

# Return of the Scarlet Prophet

An Imperium Maledictum Mini-Campaign

## Synopsis

The PCs are special troubleshooters for the Rogue Trader Alastair Troca, loyal servant of the Emperor and his house but also a shrewd trader looking for new business opportunities. The short campaign described here starts with the party defending the business interests of their patron and ends with them being embroiled in a major conspiracy that could cost them their lives.

## Dramatis Personae

**Alastair Troca:** A pious but shrewd Rogue Trader who has good ties to Cardinal Shyne, the ruler of Lux Eternus. Troca is currently in competition with his sister for the command of the house's flagship, the *Invisible Fist*. Troca is old but with an awake and curious mind, always interested in what lies beyond the horizon.

**Persephone Troca:** Alastair's sister and rival. Artificially young, full of swagger, and considered to be too daring by conservative circles of the Imperium. On the other hand, she is ahead of all other Trocas when it comes to making money.

**Gaius Sarma:** The loyal right-hand man of Alastair. Hailing from a forge world and heavily augmented. Constantly working, showing clear signs of deteriorating health. Everybody tells him he should work less but he just shrugs it off. No private life.

**Cardinal Ephemus Shyne:** Fatherly priest who knows he should not indulge in his weakness for luxury. A good ally of the Trocas but also heavily in debt with them. He is the ruler of *Lux Eternus*.

**Sister Discordia:** A stout nun who is well-versed in the use of the flamer and the shock maul. Fixes problems for the cardinal.

**Genetor Primus-Apocore-12:** A tech priest and former ally of Alastair who was lost about 14 years ago on an expedition. He provided a lot of the best technology to the Trocas. The genetor was a mixture between a mad scientist and a zealous priest.

**Smaegil:** The magos the genestealer cult of the *Rusty Claw*. A young woman that seems quite introverted but uses her psychic powers to get her way.

## Secret Backstory

The following facts will see the light of the day during the campaign.

- 30 years ago, Primus-Apocore-12 and the Troca's went on an expedition to the frontier world of *Solace's Finale* together. A warpstorm separated the two ships. When the Troca's caught up with the genetor, his ship was missing and there were signs of a pitched battle on the ground.
- The genetor was attacked by genestealers and was infected. He hid his ship in an outer orbit near *Desperion* and started a cult in the underhive.
- The genetor took one of his brood brothers (Gaius Sarma) and sent him to act as a spy in the Troca's organization. He also sent a young woman to do the same in the service of the cardinal (Sister Discordia).
- Apocore's cult came into conflict with a cult of Khorne that slew the genestealer primarch. With that the cult deviated from its regular

pattern. Apocore is now the deranged leader of the cult, fighting for control with Smaegil, the cult magos.

- Apocore plans to use the *Great Conclave of St. Macharius* that takes place on *Lux Eternus* to spread the genestealer curse all over the sector.
- In order to enter the inner sanctum where the conclave is being held, the genetor needs a key that is hidden in a relic called the *Azure Plate*.

## Tales

### Family Sabotage

The party is ordered to observe and maybe even sabotage an expedition by Alastair's sister Persephone. While use of force would be a serious breach of the unwritten rules of competition, the rogue trader would love to see his sister fail. The expedition was sent to the Death World of Characaros to recover a rumored arms depot from the time of the Macharian Crusade.

After a few initial problems with local threats, the PCs witness an attack on Persephone's team by highly disciplined and heavily augmented troops. They might decide to help or not but one way or the other, they will be involved in the battle.

In the aftermath, research reveals that the troops were directed remotely by somebody who resembles Primus-Apocore-12, erstwhile ally of the Trocas!

### Into the Underhive

The PCs are ordered to investigate the party that acted against Persephone. They will find a few insights into the corrupt and intrigue-filled world of the courts but eventually end up in the underhive, where people matching the description of the attackers have been spotted.

To their great surprise, the PCs are immediately harassed and attacked multiple times by a gang that does not look favorably on up-hivers to enter their territory. Even worse, the gang is a cult of Khorne.

When the party defeats the cultists, they find out that the cult had a long-lasting conflict with the *Rusty Claw*. Now, the Claw is gone from their

hiding place, having moved elsewhere. Careful investigation reveals that the Khornites have slain a genestealer patriarch, a fact that has brought a lot of grief for their rival cult.

### Escort Duty

In preparation for the conclave, the cardinal plans to move a newly-acquired relic to his shrine world. The relic is a carapace armor that was worn by personal guard of Macharius himself. It is called the "Azure Plate". The relic is transported on Alastair Troca's ship and guarded by a sister of battle.

Unbeknownst to the party, members of the Cult of the Rusty Claw have been smuggled on the ship by Gaius. There is even a purestrain genestealer secreted away in a grox carcass in the galley.

When the ship exits the Empyrean, the stowaways start to attack the crew and go for the relic. If they manage to get it, they will use a small shuttle to escape to an asteroid field while other fighters attack and distract the pursuers.

### The Procession

Before the conclave, a 100km procession to the great cathedral on Lux Eternus starts. The party's patron is either a guest of honor or not due to the failure of the previous mission. As the procession stops for the first time, an incident occurs that leads to the death of several pilgrims. The evidence found incriminates that party. They find that Sarma (or Smaegil) has placed the evidence but they can do little about it. They might have to flee or try to prove their innocence. (Zu wenig?)

### The Attack

Using the relic and the weapons stolen in the beginning (or some less effective way) the cult sneaks into the inner sanctum of the cathedral where the bishops of several worlds of the sector meet.

Either due to their own deductions or with information from X, the party must find a way to break out of prison (or find their way through layers of security) to reach the inner sanctum in time and defeat the cultists as they try to infect the visitors and

establish control over the whole sector. (Zu viele verschiedene “Eingänge”?)