard Recruitment: Clove's limited population keeps the recruitment small, but only the best are chosen for the famed 23rd Drusus Dragoons.

History: In the early forty-first millennium, in hive Beaconus, the first hive built on Clove, a terrible virus broke out. It quickly spread and grew out of control. The mass panic causes riots and fires broke out. They quickly spread



beyond control, consuming the lower levels of the hive. Collapsed levels of the hive caused it to shift and begin to fall but stopped after only shifting twenty degrees, thank the Emperor. It was at that point that Marshal Alexander Merconus organized an evacuation from within the hive, calling shuttles and cargo vessels to assist. For two days shuttles of all make and size evacuated as many lives as they could. During those two days the virus infected mob tried to break through, but the Adeptus Arbites, led by Marshal Merconus repelled the assaults. On the third day, Marshal Merconus ordered a halt to the evacuation as the virus had breached the gates.

It was said and later written that the Beaconus fire could be seen from parts of the hive for many decades. The Ecclesiarchy declared it as a monument, a city tomb and none were allowed entrance. The folk lore speaks of getting distress calls or seeing strange lights when a shuttle flies too close. Those who have gone to rob the crypt city have either come back insane or not returned at all.

Contact with other worlds: Stable warp paths to: Stygian Prime, Purgatory of Soubirous, Hessiod's Wake, Malice, and Dalthus.

WEAPONS:

Solid Projectile

| Name | Class | Range | RoF | Dam | Pen | Clip | Rld | Special* | Wt | Cost | Availability |
|-----------------------|--------|-------|-------|---------|-----|------|--------|---------------|-----|------|--------------|
| Gavialus | Pistol | 25m | S/2/- | 1d10+2I | 1 | 8 | Full | C | 2 | 100 | Scarce |
| Coffers-12 | Basic | 40m | S/-/6 | 1d10+3I | 0 | 20 | Full | as carbine, A | 4.5 | 75 | Average |
| Coffers-8 Long Barrel | Pistol | 35m | S/-/- | 1d10+3I | 1 | 8 | Full | A | 3.5 | 80 | Average |
| Riot Shotgun | Basic | 30m | S/3/- | 1d10+3I | 0 | 20 | 2 Full | S, U | 6 | 500 | Scarce |

LAS

| Name | Class | Range | RoF | Dam | Pen | Clip | Rld | Special* | Wt | Cost | Availability |
|---------------|-------|-------|-------|---------|-----|------|------|---------------|----|------|--------------|
| Dragoon Rifle | Basic | 70m | S/3/- | 1d10+2E | 0 | 30 | Full | carbine, R, A | 4 | 120 | Rare |
| Novos Flare | Basic | 5m | S/-/- | 1d10+1E | 0 | 25 | Full | S | 5 | 750 | Rare |

Melee

| Name | Class | Range | RoF | Dam | Pen | Clip | Rld | Special* | Wt | Cost | Availability |
|-----------------|-------|-------|-----|--------|-----|------|-----|----------|----|------|--------------|
| Cavalier Saber | Melee | | | 1d10+1 | 2 | | | M, F | 2 | 120 | Scarce |
| Sentence Hammer | Melee | | | 1d10+1 | 0 | | | Sh, Un | 3 | 200 | Scarce |

* *Accurate, Concealable, Fast, Mono, Reliable, Scatter, Shocking, Unbalanced, Unreliable*

Weapon traits:

Carbine: Weapon can be fired one handed with only a -10 Penalty.

Concealable: Adds +10 to concealment checks hiding weapon

ARMOUR:

| Armour | Type | Locations Covered | AP | Special | Wt | Cost | Availability |
|---------------------|------|-------------------|----|------------|-----|------|--------------|
| Arbites Flak Armour | Vest | Body | 3 | Undercover | 2.5 | 100 | Rare |

Armour trait:

Undercover: Awareness (sight) to notice that armor is being worn has a -20 penalty



NPC'S

THE MUTANTS AND DREGS

The mutants and dregs for the combat in the underhive can be taken from the Dark Heresy basebook on pages 338-342. There are 6 dregs, 2 mutants, and 1 mutant abomination.

ALERONOS CALLIDOS

Main Profile

| WS | BS | S | T | Ag | Int | Per | WP | Fel |
|----|----|----|----|----|-----|-----|----|-----|
| 35 | 28 | 30 | 28 | 34 | 31 | 28 | 25 | 32 |

Movement: 4/8/12/24

Skills and talents, etc: As seen fit to the GM

Gear: Serpentine – Best Quality (+10 WS)

PIT THUGS

Main Profile

| WS | BS | S | T | Ag | Int | Per | WP | Fel |
|----|----|----|----|----|-----|-----|----|-----|
| 31 | 23 | 32 | 38 | 31 | 23 | 24 | 28 | 27 |

Movement: 4/8/12/24

Wounds: 10

Skills and talents, etc: As seen fit to the GM

Weapons: Coffers-8, Mono Sword

Gear: Flak Armor - 4 all

BELLA HOLTZ - ENFORCER

...A veteran street enforcer whose talents for investigation landed her in the Special Division branch. When not in the field she wears her black and grey Arbites uniform and officer cap with its matching long coat.

Main Profile

| WS | BS | S | T | Ag | Int | Per | WP | Fel |
|----|----|----|----|----|-----|-----|----|-----|
| 32 | 35 | 28 | 28 | 32 | 38 | 40 | 28 | 30 |

Movement: 4/8/12/24

Skills and talents, etc: As seen fit to the GM

Weapons: Gavialis, Sentence Hammer

Gear: Arbite Undercover Armor

HERTZ OGBOR

He goes by the name Ogbor. He has been a bane to Clove for the last ten years; it's only been recent times that his band of mutants had enough gall to try and storm an Arbites checkpoint. Thirteen mutants and four heavily armed Arbitrators were killed. Ogbor is a large mutant with incredible strength and toughness. He carries many 'war' trophies. One being an Armsman-10 from the first Arbitrator he killed and many other trinkets. His armor is scraped together from the armors of three bounty hunters that he killed, also an Arbite carapace helm with the Aquila chipped off. He favors his self-made scrap cleaver.

Main Profile

| WS | BS | S | T | Ag | Int | Per | WP | Fel |
|----|----|----|----|----|-----|-----|----|-----|
| 40 | 28 | 42 | 40 | 30 | 23 | 20 | 25 | 28 |

Movement: 4/8/12/24

Wounds: 12

Skills and talents, etc: As seen fit to the GM

Weapons: Armsman-10 Pistol, Great Cleaver

Gear: Piecemeal Carapace – 5 Arms, Legs,

Body, 4 Head

MAGDELA HELTUS

"Tech Priestess Adeptus Mechanus Magdela Heltus Magos Errant of Piety Flue Furnacus"

She is dressed in orange and red flame resistant robes that have been singed and she has a chemical odor. The little flesh you can see is burnt and covered in cancerous lumps. She speaks in a clear mechanical tone. She's been exposed to various things, from coolant vapors to even the Furnacus plasma fusion core.

BLESSING OF NINE

The Blessing of Nine cult is made up of mutants and dregs. Most are unskilled combatants, but still have been bringing any and all treasures to Gimwyrn Favous. They have all witness his power to give them the strength of the Ruinous powers. He rarely speaks of them. The name of this cult is derived from how many times blessed food is eaten before it bestows a mutation.



(Fig. 1-2) Player Handout - Printer friendly

DATA SLATE Model 79 STEI 41K

+++ ARBITES' DATA SLATE INFORMATION+++

+++ 34-S.D. Arbitres and approved Administratum personnel only +++
Clearance Delta Required *Clearance approved*

Dating back 3 standard terrain years a small marginal increase of mutations where filed and teams were sent to assess probable causes of them. The mutations were citizens of gray worker class from factatorium workers to special tradesmen.

No probable causes were ever found. A filing system was started a year later to record registered citizens with mutations. A year later the program was abandoned due to conflicting data and lack of funds and trained personnel. Protocols were made and enforced; these being limited rights and special housing, reconstruction of citizens' funds and reclamation of titles and/or deeds.

Since then the mutations have steadily increased but no longer just in gray worker class but also in clerks of the Administratum and the priests of the Ecclesiarchy. Now even lesser nobles in the upper and lower levels of every hive on Clove have reported the same kind of epidemic. It is only recently that we have found out that a cult might be the one responsible for all this.

We have not yet been able to get any info on this cult. Nor have we concluded that this cult is the one responsible for the theft and damage of food and medical stores. The cult is rumored to be operating somewhere in the lower regions of Gelt Square, an older trading bazaar. All attempts have failed to try and locate the cult's exact whereabouts.

The Special Division Precinct house

+++ 34-Adeptus Arbite and approved Administratum personnel only +++

PS: FAA 23x2

Search:
Bulk Data
Designations:
Twilight
Pict Records
A027089
Searching
Clearance
Requested:

Access
Granted



✠ ✠ ✠

CORRUPTIO OPTIMI PESSIMA

✠ ✠ ✠

Corruptio Optimi Pessima is a stand-alone campaign for the Warhammer 40,000 Roleplay: Dark Heresy designed for middle ranking Acolytes (rank 4-6). In the following description of the Campaign setting we will suggest certain rolls to be made at certain times. These are not set in stone.

While this campaign was designed for the Calixis sector, it can easily be adapted for games that are being run in different sectors of the galaxy. This campaign was also designed so that there isn't just one way to solve the problem at hand, if the players want combat, they can go that route. Or if they enjoy the covert, investigative approach, they will also be able to complete the mission. This mission can be used to teach players that overt operations are not always going to get the best results.