

DARK HERESY™

THE CHAOS COMMANDMENT™



PART III OF THE APOSTASY
GAMBIT ADVENTURE TRILOGY

WARHAMMER
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ROLEPLAY

DARK HERESY™

THE CHAOS COMMANDMENT™

THE CALIXIS SECTOR HANGS IN THE BALANCE!

The Apostasy Gambit reaches its climax and the conspiracy becomes an open revolt. Now the Acolytes must combat heretical forces from the lowest dregs to the most powerful nobles, but will their efforts be enough to save the Calixis Sector?

This book is the third chapter of an epic trilogy of DARK HERESY adventures.

The Acolytes must fight across the Sector, leading armoured assaults and exterminating daemonic foes as they seek out the true power behind the conspiracy.

On the ruins of a once-proud shrine world, the Acolytes face their greatest challenge.

Will the Acolytes win this final battle, or will a daemon-possessed Saint corrupt all they have worked so hard to save?

A copy of the DARK HERESY Core Rulebook is needed to use this supplement.



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DARK HERESY™

THE CHAOS COMMANDMENT™



ROLEPLAYING IN THE GRIM
DARKNESS OF THE 4TH MILLENNIUM

CONTENTS

Introduction

Game Master's Briefing.....	4
Adventure Structure.....	5
Backstory.....	6
Replacement Characters.....	7
Themes.....	8

Chapter I: Laying Siege

The Bunker Complex.....	13
Area 1: No-Man's Land.....	13
Area 2: Inner Compound.....	19
Area 3: Impound Bunker.....	20
Searching the Bunker.....	20
Impost Offices.....	22
Command Bunker.....	23
Blaise Drajkon (The Oracle).....	25
Troubleshooting.....	26

Chapter II: The New Flesh

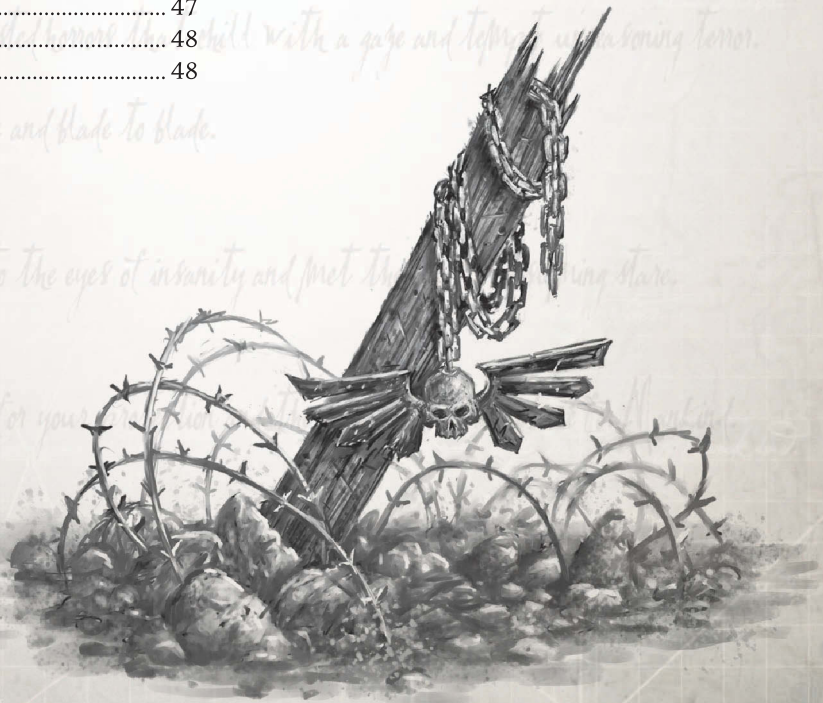
House Drajkon.....	29
The Manor.....	30
The Foyer.....	30
The Parlour.....	32
The Great Room.....	33
Living Quarters.....	33
Mechanicus Chapel.....	39
The Laboratory.....	40
Level One.....	40
Level Two.....	42
Molokor Kambyes.....	45
Level Three.....	46
The Bronze Malifect.....	47
Extraction and Mopping Up.....	48
Troubleshooting.....	48

Chapter III: The Longest Night

Tables Turned.....	50
Explicator Hieronymous Voss.....	52
Sabotage!.....	53
The Hunters Hunted.....	53
Aranea – Herald of the Final Change.....	56
The Final Words of Molokor Kambyes.....	56
Troubleshooting.....	56

Chapter IV: Into the Breach

Grangold.....	60
Cathedral of the Bloodied Saint.....	60
The Plaza.....	60
The Narthex.....	61
The Nave.....	61
Transepts and the Crossing.....	62
The Apse.....	63
The Chaos Gate.....	64
Grotto of the Manifold Thought.....	65
The Shifting Path.....	67
The Passion of the Bloodied Saint.....	67
The False Saint.....	67
To Battle a Saint.....	69
Stopping the Ritual.....	69
Escape.....	70
Denouement.....	70
Experience and Downtime.....	70
Handout: Inquisitor's Orders.....	71



INTRODUCTION

"I have returned from my long rest. I weep for the decadence and depravity into which this once proud sector has descended. I helped forge the Calyx Expanse into the Calixis Sector in glory, and in its debasement I will destroy it."

—St. Drusus, upon his return from the dead

THE CHAOS COMMANDMENT is the third and final instalment of **THE APOSTASY GAMBIT**, a trilogy of **DARK HERESY** adventures pitting a cell of Inquisitorial Acolytes against a deeply-rooted apocalyptic conspiracy within the Imperial Church. This conspiracy, which exists at all levels of the Calixian Church, calls itself the Maledictor's Hand. Their goal is to throw down the ruling nobility and cleanse the Calixis Sector of these "sinners" by fomenting a holy war to cleanse the debased black heart of the Sector with sacred fire. **THE CHAOS COMMANDMENT** is set at the eve of this sector-spanning upheaval, with the Acolytes facing their greatest challenge yet, the daemoniacally-possessed, resurrected corpse of St. Drusus and the assembled armies that have flocked to his banner.

Like its predecessors, **THE BLACK SEPULCHRE** and **THE CHURCH OF THE DAMNED**, **THE CHAOS COMMANDMENT** can be played as a stand-alone adventure, part of a larger campaign, or as part of **THE APOSTASY GAMBIT** trilogy. If played as a stand-alone adventure, it is assumed that the Acolytes, and in fact the majority of the Calixian Inquisitors, know that St. Drusus has returned from the dead and is forming an army



with which to cleanse the sector of sinners and heretics. When used as part of **THE APOSTASY GAMBIT** trilogy, the knowledge of the resurrection of St. Drusus, and the terrible events that have led to it, have been acquired by the Acolytes through the events of the previous books.

GAME MASTER'S BRIEFING

THE CHAOS COMMANDMENT, unlike **THE BLACK SEPULCHRE** and **THE CHURCH OF THE DAMNED**, is heavily weighted towards combat. Specifically, it contains a fair amount of psychic combat and battles of will, although good old-fashioned gun fights are also to be had in ample supply. While the adventure does favour combat-heavy Acolytes like Guardsmen and Arbitrators, there is still plenty to do for more academic or stealth-focused characters. This adventure takes the Acolytes from a siege at the gates of Hive Tertiam on Fenskworld to the secretive halls of a powerful Calixian noble house. From there they move to a ship, commissioned by their patron Inquisitor and used as a private interrogation and investigation station, and then to the lonesome Cathedral of St. Drusus, located on the dead world Grangold. Finally, they enter the very Warp itself where they do battle with their old nemesis the Dei-Phage in a desperate attempt to free the spirit of St. Drusus from bondage and halt the vile plans of The Maledictor's Hand once and for all.

The opening section, set during the attack on Hive Tertiam by loyalist Imperial Guard units against a bastion of Drusian Cultists, is relatively linear. The Acolytes must lead their Guardsmen over the walls of the cultists' fortifications, break their line, and infiltrate their heavily fortified position. Once the Acolytes have cracked the cultists' defences, they must follow up on rumours of powerful members of Drusus' cult both orchestrating the production of weapons and supplies for their war effort and recruiting Imperial Guard units to the banner of the Risen Saint.

From the shattered ruins of the gates of Hive Tertiam, the Acolytes must use their own intuition and guile to infiltrate the compound of House Drajkon, a powerful noble family with aspirations of sector-wide power. This part of the adventure is more free-form, with the Acolytes using whatever skills, tactics, and measures necessary to extract a powerful psyker and self-described Prophet of St. Drusus who is under the protection of House Drajkon.

Once they have their man, they move to their Inquisitor's vessel, where they are set upon by a daemon sent by the Ruinous Powers to stop their investigation into The Maledictor's Hand. This section is also relatively free-form, with the Acolytes using their wits, along with previously-gathered information and the materials at hand, to simply survive a long night of being stalked by a daemoniac assassin.

Finally, the Acolytes' harrowing expedition through the Cathedral of the Bloodied Saint on Grangold and subsequent journey through the Chaos Gate into a pocket-realm of the Warp are linear and straight-forward. Here the Acolytes forge ahead, meet the manifold challenges that rise against them, and finally put down the Dei-Phage in a final apocalyptic battle—or die trying.

ADVENTURE STRUCTURE

THE CHAOS COMMANDMENT is broken into four parts:

CHAPTER 1: LAYING SIEGE

St. Drusus once again walks among the living, and war has come to the Calixis Sector. The once beloved general and Imperial Saint, now in fact a daemon known as the Dei-Phage inhabiting the great man's corpse, has proclaimed that the established order of rule, a combination of local Imperial Adeptus and ancient Calixian noble houses, has become corrupt and needs to be torn down. The entirety of the sector is thrown into chaos as the Imperial power structure fractures along sectarian lines, countless Imperial Guard and other military units defect to form the army of the resurrected saint, and the noble houses alternately call for clemency, gird themselves for war, dither, or go to ground.

In this section the Acolytes begin at the head of an element of the Canopus Heavy Foot Regiment, assaulting a fortified position that defends the approach to Hive Tertiam on Fenskworld. Ostensibly there to destroy the numerous foundries and manufacturums churning out materiel for Drusus' Own Militia, the Acolytes' real objective is to follow-up on rumours of high-ranking cultists and Drusian followers who are said to be holed-up there. What they find in the bunker is a psychic nightmare brought forth by a powerful and hideously altered psyker called The Oracle who was once a son of House Drajkon, an ambitious local noble house. Additionally, they learn that House Drajkon has aspirations to sector-wide influence and has dallied with human augmetics. Finally, the Acolytes find evidence that the House is harbouring Molokor Kambyes, a wild-eyed blasphemer who claims to be a prophet of St. Drusus.

CHAPTER 2: THE NEW FLESH

Following the leads gathered in the first section, the Acolytes delve deeper into Hive Tertiam to infiltrate the compound of House Drajkon. Beneath the urbane veneer of the members of House Drajkon and the austere splendour of their compound, the Acolytes find a truly horrible secret. Deep below the compound itself lies a complex of laboratories, workshops, and medicae theatres where heretical Tech-Priests toil away, designing cutting-edge augmetics and performing numerous horrible and proscribed experiments on living subjects.

It is here in the augmetics facility that the Acolytes finally run their quarry to ground. Kambyes, already a dangerous rogue psyker, is currently being turned into something even more powerful and terrible by the Fleshcrafters and augmetic Magos employed by House Drajkon. The Acolytes have to contend not only with Kambyes' new form, but also the house guards, scientists, and any constructs or experiments the scientists see fit to unleash on them. Kambyes needs to be extracted from House Drajkon and remanded to the custody of the Inquisition by any means necessary. The Acolytes need to find their way into the compound, locate the psyker, and bring him out—alive or dead.



CHAPTER 3: THE LONGEST NIGHT

With Molokor Kambyes, or his mortal remains, in custody, the Acolytes are directed to withdraw to the private ship of their patron Inquisitor with all due haste, where Kambyes' interrogation (or auto-séance) takes place. Unfortunately, the Fleshcrafters of House Drajkon have placed a trap in Kambyes' mind. When this psychic bomb explodes, it destroys the psyker and opens a portal to the Warp, immediately killing those in the interrogation chamber (possibly even including the Acolytes' patron).

Answering this pre-determined signal, a daemoniac assassin emerges from the tear in reality and sets to killing everyone aboard. A distress call goes out to the Tricorn Palace, but it may be long hours until the forces of the Inquisition can be mobilised to deal with this threat. The Acolytes need to rally any of the ship's staff who remain and attempt to survive the ensuing hours until reinforcements arrive, all the while being stalked by the sadistic daemon. During this time, crewmen and Acolytes alike can be killed or dragged away one by one as the daemon wages a campaign of death and terror on its human prey.

After the pitched battle with the daemoniac assassin, the Acolytes encounter the final psychic vestiges of Molokor Kambyes. Free from his daemoniac possession and wishing to make penance for his heresy, Kambyes' warp echo informs the Acolytes that the resurrected St. Drusus and his nascent army are hiding on Grangold, a dead world in the Adrantis sub-sector and home to an ancient cathedral dedicated to St. Drusus.

CHAPTER 4: INTO THE BREACH

After escaping the daemonic assassin and meeting with senior Inquisitors and members of the Calixian Synod, the Acolytes are put in charge of a hastily constructed task force and sent off to Grangold to confront the Risen Saint. Ferried by ships of Battlefleet Calixis, the Acolytes' ragtag army consists of Loyalist Imperial Guard units, squads of Arbitrators, elements of the Adepta Sororitas, and even a few squads of Adeptus Astartes. Their orders are to lay siege to the ancient cathedral where St. Drusus is reported to be in residence, shore up a Space Marine spearhead led by elements of the Iron Hands 3rd Company, and destroy the False Saint.

Once on Grangold, they find the Battle Brothers of the 3rd Company dead amongst the remains of a host of daemons. One survivor, Brother-Sergeant Balkan, lives just long enough to give the Acolytes directions to the Dei-Phage. The foul daemon is not, after all, in the cathedral, but is in the Maze of Tzeentch, a hideous pocket-realm of the Warp accessible only through a stable gate that lies within the cathedral's heart. The Acolytes also find a huge tome in the cathedral, nearly as big as a man and made of incredibly dense metal pages, that can help them defeat the daemon. With their forces, the Acolytes must then enter the domain of the Lord of Change and face the Risen Saint and his minions.

In this final, apocalyptic battle, the Acolytes finally face St. Drusus and the daemon that possesses him. While their task force engages the Risen Saint's daemon host and traitor army, the Acolytes engage in a battle of wills with the daemon for St. Drusus' spirit, which is still trapped within his body. They must fight to free Drusus' spirit from this daemonic influence as the Dei-Phage, wearing the Risen Saint's body, does everything in its power to destroy the Acolytes and rip from them their immortal souls.

BACKSTORY

Hundreds of years ago, in the distant past of the Calixis Sector, after its pacification and official founding, a conspiracy was formed within the Calixian Synod of the Ecclesiarchy known to its members as The Maledictor's Hand. The members of The Maledictor's Hand believed that the amount of sin, debauchery, and corruption among the Sector's people, and especially among its noble houses, was an affront to the God-Emperor. They felt that, due to this widespread malfeasance and decadence, the entire sector would need to endure a massive, bloody upheaval to cleanse it of sinners and bring it back to the righteous path. Of course, during the chaos of this massive holy war, The Maledictor's Hand would seize control of the Calixian Synod to guide the sector back to the fold with its own holy vision. Very recently, The Maledictor's Hand achieved one of its primary goals when Ignato, one of the conspiracy's founding members, was made Arch-Cardinal and took up residence in the Cathedral of Illumination on the sector capitol of Scintilla.

It quickly came to light that Ignato's plans for the sector were too radical even for the heretics of The Maledictor's Hand. Unbeknownst to the Hand, Ignato had hatched a scheme to use daemonic possession to resurrect Saint Drusus, one of the founders and the first governor of the Calixis Sector. He would use the resurrected Saint Drusus to gather an army and sweep the entire sector clean of anyone deemed a sinner. Once his colleagues within the conspiracy found out the full extent of his nefarious plan, they immediately moved against him. Using the services of a powerful rogue psyker named Caecilius Vraine, the Hand imprisoned Ignato in an arcane life-support system while Vraine went about in the Arch-Cardinal's skin, raiding his slumbering mind for memories and personality, and performing the duties of the Arch-Cardinal without anyone the wiser.





Vraine, the false Ignato, using his position as both Arch-Cardinal and as a highly placed agent within The Maledictor's Hand, set about a new plan that, while more measured and subtle than the real Ignato's madness, was nonetheless every bit as dangerous and disruptive. Employing a notorious forger known as Venomskin from the bowels of Hive Tarsus, Vraine penned numerous books, some claiming to have been written by St. Drusus himself, which spoke of dread prophecy and the need for religious violence to keep the Calixis Sector on the righteous path. The manuscripts state that the coming of the Tyrant Star is a sign that the Calixis Sector has lost its way, strayed too far from the teachings of the God-Emperor and his saints, and shall be consumed by fiery cataclysm unless the true faithful rise up and cleanse the sector of sin.

Vraine and Venomskin had disseminated countless counterfeit manuscripts before they were both discovered and killed. Once dead, Vraine's control over the real Ignato's prison was lost, allowing the now skinless and quite insane Arch-Cardinal to escape his bondage and carry on with his blasphemous plan. Fleeing to Stonegarden, the final resting place of St. Drusus, with a legion of wide-eyed fanatics at his command, Ignato descended on the unsuspecting Ecclesiarchical forces there and made his way to the burial chamber itself. Once there, Ignato called forth a powerful daemon known as the Dei-Phage to possess the preserved corpse of the ancient saint. Ignato was eventually killed on Stonegarden, but not before his dark work was completed and the Dei-Phage, wearing the face of one of the Church's

most beloved saints, escaped the burial chamber and fled into the void. The daemon has since gone to ground somewhere in the Calixis Sector, its whereabouts still unknown. The call has also gone out that St. Drusus has risen from the dead to punish the unfaithful and sweep the Calixis Sector clean of its sinners, and that men and women of stout heart and true faith are needed for this new, bloody crusade.

REPLACEMENT CHARACTERS

During many of the events of **THE CHAOS COMMANDMENT**, the Acolytes are firmly ensconced within the bosom of their patron Inquisitor's sphere of influence. Should the need arise, new Acolytes can quickly be sent to replace those who have fallen in battle, gone mad, or become so corrupt that their very existence is anathema to their comrades. While having new recruits sent directly from the Tricorn Palace is surely an option, there are plenty of opportunities for the Acolytes to recruit new colleagues from their local area of operation, especially in the many instances where it would be unrealistic for a new Acolyte to arrive rapidly.

During the battle at Hive Tertiam and the taking of the Drusian Cultists' fortifications, there are numerous Assassins, Guardsmen, and Adeptus Arbites to draw from, as well as perhaps a few Adeptus Sororitas units, fighting clergy, and even some Scum hanging around the periphery of the battle.

Adepts, Guardsmen, Tech-Priests, and Imperial Psykers can all be found in abundance in the House Drakon compound. Any one of these potential characters could give the Acolytes important information regarding the goings-on in House Drakon, or even turn to them for absolution after witnessing some particularly terrible ritual or experiment in the very lowest levels of the augmetics facility.

During their time aboard their patron's ship, the Acolytes may draw new members from among the staff and crew. Arbitrators and Imperial Psykers may be present to preside at interrogations and Clerics are always on hand to take confession and give last rites before heretics are sent to their reward. Adepts keep detailed records and tend to the daily running of the station. Tech-Priests are in abundance, tending to the varied and often cantankerous machine spirits that help keep the station in orbit. Perhaps there are even a handful of elite Guardsmen or Sororitas aboard to maintain security.

When assaulting the Cathedral of St. Drusus on Grangold, the Acolytes can draw from the Guardsmen, Clerics, Assassins, Arbitrators, Imperial Psykers, and Tech-Priests assembled for the ersatz strike force against the False Saint. As with any large force, there are also a smattering of Adeptus Sororitas, perhaps some adepts from among the crews of the ships that brought the Imperial forces, or even a few Scum who have attached themselves as camp followers or have stowed away on one of the massive voidships.



THEMES

A number of unifying themes run throughout **THE APOSTASY GAMBIT TRILOGY** which allow the Game Master to tie the adventures together into a cohesive whole. These themes were first outlined in **THE BLACK SEPULCHRE**, and again in **THE CHURCH OF THE DAMNED**, and are included here so that Game Masters can incorporate them, along with their own thematic elements, to help foreshadow events and lend atmosphere to the Acolytes' adventures.

Secrets: In the first two books of **THE APOSTASY GAMBIT**, the Acolytes spent most of their time uncovering black plots and terrible, ancient secrets. **THE CHAOS COMMANDMENT** is no exception and the Acolytes spend much of their time uncovering the hidden activities of both individuals and noble houses alike. From the heretical knowledge of deranged psykers in the service of the resurrected St. Drusus to the bloody heresies of House Drakon, the Acolytes need all of their investigative skill to hunt down the False Saint and save the Calixis Sector.

Wings: Wings, feathers, and flying creatures are recurring themes throughout **THE APOSTASY GAMBIT**. The Dei-Phage is a daemon possessing bird-like features and wings like those of a crow or raven. The wings of the God-Emperor behind the altarpiece in the Cathedral of Illumination conceal a hidden and forgotten wing of the cathedral where the forger Venomskin plied his trade. The Wings of Flame are a sect of bloody-minded dervishes that attacked the Acolyte's ship at the behest of Arch-Cardinal Ignato, and the Arch-Cardinal himself sprouted wings as he escaped his confinement at the hands of his own conspiracy. Most importantly, wings and feathers are also symbols of Tzeentch, the Lord of Change, who has almost certainly corrupted The Maledictor's Hand.

Books: Throughout **THE APOSTASY GAMBIT**, the Acolytes spent many hours poring over various tomes, scrolls, and data-slates in search of their quarry. Indeed, much of the story in **THE CHURCH OF THE DAMNED** was concerned with the dissemination of heretical fabrications by the false Arch-Cardinal Ignato through the use of clever forgeries. These books claim to have been written by, or about, St. Drusus and speak of dark, terrible prophecies and the need for violent holy wars to punish sinners.

Moral Corruption: Moral degradation is at the heart of the events of **THE APOSTASY GAMBIT TRILOGY**. **THE CHAOS COMMANDMENT** deals with the final, deadly outcome of consorting with daemons, as well as the punishments visited on both the heretical elements within the Calixian Ecclesiarchy and House Drakon for lacking the strength of will and moral rectitude to resist the temptations of the Ruinous Powers.

Ill-Advised Alliances: No matter the purity of their original motives, The Maledictor's Hand has turned its face from the light of the God-Emperor and allied itself with the Ruinous Powers. This has surely damned them, and the fact that the Acolytes are on their trail is proof of the folly of having dealings with Chaos. Along their path, however, the Acolytes may be forced to make their own alliances with dubious bedfellows—the same sorts of compromises they may have made during the events surrounding the battle of Blinding Gulch, as outlined in **THE CHURCH OF THE DAMNED**. While it is often said that the enemy of thine enemy is surely thy friend, the Acolytes must carefully weigh the cost of each possible friendship or alliance during **THE APOSTASY GAMBIT**, for some surely are not worth the price.

NPC PROFILES

Non-Player Character profiles are provided for many of the unique individuals in this adventure. Some of these profiles do not follow the standard character archetypes. NPCs do not need to follow the same rules as Acolytes. In addition, NPC's are not listed with Weapon Training Talents; it is assumed that an NPC has the required training to use the weapons they are listed with, and any other weapons the GM feels they would know how to use.

TOUCHED BY THE FATES (TALENT)

Prerequisites: Non Player Characters only; they must have free will. This talent may not be applied to Daemons and other non-living creatures.

The NPC has a number of Fate Points equal to half their Willpower Bonus (rounding up). They may use these Fate Points in exactly the same way as Player Characters and may even "burn" a Fate Point to survive death and destruction (if possible), although this should always happen "off camera." In any situation where they would be defeated and the scenario resolved in the Acolytes favour, they simply return another day (probably for revenge!) In addition, the rules for Righteous Fury also apply to this NPC.



LAYING SIEGE

ACROSS NO-MAN'S
LAND

•

BUNKER ASSAULT

•

THE ORACLE REVEALED

CHAPTER I: LAYING SIEGE

"Tank traps, mines, fanatics, and the approach is covered by heavy bolters you say? Pssssh, don't worry sirs. We'll root them out."

—Lieutenant Piotr Zokolov, 4th Platoon, 9th Company,
Canopus Heavy Foot Regiment

It has been some months since the end of the events outlined in **THE CHURCH OF THE DAMNED**. The Dei-Phage, a daemon of incredible cunning and power, is inhabiting the animated corpse of St. Drusus and wreaking havoc throughout the Calixis Sector. Upon its escape from Drusus' burial chamber, the daemon presented itself to the teeming masses of the sector, claiming to be the second-coming of their most august and beloved saint. The False Saint declared that it would lead a crusade against sinners, heretics, blasphemers, malcontents, and deviants, and return the now benighted and debased Calixis Sector to the true and righteous path. With Drusus' voice, the daemon placed the blame squarely at the feet of both the Calixian noble houses and the Calixian Synod of the Ecclesiarchy, and called upon the men and women of the Imperial Guard and Battlefleet Calixis to rally under its flag. As his words spread quietly through the sector, ships and soldiers have come to his banner, threatening to hurl the sector into war.

This plunged several worlds into chaos. Many of the more zealous Imperial Guard and Navy officers flocked to the False Saint's banner with their regiments and squadrons, turning their backs on their brothers-in-arms and their superiors in favour of this so-called "higher calling." Prophets, charlatans, and fortune tellers of all stripes flooded the sector's hives, haranguing audiences with portents of certain doom and promising salvation for a handful of Thrones. The Ecclesiarchy hurriedly issued numerous proclamations denouncing this False Saint and the traitors who ran to his embrace. The Adeptus Arbites worked tirelessly to quell riots and smash the Drusian cults that sprang up in the wake of the False Saint's shocking appearance. Panic struck even the most far-flung worlds of the sector and reports began to flood in of mass suicides and miracles in equal measure. The Tricorn Palace has followed the situation from the very beginning, from the first reports of the Dei-Phage's hand in the events at the Haematite Cathedral to the exposure of the treacherous psyker Vraine masquerading as Arch-Cardinal Ignato at the Cathedral of Illumination. Now its agents and Acolytes are being sent to the far corners of the sector to root out the Drusian Cultists, find where the False Saint is operating, and destroy the Dei-Phage once and for all.

The False Saint has gone to ground somewhere in the sector, the Imperial armed forces are in disarray, and the forces of the Drusian Cult are invading planets and seizing production facilities and shipyards. The Administratum itself has split into countless factions and has been reduced to political wrangling and petty backbiting instead of providing the leadership the sector so desperately needs. It is into this looming holocaust the Acolytes are thrust.

The Acolytes begin the mission by leading an assault on a heavily fortified bunker-complex which guards the main approach to Hive Tertiam on Fenskworld. Their official orders state that they are to lead elements of the Canopus 9th Heavy Foot Regiment in advance of a full Imperial Guard assault. The Acolytes are to aid the regiment in clearing the approach and securing the complex, which the Guard will then use as a forward operating base for the siege on Hive Tertiam. In reality, the Acolytes' patron Inquisitor has sent them to ferret out high-ranking members of the False Saint's army rumoured to be holed-up in the complex amid countless wild-eyed fanatics of Drusus' Own Militia. The Inquisitor's full briefing is available as a handout on page 71.

TOOLS OF THE TRADE

Leading an attack on a fortified position with a column of armoured fighting vehicles and the might of the Imperial Guard behind them should be both exhilarating and daunting for the Acolytes. While the Acolytes should be well-equipped at this point in their careers, and especially at this point in the **APOSTASY GAMBIT** series, they may need some additional specialized equipment to see the siege through. The Acolytes should be issued the following equipment from their patron's armoury, to be divvied up among the members of the team:

- 1 Suit of Enforcer Light Carapace for each Acolyte
- 2 Melta Bombs (6d10 E; Pen 12; Blast (2), Flame)
- 6 Light Breaching Charges (4d10 X; Pen 8; Blast (2))
- 12 Frag Grenades
- 6 Krak Grenades
- 1 Siege Auspex (This high-powered scanner can see through walls, allowing the user to locate stress fractures, structural supports, hidden compartments and passageways, power conduits, and other items of interest to someone laying siege to a structure. It has a range of 20 metres and adds +10 to any Demolition or Tech-Use Tests when attempting to breach fortifications or sabotage a structure.)
- 1 Data-slate containing an abridged version of the *Tactica Imperialis* with an emphasis on siege techniques and an annotated copy of *The Imperial Infantryman's Uplifting Primer*. This information grants the Acolyte using it +10 to Demolition Tests and +10 to all Command and Fellowship Tests when dealing with members of the Imperial Guard.



Lieutenant Zokolov

WS	BS	S	T	Ag	Int	Per	WP	Fel
40	45	45	40	40	35	50	45	50

Movement: 4/8/12/24

Wounds: 16

Fate Points: 2

Skills: Carouse (T), Climb (S), Common Lore (Imperial Creed, Imperial Guard, Imperium, War) (Int), Command (Fel) +20, Demolition (Int), Dodge (Ag), Drive (Ground Vehicle) (Ag), Intimidate (S) +10, Medicae (Int), Scholastic Lore (Tactica Imperialis) (Int) +10, Secret Tongue (Military), Speak Language (Hive Dialect (Canopus), Low Gothic) (Int), Survival (Int).

Talents: Die Hard, Fearless, Into the Jaws of Hell, Iron Discipline, Iron Jaw, Nerves of Steel, Rapid Reload, True Grit, Touched by the Fates.

Armour: Best Craftsmanship Guard Flak Armour (All 5).

Weapons: Common Craftsmanship Bolt Pistol (30m; S/2/-; 1d10+5 X; Pen 4; Clip 8; 4 Full; Tearing), Common Craftsmanship Hellgun w/Melee Attachment (110m; S/3/-; 1d10+4 E; Pen 3; Clip 40; Rld 3 Full), Best Craftsmanship Chainsword (1d10+7† R; Pen 2; Balanced, Tearing, +10 to Parry), Common Craftsmanship Combat Knife/Bayonet (3m; 1d5+4† R; Pen 2; Balanced, Mono), 2 Krak Grenades (SBx3m; 2d10+4 X; Pen 6), 2 Frag Grenades (SBx3; 2d10 X; Pen 0; Blast (4)).

Gear: Backpack, entrenching tool, micro-bead, gas mask, one well-worn copy of *The Imperial Infantryman's Uplifting Primer*. †Includes Strength Bonus

The Salamander trundles along the broad rockcrete dispensorway approaching Hive Tertiam at the head of a column of Imperial Guard Chimera APCs. The rear area of the command vehicle is full of sounds: a deafening cacophony of engine noise, the constant prattle of the vox operator at his station, and the incessant roar of the heavy flamer ahead of you. Above the armoured siding you can see little of the blasted landscape of Fenksworld in the dim pre-dawn light save for craters and the occasional smouldering pile of wrecked vehicles. Another burst of heavy gunfire rips against the Salamander's hull, killing the gunner in front of you and spattering blood and bone around the cabin. An errant round strikes the thin skin of the Salamander and shrapnel ricochets around the compartment, striking sparks and forcing you to hurriedly dive behind equipment or whatever you can find. Forward near the comms station, seemingly unaware of the carnage around him, the barrel-chested form of Lieutenant Zokolov is hunched over the vox operator shouting into a hand-held vox-mic.

"Where is my Emperor-Damned air support? Get those thrice-cursed Vulture pilots in the air right now or I will personally see every man in that squadron broken, shredded, and fed to Orks! And then you'll be next!"

The company's Commissar cracks a slight smile and leans forward to speak above the din. "Fierce, isn't he? Lieutenant Zokolov would have made a fine Commissar."

LIEUTENANT PIOTR ZOKOLOV

Born into a long line of military officers, Lieutenant Piotr Zokolov is the fiery, no-nonsense commanding officer of the 4th Platoon, 9th Company, of the Canopus Heavy Foot Regiment. Lieutenant Zokolov is young for a commanding officer and he knows it. He attempts to counter any doubt on the part of his superiors as to his command abilities with a combination of ferocity, fearlessness, and a well-honed sense of tactics and strategy. While not entirely pleased with having command of his unit placed in the hands of what he considers to be unsoldierly outsiders, he is a deeply devout and loyal follower of the God-Emperor and will assist the Acolytes placed in his charge to the best of his, and his men's, abilities.

Even though his devotion to the God-Emperor and His church is absolute, however, so too is his devotion and loyalty to the men he commands. The Lieutenant will not hesitate to disobey any orders given by the Acolytes that he feels endangers his troops needlessly or uses them in a foolish or futile way. He is clear about this from the beginning and will even go so far as to abandon the Acolytes to their own devices if they behave too rashly or foolishly.



"What?" Lieutenant Zokolov shouts into the vox-mic. "Say again, command! No! By the Throne!" He listens for a moment more then slowly hangs the vox-mic back on its cradle. He turns to you, a mixed look of disbelief and grudging respect on his face, and shouts over the engine and the clatter of bolter fire:

"Fenksworld 3rd Mechanized and Drusian Militia have taken the airfield, those Grox-loving dogs! We've got no air support. I suppose we'll have to do it the old fashioned way!"

The Salamander lurches to a halt and the other vehicles in the column move up to protect it. The the red-gold light of a Fenksworld sunrise burnishes the fortified bunker complex ahead of you. You prepare to move out and Lieutenant Zokolov turns his stern, grinning face towards you. Heavy bolter fire roars from the bunker, tearing up the ground surrounding the ramp.

"End of the line, ladies and gentlemen. There are too many tank traps ahead and the road is impassable, except on foot." He shoulders his hellgun and fastens his helmet. "Come on, it's a hell of a morning for a walk!"

THE 4TH PLATOON, 9TH COMPANY, CANOPUS HEAVY FOOT REGIMENT

The Canopus Heavy Foot Regiment is a highly-trained body of veteran Imperial Guardsmen hailing from the bustling hive world of Canopus. A heavy infantry regiment with supporting elements of light armour and mechanised infantry, these soldiers excel at both heavy assault and siege tactics. The 4th Platoon of 9th Company is a mechanised unit, with a number of Chimera APCs and Salamander Command Vehicles at its disposal, and is one of the more highly decorated units hailing from Canopus' hives. In this assault, the platoon consists of a command squad of Lt. Zokolov and the Acolytes, and 50 men consisting of five squads of ten men each including a Sergeant. Three of the squads include a heavy gunner armed with a heavy bolter and six others include a heavy gunner armed with a grenade launcher.

9th Canopus Sergeant

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	45	40	40	39	35	40	40	35

Movement: 3/6/9/18

Wounds: 13

Skills: Carouse (T), Climb (S), Common Lore (Imperial Creed, Imperial Guard, Imperium, War) (Int), Command (Fel), Demolition (Int), Dodge (Ag), Drive (Ground Vehicle) (Ag), Medicae (Int), Secret Tongue (Military), Speak Language (Hive Dialect (Canopus), Low Gothic) (Int), Survival (Int).

Talents: Die Hard, Nerves of Steel, Rapid Reload, True Grit.

Armour: Guard Flak Armour (All 4).

Weapons: Common Craftsmanship Chainsword (1d10+6† R; Pen 2; Balanced, Tearing, +10 to Parry), Common Craftsmanship Hellpistol (35m; S/2/-; 1d10+3 E; Pen 3; Clip 20; Rld 2 Full), Common Craftsmanship Hellgun w/ Melee Attachment (110m; S/3/-; 1d10+4 E; Pen 3; Clip 40;

Rld 3 Full), Common Craftsmanship Combat Knife/Bayonet (3m; 1d5+4† R; Pen 2; Balanced, Mono), 2 Krak Grenades (SBx3m; 2d10+4 X; Pen 6), 2 Frag Grenades (SBx3; 2d10 X; Pen 0; Blast (4)).

Gear: Backpack, entrenching tool, micro-bead, *The Imperial Infantryman's Uplifting Primer*.

†Includes Strength Bonus

9th Canopus Guardsman

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	45	40	40	35	35	35	40	30

Movement: 3/6/9/18

Wounds: 12

Skills: Carouse (T), Climb (S), Common Lore (Imperial Creed, Imperial Guard, Imperium, War) (Int), Demolition (Int) +10, Dodge (Ag), Drive (Ground Vehicle) (Ag) +10, Medicae (Int), Secret Tongue (Military), Speak Language (Hive Dialect (Canopus), Low Gothic) (Int), Survival (Int).

Talents: Die Hard, Nerves of Steel, Rapid Reload, True Grit.

Armour: Guard Flak Armour (All 4).

Weapons: Common Craftsmanship Hellgun w/ Melee Attachment (110m; S/3/-; 1d10+4 E; Pen 3; Clip 40; Rld 3 Full), Common Craftsmanship Combat Knife/Bayonet (3m; 1d5+4† R; Pen 2; Balanced, Mono), 1 Krak Grenade (SBx3m; 2d10+4 X; Pen 6), 2 Frag Grenades (SBx3; 2d10 X; Pen 0; Blast (4)).

Gear: Backpack, entrenching tool, micro-bead, *The Imperial Infantryman's Uplifting Primer*.

†Includes Strength Bonus

9th Canopus Heavy Gunner

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	45	45	40	35	30	35	35	30

Movement: 3/6/9/18

Wounds: 12

Skills: Carouse (T), Climb (S), Common Lore (Imperial Creed, Imperial Guard, Imperium, War) (Int), Demolition (Int) +20, Dodge (Ag), Drive (Ground Vehicle) (Ag), Medicae (Int), Secret Tongue (Military), Speak Language (Hive Dialect (Canopus), Low Gothic) (Int), Survival (Int).

Talents: Bulging Biceps, Die Hard, Nerves of Steel, Rapid Reload, True Grit.

Armour: Guard Flak Armour (All 4).

Weapons: Common Craftsmanship Grenade Launcher (60m; S/-/-; 2d10 X; Pen 0; Clip 6; Rld Full; Blast (4)) or Common Craftsmanship Heavy Bolter w/ Bipod and Backpack Ammo Supply (120m; -/-/10; 2d10 X; Pen 5; Clip 120; Rld 2 Full), Common Craftsmanship Hand Cannon (35m; S/-/-; 1d10+4 I; Pen 2; Clip 5; Rld 2 Full), Common Craftsmanship Combat Knife/Bayonet (3m; 1d5+4† R; Pen 2; Balanced, Mono), 2 Krak Grenades (SBx3m; 2d10+4 X; Pen 6), 2 Frag Grenades (SBx3; 2d10 X; Pen 0; Blast (4)).

Gear: Backpack, entrenching tool, micro-bead, gas mask, *The Imperial Infantryman's Uplifting Primer*.

†Includes Strength Bonus

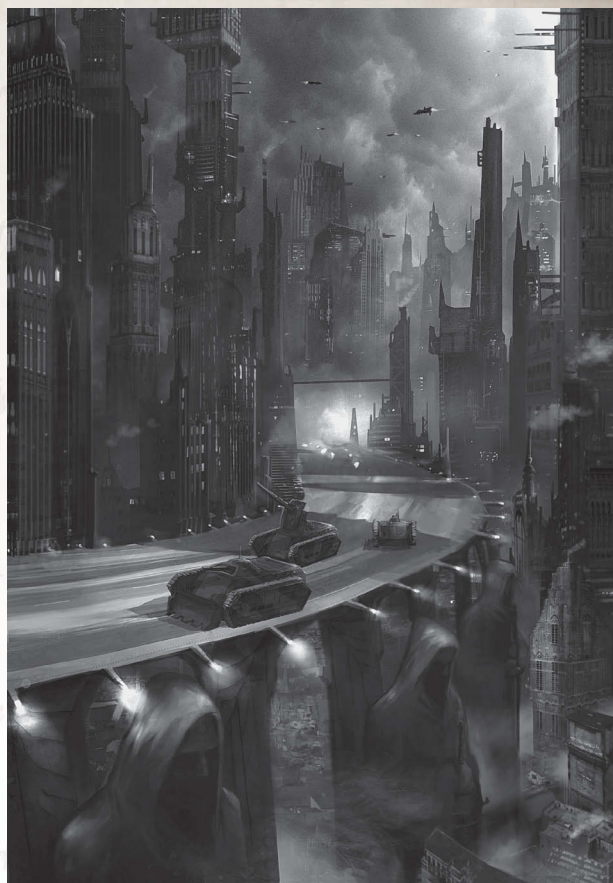
THE BUNKER COMPLEX

A marvel of ancient engineering, Dispensorway 3A rises a thousand metres from the rocky, inhospitable wastes of Fenksworld to connect Hive Tertiam to its neighbours to the east and south. A broad rockcrete expanse, nearly 300 metres across at its widest and thousands of kilometres long, it is supported on massive, reinforced rockcrete pylons anchored into the planet's bedrock. Consisting of twelve broad clearly marked traffic lanes, six in either direction, the dispensorway also features numerous Adeptus Arbites checkpoints, service plazas, small shrines, and hostels where travellers can rest and refresh themselves. Two kilometres shy of Hive Tertiam on the inbound traffic lanes, just before the dispensorway plunges into the beating heart of the towering hive, a cluster of squat, official-looking buildings stands waiting to greet incoming travellers.

Originally built as an impost checkpoint used to control the flow of people and goods into and out of the hive, the bunker complex is now used by the traitor forces within Hive Tertiam to restrict traffic along the dispensorway and to keep loyalist Imperial Guard forces out. Uniquely suited in both location and construction for use as a choke-point, with its sturdy plascrete construction and its dominance of the traffic lanes, the bunker complex has been heavily fortified by sapper teams from the 3rd Fenksworld Mechanized Infantry, a local Imperial Guard regiment that has turned away from the God-Emperor and joined the forces of the false St. Drusus. Tank traps and mines block the inbound lanes, while the outbound lanes have been rendered impassable by the destruction of the road's surface and heavy use of anti-vehicle mines. The buildings have been reinforced with materials from the Imperial Guard armouries, gun emplacements have been erected on roofs and house heavy bolters and heavy stubbers, and the Adeptus Arbites normally found in the barracks have been replaced with fanatical, wild-eyed Drusian Cultists.

LEADING FROM THE FRONT

Although the Acolytes are ostensibly in command of the 4th Platoon, 9th Company, of the Canopus Heavy Foot Regiment, the loyalty of the men and women of the platoon lies squarely with their beloved Lieutenant Zokolov. The Game Master should make it clear to the Acolytes that while what they say goes, they have in Lieutenant Zokolov a powerful ally with a strong grasp of military tactics. It would be foolish, even dangerous, to the outcome of their mission, to disregard his counsel. Even worse, making an enemy of Lieutenant Zokolov and the 4th Platoon could have disastrous consequences indeed for the Acolytes, and they could quickly find themselves abandoned in the bunker complex with no Imperial Guard support and no hope of reinforcement.



AREA 1: NO-MAN'S LAND

The roadway, a broad, steel-coloured ribbon of rockcrete pocked by blast craters and littered with the remains of civilian ground vehicles, stretches away toward the hive in a graceful arch. The hive looms ahead of you roughly three kilometres away, its titanic bulk lit by the distant rays of Fenksworld's sun. Directly before you, the road is littered with tank traps, making it impassable except by foot. On either side of the roadway, just past the obstacles, stand two squat guard bunkers. A heavily reinforced barricade lies between them, completely blocking the roadway. Little can be seen of the bunker complex past the barricade save for several plumes of black smoke rising from within. You can see the enemy militia manning the barricade and the muzzles of heavy bolters tracking your movement from reinforced gun emplacements atop the guard houses.

The approach to the bunker complex begins with a harrowing run across a two hundred metre long stretch of dispensorway to breach the hastily constructed barricade and gain access to the inner parts of the complex. While the Acolytes and their Imperial Guard forces make their advance, they encounter withering fire from the heavy bolters mounted on the guard towers and the lasguns of the Drusian Militiamen manning the barricade.

For the first hundred metres, the road is littered with tank traps (see the **Made of Sterner Stuff** sidebar on page 14) that grant excellent cover but make for slow going. Due to the concentration of the tank traps, the constant fire from the barricades and guard houses, and the need for the Acolytes to

MADE OF STERNER STUFF

Initially built as a paramilitary outpost for use by the Arbites, the buildings of the bunker complex are constructed of stronger materials than are found in civilian architecture. On top of their already robust materials, these structures have been reinforced by the Imperial Guard regiments on Fenskworld that have joined forces with the Drusian Militia. The numerous buildings and obstacles in the compound make excellent cover and are constructed to make breaching walls and forcing entry difficult.

Bunkers: Squat and ugly, the thick exterior walls of the bunkers are made of reinforced plascrete (32 AP). Each wall is at least a metre thick and set with doors of heavy, reinforced steel (16 AP). Those bunkers with windows, such as the guard posts, barracks, and command centre, feature armour-glas panes (4 AP) which can be covered with thick, retractable blast shields (8 AP). Interior walls are constructed of flakboard (8 AP) set with wood and light steel doors (4 AP).

Heavy Bolter Emplacements: Situated atop the guard houses, these emplacements were hastily built to house the two powerful heavy bolters the Drusian Militiamen acquired from the Imperial Guard forces operating within Hive Tertiam. Each is constructed of sandbags (8 AP) and flakboard (8 AP), and has one reinforced rockcrete locker (16 AP) to store ammunition. Heavy Bolter (120m; –/–/10; 2d10 X; Pen 5; Clip 60; Rld 2 Full).

Heavy Stubber Emplacements: Like the Heavy Bolter Emplacements, these fighting positions are constructed from sandbags (8 AP) and flakboard (8 AP), and house the heavy stubbers used by the Drusian Militiamen as a secondary line of defence. There are seven of these positions in the complex: one on the roof of each barracks building, one on the impound bunker, and two atop the command bunker. They are crewed by two Drusus Militiamen (a gunner and a loader). Heavy Stubber (120m; –/–/10; 1d10+4 I; Pen 3; Clip 200; Rld 2 Full).

Tank Traps: Tank traps resemble squat, flat-topped pyramids made of reinforced plascrete. Each is roughly three metres on a side, stands about one and a half metres tall, and weighs several tonnes. Bunched close together in offset rows, these obstacles are used to either deny an area to vehicles or to funnel them into designated kill-zones. Impassable to anything but the heaviest tanks, they also make excellent cover for infantry. Each tank trap can conceal a single person and grants 32 Armour Points to all locations when crouched behind (and to the body and legs when standing) for purposes of cover.

always keep an obstacle between them and incoming fire, this stretch of dispensorway counts as Difficult Terrain. Acolytes move at half their Movement, and any attempt to Run or Charge suffers a –10 penalty to the required Agility Test. Acolytes who fail their Agility Test fall prone and have a 20% chance of being exposed to direct fire from the militiamen, and they will be fully exposed until they can stand and get behind the cover of a tank trap. The heavy bolters will be at Long Range with Ballistic Skill Tests at **Difficult (–10)** until the 120 metre point, and enemy lasguns until the 100 metre point.

Past the tank traps is a hundred metre long no-man's land of open dispensorway that is well within the kill zone of both heavy bolters. Any Acolyte wise enough to survey the situation before they go charging into No-Man's Land may make a **Hard (–20) Perception Test** or a **Difficult (–10) Scrutiny Test** to take stock of the situation. If possible, they can also make a **Challenging (+0) Scholastic Lore (Tactica Imperialis) Test** to determine the best way to proceed with minimal loss of life on their part. Those who rashly decide to rush headlong into the mouths of the heavy bolters and lasguns instead of making a survey should be encouraged to do otherwise by Lieutenant Zokolov, who if asked, may make this test as well. Note that enemy heavy bolters will enter Short Range with Ballistic Skill Tests becoming **Ordinary (+10)** at 60 metres, and the lasguns at 50 metres.

With a successful Test as described above, the Acolytes see that while the dispensorway is clear of large obstacles here, it is anything but easily passable. The roadway is pocked with craters of various sizes, large holes blasted into the dispensorway by friendly ordnance over the previous weeks. Some craters offer a bit of cover (1d10 Armour Points to all locations when lying prone). There are also a few (1d10) blasted vehicles that offer paltry cover (1d5+2 AP) and low piles of rubble here and there. Due to the craters and rubble, attempting to cross the blasted, uneven road surface of No-Man's Land counts as moving over difficult ground. Acolytes move at half their Movement and any attempt to Run or Charge suffers a –10 penalty to the required Agility Test.

With four or more Degrees of Success on their Test, the Acolytes also notice a number of suspiciously regular piles of debris spread among the rubble and craters. These are anti-personnel mines called hopper mines or 'hoppers.' Any Acolyte who makes a **Challenging (+0) Common Lore (War), (Tech), or Scholastic Lore (Tactica Imperialis) Test** knows that hopper mines have proximity sensors that detonate the mine when they detect any bio-signs within two metres. Any Acolyte who fails his Agility Test while running through No-Man's Land will fall prone, and there is a 25% chance that he does so within two metres of one of the hoppers. For more information on hopper mines, see the **Hopper Mines and Acolytes** sidebar.

HOPPER MINES AND ACOLYTES

Some Imperial Guard sapper teams in the Calixis Sector deploy hopper mines, a nasty but relatively uncommon anti-personnel weapon. Used to devastating effect on massed infantry formations or tight-packed hordes of xenos, they appear to be little more than a discarded heavy bolter shell or other roughly cylindrical piece of detritus. Typically hidden in piles of debris along heavily travelled routes, they are equipped with sensitive bio-monitors that can sense even the weakest bio-signs at a range of two metres. Once a bio-sign has been detected, a small shaped charge propels the hopper roughly two metres into the air where it detonates, spraying an area five metres across with lethal shrapnel. (2m;S/-/-; 2d10+5 R; Pen; 2 Blast (5), Tearing).

There are numerous ways for the Acolytes to make crossing No-Man's Land to assault the barricade at least marginally easier. First and foremost are the men and women of the 4th Platoon. Sending wave after wave of Guardsmen won't work here as there are only 50 Guardsmen in the platoon and Lieutenant Zokolov simply won't countenance recklessly wasting his men in that fashion. The Guardsmen can certainly assist in other, more useful ways, though. Among the Guardsmen there are three heavy bolters and six grenade launchers. With a successful **Challenging (+0) Scholastic Lore (Tactica Imperialis) Test**, the Acolytes can deploy their heavy gunners in such a way as to reduce or even eliminate fire from the bunker complex. This will allow the Acolytes to cross No-Man's Land in relative safety in order to breach the barricade.

There are also the platoon's vehicles to consider. The 4th platoon possesses three Chimera APCs and a Salamander Command Vehicle. Each Chimera is equipped with a turret-mounted multi-laser and a hull-mounted heavy bolter, and the Salamander has a pintle-mounted heavy flamer on the dorsal hull and a hull-mounted heavy bolter. These heavy weapons can be used to lay down covering fire and even blast through the barricade. One of the Chimeras has also been fitted with a Dozer Blade. This thick obstacle clearing device is mounted to the front of a Chimera's hull and allows the vehicle to clear obstacles, like the tank traps, so that the Platoon's vehicles may pass. The Guardsman driving the vehicle can make a **Challenging (+0) Pilot (Ground Vehicles) Test** to successfully clear a path through the tank traps.

Acolytes should take care before they move the tank traps, however. Anyone who makes a **Challenging (+0) Scholastic Lore (Tactica Imperialis) Test** knows that Imperial Guard sappers will often hide anti-vehicle mines beneath tank traps as added insurance against enemy vehicles. A **Difficult (-10) Search Test** is required to spot those tank traps which conceal mines. Once found, a mine can be deactivated with a **Hard (-20) Tech-Use Test**. In all, there should be at least



3d10 anti-vehicle mines spread throughout the tank traps and the stretch of No-Man's Land between the tank traps and the barricade. Anti-vehicle mines deal 6d10 X damage to everything within three metres and have a Penetration of 12. More information on the Chimeras and Salamander can be found in the **Vehicles of the 4th Platoon** sidebar.

Once the Acolytes reach the barricade, they will need to clear and breach it. The barricade, an imposing edifice six metres tall and three metres thick, is constructed of blocks of rockcrete and wrecked vehicles, faced with sheets of plascrete and topped with a thick snarl of razor wire. If the Acolytes haven't dealt with the barricade's defenders, they will need to do so now. While they are currently safe from the heavy bolters on the guard towers, Drusian Militiamen can still fire down on them from positions atop the barricade. Good use of covering fire and the Imperial Guard forces at the Acolytes' disposal will go far in making the barricade breachable.

Breaching the barricade requires a **Difficult (-10) Demolition Test** or a **Hard (-20) Tech-Use Test** to set explosives in such a way that they'll create a breach in the barricade large enough to move men and equipment through. The Barricade has 40 Armour Points and a Structural Integrity of 30. For more information on Armour Points and Structural Integrity, see the **Vehicles of the 4th Platoon** sidebar.

VEHICLES OF THE 4TH PLATOON

The Acolytes have at their disposal a trio of heavily armed Chimera Armoured Personnel Carriers and a fast, though lightly-armed and armoured, Salamander Command Vehicle. These vehicles add not only mobility and heavy firepower, but also an incredible amount of protection from small-arms fire and moderate protection from light and medium support weapons like heavy bolters and plasma guns.

Aside from their weapons, the 4th Platoon's vehicles have two important stats, Armour and Structural Integrity. Like personal body armour, a vehicle's armour reduces the damage from an accident or attack by the number of Armour Points it possesses. Much like an Acolyte's Wounds, any damage that isn't soaked by the vehicle's Armour is subtracted from its Structural Integrity. Once a vehicle has taken an amount of damage equal to its Structural Integrity it is destroyed.

Chimera: A robust and versatile vehicle, the Chimera is the premier armoured personnel carrier used by the Imperial Guard. Easy to operate and maintain, the Chimera has been in service with the Guard for millennia. With room for twelve men and the ability to mount a number of different weapons to its hull, the Chimera can operate in a number of combat roles. The Chimeras in service with the 4th Platoon are equipped with a turret mounted multi-laser (300m; -/-/10; 4d10+10 E; Pen 10; Clip 50; Rld -) and a hull-mounted, forward-facing heavy bolter (120m; -/-/10; 2d10 X; Pen 5; Clip 60; Rld 2 Full). One Chimera is also fitted with a Dozer Blade which can be used to clear obstacles. The thick adamantium armoured hide of the Chimera grants anyone taking cover behind it 30 AP to all locations, and the vehicle itself has 25 points of Structural Integrity and has a size rating of Enormous.

Salamander Command Vehicle: A variant of the Chimera, this lightly armed and armoured transport is designed to be a mobile field command post. Faster and more agile than its heavier cousins, the Salamander is armed with a hull-mounted heavy bolter (120m; -/-/10; 2d10 X; Pen 5; Clip 60; Rld 2 Full) and a pintle-mounted heavy flamer (30m; S/-/-; 2d10+4 E; Pen 4; Clip 10; Rld 2 Full; Flame) in the exposed command/passenger compartment. It has room for up to eight men and possesses a number of highly advanced vox and auspex systems that allow it to operate in a command and control role. Any Command, Search, or Scrutiny Tests made while using the Salamander's vox or auspex systems enjoy a +10 bonus. The light armour of the Salamander offers only 20 AP to anyone using it as cover, and the vehicle has 18 points of Structural Integrity and a size rating of Enormous.

DRUSUS' OWN MILITIA

Greed, duplicity, poor decision making, and bad governance conspired to strip Hive Subrique of most of its 23 million residents. Drafted into the Imperial Guard draft service, people from every level of the hive were packed into military transports and shipped off to fight in the endless Margin Crusade. Poorly trained and equipped, they went through heavy indoctrination during their passage from their home to the war zone. As a consequence of their fear, desperation, and brutal indoctrination, the people of Subrique turned to their faith and quickly became radicalised. Convinced that they were the chosen of St. Drusus, they took on the name Drusus' Own Militia, and by the time they reached the Margin Crusade they had reached a level of religious ecstasy rarely seen in the Imperial Guard, especially among conscripts.

In the years they have been fighting among the Halo Stars, Drusus' Own Militia has gained a reputation as passionate and fervent, if artless, warriors. Typically used as cannon fodder by more experienced regiments, Drusus' Own Militia often finds itself fighting alongside penal regiments and conscripts. It is from these downtrodden conscripts that they recruit new members to replace those fallen in battle. When the Dei-Phage revealed itself in the guise of St. Drusus, the entirety of Drusus' Own Militia abandoned their posts among the Halo Stars and formed the core of the False Saint's military forces. Like their work in the Margin Crusade, the Militia is used by those Imperial Guard regiments who have sworn loyalty to the False Saint as cheap labour and cannon fodder. This doesn't bother the average Militiaman in the least, however, as they know that to fight and die for St. Drusus is the holiest act a man can undertake.

Drusus Militiaman

WS	BS	S	T	Ag	Int	Per	WP	Fel
25	30	30	35	30	30	35	30	35

Movement: 3/6/9/18

Wounds: 10

Skills: Awareness (Per), Common Lore (Imperium) (Int), Speak Language (Low Gothic) (Int), Survival (Int), Trade (Any One) (Int).

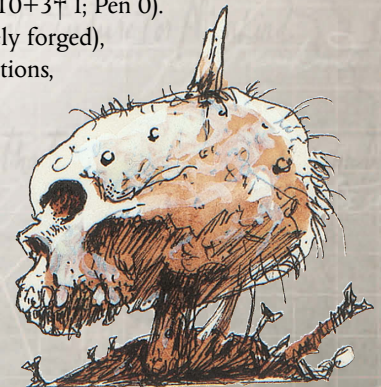
Talents: Fearless, Frenzy, Insanely Faithful.

Armour: Flak Jacket (Arms 3, Body 3, Legs 3), Flak Helmet (Head 2).

Weapons: Common Craftsmanship Lasgun (100m; S/3/-; 1d10+3 E; Pen 0; Clip 60; Rld Full; Reliable), Common Craftsmanship Knife (3m; 1d5+3† R; Pen 0) or Common Craftsmanship Club (1d10+3† I; Pen 0).

Gear: Prayer book (likely forged), symbol of St. Drusus, rations, backpack, gear harness.

†Includes Strength Bonus





AN ALTERNATE ROUTE

Acolytes who don't wish to weather the continual fire of the militiamen on the barricades, and who possess the appropriate amount of cunning (or madness), may take an alternate route into the compound. It is possible, though extremely dangerous, to travel along the underside of the elevated dispenserway using a number of catwalks and gantries suspended from its underside, thereby bypassing No-Man's Land altogether. This requires blasting through the road surface and clambering along hundreds of metres of narrow, rickety catwalks a thousand metres above the howling wasteland. Doing so entails both a number of Skill Tests and incredible amounts of intestinal fortitude.

First, any Acolyte with Demolition, Trade (Mason) or Trade (Wright) can make a **Difficult (–10) Skill Test** to determine the best location to place the breaching charge. Using the Siege Auspex provided by the Acolytes' patron Inquisitor reduces this to a **Challenging (+0) Test**. Once the proper area is determined, preferably above a gantry, catwalk, or sufficiently broad structural support, one of the Acolytes must make a **Difficult (–10) Demolition Test** to place the charge in such a way that it makes a large enough hole without damaging anything on the underside of the dispenserway surface. The dispenserway surface is reinforced rockcrete and

has 16 Armour Points, easily bypassed by either Melta Bombs or sufficient amounts of conventional explosives. Once the hole has been made, each Acolyte making the descent through to the underside must make a **Difficult (–10) Climb Test** to clamber through the hole without slipping and falling to their deaths. The difficulty can be reduced through the use of proper equipment such as clip-harnesses or other climbing gear. It is important to note that any Acolyte with a phobia of heights will very likely simply refuse to travel this route and no amount of threatening or cajoling will change his mind. Once the Acolytes have gone beneath the dispenserway, read them the following description, to replace the earlier entry describing the No-Man's Land and barricade:

The underbelly to the dispenserway shows the long years of repair, replacement, and overhaul. Seams in the pillars are refitted with thick iron plates, riveted into failing structure points. Haphazardly placed catwalks crisscross at random points, some used to secure the structure from the ravages of time, others simply dangle on cables. The nausea of vertigo swells as parts of the walkway buckle and sway beneath your feet. Your knuckles pale on the cold metal of the railing; slow movement and quick thinking will be required to keep you from tumbling to the ground far below.



Once beneath the dispensoway, the Acolytes must make their way carefully along a rusted, mildly unstable collection of service catwalks, observation platforms, and numerous makeshift scaffolds and gantries left over from centuries of maintenance and repair teams. Moving through the corroded, constantly swaying ironworks beneath the dispensoway requires intense concentration. While the Acolytes' Movement isn't reduced as it is when moving over difficult ground, they do suffer penalties. Acolytes may move at half their Movement without any penalty. If they move at their full Movement, they must make a **Challenging (+0) Agility Test** every 20 metres travelled. If, for whatever reason, an Acolyte needs to move faster, the difficulty increases one step for every Movement Rate increase. Failing any of these Tests means that the Acolyte has lost his footing and has fallen from the dispensoway. They must immediately make a **Difficult (-10) Agility Test** in a desperate attempt to catch themselves before they plunge into the abyss. Acolytes with the Acrobatics Skill may reduce their difficulty on this Test by one step. Failure on both Tests means that the Acolyte has fallen to his death.

If the Acolytes make it across the underside of the dispensoway, they must breach through the road surface again and emerge into the compound (using the same Tests for getting to the underside of the dispensoway, as above). The Acolytes should also make good use of the Siege Auspex in order to locate the most tactically sound place for them to blast through (the Impound Hangar or one of the barracks buildings for example).

THE URVOGEL

If the Game Master feels that the simple act of clambering along the underside of the dispensoway over a thousand metre abyss isn't challenging enough for his players, he can increase the difficulty by having a flock of these aggressive flying predators attack the Acolytes. Urvogel are long, lathesome creatures about the size of a man, covered in iridescent scales, with tufts of primitive, quill-like feathers sprouting from their heads and the trailing edges of their wings. Reptilian in nature, their broad, leathery wings are tipped with razor sharp claws and their wide poisonous maw is full of jagged teeth.

Aggressively territorial, Urvogel will attack anything that they believe is a threat or that enters their domain; this includes any hapless Acolytes that happen to be climbing through their aerie. When attacking, an Urvogel dives at the nearest target and attempts to envelop the victim in its wings. Once the target is entangled, the creature will bite its victim, causing a gaping, gruesome wound that allows the Urvogel's poisonous saliva to enter the victim's bloodstream. There should be two Urvogel for each Acolyte, plus one for each NPC the Acolyte's bring with them. These beasts can also be used should the ground battle move too slowly, diving in to feast on the bodies littering the area and harassing those still alive.



Urvogel

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	—	20	35	45	05	50	20	—

Move: 4/8/12/24

Wounds: 13

Skills: Awareness (Per) +20, Tracking (Per) +20

Talents: Fearless, Furious Assault, Heightened Senses (Sight), Swift Attack.

Traits: Bestial, Flyer (8), Natural Armour (4), Natural Weapons, Toxic, Urvogel Venom†.

Armour: Scales (All 4).

Weapons: Bite (1d10+2†† R; Pen 2; Toxic), Claws (1d10+2†† R; Pen 0).

†**Urvogel Venom:** An Urvogel's saliva contains a powerful blood-borne neurotoxin that quickly paralyses its victims, allowing the creature to feed at its leisure. If an Urvogel makes a successful attack on an Acolyte, that Acolyte must make a **Challenging (+0) Toughness Test**. Those who succeed take 1d5 points of temporary Agility Damage and gain a level of Fatigue. Those who fail are wracked with pain and suffer 1d10 Agility Damage per round. If an Acolyte isn't treated quickly with an anti-venom and a **Difficult (-10) Medicae Test** he will lose all of his Agility Points and become paralysed. Once all of the victim's Agility points are gone, he takes 1d10 Toughness Damage per round as his organs fail. Once all Toughness points are gone, the Acolyte dies.

††Includes Strength Bonus



AREA 2: INNER COMPOUND

Once the Acolytes breach the barricade, or make their way along the perilous catwalks and gantries beneath the dispensoway, they find themselves in the compound proper. If the Acolytes breached the barricade with the help of the Guardsmen, read aloud the following:

Now past the barricade, you enter the Inner Compound. Immediately inside the barricade, the road is littered with rubble and the bodies of the Drusian Militiamen who fell during your siege on the barricade. As you move through the breach, Lieutenant Zokolov leads his 4th Platoon through behind you to secure the area. As the Guardsmen take up their positions and dig in, an alarm sounds from within the compound and Drusian Militiamen flood into the roadway from the bunkers.

If the Acolytes have bypassed the barricade by way of the dispensoway, read aloud the following:

Now past the barricade, you enter the Inner Compound. An alarm sounds from within the compound and Drusian Militiamen flood into the roadway from the bunkers.

Four squat, ugly blockhouses line the roadway, two to a side. Once the home of the Arbitrators and Imperial functionaries, these barracks now house a number of fanatical Drusian Militiamen. Just past these buildings, to the right of the roadway, is a large fortified impound facility once used to store contraband and vehicles seized by the Arbitrators. Beyond the impound facility, a large angular building straddles the roadway, the dispensoway lanes passing beneath it and leading towards the hive.

Inside this compound, the roadway is blocked with staggered fighting positions made of sandbags and flakboard, in which the compound's defenders can take cover. Stacks of crates, various small vehicles, generators, tall flood lamps on telescoping staffs, and other esoteric equipment litter the area as well. The compound is packed with Drusian Militia, poorly trained and equipped but rabid in their devotion to the False Saint and his stated mission to cleanse the Calixis Sector. They will fight to the death to defend both the compound and the Oracle who is currently in residence in the control building.

The Acolytes now have to work with Lieutenant Zokolov to orchestrate the next part of the operation—securing the Inner Compound. The next few minutes will be crucial, and the entire mission hinges on decisions made in these first few moments, as the Drusian Militiamen take to their fighting positions and attempt to repel the Acolytes and the 4th Platoon. The Militiamen have numbers on their side, there are at least a hundred here, as well as the benefit of fighting a defensive battle from fortified positions with heavy weapons support from the heavy bolters mounted on the guard towers and heavy stubbers mounted on the roof of the command bunker (assuming that the heavy bolters were not taken out in the preceding battle). The Guardsmen, while seriously outnumbered and fighting on unfamiliar ground, have the benefit of better training, better equipment, and better leadership. Note that heavy stubbers will enter Short Range at the 60 metre point.

The Acolytes themselves have two options here. If they like, they can stay with the Guardsmen and take part in the battle or they can leave the assault in the capable hands of Lieutenant Zokolov and, using the Guardsmen as a distraction, get on with the job of finding the so-called Oracle. If they choose the latter, they may simply move along the outskirts of the fray along either side of the roadway, putting down any light resistance they may encounter, to strike deeper into the heart of the compound. If they prefer to stay and fight with the Guardsmen, they are in for a protracted and bloody battle where their decisions and actions will determine the outcome of the assault. For more information regarding leading the assault, see the **Joining the Fray** sidebar. Once the assault is successful, or the Acolytes manage to bypass the fighting and move further into the compound, they can choose to either investigate the impound bunker or move straight to the command bunker looming in the distance.

JOINING THE FRAY

If the Acolytes decide to stay and fight with the Guardsmen to secure the bunker compound, the Game Master should use the following guidelines to help describe the action. Each Acolyte should make one **Challenging (+0) Skill Test** that best reflects his or her personal strengths. For example, an Arbitrator or Assassin could make a Command, Weapon Skill, or Ballistic Skill Test, a Tech Priest could make a Tech-Use Test to keep the Guardsmen's equipment operating, and a Priest could make a Charm or Intimidate Test to exhort the Guardsmen to greater feats of combat prowess and valour. Along with the Acolytes' Tests, the Game Master should also make a **Challenging (+0) Command Test** for Lieutenant Zokolov and both a **Challenging (+0) Weapon Skill** and **Ballistic Skill Test** for the Guardsmen.

Once the Tests are made, the Game Master should then tally up the total Degrees of Success and Degrees of Failure. For every Degree of Success, ten Militiamen are killed or otherwise removed from the fight, and for every Degree of Failure five Guardsmen suffer the same fate. If either side is reduced to less than half their original number, they break and flee, the Guardsmen retreating to their tanks and the Militiamen going to ground in the barracks, guard towers, and impound hangar. The Players should be encouraged to describe the action as they make their rolls. This makes for a rather cinematic scene and allows the Acolytes to take active roles in the assault on the compound. Once the Militiamen have been routed, the Guardsmen will move to secure the bunkers and hunt down the fleeing survivors, allowing the Acolytes free reign of the compound.

AREA 3: IMPOUND BUNKER

The Impound Bunker is a windowless, heavily-reinforced, hangar-like building roughly thirty metres tall and past the barracks to the right of the dispensary. The side of the building that faces the bunker complex has four large roll-up bay doors that look like they could accommodate an Imperial Guard Valkyrie and two smaller man-sized doors. Before the complex was overrun by the Drusian Militia, this building housed people, vehicles, and contraband seized by the Hive Tertiam Impost Service. Like the rest of the compound, fighting positions of sandbags and flakboard are positioned at strategic points around the building to better defend it.

To enter the building, the Acolytes can either attempt to bypass the security on the bunker's doors or simply blast through them if they have any explosives left after breaching the barricade. To bypass the bunker's security system, an Acolyte needs to make a **Difficult (-10) Security Test** or a **Hard (-20) Tech-Use Test**. The Acolyte only needs a basic success; no further Degrees of Success are required. If the Acolyte fails the Test, the security system goes into lockdown, increasing the difficulty of any further attempts by one step. If the Acolyte attempting to bypass the security system rolls a 99 or 100, the security system goes into panic mode which causes a shrieking alarm to sound from loudhailers mounted on the building's roof. The result of raising this alarm is up to the GM. Should the Acolytes decide to simply blast through the doors, they'll need some explosives or breaching charges and will need to make either a **Challenging (+0) Demolition Test** or a **Difficult (-10) Tech-Use Test**. If the Acolytes have gained entrance to the building without setting off the alarm or blasting through a door, read them the following:

You enter a massive vehicle hangar packed with vehicles and crates bearing the Imperial Aquila. Everything is in shadow, the only light source a single overhead lamp high in the rafters that casts a harsh, orange light. You can hear footsteps somewhere in the maze of crates, as if someone was walking a patrol, and the distant sounds of conversation and recorded plainchant comes from an office on the opposite side of the hangar floor.

THE HANGAR BAY

The vehicle hangar section of the Impound Bunker is simply a large open area roughly fifty metres on a side with a ceiling ten metres high. The majority of the hangar's space is taken up with crates of various sizes all bearing either the Imperial Aquila or symbols of the Adeptus Arbites denoting contraband. There is little light in this area, as the majority of the overhead lamps are out and only a single harsh glow-globe burns in the rafters. Due to the dearth of light and the haphazard way the crates are stacked, the entirety of the hangar is considered Shadowed, and all Actions taken within the area suffer penalties (as described on page 216 of the **DARK HERESY** Rulebook).

Once inside the hangar, the Acolytes quickly realise that they are not alone. There are four Drusian Militiamen operating in teams of two walking patrols on the hangar floor. To move through the hangar without attracting the attention of the

Militiamen, Acolytes need to make a **Difficult (-10) Silent Move Test**. If the Acolytes decide to eliminate the patrolling Militiamen, they need to make a number of **Difficult (-10) Concealment, Silent Move, and Shadowing Tests** to ambush and quietly kill the guards without alerting the entire building. The number of Tests required is up to the Game Master and may be done on a case-by-case basis for each pair of Militiamen, or in the aggregate where the Acolytes make a number of rolls, the Game Master makes a number of Perception Tests for the Guards, and whichever side comes up with the most Degrees of Success is the winner.

Crossing the hangar floor successfully by either avoiding or eliminating the patrols brings the Acolytes to the rear of the hangar and the Impost Offices. At the rear of the hangar is a single door that leads to a corridor, with a number of small rooms used by the Hive Tertiam Impost Service, as well as a small Adeptus Arbites field command station where suspects were held until they could be transported to the hive for processing. The door is currently open, and leads to a small hallway that terminates in a T intersection. The door to the Acolytes' right is shut tight and bears the symbol of the Adeptus Arbites. The door to the left is open and the acolytes can hear men talking and praying inside.

SEARCHING THE BUNKER

Once the Impound Bunker is secure, the Acolytes may want to make a thorough search of the hangar. The crates stacked within contain a plethora of Imperial Guard supplies and contraband taken from both smugglers and legitimate travellers. There are also a number of vehicles stored here in the hangar, mostly ground vehicles seized by the Impost Service. These are now mostly shells, rolling chassis with their interiors stripped and many of their body panels and mechanical systems removed in the process of being searched for contraband, but still recoverable with enough work. Aside from these curious but mostly worthless conveyances, however, is one functioning vehicle that may prove very useful to the Acolytes in their work in Hive Tertiam.

THE CONTRABAND

To search the crates, each Acolyte must make a **Difficult (-10) Search Test**. Once all the Tests are made, the Game Master should make note of the total Degrees of Success the Acolytes received on their Tests. For every two Degrees of Success, the Acolytes may roll 1d10 and compare their result to the following list. The Game Master should also feel free to substitute his own relics and contraband to better fit the theme of his overarching campaign.

- 1 **Archeotech Augmetics:** This seems to be a locked ebony jewelry box with iconography of the Adeptus Mechanicus inlaid in silver and brass. The lock itself is a fiendishly complex mechanism that requires a **Hard (-20) Security Test** to bypass. Once open, the Acolytes discover a number of augmetics set in plush red baize. There are four eyes of various colour and numerous delicate looking neural implants. Even to an untrained eye, the sleek design of the augmetics and their obvious quality speak of ancient and valuable technologies.

- 2 **Rare, Off-World Ice Wine:** There are two dozen bottles of this thick, viscous, oddly inflammable but highly alcoholic wine kept in cryo-stasis tubes packed in a container marked "RELIEF." A **Challenging (+0) Evaluate Test** reveals that the Ice Wine is of the finest quality and should fetch 150 Thrones per bottle under the right circumstances. To make the Evaluate Test, the Acolyte must sample one of the bottles. When the Acolyte has had enough wine to make an accurate evaluation, he must then pass a **Difficult (-10) Toughness Test**. An Acolyte who fails his this Test gains one level of Fatigue.
- 3 **Drugs:** This crate is full of illegal narcotics or some other controlled substance. The Game Master may use any of the drugs listed on pages 148-149 of the **DARK HERESY** Rulebook, or can come up with his own tempting concoctions.
- 4 **Crate of Xenos Artefacts:** This crate bears the symbol of one of the major agri-guilds of Fenskworld as well as messages claiming that it holds corpse starch rations. While it does, indeed, hold a few ration packets, its main cargo is a small locked strongbox. With a **Difficult (-10) Security Test**, the Acolytes open the strongbox to reveal a number of small stones etched with runes of unknown and probably xenos origin. Each stone glows with a soft yellow light that changes colour when touched and emits a quiet tone when in proximity to another stone. When all the stones are arranged together they make a melodious sound like a faint choir singing in close harmony.
- 5 **Minerva-Aegis Las Carbine:** This expensive, powerful las carbine (60m; S/4/8; 1d10+2 E; Pen 0; Clip 40; Rld Full; Reliable; 2.5 kg) is packed in among a number of standard Imperial Guard las carbines, apparently the result of a bureaucratic mishap somewhere along the supply line. Popular among respected mercenary companies and private guild armymen, the Minerva-Aegis is a new and highly sophisticated pattern of las carbine built at Gunmetal City using data from the Aegis Data Fragment by the Takara Fane. Lightweight, easy to handle, and possessed of an incredible rate of fire, the Minerva-Aegis is an excellent weapon for a man-at-arms who requires both stopping power and portability.
- 6 **Exotic Xenos Fauna:** Kept alive in stasis cages for sale to collectors of exotic animals, the exact nature of these creatures is up to the Game Master. They could be anything from iridescent songbirds with crystalline plumage to curious arachnids with minor psychic powers to tiny, vicious, slaving carnosaurs. Whatever their appearance, these creatures should be incredibly dangerous in some way, perhaps due to an aggressive nature or by carrying some sort of dangerous contagion. Whatever the case may be, the creatures could fetch a great number of Thrones to the right collector, but the Acolytes should use extreme caution in handling them.
- 7 **Adeptus Astartes Bolt Pistol:** This standard-issue Adeptus Astartes bolt pistol is of an unknown pattern and provenance. It is wrapped in heavy oiled canvas and bears only the Imperial Aquila by way of identification. The weapon itself seems to be of the highest quality, is in good working order, bears a purity seal as well as the words "Flamis Indominatus" etched into the receiver, and is chased with red lacquer. It is equipped with a red-dot laser sight, but is not loaded, nor is there any ammunition to be found for it. The smaller calibre bolt shells made for use with lesser, human-scale bolters will not work in this weapon. Any Acolyte who makes a **Challenging (+0) Common Lore (Imperium) or Common Lore (Adeptus Astartes) Test** knows that the possession of Space Marine equipment by those not of the Adeptus Astartes is heavily proscribed and punishable by death even for high-ranking Acolytes of the Inquisition. Acolytes should be very careful taking possession of this holy weapon, and its being here raises more questions than it answers.
- 8 **Heretical Scripture:** Seized from a rare book seller and known trafficker of proscribed knowledge, these ancient texts, scrolls, and data-slates are of incredible antiquity and are quite shocking in their heretical tone. Most are millennia old and some date as far back as The Forging. They are treatises on law, the rights of man, the nature of xenos and man's relationship with them, and various critiques of the Ecclesiarchy, the Holy Ordos, and many other departments of the Adeptus Terra. While these texts have value to any number of nobles and officials, especially radical Inquisitors, the Acolytes may also benefit from the information contained within. Possession of these texts grants the Acolytes a +10 bonus to any Forbidden Lore Tests regarding Cults, Daemonology, Heresy, the Inquisition, Xenos, the Imperium, the Ecclesiarchy, or the Imperial Creed.
- 9 **Fykos Forge 'Nomad' Hunting Rifle and Accessories:** Lying in a custom steel grey armourplated rifle case, this rare and finely wrought rifle (250m; S/-/-; 1d10+5 I; Pen 6†; Clip 4; Rld Full; Accurate, Reliable; 4 kg) was obviously once the personal property of a professional assassin. Instead of rich, burnished wood, the rifle's furniture is made of a textured, matte black composite that seems to absorb light. There are no obvious marks of ownership or provenance, and only a **Difficult (-10) Evaluate Test** reveals it to be the work of the gunsmiths of Fane Fykos. Along with the rifle, in their own custom cut-outs in the black velvet lining of the rifle case, are a number of accessories. There is a silencer, a rare and valuable Omni-Scope (combines the effects of a red-dot laser sight and a telescopic sight, negates penalties due to shooting in darkness, grants the shooter +20 to vision-based Perception Tests in darkness if using the scope, and can be connected to a MIU or other cybernetic weapon interface), and a dozen rounds of specially loaded man-stopper bullets. †Includes bonus of +3 from man-stopper bullets.
- 10 **Counterfeit Art:** These are illuminations from an Ecclesiarchical manuscript painted on thin sheets of hammered silver and appear, at first glance, to be ancient and of incredibly high quality. An Acolyte who makes a **Hard (-20) Evaluate Test** will know that these are from a book on the life of Saint Yuri the Shepherd, an ancient voidman canonised by the Calixian Synod who is considered to be the patron saint of voidmen in the Calixis Sector, and that they were painted by a very respected artificer in the distant past. If the Acolyte gets three or more Degrees of Success on his Evaluate Test, he notices a number of small flaws in the painting that suggest that these are, in fact, well done forgeries.

THE RHINO

Under a heavy black tarpaulin in the rear of the hangar sits an Adeptus Arbites Rhino, opened for routine repairs. Not as heavily armed or armoured as its Chimera cousin, this tracked troop carrier instead relies on speed and manoeuvrability to survive and deliver its cargo of Arbitrators. It is perfect for urban pacification and riot control and can carry ten Arbitrators, four cyber-mastiffs, and their associated equipment.

The Rhino stored here is painted matte black with red piping and white details, and proudly displays symbols of the Adeptus Arbites and the number "98" as its precinct number. Any Arbitrators among the Acolytes can make a **Difficult (-10) Common Lore (Adeptus Arbites) Test** to see if they know any details on the precinct, especially that it stayed loyal and did not side with the False Saint. If the Arbitrator happens to be from Fenskworld, the difficulty of the Test is reduced by one step to a **Challenging (+0) Common Lore (Adeptus Arbites) Test**.

The Rhino is armed with a pintle-mounted heavy stubber loaded with man-stopper bullets (120m; -/-/10; 1d10+4 I; Pen 6; Clip 200; Rld 2 Full) and a grenade launcher loaded with choke gas grenades (60m; S/-/-; Special; Pen 0; Clip 6; Rld Full; Blast (1d10+3)). Choke gas grenades spray a powerful, gaseous irritant that stings the eyes and respiratory system and can even kill those of a weak constitution. Anyone caught within the cloud must make a **Difficult (-10) Toughness Test**. Those who pass simply choke and tear up but are otherwise not impaired. Those failing their Test gain a level of Fatigue; anyone who fails by four or more Degrees of Failure sees their Toughness reduced by 1d10 for 1d5-1 hours.

IMPOST OFFICES

This large room was once the working area for the various functionaries of the Hive Tertiam Impost Service that were stationed here. Once full of scribes, adepts, and inspectors poring over bills of lading and customs forms, it is now home to a dozen Drusian Militiamen. Numerous scribe tables and stools are heaped in one corner of the room, pushed aside to make space for the cots and personal gear of the Militiamen.

If the Acolytes were able to quickly and quietly deal with the patrolling Militiamen in the hangar, those in the Impost office will be completely unaware of their presence. In this situation, read the following to the players:

As you enter the room, there are ten Militiamen lounging on the floor around a hand-held vox softly playing plainchant. Some are discussing current events and others are reading from ornate books with pictures of St. Drusus on the covers. They look up as you enter, expecting to see their friends returning from patrol in the hangar.

The Acolytes will automatically have the benefit of Surprise and gain a Free Action to deal with the Militiamen as they see fit. Otherwise, the Acolytes must fight the unprepared Militiamen.

The men in this room are un-armoured and their weapons are piled in a corner far out of reach. Despite their fanaticism, they are uninterested in a fight with heavily armed and armoured intruders, and can be persuaded to surrender with a **Challenging (+0) Charm Test** or an **Ordinary (+10) Intimidate Test**. If any of the Acolytes care to inspect the books that the Militiamen are reading, they see that they are largely reading prayer books, but one of the Militiamen is reading a dog-eared copy of *The Blessed Word of St. Drusus Upon Matters of Morality and Piety*.

Acolytes who took part in the events outlined in **CHURCH OF THE DAMNED** recognise this as one of the supposed works of St. Drusus forged by Venomskin at the behest of the psyker Vraine who was posing as Arch-Cardinal Ignato. If the Acolytes did not discover the forgeries or did not take part in **CHURCH OF THE DAMNED**, with a **Difficult (-10) Common Lore (Imperial Creed)** or **Challenging (+0) Scholastic Lore (Imperial Creed) Test**, they recall hearing a rumour that this book was released only in the past few years in the Calixis Sector and its provenance is considered suspect in some circles of the Ecclesiarchy.

HIVE TERTIAM IMPOST SERVICE

The Fenskworld merchant houses constantly squabble over the percentage of tithe that each owes. In an effort to reign in his own people, and to avoid an Adeptus Arbites intervention, the planetary government supports a massive undertaking—the Impost Service. This army of adepts collates massive amounts of data and works tirelessly to document each mercantile transaction. They once were part of the local enforcers and even had limited authority to pursue those attempting to shirk their Imperial duty. Accusations of Impost Service corruption were rampant though, and the Adeptus Arbites intervened to secure the tithe. In a master stroke of political manoeuvring, several merchant houses banded together and had the Impost Service refitted as a planetary defence force.

The current Impost Service is a bureaucratic quagmire, where every requisition form for replacement stubber shells must be filled out in triplicate, hand signed by two senior officials and then posted for peer review for no less than 24 hours. This is not a deterrent to the wide eyed Impost Agents who join in hopes of serving the Imperium in defence of their family. Promotion through the ranks, however, is nearly impossible without being a master of the nightmare of paperwork, resulting in a schism of doctrine between the field commanders and their superiors.



ADEPTUS ARBITES FIELD

COMMAND STATION

The door to the Arbites field command station is locked and requires a **Hard (-20) Security Test** to open. Once opened, read the following:

As you manage to open the heavy door to the Adeptus Arbites field command station, the lights inside come on automatically. They reveal an austere room dominated by a tall, imposing steel desk inlaid with bas-reliefs of Adeptus Arbites iconography and scenes depicting the punishment of lawbreakers. A straight-backed steel bench runs along one wall with magnetic rings set into it at regular intervals. The walls of the room are scarred with lasgun blasts and there are dark stains here and there on the floor and walls. Opposite the entrance, there is an armoured plate door that leads to the sub-station's holding cells. The door is ajar and the smell of death wafts from within.

The sub-station itself consists of three chambers: the receiving and booking room, the holding area, and a changing and storage room for the Arbitrators who were stationed here. There is little of value in the receiving and booking room aside from the obvious signs of a battle and the sickening smell of rotting flesh coming from the holding cells. If the Acolytes go to investigate, they find the bodies of a number of men and women stacked in the four holding cells here, mangled and in an advanced state of decay. Every Acolyte who enters the holding area must make a **Challenging (+0) Toughness Test** as well as an immediate **Fear Test** against a Rating of 1. An Acolyte who fails his Toughness Test is overcome by the stench, is immediately sick, and gains a level of Fatigue. Acolytes who can refrain becoming sickened by the gruesome sight may examine the bodies in the cells, but there is little to learn. Some are in Arbites uniforms, with a "98" in their shoulders, and others wear the sackcloth garments of prisoners. With a **Challenging (+0) Medicae Test**, any Acolyte so inclined can discover that the people here have been dead for some weeks now, and that they were killed by lasguns.

At the rear of the holding area is a locked desk, presumably where a guard was once stationed, and a door leading to a changing and storage area. An **Easy (+30) Security Test** opens the desk, which holds a flask of amasec, a ring of keys, and access codes for the Adeptus Arbites Rhino parked in the Hangar Bay (see The Rhino on page 22). The door to the changing and storage room is unlocked, and inside the Acolytes will find two rows of lockers (with a bench for each), sanitary facilities, and a shower. If the Acolytes care to open the lockers, a **Challenging (+0) Security Test**, they will find a small treasure trove of Adeptus Arbites arms, armour, and equipment all marked with a stylized "98." Each Acolyte can equip himself with a full suit of Adeptus Arbites carapace armour (All 6), an Adeptus Arbites riot shield (1d5+SB I; Pen 0; Defensive, 8 AP), a combat shotgun (30m; S/3/-; 1d10+4 I; Pen 0; Clip 18; Rld Full; Scatter), and a shock maul (1d10+SB I; Pen 0; Shocking). They can also find assorted items like Arbitrator IDs, data-slates containing the local laws of Fensworld, enough shotgun shells for three reloads per Acolyte, and other Arbitrator accoutrement.

COMMAND BUNKER

The Impost Command Bunker stands before you, a forbidding, flat-topped pyramid dominating the roadway, the sigil of the Impost Service emblazoned on its bone-white exterior. A line of tightly shuttered windows rings the top of the building and the entire structure is surrounded by a wall of sandbags topped with a vicious tangle of razor wire. On the roof, two gun emplacements, like those found on the guard towers, house a pair of heavy stubbers and their crews, and a large portable field-vox receiver dish slowly surveying the sky. Beneath the bunker, heavy gates block the dispensoway, effectively sealing the compound off from the hive.

The Command Bunker marks the far limit of the compound and the beginning of the final approach to the hive. The bunker is a flat-topped pyramid twelve metres tall that straddles the roadway, constructed of the same reinforced rockcrete as the rest of the compound. Steel-shuttered windows line the bunker just below its truncated roof and massive steel doors currently block the traffic lanes that pass beneath it. Aside from the traffic gates and lone entrance door, the ground level is solid rockcrete. The second level is comprised of one large room, a combination observation deck and command centre. In front of the bunker is a large, sliding steel gate flanked by a thick wall of sandbags topped with razor wire. Two heavy stubber emplacements are visible on the roof.

When the Acolytes and the 4th Platoon breached the barricade, the Drusian Militiamen who were guarding the Command Bunker were called forward to reinforce the



fighting positions in the Inner Compound. Now the only outer defences of the bunker are the two heavy stubbers on the roof and their crewmen. Judicious use of grenades or some precision marksmanship should make short work of these gun emplacements. The outer gate is closed, but not secured, as the Militiamen left their posts quickly to join the fray, and the Acolytes should find their way to the Command Bunker's entrance free from opposition and obstacles.

The entrance to the bunker proper is a heavily reinforced steel door with a complex lock which requires a **Hard (-20) Security Test** to bypass. If this Test fails, the locking mechanism goes into emergency mode for five minutes and the doors become impassable; after this lockdown elapses, the Acolyte can make another Security Test. If the Acolyte fails the Test by three or more Degrees of Success, the mechanism fuses itself and becomes impossible to bypass. If this happens, the Acolytes' best option is shooting or blasting the door open.

The entryway opens into a dark stairwell, which rises to a landing. At the top of the stairwell another door opens into the main observation level of the Command Bunker. When all the Acolytes are in the stairwell, the door to the entryway swings shut behind them and locks itself. As the Acolytes climb the stairs, each one experiences a terrible vision keyed directly to their deepest fears. They may see the walls run red with blood, witness thousands of chittering vermin descending the stairs towards them, or experience some other equally horrifying phantasm. Each Acolyte must make a **Fear Test** against a Rating of 2. Those who pass are shaken but can continue on. Those who fail suffer the consequences of Fear as outlined on pages 329-330 of the **DARK HERESY** Rulebook. When the Acolytes finally reach the landing and enter the command centre, read them the following passage:

The command centre is as dark as the stairwell and every bit as foreboding. The only illumination in the room comes from multi-coloured lights on various cogitator banks, the flickering greenish glow of auspex screens, and what little daylight seeps in through gaps in the window shutters. The room is freezing, cold enough for your breath to hang in the frigid air, and you can smell a distinct mixture of ozone, sacred oils, and rancid flesh.

You discover that you're not alone. Just visible in the light of a bank of monitor screens sits a creature permanently wired into a huge command chair. He is obviously some kind of abhuman or mutant, and is heavily modified with unnatural looking augmetics. He looks up at you as you enter, sighs in relief, and speaks over the hum and clatter of the machinery in a lilting, strangely accented voice. "I knew you would come. You should be grateful, for you are in the presence of the Oracle of St. Drusus. I am his voice on Fenksworld. The last thing my master told me before he fell silent was of your coming, and now here you are, right to the minute. Now come closer, I would beg a favour of you."

The creature in the chair is Blaise Drajkon, the "Oracle of St. Drusus." Once the Acolytes enter, he will beg them to kill him. He explains that he has suffered all of his life with illness, with madness, and now with this, a therapy that he was promised would cure him of his visions, his fear, and the constant wracking pain of his life.

If the Acolytes grant him his wish, he thanks them and blesses them in the name of St. Drusus before they strike the fatal blow. If they attempt to remove him from the chair or otherwise tamper with any of the systems, he flies into a rage and attacks the Acolytes with his substantial psychic powers. He leads off with Bio-Lightning and then attempts to Dominate each of the Acolytes in turn, until he can find a mind pliable enough to control. The Oracle then orders the dominated Acolyte to attack his companions.

Once the Oracle is killed or otherwise subdued, the Acolytes are free to make a thorough search of the command centre. An **Ordinary (+10) Search Test** will locate the command centre's basic control system, allowing the Acolytes to open the blast shutters, turn on the lights, and raise the gates that block the dispenserway. There is much data to be collected here, including evidence that points to the involvement of House Drajkon, a highly respected noble house and maker of high-end augmetics, in the plans of the False Saint. To gather data from the cogitator banks, one of the Acolytes must make a **Hard (-20) Tech-Use Test** due to the strength of the encryption on the files. For every two Degrees of Success, the Acolytes learn one of the following facts:

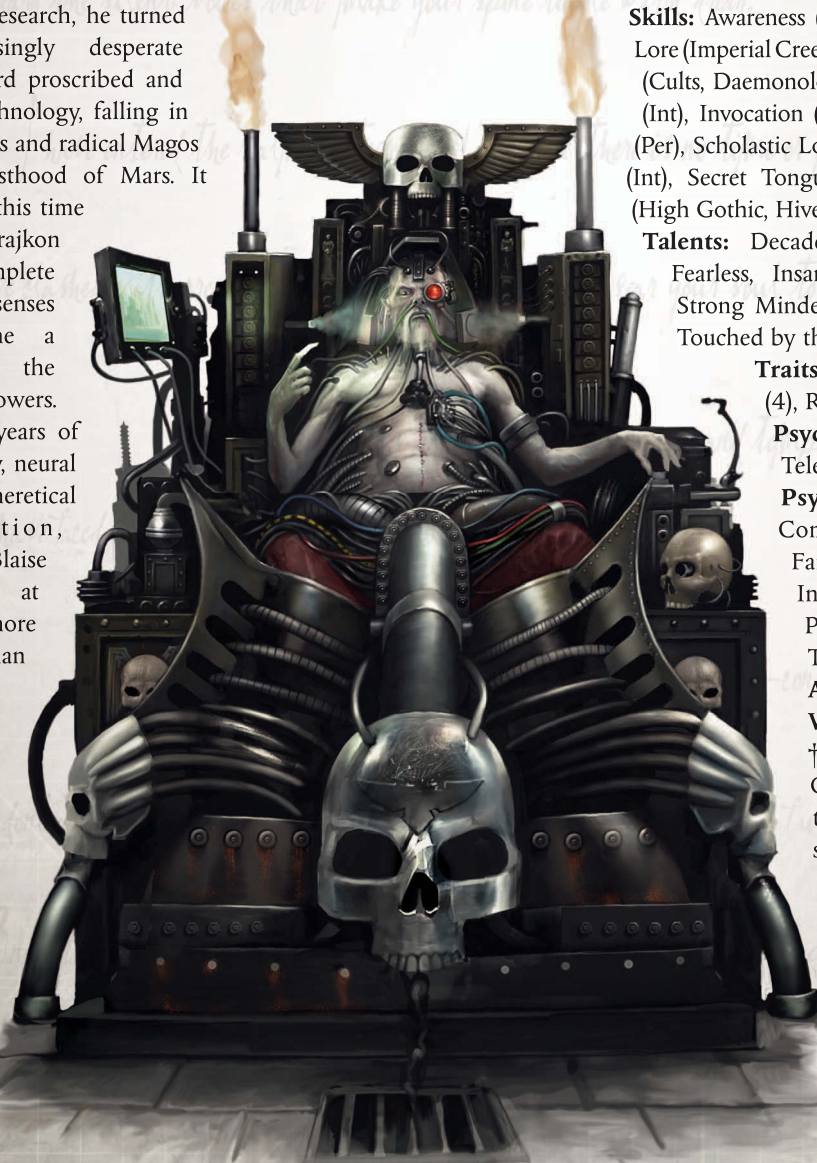
- The Oracle was once a young man named Blaise Drajkon, the youngest son of House Drajkon. An unsanctioned psyker, he has undergone extensive augmentation using technologies known only to House Drajkon in an effort to boost his already powerful psychic abilities.
- House Drajkon is supplying funds and equipment to the rebel Imperial Guard units within Hive Tertiam. In addition, the leaders of the Drajkon family have met repeatedly with high-ranking members of Drusus' Own Militia for reasons that are currently unclear.
- A highly placed member of Drusus' Own Militia and an individual of great interest to the Inquisition, a psyker named Molokor Kambyes, was operating from the Impost Compound as recently as five days ago. He is currently under the protection of House Drajkon and is in residence at their manor in Hive Tertiam.

The Game Master should feel free to provide any other information he feels is germane to the Acolyte's mission. If he is using **THE CHAOS COMMANDMENT** on its own instead of as part of the **APOSTASY GAMBIT TRILOGY** he may use this opportunity to present information to the Acolytes that ties in better with his own campaign.

BLAISE DRAJKON (THE ORACLE)

The only scion of the powerful Drajkon family of Hive Tertiam, Blaise Drajkon was born with powerful psychic potential. Always an unusually sensitive, keen, and insightful child, upon reaching puberty he began having powerful visions involving religious ecstasy and divine punishment, often accompanied by uncontrollable and painful seizures. As he grew, so did his psychic potential and the frequency of his fits, until he fully manifested his powers at age seventeen. His family was powerful and wealthy enough to keep the young man out of the grasp of the Adeptus Astra Telepathica, but they became increasingly worried as his power increased and his mental and emotional stability eroded. After exhausting more conventional avenues of helping his son come to grips with his horrible gift, Lord Drajkon turned to other, more illicit sources for the answer.

Already the head of a leading augmetics consortium, Lord Drajkon delved deep into the dark mysteries of the Magos Biologis. As he exhausted these avenues of research, he turned his increasingly desperate search toward proscribed and heretical technology, falling in with hereteks and radical Magos of the Priesthood of Mars. It was during this time that Lord Drajkon took complete leave of his senses and became a vassal of the Ruinous Powers. Now, after years of gene therapy, neural surgery, and heretical augmentation, his son Blaise Drajkon is at once more and less than human.



A strange hybrid of human, machine, and daemon, poor Blaise has had his body, mind, and soul twisted beyond recognition. His limbs are over-long and grafted onto them are dun-coloured, chitinous plates traced with gold circuitry. His twisted hands rest at the end of pale, limp arms, and what can be seen of his face looks like an unsettling fusion of advanced augmetics and circuit-laced chitin. He is permanently melded to his command chair, which boosts his psychic powers and keeps him alive. When he speaks to the Acolytes, he talks in a sing-song voice that belies the madness and rage that boils within him. In all, he is a piteous, but dangerous, opponent and his mere existence is anathema to everything the Imperium of Man stands for.



The Oracle

WS	BS	S	T	Ag	Int	Per	WP	Fel
—	—	10	35	20	55	45	55	20

Movement: —

Wounds: 20

Fate Points: 3

Skills: Awareness (Per), Ciphers (Occult), Common Lore (Imperial Creed, Imperium) (Int), Forbidden Lore (Cults, Daemonology, Mutants, Psykers, The Warp) (Int), Invocation (WP), Literacy (Int), Psyniscience (Per), Scholastic Lore (Legend, Numerology, Occult) (Int), Secret Tongue (Cult) (Int), Speak Language (High Gothic, Hive Tertiam Dialect).

Talents: Decadence, Favoured by the Warp, Fearless, Insanely Faithful, Psy Rating (4), Strong Minded, The Word of Saint Drusus†, Touched by the Fates.

Traits: Fear (1), From Beyond, Machine (4), Regeneration, Strange Physiology.

Psychic Disciplines: Divination, Telepathy, Biomancy.

Psychic Abilities: Bio-Lightning, Compel, Constrict, Dominate, Farsight, Flash Bang, Glimpse, Inflict Pain, Psychic Shriek, Psychometry, Telepathy, Terrify, Touch of Madness, Weapon Jinx.

Armour: Natural Armour (All 5).

Weapons: None.

†**The Word of Saint Drusus:** The Oracle shares a special link with the False Saint, and using abilities similar to those used by Astropaths Transcendent, he can communicate with his master over interstellar distances. This allows him to relay the wishes of the False Saint directly to House Drajkon without utilising the services of an outsider.

TROUBLESHOOTING

While the Acolytes should be relatively assured of a victorious assault on the bunker compound, it is important to remember that every plan is a good plan until first contact with the enemy. While the GM should do his best to shepherd the Acolytes through the mission with clues and advice given by Lieutenant Zokolov, it is impossible to predict the players' actions and how they will react to the situations outlined in the adventure. If the players seem at a loss or have come to a stand-still over the best course of action, gentle prodding by the GM through Lieutenant Zokolov or one of his trusted sergeants can help move the action along.

In assaulting the compound and investigating reports of the Oracle, the Acolytes have a fairly clear objective and their rank and status as operatives of the Holy Ordos gives them a fair amount of authority. The Oracle is not interested in parlay or asking for quarter, or even in allowing himself to be captured, and will fight to the death. The Guardsmen of the 4th Platoon, while sorely outnumbered, will succeed in breaking the Drusian Militiamen and taking the compound, and the Acolytes will, one way or another, discover the evidence that leads them deeper into Hive Tertiam. Should the Acolytes suffer serious setbacks, or should their investigation simply come to a standstill, the following tips can be used to jump start the adventure:

- If the Acolytes miss important clues or helpful items (such as the Archeotech augmetics in the impound hangar) these things can be brought to their attention by Lieutenant Zokolov or one of his trusted Guardsmen.
- Any Acolyte who has suffered significant levels of Fatigue or damage can be treated by one of the 4th Platoon's combat medicae troopers. Medicae troopers are identical to regular 9th Canopus Guardsmen, but also have the Medicae Skill at +20 and carry a fully stocked medikit.
- Acolytes who are severely wounded or fatigued, or who can't or won't seek medical attention, stand little chance against the Oracle. In this case, the Game Master could see that the Acolytes have the element of surprise when they reach the command centre instead of the Oracle, or perhaps the Oracle is indisposed in some other way (perhaps the Oracle was stunned from a grenade attack on the command bunker, for example).
- If the Acolytes are facing defeat due to loss of support from the Guardsmen, attrition in their ranks, or simple battle fatigue, there are a number of ways for the Game Master to soften the blow. Perhaps they are being pushed back by the rabid Drusian Militiamen and the Lieutenant orders his remaining Guardsmen to retreat to the safety of their Chimeras to re-evaluate the tactical situation. Or perhaps the Oracle flees to his home in Hive Tertiam and the Acolytes are required to track him down there.

This chapter is designed to challenge the Acolytes and steel them for the long battles ahead. While it allows them to lead a glorious, if small, assault and root out some serious heresy in the form of the Oracle, it can also punish those Acolytes who are rash and foolish.



EXPERIENCE AND DOWNTIME

Once the bunker complex is secure and the Oracle defeated, the Game Master should take the opportunity to reward the Acolytes with XP and Fate Points. The Acolytes may also take advantage of the available downtime to contact their patron Inquisitor regarding the mission, scour the cogitators in the command centre, gather more information about the current situation within the hive, and search the impound bunker hangar for any valuables they may have missed.

It takes a little over two standard weeks for their patron to process the data recovered from the compound and for the Acolytes to make their plans to infiltrate House Drakon. During this time, they can set up camp at the compound (which is fully secure within 48 hours of the assault), or retreat to an orbiting ship if they have one. This also gives the Acolytes an opportunity to appraise any spoils they may have recovered from the impound hangar and to start the necessary inquiries into selling or trading them. At the end of this time, the Acolytes' patron Inquisitor will contact them with a new mission: discover the location of the "Prophet of St. Drusus" and retrieve this wanted heretic, dead or alive.

Experience: Each player should earn at least 500 XP. If the Game Master is using the detail-based experience method, the following is a suggestion as to how the XP for the mission breaks down:

Experience Earned:

- Base: 150
- Breached barricade with minimal loss of life or successfully infiltrated the compound by travelling under the dispensarway: 75
- Secured the main compound, barracks, and the impound hangar: 100
- Defeated the Oracle: 100
- Uncovered evidence of House Drakon's involvement with the Drusian rebellion without the help of their patron: 75



THE NEW FLESH

WELCOME TO THE
MANOR HOUSE
•
A CHAPEL OF HORRORS
•
THE MAD PROPHET

CHAPTER II: THE NEW FLESH

"There is no shame in knowledge, and no physical or mental ailment that cannot be treated with the right application of technology. The Priests of Mars have the right of it. Flesh is weak, but their myopic dogma blinds them to the true potential of augmetics. What I have created here doesn't simply replace or repair flesh; it allows one to transcend humanity itself."

—Lord Viktor Drajkon

In this, the second chapter of **THE CHAOS COMMANDMENT**, the players must travel to the very highest spires of Hive Tertiam to investigate House Drajkon, a powerful noble house, and seek out Molokor Kambyes, the so-called Prophet of St. Drusus who is under House Drajkon's protection.

With the compound secured by the Canopus Heavy Foot Regiment and the way clear to the hive, the Acolytes have a number of transportation options available to get them from the compound to the hive proper. While travelling the two kilometres to the hive from the Impost Compound is easy, gaining access to the hive is decidedly not. The dispensoway enters the hive just above the industrial levels, splintering into a dizzying array of boulevards and sweeping avenues that plunge directly into the beating heart of the commerce district. There is another checkpoint at the hive proper staffed by traitor Imperial Guardsmen and Hive Tertiam Arbitrators who have joined the False Saint's crusade. These guards have strict orders regarding the regulation of traffic into and out of the hive, and gaining access should be a delicate proposition.

The simplest, and perhaps least conspicuous, way is to travel the two kilometres to the hive by foot. The Drusian Militiamen stationed at the Impost Compound regularly make the trek back and forth along the dispensoway, and a pack of Militiamen coming to the hive for supplies, leave, or to carry a message would raise few eyebrows. There are plenty of uniforms, lasguns, and other bits of equipment at the compound that makes the Acolytes' charade more convincing. Entering the hive disguised as Drusian Militiamen requires an **Ordinary (+10) Deceive Test**, opposed by the guards' Scrutiny (backed by their Perception of 35). Failure means the Acolytes are rebuffed and must try other means of entry. The downside of posing as Drusian Militiamen is that once the Acolytes are inside the hive, they are still on foot and subject to further scrutiny by patrolling Guardsmen and Arbitrators or predation by criminals. They are also at the mercy of the hive's temperamental internal transportation system to travel long distances. Many parts of the hive do not allow Drusian Militiamen entry at all, especially the elite spires where House Drajkon resides.

A second option, that of disguising themselves as Arbitrators and using the Rhino in the impound hangar for transportation, is harder but potentially more rewarding in the long run. It requires only minor work (an **Ordinary (+0) Tech-Use Test**) to return to full functionality. One immediate concern, though, is that the Rhino is currently painted with the precinct number of the Impost Compound, which did not turn to the False Saint and was purged by the traitor guardsmen. If they had not done so already, any Arbitrators among the Acolytes can make a **Difficult (–10) Common Lore (Adeptus Arbites) Test** to see if they know which precincts stayed loyal and which sided with the False Saint. If the Arbitrator happens to be from Fenskworld, the difficulty of the Test is reduced by one step to a **Challenging (+0) Common Lore (Adeptus Arbites) Test**. With the information gained, it is easy enough to paint a new number over the old.

As for the Arbitrator uniforms that the Acolytes discovered, simply removing the unit patches and painting over any numbers stencilled on the armour is good enough, as this is a common practice among those who have turned away from the Imperium, a fact that can be confirmed with a **Routine (+20) Common Lore (War) Test**. Acolytes so disguised need to succeed on a **Difficult (–10) Deceive Test**, and need a suitably good story as to why a Rhino full of Arbitrators is entering through this particular checkpoint. Game Masters should feel free to reduce the difficulty of this Test if the Acolytes can concoct a particularly convincing story, or if any of them are natives of Hive Tertiam. Moving about as Arbitrators in an official vehicle, especially one as powerful as a patrol Rhino, allows the Acolytes incredible freedom of movement as the traitor Adeptus Arbites operate with impunity in Hive Tertiam, and few question the actions of a squad of armed and armoured Arbitrators backed up with an infantry fighting vehicle.

A third option is to use one of the civilian smuggling vehicles located in the impound hangar to enter the hive under the auspices of civilians on official business. Perhaps they are couriers or merchants from a neighbouring hive or smugglers seeking entry into the hive on business who ease their way with a liberal application of Thrones. Whatever their cover story, the Acolytes first need to get one of the vehicles operational. Due to their sorry, looted state, it takes some time and effort to get one of these vehicles up and running.

First, the Acolytes must make a **Challenging (+0) Tech-Use Test** to strip the rest of the vehicles for enough good parts to repair one, and a **Difficult (–10) Search Test** is necessary to scour the compound for any further available parts and tools. Actually returning one of the vehicles to running order requires a total of eight Degrees of Success on five **Difficult (–10) Tech-Use Tests** made over the course of the Acolytes' downtime in the Impost Compound. If successful, the Acolytes have a reliable, fairly luxurious vehicle with which to enter the hive. Entering the hive as civilians requires a **Hard (–20) Deceive Test**, as the guards

are immediately suspicious. Game Masters should feel free to reduce the difficulty of this Test if the Acolytes can concoct a particularly convincing story and are free with Thrones and any of the contraband from the impound hangar.

Once inside the hive and in possession of a civilian vehicle, the Acolytes may move about relatively freely, but are still subject to questioning by patrols and can further expect searches and pointed questions at internal checkpoints.

After they pass the checkpoint, the Acolytes find themselves in the bustling heart of Hive Tertiam's commercial district. Little seems changed except for an obvious Imperial Guard presence on every corner and increased patrols by the Adeptus Arbites. The streets are still crowded with people going about their daily business. Shops are still open, although some have sorely reduced inventories due to shortages brought about by the rebellion, and everything seems about as normal as can be expected in Hive Tertiam.

There is, however, a great deal of tension in the air. The Acolytes hear heated conversations in shops and witness fights in public houses as the citizenry touts their various opinions on current events. There are also a great concentration of preachers and religious laity in the public spaces, members of the Cult of Drusus haranguing passers by and exhorting the populace to work for the glory of St. Drusus and support his crusade against Calixian sinners and reprobates.

Gathering information on the business and whereabouts of House Drajkon in the commercial areas is a tricky proposition for the Acolytes. In general, the hive's populace is prickly and quick to take offence, and the Acolytes need to tread lightly to avoid drawing too much attention to themselves. They are constantly challenged by preachers, shopkeepers, and the man on the street alike for their loyalties and engaged in conversation at length on the subject of St. Drusus. Hive Tertiam is a chatty hive populated by people much given to wrangling and the Game Master should require a number of Blather, Charm, and Deceive Tests while the Acolytes go about their business here. Game Masters should allow the Acolytes a fairly free hand here, letting them run their investigation as they see fit, and offering them chances for great success and horrible failure in equal measure.

The Acolytes should take their time in the commercial district, getting to know the people of Hive Tertiam, listening to rumour and idle talk, and generally getting the lay of the land. During their preliminary investigations of House Drajkon, they should also be laying out the details of how they plan on infiltrating the Drajkon's well-guarded compound to extract the Prophet of St. Drusus. If the Acolytes found the Archeotech augmetics in the impound hangar, they could use them as leverage to gain access to the Drajkon manor, and perhaps even a meeting with the lord of the household himself. They could also use the accoutrement of the Adeptus Arbites they discovered, along with a fair amount of duplicity and fast-talk in order to gain entry. However they go about it, once the Acolytes are prepared, they may execute their plan and move on House Drajkon.



HOUSE DRAJKON

A relative newcomer to Hive Tertiam's nobility, House Drajkon is one of the more ambitious noble houses on all of Fensworld. Built on patronage and economic power instead of heredity, House Drajkon is looked down upon by the more established noble families as mere merchants and low-bred purveyors of trinkets, and are considered to be no better than glorified tinkers. This matters little to the Lord of the Manor Viktor Drajkon however, a talented tech-adept and lay member of the Priesthood of Mars.

Drajkon bought his way into Calixian nobility with Thrones earned as the head of one of the most highly respected makers of augmetics in the Josian Reach. Augmetics bearing the mark of House Drajkon, typically neural implants and enhanced sensory augments, like cybernetic eyes and finely tuned personal auspex systems, are highly sought by mercenaries and others wealthy enough to afford their high price. Their reputation for excellent quality and reliability has lined the coffers of House Drajkon with immense wealth and has allowed Lord Drajkon to play at politics, buy influence, and pursue his ultimate goal of becoming a peer among the greatest of the Calixian noble houses.

Recent rumours speak of trouble within House Drajkon, however. Lord Drajkon's youngest son Blaise is said to have suffered some manner of mysterious ailment that not even the best of Hive Tertiam's physicians could cure. There is also talk of shrouded figures coming and going from the manor at all hours and dark rumours that speak of blasphemy, heresy, and even dabbling in the dark arts or having trucked with the Ruinous Powers. Most have dismissed this as idle rumour-mongering and petty jealousy, but Lord Drajkon has been seen in the company of an infamous heretic known as Molokor Kambyes, and various strangely attired persons thought to be emissaries of the Mechanicus are known to keep lodgings at the manor house.

THE MANOR

A lane of brass-inlaid, polished rockcrete winds through a broad lawn of decorative stone. The grounds are peppered with abstract, brushed metal sculptures invoking the skull and gear motif of the Mechanicus and carefully tended plants. The approach to the Drajkon manor is an exercise in obvious piety and self-contemplation and mirrors the quiet opulence of the house itself. You step from your vehicle and the house looms before you.

The manor is surrounded by a tall ornate fence. The gate is open and a well groomed and augmented guard steps from a guardhouse with a massive servitor at his heels. He approaches and, in a firm but polite tone, demands to know your business.

The Manor House of Lord Drajkon is an imposing edifice of pearly stone chased with brass, silver, and gold. There is little in the way of ornamentation on the manor's exterior, save for a repeated skull and gear motif and bas reliefs suggesting gear trains and circuit patterns set in the walls that face the broad lawn. The house is a huge block, with a main central structure and two large wings at either end. At the rear of the house rises a massive copper dome decorated with the symbols of the Adeptus Mechanicus, a combination library and chapel to Mars. The entrance doors are solid adamantium slabs fully five metres tall, cut from the hull plates of an ancient Explorator vessel and engraved with both Mechanicus and House Drajkon livery.

If the Acolytes do not have an appointment with Lord Viktor or his representatives, something possibly engineered during their investigations earlier, they are hard pressed to talk their way inside. The guards are professional and suspicious, and gaining access requires a **Hard (-20) Deceive** or **Blather Test**. Failure brings forth the manor's defense weapons, easily discouraging entrance. If the characters possess the Archeotech augmetics from the Impound Bunker, the difficulty of the Test is reduced by one step to **Difficult (-10)**. If they succeed in talking their way past the guard, or if they have an appointment and the right credentials, a footman is summoned to escort them into the house.

THE FOYER

You pass through the great double doors into the foyer, a grand entry hall designed to convey the family's wealth and loyalties at a glance to first time visitors. Walls of pearly stone rise to a cobalt blue cathedral ceiling studded with tiny lights showing Fenksworld's night sky, supported by graceful silver-plated buttresses. Great stained-glass windows, displaying both Mechanicus and Drajkon family history, pierce the walls and spill their multi-coloured light into the room. The floor is the same pearlescent stone as the walls and a massive mosaic in coloured marble and precious metals, displaying the Drajkon family heraldry, dominates the centre of the floor.

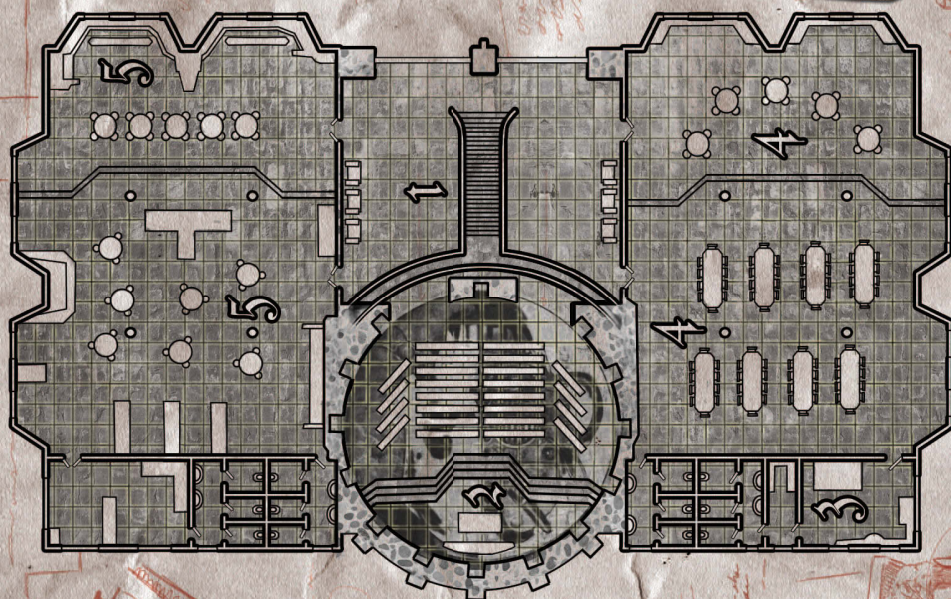
Ahead of you, a broad, elegant marble staircase sweeps from the floor to an adamantine railed mezzanine that sits halfway between the floor and ceiling. A slight, sharp-featured man with a carefully trimmed beard and a widow's peak approaches you and, with a formal bow says, "Welcome to House Drajkon. I am Balthazar, Lord Drajkon's gentleman. How may we serve you?"

The Foyer is the main entry hall to the manor. Designed to awe visitors, it speaks of piety and wealth in equal measure. Balthazar, Lord Drajkon's valet and the head of the house's staff, regretfully informs the Acolytes that the Lord of the Manor was just called away on business elsewhere in the hive and should not return for a few days. After some minutes of inquiries into the Acolytes' business with House Drajkon and some small talk, Balthazar suggests that if the Acolytes have no other lodgings that they stay in rooms set aside for visiting business associates. Here they can wait for Lord Drajkon to return, and rest from their journey, while enjoying the hospitality of House Drajkon.

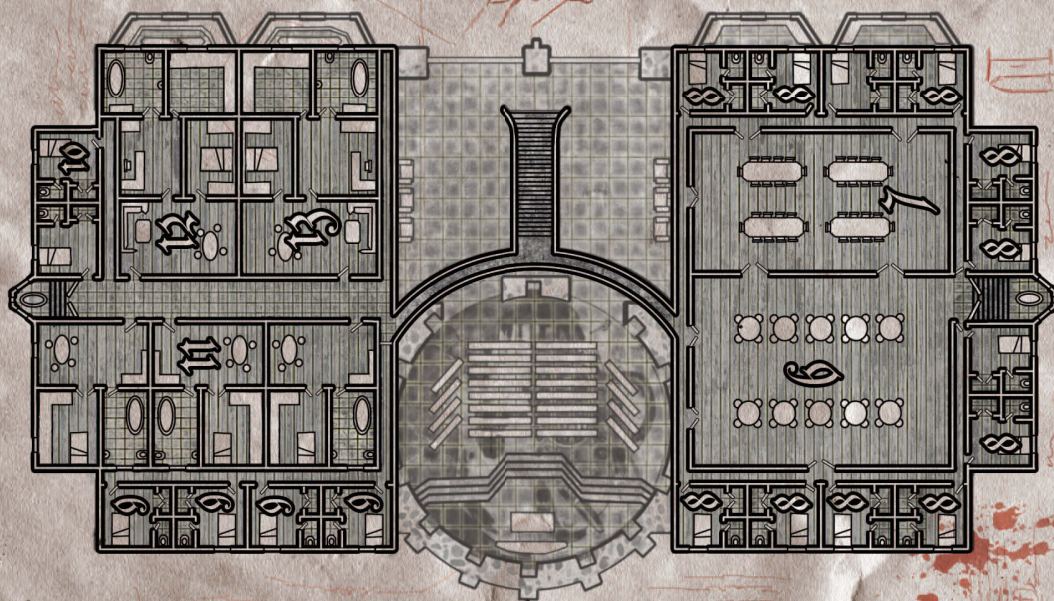
Suspicious Acolytes may find this offer dubious and make an **Opposed Challenging (+0) Scrutiny Test** versus Balthazar's **Challenging (+0) Fellowship Test** of 50 to see what, if anything, the majordomo is hiding. If successful, the Acolytes sense that the man is indeed hiding something, but the exact nature of the secret can't be determined. Balthazar is a discreet professional and didn't get where he is by being easily read.



4m



1. Foyer
2. Chapel
3. Kitchen
4. Great Hall
5. Parlour
6. Dining area
7. Sitting room
8. Suites
9. Private suites
10. Magos Opheimer's Suite
11. Molokor Kambyes' Suite
12. Lady Draykon's Suite
13. Lord Draykon's Master Suite



-Manor House of Lord Draykon-

If the offer is accepted, the Acolytes are shown to rooms in the south wing of the house on the upper floor. The rooms surround a large, comfortable, and fashionably furnished common area that includes a formal sitting room and a dining area. Each bedchamber has a connected necessary room with all the facilities needed for maintaining proper hygiene and grooming. The Acolytes have free access to the public areas of the house which include the Foyer, the Great Room, the Parlour, the grounds, and the Mechanicus Temple, and, if they request it, they can have personal valets assigned to their rooms. Meals, at least for the Acolytes, are served in the common area and all of their needs are taken care of by the competent and efficient staff of the Manor.

If the offer of hospitality is declined, Balthazar politely insists that they stay, for appearance's sake, then acquiesces. He then asks them where they are staying and how to contact them, records this information in his data-slate, and politely wishes them a good day.



THE PARLOUR

The main floor of the north wing is dominated by an immense parlour. You enter the dimly lit and lavishly furnished area to find it empty, save for a housekeeper tending to a fire in the fireplace. Upon your arrival, the housekeeper bows and makes his quiet way out, leaving you alone in the warmth and comfort of the sitting room.

This formal area is panelled in dark hardwood and tastefully furnished with deep, overstuffed, beast-hide chairs and couches embossed with the skull and gear, heavy brass and iron tables, and ornate chandeliers. Paintings of Calixian saints and heroes hang here and there, illuminated by recessed lights in the ceiling. A massive stone and marble fireplace dominates one wall, and against the opposite wall is a massive glass-and-copper-fronted cabinet holding a number of crystal decanters full of various liquors, a dizzying array of glassware, and a discreet machine that dispenses water, ice, and various mixing liquids. It is here in the Parlour that Lord Drajkon meets with guests and business associates and conducts all public transactions.

If the Acolytes decide to spend any time here, they may peruse the bookshelves and avail themselves of the household's liquor at their leisure. The drinks cabinet conceals a passage and stairway that leads to Lord Drajkon's private suite and can be found with a **Challenging (+0) Search Test** (if the Acolytes still have the Siege Auspex from Chapter I, the test gains +10). Once the secret door (a part of the cabinet that swings on hidden hinges), is discovered, the Acolytes may attempt to open it. Wise Acolytes should thoroughly inspect the door before they tamper with it and notice both a complex lock and a pict-stealer connected to a small, nightvision-enabled auspex array. A **Challenging (+0) Tech-Use Test** is required to deactivate the pict-stealer and a **Hard (-20) Security Test** is required to bypass the lock. If the Acolytes manage to get the door open, they can access Lord Drajkon's private suite (described on page 34).

SOLD OUT!

The Acolytes may be suspicious of Balthazar's offer of hospitality and they are justified in their suspicion. The truth of the matter is that they were betrayed by a member of their patron's staff, a radical and an adherent of the False Saint, and House Drajkon is expecting them. The first day and a half of their stay in the manor is pleasant and uneventful, and should give the Acolytes ample opportunity to snoop around the house. Late in their second night at the Manor they are attacked in their beds by household troops supported by Drajkon gun servitors.

The attack begins with the Manor guards pumping a debilitating gas into the Acolytes' rooms that causes extreme pain and unconsciousness, each Acolyte must succeed on a **Hard (-20) Toughness Test** or fall unconscious. The guards then enter the room to subdue anyone who hasn't succumbed to the gas. If all the Acolytes are subdued, they are whisked away to the secret laboratory beneath the house's Mechanicus Temple where they are locked in the cells to await a gruesome fate as a test subject or household servitor. See Level 3 on page 46 for details on their imprisonment.

If the Acolytes refuse the offer of hospitality, after 36 hours Balthazar sends a group of agents to deal with them at their lodgings. The agents are a mixed group of traitor Guardsmen and Arbitrators who wait for the most opportune time to strike, with orders to eliminate the Acolytes in as messy and public a manner as possible as a way of sending a message to those who would cross the False Saint's followers. There should be two agents for every Acolyte and the Game Master should use the profile on the skills and abilities of the Canopus Regiment from Chapter I for their stats.

If the Acolytes survive either attempt, it should be immediately apparent that they are compromised and that the entire mission hangs by a thread. The Game Master should make it clear to them that time is of the essence and that if they wish their mission to be successful they need to strike House Drajkon immediately. How they go about this is, of course, up to the players and depends on whether or not they are attacked in the house or elsewhere in the hive.

A cursory examination of the hide bound texts in the shelves reveals the kinds of books typically found in noble houses: various religious treatises, popular novels, histories, and the like. A more thorough investigation reveals some fascinating and mildly disturbing manuscripts among the dusty tomes. With a successful **Challenging (+0) Search Test** the Acolytes can find a few books discussing ancient technologies, a detailed and nearly heretical account of the Dark Age of Technology, and some pamphlets tucked into a book about Mars detailing some proscribed and possibly shocking information on the Mechanicus and various sects of hereteks concerned with human modification. At various times during the Acolytes' short stay, they may also find members of the household and other guests here and engage them in light conversation.

THE GREAT ROOM

This vast, echoing hall is a combination dining room and ballroom, and occupies the entirety of the south wing's main level. Portraits of Lord Drajkon, his late wife Lady Elisabeta, their children, and various other relatives and members of the household line the marble walls. The floor is a repeating pattern of diamond shaped slabs of red marble and burnished copper, and a massive chandelier of crystal and platinum, well over ten metres across, dominates the ceiling and is tended by a flock of cherubim servitors. Smaller, identical chandeliers hang to either side, and matching sconces bathe the walls in a mellow light. There is little of immediate interest to the Acolytes here and the only regular inhabitants of the hall are the servants who bustle in and out of the doors from the scullery. Depending on the time of day, however, the table may be set for a meal with the house's finest reliquary linens and brass diningware; and various members of the household or their guests can be found here dining. Taking a meal in the Great Room, as opposed to upstairs in the common area, is an excellent way for the Acolytes to acquire more information on the House's many business dealings.

LIVING QUARTERS

The Drajkon manor house has quite a few suites upstairs to accommodate both the members of the family and the numerous guests and business associates that constantly flow in and out of the house. Most are guest rooms similar to those the Acolytes occupy, with comfortable and well-furnished bed chambers sharing a common room and dining area. These are all located in the south wing of the house and are staffed by various and sundry maids, valets, and menial servitors. The north wing's upper level contains the Drajkon Family's private living quarters plus private visitor rooms and larger special guest suites. This floor is largely isolated from the rest of the house. The only way into this area is through a locked and guarded door on the mezzanine in the foyer and through a well concealed door in the Parlour. While many of the rooms are empty, their furniture shrouded against light and dust, a few are currently occupied and possess valuable evidence regarding the goings on at House Drajkon.

The following locations contain clues and information germane to the Acolyte's mission. Each is locked and requires a **Difficult (-10) Security Test** in order to gain entry. Any other rooms that the Acolytes may enter requires a **Challenging (+0) Security Test** to bypass their locks and are occupied on a roll of 1-4 on a 1d10 by either a merchant, a low-ranking Tech-Priest, or members of the house staff enjoying an illicit rendezvous.

MOLOKOR KAMBYSES' SUITE

As you enter the room you are assaulted by the smell of stale incense and spoiled food. The suite is small, only one bedchamber and a small common area, and is in complete shambles. Papers, scrolls, and loose-bound manuscripts litter the floor and drifts of books stand a metre deep in some places. Dozens of gaudy illustrations of St. Drusus, the God-Emperor, and numerous Calixian heroes and minor saints are tacked to the walls with no sense of order, almost as if they'd been stuck there by random chance. Plates and bowls are stacked on a desk along with numerous pieces of glassware and scribe's tools. There is a thin film of dust over everything and, although there are clothes hanging in the wardrobes and folded in the chests of drawers, it's clear that no one has been here for many days.

This filthy shamble belongs to Molokor Kambyeses, the mad Prophet of St. Drusus. A cursory inspection of the manuscripts and notes littering the common room, and an **Ordinary (+10) Search Test**, reveals that the inhabitant of these rooms is a fanatical follower of the False Saint and also quite mad. The manuscripts are mainly diaries detailing Kambyeses' slide into madness and his visions of, and growing obsession with, St. Drusus, an affliction that seems to have struck him well before the False Saint revealed himself.

A Success with One Degree of Success reveals that Kambyeses, a distant relative of Lord Drajkon, has volunteered for, and is currently undergoing, some sort of treatment or therapy somewhere in the house. It related that he has been visiting a room he calls "the chamber" for some months now. He speaks of his 'new flesh' with great enthusiasm and also mentions an increase in the strength and frequency of his visions of St. Drusus. It seems that he is being "improved" in some way, and he seems to be quite happy with the results. The Acolytes also notice that the most recent entry in Kambyeses' diary is dated over two weeks ago.

With two or more Degrees of Success, the Acolytes discover that among Kambyeses' papers is a repeated reference to a structure overlooking a deep chasm. He seems obsessed with this idea, although other than the fact that there is an ancient structure, a deep chasm, and it has something to do with St. Drusus, there is little coherent information regarding it. There are even crude, child-like illustrations likely drawn by Kambyeses himself showing St. Drusus ascendant over what appears to be an Aquila-shaped building over a bottomless pit. There is little else of value in the room and any Acolytes who spend time here come away feeling uneasy.

MAGOS OPHEIMER'S SUITE

There is something disconcerting about this suite of rooms that you can't quite put a finger on. Perhaps it's the framed illustrations of skinless human forms on the walls, outlining muscle groups and skeletal structure in exacting detail, or the shadow boxes hung here displaying arcane, deadly looking surgical tools. It could be the way the furniture is arranged, with mathematical precision as opposed to any discernible sense of aesthetics, or the bottles and jars lining the cupboard containing human limbs and organs suspended in triple-distilled spirits of amasec. Whatever it is, you get the feeling that the mind responsible for the decoration of this room is both highly analytical and deeply, fundamentally disturbed.

This suite belongs to Rostov Opheimer, a lapsed member of the Magos Biologis and a dyed-in-the-wool heretek wanted by the Inquisition for dabbling in proscribed sciences. More butcher than healer, Magos Opheimer is known for his work in heretical genetic sciences and his perfection of forbidden surgical techniques that force mutation in humans in an effort to bring about the, in his words, "next evolutionary step for man." A brilliant but sadly delusional Magos, he has wandered the Calixis Sector for a generation collecting knowledge and leaving behind a string of broken lives and monstrous creations.

A **Difficult (–10) Search Test** reveals among his papers and books a number of notes and the outline of a manuscript discussing the possibility of grafting xenos and even daemonic body parts onto human frames. There are also notes and some medical charts suggesting that he is currently undertaking his research somewhere on the manor house grounds, a fact that should give the Acolytes pause. Even in this unfinished, nascent form, the details of his work are so shockingly blasphemous that they shake even the most hardened Acolyte to his core. Anyone reading from the Magos' manuscript must make a **Challenging (+0) Willpower Test** or gain 1d5 Insanity and 1d5 Corruption Points.

A **Challenging (+0) Search Test** reveals a hidden safe behind the room's wainscot panelling. The safe requires a **Hard (–20) Security Test** to open and contains a deactivated servo-skull and an encrypted data-slate. The servo-skull can be activated with a **Challenging (+0) Tech-Use Test**, but unless it succeeds with one or more Degrees of Success the skull becomes immediately hostile upon activation and attacks the nearest Acolyte with an eye-socket mounted laspistol (60m, S/–/–, 1d10+2 E, Pen 0, Clip 30). If it is activated carefully (or after much placation after activation), it will, with some cajoling, lead the Acolytes to the hidden staircase in the Mechanicus Chapel, but does not follow them into the laboratory.

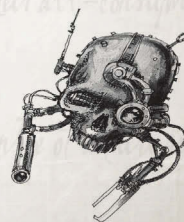
The data-slate is heavily encrypted and requires a **Hard (–20) Scholastic Lore (Cryptology)** or a **Very Hard (–30) Tech-Use Test** to access the information within. If the Acolytes are successful in breaking the data-slate's encryption they find a wealth of information on the secret experiments being performed in House Drajkon's secret laboratory. They also discover its location beneath the Mechanicus Chapel, the access codes needed to enter it, and command words to control the servitors protecting its secrets.

LORD DRAJKON'S SUITE

As you enter Lord Drajkon's suite, you are struck by its spartan décor. There is still the rich panelling, lush carpet, and leaded windows featuring, alternately, the skull and gear and the House Drajkon arms, but the room itself is surprisingly austere, as if inhabited by an ascetic. There is only the bare minimum of furniture and the only decoration is a large, incredibly lifelike portrait of a young and beautiful woman in a state of complacent repose hung in the sitting room. The faint scent of pipe smoke and amasec still hangs in the air.

Lord Drajkon's suite is composed of five spacious but sparsely furnished rooms: a bedchamber, a dressing room, a sitting room, an office, and a necessary room. The bedchamber is well-appointed, with a large four-poster bed with linens the colour of burnished brass covered in a sheet of clear plastic-like material, two end-tables, and a small overstuffed couch wedged into a space defined by a bay window. The couch looks out of place in this room as it doesn't match the style of the rest of the furniture, and an **Easy (+30) Perception Test** reveals a pillow and a folded comforter beneath the couch. Combined with the fact that the bed seems to be sealed in plastic-like material and the couch looks well worn, it suggests that the Lord of the Manor sleeps here instead of his comfortable bed.

The dressing room and necessary room are reached through the bedchamber. The dressing room is full of wardrobes, hanging clothes, racks of ornate shoes and boots, and all of the accessories and accoutrement that comprise the wardrobe of a powerful consortium leader and nobleman. The necessary room contains an ornate vanity, a huge copper tub on a marble dais, and a privy. Neither of these rooms contain much of interest, unless an Acolyte wants to go through Lord Drajkon's clothes in order to take in some of his sartorial splendour.



The sitting room, while well founded in rich panelling, leaded windows, and plush copper-coloured carpet (much like the bedchamber), feels austere and unlivd-in. There is little in the way of ornamentation in this room, save for the massive, gilt-framed portrait of a young woman, flanked by candelabra and under which lies a small sideboard. The candelabra each bear the arms of House Drajkon and contain a dozen silver candles each, and on the sideboard is a large bunch of freshly-cut flowers. Any Acolyte who makes a **Routine (+20) Perception Test** notices that all of the furniture in the room has been arranged in such a way that no matter where someone sits they can always see the painting. The combination of the portrait, the odd arrangement of the furniture, and the incongruous fresh flowers gives the impression of being in a mortuary or attending a wake rather than being in a gentleman's sitting room.

Lord Drajkon's office is as different from the rest of his rooms as his suite is from the rest of the house. Here the Acolytes can get a better measure of the man and also glean valuable information regarding the business of House Drajkon. Panelled in rich, dark wood, with the same copper-coloured carpet found in the rest of the suite, the room is softly illuminated by recessed lights in the ceiling and wall-scones shaded in green translucent glass. Lord Drajkon's desk is a massive steel and brass construct with a solid slab of adamantite as its top. Set in the top of the desk are a number of vox and cogitator systems, flush-set pict-monitors, and an interface port for a Mind Impulse Unit (MIU). A large, ornate, glass-fronted cupboard takes up the wall behind the desk, full of keepsakes, accolades, mementos, and the collected personal items of a long life in commerce and politics.

On the other side of the room is a large games table covered in green baize, a well-stocked sideboard similar to the one found in the Acolyte's suite, a few brass-topped side tables shaped like gears, and a number of hide-covered, brass-studded chairs and couches. An inert scribe servitor stands mute in a shallow alcove, awaiting its reactivation. Where the walls are not lined with tall bookshelves, they are hung with technical illustrations, paintings of famous Imperial Navy battles, family portraits, and portraits of important Magi of the Priesthood of Mars. The entire room imparts a feeling of masculine power, confidence, and gentlemanly refinement, with each piece of furniture or framed schematic of a ship chosen for both its aesthetic value and its impact on any visitors invited to this most private of sanctums.

The Acolytes will, of course, be eager to make a thorough search of this room, and much can be learned here that is of great value to them. There are many hidden dangers here as well, and incautious or rash Acolytes should pay heavily with their health, their sanity, and even their life if they are too quick or careless in their investigation. With a cursory examination of the office, the Acolytes find three general areas of interest: the desk, the cupboard, and one of the bookcases.

THE DESK

Lord Drajkon's ornate desk is more than a simple workspace. It contains a small and powerful cogitator inhabited by a number of canny machine spirits that run many of the mechanical functions of the house; such as security, power, and ventilation systems. This cogitator is also connected to a similar unit in the underground laboratory beneath the Mechanicus chapel at the back of the house and contains detailed information about the secret projects and blasphemous experiments taking place there under the guiding hand of Magos Opheimer. Due to their importance and the delicacy of the information they maintain, the machine spirits here are quite capricious and are protected by a very aggressive security system.

Accessing the system from Lord Drajkon's desk requires using the MIU port set in the desk. Once an Acolyte is connected, he must make a **Hard (-20) Tech-Use Test** to bypass the cogitator's security systems. Success on the Test grants the Acolyte access to all local data stored in the office cogitator. For every Degree of Success above this, he is able to bypass another level of security and gain control of one more household system (see the **Household Systems** sidebar on page 36). Failing the Tech-Use Test means that the Acolyte has fallen prey to the machine spirits and must immediately make a **Hard (-20) Toughness Test** to resist their attack. If he succeeds, he is able to disconnect himself from the desk but gains one level of Fatigue. If he fails, he is Stunned and starting in the next round takes 1d5 Intelligence Damage per round until either his friends disconnect him or his Intelligence is reduced to zero. This damage is permanent. If the Acolyte's friends manage to disconnect him, and hopefully they are quick to do so once the Acolyte starts convulsing and smoking from his MIU port, he must make another **Hard (-20) Toughness Test** or immediately fall unconscious. Whether he disconnects himself, or is disconnected by his companions, the Acolyte also gains 1d10 Sanity Points thanks to having his brain disturbed by the virulent machine spirits.

Much of the information available on the local system is mundane: accounting statements, materials invoices, shipping manifests, patron and supplier lists, and other important documents that can be found in the archives of any successful Calixian businessman. However, with a **Challenging (+0) Literacy Test**, an Acolyte can sift through the copious amounts of information and find some strange things indeed. There are numerous heavily-encrypted communiqués from Lord Drajkon to Magos Opheimer, to Molokor Kambyes, and to two unnamed contacts, one on Scintilla and one on a little-known dead world called Grangold. The communication with Opheimer is a plea for the Magos to visit House Drajkon to examine the Lord's son Blaise and offer any advice or treatments to soothe the young man's pain. The letter from Kambyes is a request for sanctuary which was quickly granted, a damning letter indeed. The anonymous communiqué from Scintilla was received a day before the Acolytes visited the house. It is from the traitor in the Acolytes' Patron's organization, warning Lord Drajkon of the Acolytes' arrival and suggesting to him that they be eliminated.

HOUSEHOLD SYSTEMS

An Acolyte with enough skill and luck can burrow straight to the heart of House Drajkon's cogitator arrays. For every Degree of Success gained on the Tech-Use Test to access the cogitator system in Lord Drajkon's desk, the Acolyte gains access to one household system. The systems are accessed in order, not by random chance, so the better the Acolyte does on his Tech-Use Test, the more access he'll have.

- **Security:** The Acolyte is connected to the many pict-stealers and motion sensors scattered about the house and grounds. He can also activate or deactivate any locks or alarms controlled by the security system.
- **Power:** This allows the Acolyte to tap into the house's power grid. With this control he can redirect power to different sections of the house and cause all manner of mayhem. It is important to note that the secret laboratory is not on the household power grid. It has its own Generatorum to provide for its unique and constant power demands.
- **Laboratory Cogitator Array:** The highest level of access allows the Acolyte access to the cogitators that run the secret laboratory. Here they can retrieve test and experiment records, observe the lab through its security system, open the concealed entrance in the Mechanicus Chapel, and generally prepare for the extraction of Molokor Kambyses. Reading the test and experiment reports too closely causes the reader to gain 1d10 Insanity and 1d5 Corruption Points unless they pass a **Difficult (-10) Willpower Test**.

The cogitator itself also seems to be heavily corrupted by the Ruinous Powers, although this is difficult to discern at first. It is as if as the very presence of the data files stored in its memory have fundamentally twisted it. Every time an Acolyte accesses the laboratory cogitator array, he must make a **Difficult (-10) Willpower Test** or gain 1d5 Corruption Points.

The last, to the unnamed contact on Grangold, is simply a collection of well-known religious verses regarding St. Drusus and the Angevin Crusade. Any Acolyte who makes a **Difficult (-10) Common Lore (Imperium or Ecclesiarchy) Test** knows that there is an ancient cathedral dedicated to St. Drusus located on Grangold and that the only inhabitants of the lonesome world are a pair of Venerable Dreadnoughts from the Iron Hands Chapter of the Adeptus Astartes. Breaking the encryption on these files requires a **Hard (-20) Scholastic Lore (Cryptology) Test**. A failed Test scrambles the files, rendering them unreadable without additional support such as that available to their patron.



THE CUPBOARD

The cupboard behind the desk is a study in a life well and fully lived. Awards, accolades, and honours from every corner of Calixian society, from the Ecclesiarchy and the Adeptus Mechanicus to numerous guilds and academies, even an honorary officer's commission from the Lord-Admiral of Battlefleet Calixis himself. Along with his professional and political accolades, there are also many keepsakes and trinkets from family and friends arranged with special care on the glass shelves. A **Difficult (-10) Search Test** reveals a hidden compartment containing an ornate ring, a data-slate, and a large pistol in a groxhide holster. The ring is small, made of a heavy lustrous silver metal, and encrusted with precious stones. It is obviously a woman's ring, and probably a wedding ring, by the looks of it. A **Challenging (+0) Evaluate Test** reveals that it is made of platinum, the stones are rare oxide diamonds from the mines of far-off Lind, and that it bears the mark of one of the most highly respected jewellers on Scintilla. Inside the ring are engraved the words "Viktor and Elisabeta – Amatoria Indominatus" and a date some 170 years ago.

The pistol is an unknown pattern melta pistol that even to an untrained eye looks antique. It is sleeker than most melta pistols, with a longer barrel, integrated red-dot laser sight, and a fuel canister concealed in the handle. The holster is embossed with a brass gear and skull, but there are no other identifying marks anywhere on either the weapon or holster. The pistol is fully loaded and ready to use, if anyone is brave enough to fire it. A **Difficult (-10) Trade (Armourer) or Hard (-20) Evaluate Test** reveals that the weapon is indeed quite ancient, and shares a number of similarities with a pattern of melta pistol not seen in the Calixis Sector in over five hundred years. The pistol has the following stats: 15m; S/-/-; 2d10+5 E; Pen 12; Clip 5; Rld Full; Recharge, Unstable; 2.5 kg.

The data-slate contains Lord Drajkon's journal, and is secured behind the finest encryption Thrones can buy. A **Very Hard (-30) Scholastic Lore (Cryptology) Test** is needed to bypass the encryption, and a Test that fails by five or more Degrees of Failure permanently wipes the data-slate's memory.



clean, rendering it useless. If an Acolyte manages to break through the encryption, they find a plethora of information both damning and tragic. The journal charts, in his own words, the loss of Lord Drajkon's beloved wife, his son's illness and the Lord's inability to cure him of it, his slow descent into loneliness, drink, and madness, his corruption at the hands of Magos Opheimer, and his final heretical embrace of the Ruinous Powers. The journal also contains Lord Drajkon's access codes for the hidden laboratory and command words for controlling the servitors patrolling there.

THE BOOKCASE

Among the many technical, ecclesiarchical, and historical texts lining the walls of Lord Drajkon's office are a number of literary oddities. Foremost among them are a decalogy of books reported to be the personal journals of a senior member of the long-lost Thulian Explorator Mission. On the surface they appear to be, if not truly from the Thulians, then a very detailed and highly entertaining record of life aboard an explorator vessel. Deeper reading of the series reveals something more sinister, however. Along with being a riveting read, the decalogy is also a tool of the Ruinous Powers, often used by hereteks to seduce the unwary. These books were, in part, responsible for the fall of Lord Drajkon, an insidious gift from Magos Opheimer. Anyone who reads past the first few chapters of any book must make a **Challenging (+0) Willpower Test** or develop an unhealthy obsession with it and desire to read the next book in the

decalogy. If the reader continues, he is subtly corrupted by the hidden meanings and veiled subtexts within; gaining 1d5 Corruption Points every week he continues to read (it takes two weeks to finish each book on average).

LADY DRAJKON'S SUITE

You enter this room and are greeted by the smell of heavy incense and the humming of machinery. There are two medicae servitors standing idle in the sitting room, an overtly feminine space awash in lace, satin, and tulle. There is a low buzzing and a sound like the flapping of wings coming from the bedchamber, along with the soft singing of hymns. As you go to investigate, the medicae servitors track your movements but do not attempt to stop you. In the bedchamber, you find the mortal remains of Lady Elisabeta Drajkon in quiet repose in her bed, her body contained in a powerful stasis field, and her bed surrounded by cherubim singing her forever to sleep.

Here is the final resting place of Lady Elisabeta Drajkon, beloved wife of Lord Viktor Drajkon. The rooms themselves are a softer, more feminine mirror image of her husband's rooms; they are lighter, airier, and the furniture is more refined. There is little of interest to the Acolytes in the sitting room save for the inert medicae servitors and a massive, gilt-framed portrait of a young Lord Drajkon.

When Lady Elisabeta passed away, it expedited her loving husband's spiral into madness. After a long, debilitating illness that sapped her energy, her ardour, and her legendary *joie de vivre*, reducing her to a bedridden vegetable, Lord Drajkon was unable to part with his beloved wife. In his grief and madness, he made her bedchamber into a mausoleum. Her body was embalmed, dressed in her finest gown and jewels, and entombed in a stasis field for all eternity. Around her bed, Lord Drajkon posted a dozen cherubim to sing her favourite hymns, and maids display fresh arrangements of her favourite flowers around the room every day. Should a hard-hearted Acolyte disrupt the stasis field or otherwise tamper with anything in the bedchamber, an alarm sounds throughout the house, the door to the bedchamber swing shut and lock them in, and a squad of household guards are summoned to investigate.



HOUSE DRAJKON FORCES

House Drajkon keeps a standing force of highly trained and heavily-augmented house troops for defensive purposes. These guardsmen can be found patrolling and standing guard throughout the house, walking the perimeter of the Manor's grounds, and generally keeping the riff-raff off the property. When deployed in an emergency situation or patrolling the lower levels, they are organised in squads of five guardsmen led by a sergeant and accompanied by one of House Drajkon's heavily armed gun servitors. These men and women are extremely dangerous, competent warriors who should not be taken lightly.

Drajkon Guardsman

WS	BS	S	T	Ag	Int	Per	WP	Fel
40	40	40	45	35	35	40	35	30

Movement: 3/6/9/18

Wounds: 15

Skills: Awareness (Per), Ciphers (War Cant), Climb (S), Dodge (Ag), Intimidate (S), Literacy (Int), Scrutiny (Per), Search (Per), Secret Tongue (Military, House Drajkon Cant) (Int), Speak Language (High Gothic, Low Gothic, Hive Tertiam Dialect) (Int), Tech-Use (Int).

Talents: Chem Geld, Combat Master, Double Team, Fearless, Takedown, Technical Knock.

Traits: Dark Sight, Heightened Senses (Sight), Heightened Senses (Hearing), Machine (1).

Bionics: Bionic Arm, Good Craftsmanship Augur Array, Good Craftsmanship Cybernetic Eyes (Dark Sight, Telescopic Sight), Good Craftsmanship Cybernetic Hearing (Built-In Micro-bead), Good Craftsmanship Mind Impulse Unit.

Armour: Best Craftsmanship Storm Trooper Carapace (All 7).

Weapons: Best Craftsmanship Combat Shotgun (30m; S/3/-; 1d10+2 I; Pen 3; Clip 18; Rld Full; Reliable, Scatter), Best Craftsmanship Chainsword (1d10+6† R; Pen 2; Balanced, Tearing), 1 Photon Flash Grenade (SBx3; Toughness Test or Blind for 1d5 Rounds), 2 Blind Grenades (SBx3; Smoke).

†Includes Strength Bonus

Drajkon Gun Servitor

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	45	50	40	15	10	20	30	05

Movement: 1/2/3/6

Wounds: 15

Skills: –

Talents: Heightened Senses (Vision).

Traits: Armour Plating, Auto-Stabilised, Hulking, Dark Sight, Machine (5).

Armour: None (Arms 7; Body 7; Head 7; Legs 7).

Weapons: Shotcannon (40m; S/3/-; 2d10 I; Pen 0; Clip 24; 2 Full; Scatter, Unreliable) or Heavy Flamer (30m; S/-/-; 2d10+4 E; Pen 4; Clip 10; Rld 2 Full; Flame).

Gear: Internal micro-bead, ammo hoppers/tanks (3 for each weapon).

Drajkon Sergeant

WS	BS	S	T	Ag	Int	Per	WP	Fel
45	45	45	50	35	35	40	35	40

Movement: 3/6/9/18

Wounds: 15

Skills: Awareness (Per), Ciphers (War Cant), Climb (S), Command (Fel) +10, Dodge (Ag), Intimidate (S) +10, Literacy (Int), Scrutiny (Per), Scholastic Lore (Tactica Imperialis) (Int), Search (Per), Secret Tongue (Military, House Drajkon Cant) (Int), Speak Language (High Gothic, Low Gothic, Hive Tertiam Dialect) (Int), Tech-Use (Int).

Talents: Air of Authority, Chem Geld, Combat Master, Double Team, Fearless, Iron Discipline, Into the Jaws of Hell, Takedown, Technical Knock, True Grit.

Traits: Dark Sight, Heightened Senses (Sight), Heightened Senses (Hearing), Machine (2).

Bionics: Bionic Arm, Good Craftsmanship Augur Array, Good Craftsmanship Cybernetic Eyes (Dark Sight, Telescopic Sight), Good Craftsmanship Cybernetic Hearing (Built-In Micro-bead), Good Craftsmanship Mind Impulse Unit.

Armour: Best Craftsmanship Storm Trooper Carapace (All 7).

Weapons: Best Craftsmanship Combat Shotgun (30m; S/3/-; 1d10+2 I; Pen 3; Clip 18; Rld Full; Reliable, Scatter), Best Craftsmanship Best Craftsmanship Plasma Pistol (30m; S/-/-; 1d10+6 E; Pen 6; Clip 10; Rld 4 Full; Recharge, Overheats), Best Craftsmanship Chainsword (1d10+6† R; Pen 2; Balanced, Tearing), 1 Photon Flash Grenade (SBx3; Toughness Test or Blind for 1d5 Rounds), 2 Blind Grenades (SBx3; Smoke).

†Includes Strength Bonus



MECHANICUS CHAPEL

You pass through the heavy brass doors bearing the gear and skull into a symphony of golden light and the clicking, throbbing sound of machines at work. Light streams through stained glass windows in the dome high overhead, illuminating the brass, copper, and bronze fixtures in the chapel with a fierce intensity. A score of servitors go about the business of tending to arcane machines in the numerous alcoves, and the buzz of prayer and the chatter of binary speech fill the space, giving voice to the glories of the Omnissiah. A servo-skull glides up to you, chittering and gibbering questioningly at you in the efficient cant of the Mechanicus. It stops before you, scans you with its auspex arrays, and waits patiently for your answer.

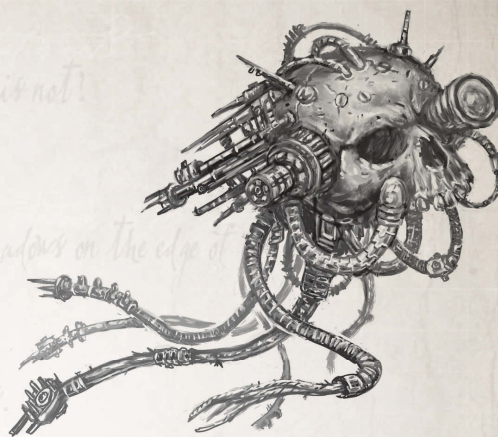
The Mechanicus Chapel is a huge, ostentatious space given over to the worship of the Omnissiah. Built behind the main house and accessible from the Foyer, the chapel is a large open area with regularly spaced alcoves around its perfectly round perimeter, making the chapel appear as a giant gear when viewed from above. The walls rise many metres high to a domed ceiling plated in panels of platinum and brass. Hanging from the ceiling, from chains as big around as a stout man, is a massive gear and skull cast in iron with brass, bronze, gold, and platinum inlay. Tall stained glass windows ring the walls and dome, extolling the virtues of hard work, discovery, and respect for the Omnissiah.

The servo-skull that approaches the Acolytes is that of an ancient librarian who was bound to this world after death per his request. If any of the Acolytes speak the binary tongue of the Mechanicus, they can converse with the servo-skull, who is simply inquiring how he may be of assistance. If the Acolytes remain dumb, the servo-skull seems to grow agitated, then glides off to fetch a Tech-Priest to assist the Acolytes.

An altar to the Omnissiah, cast from pure gold inlaid with copper, platinum, and brass, stands opposite the entry doors beneath the suspended symbol of the Mechanicus. The altar sits atop a huge dais, and arranged before it are sixteen rows of semi-circular pews in two groups separated by a central aisle. The pews, like the altar, are pure gold inlaid with other precious metals and equipped with plush, copper-coloured cushions.

Elsewhere in the chapel are bookshelves heavy with books, data-slates, and scrolls dedicated to the different schools of knowledge pursued by the Mechanicus, along with a number of large tables for study and some cogitator workstations. Servitors and Tech-Priests flit here and there among the stacks, shelving books and pursuing research.

The alcoves spaced around the chapel, which define the teeth of the gear, are places of quiet meditation for the devout followers of the Omnissiah. Each is separated from the common area by a locking, sliding panel embossed with the skull and gear, and



a techno-arcane privacy field that operates like a Stummer (see page 151 of the **DARK HERESY** Rulebook) to neutralize all ambient sound inside the alcove. Within each alcove is a small, ornate, gilt-brass and platinum prie-dieu dedicated to the Omnissiah. These prayer kiosks are composed of a small and powerful cogitator, a number of flickering screens on ornately cast supports, a kneeler and arm-rest upholstered in plush, coppery baize, and an access port for a Mind Impulse Unit. To use a prie-dieu, an Acolyte kneels on the kneeler, connects to the MIU port with the provided lead, and makes a **Challenging (+0) Tech-Use Test**. His mind is then filled with the glory of the Omnissiah for the duration of his stay.

The alcove directly behind the altar hides the manor's deepest secret. Identical to the other alcoves, if an Acolyte passes by this alcove he may make an **Challenging (+0) Perception Test**. Alternatively, if the Acolytes search the entire Chapel, they may make an **Ordinary (+10) Search Test**. Success on either Test reveals small scratches in the marble floor that suggest that something heavy has been repeatedly dragged over the floor in a short arc. This alcove is, in fact, the entrance to the secret augmetics laboratories beneath the chapel. If the Acolytes discovered any of the information regarding the entrance in either Magos Opheimer or Lord Drajkon's suites they can simply connect to the prie-dieu and input the access codes. If they have not found the information but they notice the scuffs on the floor of the alcove and search the alcove,

a **Difficult (-10) Tech-Use Test** and some wrangling with the machine spirits within the cogitator, or a **Challenging (+0) Search Test**, reveals the hidden security log-in for the entrance. A **Very Hard (-30) Tech-Use Test** is then required to convince the machine spirits that the Acolyte is cleared to access the labs and that it should open the hidden entrance; failure will summon a unit of household guards. Once access is granted, the prie-dieu swings aside, catching a bit on a raised spot in the floor, and reveals a short, steeply sloping corridor that ends in a spiral staircase.

THE LABORATORY

The laboratory is a three-level underground complex where House Drajkon performs its top-secret augmetics research. The first level is a combination security and living area that houses a guard station and the living quarters for the hereteks who work in the laboratory proper. The second level is the laboratory proper where all of House Drajkon's blasphemous experiments are carried out. Finally, the third level is a heavily-guarded holding area full of specially shielded cells where experiments and prisoners are kept. All three levels are heavily patrolled by both House Drajkon troops and their heavy gun servitors, and the heretics that staff the complex are busy day and night doing the work of the Ruinous Powers.

Movement between chambers on each level is controlled by locked, reinforced doors and techno-arcane forcefields. Aside from the guard posts on every level and the patrols, the rooms and corridors are also watched tirelessly by the machine spirits of the lab's powerful primary cogitator array located on the second level. Movement between levels is achieved by a heavy-duty freight lift and by two concealed staircases. Entering the lab is an incredibly dangerous endeavour, but one that the Acolytes need to undertake if they wish to complete their mission, for it is here in this charnel house that they find Molokor Kambyes.

LEVEL ONE

The first subterranean level of the laboratory contains an entry chamber, a security station, and the quarters of the hereteks that toil away in the labs. There are six House Drajkon Guardsmen stationed on this level, along with two gun servitors, who make constant patrols.



ENTRY CHAMBER

The stairs descend into a small, empty antechamber roughly fifty metres below the surface. Constructed of seemingly seamless armourplating, the space is lit by a single, high-intensity lamp behind a protective grating in the low ceiling. A pict-stealer mounted above the room's single door rotates on its stalk, the iris within its lens tightening as the machine spirit within scans the room. The door resembles a ship's hatchway, heavy looking with a massive wheel in its centre and exposed locking bars at the top and bottom. Next to the door is a vox hailer and a keypad in an armourplating housing.

The Entry Chamber is the first obstacle that the Acolytes need to overcome. If they have the access codes from either Lord Drajkon's or Magos Opheimer's suites they can input them into the keypad and enter the labs at will. If they do not, and have discovered the entry chamber through investigation or chance, there are other ways to gain entry. If the players were taken captive in their suite by the guards, the Game Master should skip this section and move directly to the description of Level Three where the prisoners and experiments are kept.

To gain entry to the labs with any semblance of stealth, the Acolytes need to deal with the pict-stealer mounted over the door before it can see them. If the Acolytes descend the stairway cautiously, and succeed on a **Challenging (+0) Awareness Test**, they hear the whirring and clicking of the pict-stealer well before it spots them. They can then deal with it by shooting it from the stairway with a **Difficult (-10) shot**. Once the Acolytes disable the pict-stealer, they can move safely into the chamber. However, with a result of 1–2 on a 1d10 roll, the guards notice the camera go offline and 1d5–1 (minimum of one) of the guards come to investigate. Should this happen, the Acolytes have the element of surprise and have a Surprise phase, having until the end of the first turn to dispatch the guards before they can raise the alarm and alert the whole complex.

If destroying the pict-stealer doesn't attract any undue attention, the Acolytes then need to get the door open and enter the complex proper. A successful **Challenging (+0) Security Test** or **Difficult (-10) Tech-Use Test** is needed to bypass the keypad and unlock the door. A failed Test locks the keypad for ten minutes, but once that time has elapsed the Acolytes may make another attempt. If the Test fails by three or more Degrees of Failure, the keypad locks, the alarm sounds, and gas is pumped into the chamber. Acolytes without any protection against gas, such as re-breathers or sealed armour, must immediately make a **Hard (-20) Toughness Test**. Those who succeed gain a level of Fatigue but are otherwise fine. Those who fail their Toughness Test take 1d10+5 points of Toughness Damage per turn until they fall unconscious. If the Acolytes disable the pict-stealer and unlock the door with no complications and without raising an alarm, they are now free to enter the lab complex.



MAGOS CHAMBERS

Each one of these spartan and uncomfortable cells is just large enough for a man to lie flat in, and contains a hard pallet for sleeping and what appears to be a control panel for a cogitator equipped with an MIU port. These are the quarters of the numerous heretek that work in the lab below. At any given time, 1d5 of the cells is occupied by a catatonic heretek connected to his panel. There are also two House Drajkon guardsmen walking opposite patrol routes through the corridors around the cells. There is little here for the Acolytes save a data-slate under one of the pallets that can be located with a **Difficult (-10) Search Test**. The data-slate appears to be a daily journal and tells of the heretek's work as an apprentice augmeticist under Magos Opheimer. The subject matter is deeply disturbing and any Acolyte reading this journal must make a **Challenging (+0) Willpower Test** or suffer 1d10 Insanity Points.

The MIU-equipped panels are another matter entirely. Each panel is connected directly to the corrupted laboratory cogitator array and each heretek working in the laboratory is required to spend a number of hours a day connected to their panels to "receive the blessings of the Omnissiah." These blessings come in the form of sermons given by Magos Opheimer extolling the virtues of the heretical sciences studied within the laboratory, carefully edited readings of Mechanicus scripture justifying the heretek's work, and a constant, droning binary plainchant. Any Acolyte foolish enough to connect to one of these "litany interlocutors" must make a **Difficult (-10) Willpower Test**. Acolytes who pass this test are unaffected, but those who fail are entranced by

the plainchant and constant harangue from Magos Opheimer, suffering 1d10 Corruption Points from connecting to the laboratory cogitator, plus an additional 1d5 Corruption Points from the experience of listening to the twisted Magos and his blasphemous sermons.

HOUSE DRAJKON AUGMETICIST

These young men and women, once Tech-Priests on the path to becoming members of the Magos Biologis, are now fully in the grip of the Ruinous Powers. Felled by pettiness, jealousies, and personal and moral failures, these wretches turned their backs on the Omnissiah, blamed others for their own shortcomings, and threw their lot in with known hereteks led by the heretical and dangerous charlatan Magos Opheimer.



Augmeticist

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	30	35	30	30	50	45	40	30

Movement: 3/6/9/18

Wounds: 10

Skills: Awareness (Per), Chem-Use (Int), Common Lore (Machine Cult, Imperial Creed, Imperium, Tech) (Int), Evaluate (Int), Forbidden Lore (Daemonology, Heresy, Inquisition, Archeotech, Adeptus Mechanicus) (Int), Interrogation (WP), Inquiry (Fel), Literacy (Int), Logic (Int), Medicae (Int) +10, Scholastic Lore (Chymistry, Occult) (Int), Scrutiny (Per), Secret Tongue (House Drajkon, Tech) (Int), Speak Language (High Gothic, Low Gothic, Hive Tertiam Dialect) (Int), Tech-Use (Int) +10.

Talents: Binary Chatter, Chem Geld, Electrical Succour, Electro Graft Use, Energy Cache, Feedback Screech, Luminen Blast, Master Chirurgeon, Mechadendrite Use (Optical, Medicae, Utility, Ballistic), Rite of Awe, Rite of Fear.

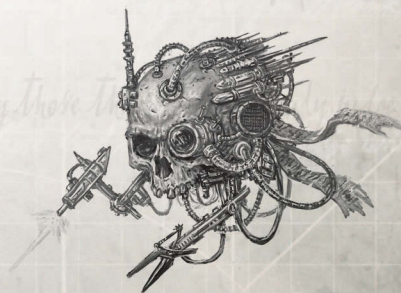
Traits: Mechanicus Implants, Machine (4), Heightened Senses (Sight, Hearing).

Bionics: 2 Good Quality Bionic Arms, Good Quality Bionic Locomotion, Good Quality Augur Array, Good Quality Cybernetic Sight, Good Quality Cybernetic Hearing (Built-In Micro-bead), Medicae Mechadendrite, Utility Mechadendrite, Optical Mechadendrite, Good Quality Mind Impulse Unit.

Armour: None (All 4).

Weapons: Kronos Mk. III Plasma Pistol (30m; S/-/-; 1d10+6 E; Pen 6; Clip 10; Rld 4 Full; Overheats, Recharge), Vivisector (1d5+8† R; Pen 0; Tearing, Unwieldy, Toxic).

†Includes Strength Bonus



OBSERVATION MEZZANINE

Bright, white light streams into the corridor from these thick windows. Made of dense panes of armour-glas set in adamantine frames, the windows look down into a brightly lit operating theatre. There, some twenty metres below you, a bulky, solitary figure in a red robe, festooned with grasping mechadendrites, is performing an operation on a horrific creature strapped to a gleaming metal operating table. The thing is hooked to various medical machines and appears to be awake and conversing with the surgeon.

These windows are the observation mezzanine of the surgical theatre located on the second level of the laboratory facility. Unbeknownst to the Acolytes, they are watching none other than Magos Opheimer operating on his latest and most powerful creation, Molokor Kambyses. Just the sight of the horrific creature and the blasphemous procedure is deeply disturbing; the Acolytes must make a Fear Test against a Rating of 1.

LEVEL TWO

The second level of the laboratory facility is where the bulk of the Magos' dark work takes place. It is here that the hereteks carry out their research and Magos Opheimer performs his debased and blasphemous experiments. The main manufactorums that provide power to these profane activities are also located here, along with cogitators containing carefully hidden data concerning the many heresies ongoing under the Manor House.

The Acolytes enter the level from the power-lift, which opens on to a guard station similar to that found on Level One. Along with the comings and goings of numerous hereteks and medicae servitors, the Acolytes also need to be wary of the wandering patrols of House Drajkon guardsmen. There are a number of important rooms on this level; the contents of some are quite beneficial to the Acolytes, and others are decidedly not.

MANUFACTORUM

The air in this Manufactorium is hazy with smoke and thick with the smells of sacred oils, incense, and smouldering metal. Small, automated manufactorums each a collection of arcane machinery and a dozen spindly arms full of fabricating tools, are busily assembling House Drajkon augmetics under the watchful eyes of a few hereteks. A conveyor belt snakes through the Manufactorium, moving parts from station to station, as the hereteks shuffle about with censers and oil dispensers, soothing the machine spirits and ensuring that they are kept placated. At the end of the conveyor, a line of servitors takes the finished augmetics and packs them into crates.

While House Drajkon owns a number of massive and powerful hive-sized manufactorums where the bulk of their commercial augmetics are made, the Manufactorium here builds small batches of custom-order augmetics based on designs co-created by both Lord Drajkon and Magos Opheimer. The augmetics made here are for the rich and powerful of the Calixis Sector, and even something as simple as a cybernetic eye can cost more than the yearly salary of a middle-hiver. While they are of exceptional quality and beauty, they are also each a dangerous and incredibly powerful corrupting agent dedicated to the Ruinous Powers.

Using forbidden patterns and heretical technologies, the separate components of each augmetic are thrice dedicated to one of the Chaos Gods (the god depends on that augmetic's function) and etched with microscopic glyphs and blasphemous prayers to the Ruinous Powers. While their taint is not obvious with cursory inspection, a **Challenging (+0) Psyniscience Test** reveals the implant's daemonic nature. Any Acolyte who cares to do so make an **Ordinary (+10) Forbidden Lore (Daemonology)**

Test to know that implanting something of such daemonic provenance into a living human has drastic effects. Indeed, when implanted, these augmetics slowly corrupt their new owners over time, until they are fully dedicated to the path of Chaos. Many of these corrupt augmetics are already in circulation, slowly twisting the souls of some of the most powerful men and women in the Calixis Sector.



GENERATORUM AND COGITATOR

CHAMBER

This is the true heart of the laboratory and the centre of House Drajkon's industry, so it should come as no surprise that access to the Generatorum is strictly controlled. To gain entry, the Acolytes need to deal with two gun servitors stationed at the door, then make a **Difficult (-10) Security Test** to bypass the security system and open the door. Once inside, the Acolytes have free reign of the place, and are safe from the ire of the gun servitors as long as they don't tamper with the force field protecting the core cogitator.

Once the Acolytes have made it this far, read aloud the following to the players:

The air in this frigid room crackles with power. Four plasma generators dominate one half of the room, humming quietly, tended to by a few mono-task servitors. The rest of the room is taken by the laboratory's core cogitator: a massive brass, gold, and polymer affair sealed behind a forcefield and guarded by a squad of gun servitors. The cogitator hums and throbs with an inner light as its machine spirits go about the business of running the lab's multitudinous systems.

The plasma generators, massive, crackling, wicked-looking affairs of copper, adamantine, and molecularly bonded crystal, are connected in series and plugged into all manner of junction boxes and power adaptors that modulate and stabilise their massive power output. They are connected to a control box that allows their power to be routed and re-routed throughout the facility. A **Challenging (+0) Tech-Use Test** allows an Acolyte to tamper with the power delivery to the laboratory, an advantage that can be used in a number of handy ways. These generators provide all the power needed for the laboratory and, indeed, could power the entire manor and grounds if needed.

To gain access to the core cogitator, the Acolytes must first deal with four additional gun servitors standing guard inside the room. The gun servitors are controlled by a command word that, when spoken, can activate or de-activate them. If the Acolytes successfully gathered information on the laboratory facilities from either Lord Drajkon or Magos Opheimer's suites, they discover a command word that can deactivate the servitors with ease. If they have not, (if, for example, they were brought to the facility by guards and locked in cells) then they must find another way to deal with the servitors. If there is a Tech-Priest among the Acolytes, he can attempt to deactivate the servitors by tampering with their cogitators. To accomplish this, the Acolyte must succeed on a **Hard (-20) Tech-Use Test**. Success results in a deactivated servitor, but a Test that is failed by three or more Degrees of Failure sends them into a berserk rage and the servitors immediately attack the nearest target.

The next step in accessing the cogitator is deactivating the forcefield. A **Challenging (+0) Search Test** is required to locate the controls for the field, as they are concealed behind a mess of power cables and circuit breakers. An Acolyte must then make a **Difficult (-10) Security Test** to bypass the lock on the control box. Failing the security test by three or more Degrees of Failure fuses the lock and sounds a silent alarm at the security station which draws a squad of guards

to investigate. Once the Acolytes have gained access to the controls, lowering the field is as simple as flipping the switch found inside, although observant Acolytes may want to make a prayer to the Ommissiah before doing so. Once the field is down, the Acolytes may then approach the core cogitator.

This cogitator, an ancient relic of the past and home to a number of incredibly canny machine spirits and gifted to House Drajkon for conspicuous service rendered to the Priesthood of Mars, is considered holy and of the Ommissiah. It is also tragically and irrevocably corrupt. Years of use by hereteks in the pursuit of blasphemous technologies has rendered the cogitator's machine spirits quite mad. Already capricious when installed, constant exposure to hereteks and the stresses of running the laboratory systems have made its machine spirits malicious and bloody-minded. It is now so twisted and wrathful that only Magos Opheimer can commune with the machine spirits with any degree of safety.

The data held within the cogitator is a treasure trove for the Inquisition, but retrieving it is incredibly dangerous. To access the cogitator, an Acolyte must make a **Very Hard (-30) Tech-Use Test** to bypass the cogitator's security systems. This grants the Acolyte access to all the data stored in the cogitator—damning information detailing the forbidden experiments and blasphemous activities of House Drajkon. The GM can also use this to include other information as needed, such as access codes and command words if the Acolytes failed to discover them earlier, plus even links to future planned adventures. Once the Acolyte bypasses the security systems and makes actual contact with the machine spirits, he must then make a **Difficult (-10) Willpower Test** or gain 1d5 Corruption Points. Failing the Tech-Use Test means that the Acolyte has fallen prey to the cogitator's malicious machine spirits. He must immediately make a **Hard (-20) Toughness Test** to resist attack. If he succeeds he is able to get clear of the cogitator, but gains one level of Fatigue. If he fails, he is Stunned and in the next round takes 1d5 Intelligence Damage per round until either his friends pull him away from the cogitator or his Intelligence is reduced to zero. This damage is permanent and cannot be recovered.

If the Acolyte's allies manage to pull him away from the cogitator, and they hopefully are quick to do so once blue energy arcs out at him from the cogitator controls and he begins convulsing and smoking, he must then make another **Hard (-20) Toughness Test** or immediately fall unconscious. He also gains 1d10 Insanity Points from the angry machine spirits scrambling his brain.



A SELECT CLIENTELE

With a little digging and perseverance, the Acolytes can find a list of all those who purchased the corrupted Drajkon augmetics. A **Difficult (-10) Search Test** is needed to find the list among all of the other important information to be gleaned from House Drajkon's data vaults. The Game Master should determine who is on the list; there should be quite a few people that the Acolytes have heard of, powerful men and women in the Calixian Synod, the local Administratum, Battlefleet Calixis, and the Calixian Nobility. This information is of great value to the Inquisition and should be remitted by loyal Acolytes' to their patron immediately.

STORAGE

There are a number of storage areas scattered throughout the level that hold tools and medical supplies. Each one is equipped with a simple lock that requires an **Ordinary (+10) Security Test** to bypass. The rooms are full of lockers and chests, each containing a number of arcane tools, medical instruments, and various and sundry supplies. An Acolyte making a **Challenging (+0) Search Test** can find many useful items in the storage rooms. The Game Master should roll 1d10 on the following table if the Acolyte succeeds on his Search Test, and an additional 1d10 for every two Degrees of Success he achieves. The Game Master can also allow the Acolytes to find anything else he thinks they would need should he so choose.

TABLE 2-1: STORAGE ROOM ITEMS

Roll Item

- | | |
|----|---|
| 1 | A jar of mysterious liquid containing the preserved remains of a hideous xenos. Looking at the contents triggers a Challenging (+0) Willpower Test; failure nets the Acolyte 1d5 Insanity Points. |
| 2 | 1d5 applications of Sacred Machine Oil (see DARK HERESY Rulebook page 149). |
| 3 | Combi-Tool (see DARK HERESY Rulebook page 150). |
| 4 | Assorted very sharp Medicae Instruments and Devices (1d5+2 R; Balanced). |
| 5 | Excrutiator Kit (see DARK HERESY Rulebook page 151). |
| 6 | Hand-Held Auspex (see DARK HERESY Rulebook page 150). |
| 7 | 1d5 doses of Spook (or other drug) (see DARK HERESY Rulebook page 149). |
| 8 | Faulty augmetic eyes packed in a box. |
| 9 | Medikit (see DARK HERESY Rulebook page 148). |
| 10 | Diagnostor (Medical device granting +20 to any Medicae or Perception Tests to diagnose patient). |

STERILE ROOMS

Throughout the second level of the laboratory facility there are a number of sterile research rooms where hereteks in protective, full-body suits perform their blasphemous work assisted by Medicae Servitors. Some of these rooms are packed with cogitators and automata used for testing augmetic systems, others are full of bubbling chymistry apparatuses or various strange mechanisms performing arcane mathematic or scientific functions. Finally, there are the gene therapy rooms. Full of large tanks and esoteric machinery, this is where the research on grafting daemonic limbs and organs to human bodies takes place. Half of the tanks contain an experimental subject suspended in a milky, viscous fluid. These subjects have countless tubes and wires piercing their mottled flesh, and they are in various stages of horrific mutation. It was through procedures like these that mutilated the Oracle and changed Molokor Kambyses to his current form. Acolytes looking upon the twisted, blasphemous creatures in the gene tanks must make a **Difficult (-10) Willpower Test** or gain 1d10 Insanity Points.

HOUSE DRAJKON MEDICAE SERVITOR

These servitors are found throughout the laboratory facility. They typically assist hereteks in their duties, but also perform a number of specialized medical tasks, including operating medical equipment and even some surgery.



Medicae Servitor

WS	BS	S	T	Ag	Int	Per	WP	Fel
30	15	45	40	45	30	35	15	10

Movement: 4/8/12/24 **Wounds:** 10

Skills: Awareness (Per), Medicae (Int) +10.

Talents: Master Chirurgeon.

Traits: Dark Sight, Machine (3), Natural Weapons, Sturdy, Toxic.

Armour: None (All 3).

Weapons: Medicae tools (1d10+4† R; Pen 2; Toxic).

†Includes Strength Bonus



OPERATING THEATRE

Magos Opheimer performs his blasphemous medical procedures in this massive room. It is a huge rounded space, twenty metres deep and nearly twenty metres across. A two level affair, the upper area is in fact part of the first level of the lab facility, the Observation Mezzanine described above. The second level, accessed from this floor, is the operating room where the actual surgery takes place. The room is extremely brightly lit, with white tile walls and white floors. Cabinets full of surgical instruments and medical supplies ring the room, along with a number of arcane biologis support machines on wheeled stands and alcoves for medicae servitors. Entering the Operating Theatre requires a **Difficult (-10) Security Test** to bypass the lock on the door. Once the Acolytes gain access and enter the theatre, read them the following passage:

As you open the door to the Operating Theatre you hear a gurgling, blood-curdling scream and a sound like a butcher hard at work. You enter cautiously, the smell of blood and offal heavy in the air, mixed with an indescribably nauseating smell that you can't identify. The scene that greets you is horrifying. Blood is spattered everywhere on the brilliant white-tiled walls of the theatre, along with darker smears that look to be a mixture of machine oil, brain matter, and bile. A twisted, blood-soaked creature with a hunched back and something terrible screaming out of the centre of his chest stands in the middle of the room, gruesomely illuminated by a glaring array of overhead lights; behind the creature you can see an overturned and broken adamantine operating table.

In one hand, the creature holds a cybernetic arm, and in the other a man's leg, pale and shoeless. At its feet lies a bloody pile of organs, limbs, augmetics, and scraps of red cloth, the mortal remains of Magos Opheimer. The monstrosity turns towards you, throws down its grisly trophies, and howls, clawing at its twisted face. As you take in the horrific scene before you, the beast charges.

After much searching, the Acolytes have finally located The Prophet of St. Drusus, Molokor Kambyes. The augmetics, flesh grafts, and gene therapies that the recently deceased Magos Opheimer performed on him have left Kambyes twisted beyond recognition and now completely mad. He snapped during an unusually long and painful surgery, broke free from the operating table, and attacked the unsuspecting Magos, tearing him limb from limb. The scene is incredibly horrific, even to the hardened spirits of the Inquisition. Upon entering, each Acolyte must pass a Fear Test at Rating of 3 or gain 1d5 Insanity Points.

Once Kambyes gets sight of the Acolytes, he immediately attacks. While he is in a frenzy, he is still cognisant enough to use his psychic powers. He typically starts the combat off by raising a wall of flame around the Acolytes, then bombarding them from afar with Bio-Lightning and Fire Bolts. This is an incredibly gruelling battle, both physically and spiritually, and should take all of the Acolytes' skills to survive. If the GM needs to make it more difficult for the Acolytes though, the Operating Theatre could also contain Medicae Servitors or even a pair of Gun Servitors to target the players.

MOLOKOR KAMBYSES

A distant cousin of Lord Drajkon, Molokor Kambyes is an unsanctioned psyker and the notorious Prophet of the False Saint. Kambyes is wanted throughout the Josian Reach and the surrounding sub-sectors for being a grifter and confidence man; he spent the majority of his youth travelling the stars and using his powers to defraud the weak and powerful alike. As he grew older and the constant, unfettered use of his powers began to take its toll on his mind, he developed a number of strange disorders, including an unhealthy obsession with St. Drusus. By the time the False Saint revealed himself, Kambyes was in the full grip of a psychotic obsession. When news reached him that St. Drusus had risen from the dead, Kambyes spent every last Throne of his not inconsiderable ill-gotten fortune to track down the False Saint and gain an audience with him. The Dei-Phage, the powerful daemon masquerading as St. Drusus, recognised in Kambyes a pliable mind and a powerful tool. It took very little effort to corrupt Kambyes' soul and, once he was fully in the thrall of the False Saint, he was sent out into the Calixis Sector to spread the news of St. Drusus' second coming.

For months Kambyes has travelled the Sector, spreading the gospel of the False Saint and gathering followers to Drusus' banner. It was Kambyes that turned many of the Imperial Guard regiments away from the light of the Emperor, and he was also instrumental in fomenting the rebellion on Fenskworld and seizing the manufactorums there for his beloved master. Throughout this time, Kambyes stayed one step ahead of the Inquisition. He survived assassination attempts, slipped through blockades, and disappeared from Imperial custody on numerous occasions. While Kambyes grew increasingly unstable, his precognitive visions developed an unsettling accuracy. Despite his obvious power and the precision of his prophecies, he still felt that he was lacking and sought out other ways to increase both his power and his usefulness to his master.

After many false leads and an exhaustive search, he finally turned to his cousin Viktor Drajkon for help. As it happened, Lord Drajkon had recently begun his own slide into madness and was coming under the sway of the heretek Magos Opheimer. After a few meetings with the charismatic and manipulative Opheimer, Kambyes submitted himself to the Magos' ministrations. His body reacted quickly and violently to the gene therapies, mutating through various forms, and his body rejected numerous implants until the Magos finally found the right balance of blasphemous daemonic grafts and corrupt augmetics. Eventually, his soul and body ravaged and what remained of his sanity scoured from his brain, he became the creature that he is today. Immensely powerful both in body and spirit, Kambyes only appears to be a mindless monster. Although his therapies shattered his already fragile mind, and despite the state in which the Acolytes find him, Kambyes is still quite capable of intelligence and may even be lucid much of the time. His expanded powers and his overweening zeal for the False Saint make him an incredibly dangerous opponent indeed.



Molokor Kambses

WS	BS	S	T	Ag	Int	Per	WP	Fel
40	25	55	(8) 40	45	40	45	55	40

Movement: 4/8/12/24

Wounds: 32

Fate Points: 3

Skills: Awareness (Per), Ciphers (Occult), Common Lore (Imperial Creed, Imperium) (Int), Forbidden Lore (Cults, Daemonology, Mutants, Psykers, The Warp) (Int), Invocation (WP), Literacy (Int), Psyniscience (Per), Scholastic Lore (Legend, Numerology, Occult) (Int), Secret Tongue (Cult) (Int), Speak Language (High Gothic, Hive Tertiam Dialect).

Talents: Favoured by the Warp, Insanely Faithful, Psy Rating (5), Strong Minded, Touched by the Fates.

Traits: Fear (2), From Beyond, Natural Armour (5), Natural Weapons (Claws), Regeneration, Size (Hulking), Strange Physiology, The Stuff of Nightmares, Unnatural Toughness (x2).

Psychic Disciplines: Biomancy, Pyromancy, Divination.

Psychic Abilities: Chameleon, Distort Vision, Bio-Lightning, Blood Boil, Constrict, Shape Flesh, Far Sight, Glimpse, Preternatural Awareness, Blinding Flash, Call Flame, Fire Bolt, Fire Storm, Incinerate, Wall of Fire.

Armour: Natural (All 5).

Weapons: Claws (1d10+5† R).

Gear: None.

†Includes Strength Bonus

LEVEL THREE

Level three is essentially a collection of holding cells centred around a power-lift shaft, all under the watchful eye of a squad of House Drakon guards. There are two dozen cells, six detention blocks holding four cells apiece. Each cell is large enough for two human-sized prisoners and contains little more than two steel bunks, a light in the ceiling, and a drain in the floor. Two of the cell blocks are specially shielded and reinforced to hold prisoners who are psychically active or otherwise enhanced. Half the cells are occupied, but the occupants are weak and pathetic, out of their wits with terror and pain.

There are a dozen guards stationed on this floor, along with four lumbering Drakon gun servitors. There are always three guards and a gun servitor at a guard station near the power-lift; the remaining guards and servitors walk constant patrols.

Should the Acolytes find themselves incarcerated here, either due to the night time raid on their suite or through some folly of their own, they find themselves in a precarious situation indeed. They are each locked in a cell alone, stripped of all weapons and gear, but are all within earshot of one another, so communicating through the observation slots in the doors is possible. Any Psykers in the party are locked in specially shielded cell blocks and find that they are unable to use their powers; those with augmetics similarly find their limbs unable to function whilst imprisoned.



While very difficult, escape from the cells is not impossible. Each Acolyte can make a **Hard (-20) Search Test** to scour their cell for anything that might facilitate escape. Those who succeed can find enough bits of refuse or crude tools hidden by former inmates to make an attempt at picking the lock on their cell door. This requires a **Difficult (-10) Security Test**, and a failed test ruins the makeshift tools. Once an Acolyte escapes, it should be easy enough to break his colleagues out of their cells with Security Tests and some deft use of their ersatz lock picks. Once all the Acolytes are out of their cells, they are free to plan their next move.

First the Acolytes need to re-equip themselves. A **Challenging (+0) Search Test** reveals that everything the Acolytes were wearing and carrying when they were captured is heaped in a cell along with the belongings of several other prisoners. When they Acolytes get the door open, they notice that in one corner of the room is a jumbled pile of corroded augmetic limbs and rusty surgical instruments. A **Challenging (+0) Psyniscience Test** reveals a daemonic presence in the room, and any move toward the Acolytes' belongings reveals that what appeared at first to be a simple pile of junk is, in fact, a daemonic construct known as a Bronze Malifact.

If an Acolyte made the Psyniscience Test and detected the daemonic presence the Bronze Malifact does not have Surprise, and each Acolyte can grab one weapon from the pile as a Free Action before the combat begins. Once the Bronze Malifact is fully active it immediately presses the attack, closing to grapple with the nearest Acolyte and attempting to cut anything in range to ribbons with its myriad of rusty, blood-clotted blades.

Once the creature is dealt with, the Acolytes are free to recover their equipment. Unfortunately, the noise of the fight draws the attention of a guard patrol, and they arrive to investigate within 1d10 rounds of the fight ending.



THE BRONZE MALIFECT

A tech-heresy unique to the Josian Reach, these creatures were first encountered in the 8th century M41. The product of warp-addled tech-adepts known as the Augmetic Scholae, these creatures are little more than a crude assembly of cast-off augmetic limbs and rusted surgical apparatuses driven by a simple and aggressive spirit of the warp. No two are alike, as each is formed by the singular madness of its creator: a mass of metal limbs, power conduits, flashing auspex lenses, and rusted blades all covered in heretek symbols and nonsensical machine cant. When motivated, these constructs are quick and murderous. They close immediately to grapple foes in a whirlwind of limbs and blades, and seem to be everywhere at once. Along with their fists, they also attack with the numerous dull, rusted, blood-spattered blades grafted to their forms. These weapons cause vicious wounds that quickly become infected if not treated immediately.



Bronze Malifact Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	20	(8) 40	60	35	10	35	40	--

Movement: 3/6/9/18

Wounds: 20

Skills: Awareness (Per).

Talents: None.

Traits: Machine (4), Multiple Arms, Size (Hulking), Strange Physiology, Sturdy, Two Hands for Each Throat†, Two More to Hold Them Down††, Unnatural Senses (100 metres), Unnatural Strength (x2).

Armour: None (All 4).

Weapons: Unarmed (1d5+7††† I), Medical Implements (1d10+8† R; Pen 2; Unbalanced, Toxic).

†**Two Hands for Each Throat:** With its many sets of arms, the Malifact may make two attacks against each target within arms' reach each round.

††**Two More to Hold Them Down:** A Malifact typically attempts to Grapple all opponents it's attacking. It may continue to make one attack each Round against successfully Grappled opponents, gaining the normal bonuses and benefits from attacking a Grappled opponent.

†††*Includes Strength Bonus*



NEEDFUL THINGS

If the Acolytes were captured without their weapons, perhaps during the night time raid on their suite, they are not completely out of luck. Before the Malifact is fully operational, each Acolyte can make a **Challenging (+0) Perception Test** to find the closest weapon in the pile and grab it. Every Acolyte who succeeds may grab either a laspistol (30m; S/—/—; 1d10+2 E; Pen 0; Clip 30; Rld Full; Reliable), a pump-action shotgun (30m; S/—/—; 1d10+4 I; Pen 0; Clip 8; Rld 2 Full; Scatter), or a chainsword (1d10+2 R; Pen 2; Balanced, Tearing). The laspistols are fully charged and the shotguns are fully loaded, but none of the weapons found have any additional ammunition.

EXTRACTION AND MOPPING UP

Once Kambyes has been captured or killed, the Acolytes then need to get his body out of the laboratory and off the manor grounds to return it to their Patron. This is no easy feat, considering that by this time the Laboratory, if not the entire manor, is up in arms as the Acolytes tear the labs apart and alarms are raised. The escape is further complicated by the fact that, in his current form, Kambyes is twice as tall as a man and nearly three times as heavy. The Acolytes need to find some way to transport him, as carrying him through the entire complex is not advisable. It takes all of the guile, stealth, and brute force the Acolytes can muster, along with excellent teamwork, to escape with their prizes and their hides intact.

Once the Acolytes successfully extract themselves and their prisoner, or at least his mortal remains, from Hive Tertiam and the grip of House Drajkon, they receive word from Lieutenant Zokolov that he is carrying an encoded message for them from Scintilla. When the Acolytes rendezvous with Zokolov at the bunker complex, which is now secure and quickly becoming a bustling Imperial Guard outpost, they find that the message contains orders from their patron Inquisitor. They are to return immediately to the Scintilla System, and they should take the prisoner aboard the Inquisitorial vessel *Debita Lost*, a small, discreet craft that their Inquisitor is currently using as a base of operations. To transport them to the system, they have at their disposal the sloop *Cudgel of Drusus*, captained by Phinneus Calavar, the same ship the Acolytes used to travel to Stonegarden in the last part of **THE CHURCH OF THE DAMNED**. Lieutenant Zokolov has orders to take the Acolytes and their cargo to a waiting Arvus lighter, which then transports them to the *Cudgel* with all haste.

TROUBLESHOOTING

During this chapter, the Acolytes must infiltrate House Drajkon, locate Molokor Kambyes, and return him (or his remains) to their patron Inquisitor. This is an extremely dangerous and delicate task, and there are many ways for the mission to grind to a halt, or fail altogether. If the Acolytes should get stymied in their investigation at any point, there are a few ways to help the adventure along:

If the Acolytes don't find evidence of the hidden laboratory facility in either Lord Drajkon or Magos Opheimer's suite, they may overhear someone in the Mechanicus Chapel talking about a particular prayer alcove frequented by both men on a regular basis.

If the Acolytes cannot find evidence of the secret passage from the Parlour to Lord Drajkon's Suite, have something tip them off to its existence, such as an errant draft or a small insect crawling from a previously unnoticed crack.

Should the Acolytes be taken by the guards during the night time attack and have neither the luck nor the skill to escape the cells, have a distracted guard come to feed them or a freak power fluctuation unlock one of their cells.

EXPERIENCE AND DOWNTIME

Following the Acolytes' escape from Drajkon Manor with Molokor Kambyes, or his remains, the Game Master has the opportunity to grant the players some downtime and award them some well deserved Experience Points. It takes a few weeks to make the trip from Fenskworld to Scintilla. In that time, the Acolytes can rest and recover from any wounds they may have suffered, do any required training or research, make any communications needed, and write their official reports.

If the Acolytes killed Molokor Kambyes and are carrying his corpse instead of a live, half-daemonic madman who could awaken at any moment and escape a stasis field, they may also want to stop along the way to restock their supplies, purchase new equipment, or even sell any of the items they recovered on Fenskworld.

Experience: Each player should earn at least 500 XP. If the Game Master is using the detail-based Experience method, use the following.

Experience Earned:

- Base: 200
- Infiltrate House Drajkon: 100
- Discover the secret passage from Parlour to Lord Drajkon's suite: 25
- Discover evidence of corruption in House Drajkon: 75
- Infiltrate hidden laboratory (or escape imprisonment): 100
- Recover data from laboratory core cogitator: 100
- Defeat Molokor Kambyes and escape House Drajkon: 100





THE LONGEST NIGHT

A DEADLY
INTERROGATION

•

A SHIP ADrift

•

THE HUNTERS HUNTED

•

THE FINAL WORDS OF
MOLOKOR KAMBYSES

CHAPTER III: THE LONGEST NIGHT

"There are some who say that you can attract more flies with honey than with vinegar, but in my line of work I've never found that to be the case."

—Explicator Hieronymous Voss

After a relatively unremarkable warp passage, the Acolytes arrive in the Scintilla system aboard the *Cudgel of Drusus*. Immediately upon making the transition to realspace, the sloop is hailed by the *Debita Lost*, their patron's private interrogation ship. After initial pleasantries and a quick report, the *Debita* comes alongside the larger *Cudgel*, ties up to one of the sloop's docking rings, and the Inquisitor and his chief interrogator, Explicator Voss, come aboard to personally thank Captain Calavar for his timely and professional service to the Holy Ordos. Kambyes, or his remains, are then taken back to the *Debita* by four stone-faced Sisters of the Ebon Chalice to be secured in the ship's main holding facility. The Acolytes' patron then wishes Captain Calavar well, bids the Acolytes to gather their gear and follow, and returns to his ship. The Acolytes have a short window of time to tie up any loose ends aboard the *Cudgel*, gather their things, and bid the good Captain farewell before they must report to their master.

You are standing on the bridge of the Cudgel as she transitions from the warp at the edge of the Scintilla system. A vox officer signals the quarterdeck from the pit, reporting to Captain Calavar that the ship is being hailed on a little used and heavily encrypted channel. Calavar gives you a meaningful glance and calls for the hail to be put on screen. Suddenly, the face of your patron is glaring down at you, stern and larger than life. "I am glad to see you, my Acolytes. Have you brought me what I requested?" As you make your initial report, a small, fast, dun-coloured ship slips out of the lee of an ice meteor near the Cudgel, sparks her drives, and makes directly for the sloop.

In their patron's great cabin aboard the *Debita*, the Acolytes are thoroughly debriefed by their Inquisitor and Explicator Voss. This is a lengthy and gruelling process, bordering on full interrogation, that most of the Acolytes who have been in service with the patron for any length of time find out of character. Any Acolyte who succeeds on a **Hard (-20) Scrutiny Test** gets the distinct impression that the patron is gravely concerned, even distracted, by something he believes the Acolytes may have done. One or more Degrees of Success reveals that indeed the Explicator is interrogating the Acolytes, although in an almost desultory manner and without many of the standard Inquisitorial tricks. Both men seem on edge, and are scrutinising the Acolytes' every word and gesture, almost as if they were looking for the taint of Chaos.

CUDGEL OF DRUSUS

Hull: Raider

Class: Modified Viper-class scout sloop

Dimensions: .95 km long, .25 km abeam at fins approx.

Mass: 4.9 megatonnes approx.

Accel: 6 gravities max sustainable acceleration

Crew Complement: 7,500 crew (6,000 currently).

Inquisitorial mandate acquired the *Cudgel* from Battlefleet Calixis more than fifty years ago. Viper-class vessels are traditionally used by Battlefleet Calixis as high-speed scouts, with powerful communications capabilities though few weapons. Her fast lines and laudable handling qualities appealed to the Inquisition, who uses her as a reliable and secure transport. The Tyranine Cabal uses the ship to move Inquisitors, Acolyte cells, and other patrons around the Calixis sector, and to transport sensitive cargoes, prisoners, and intelligence. Her crew is trained for covert operations and they are used to serving without any knowledge of where they are going, what they do when they get there, and who (or what) is going with them.

If the Acolytes recovered evidence of their betrayal at Drajkon Manor, now is the perfect time to reveal this information to their patron. Both men state that they had their suspicions, but the traitor was canny and left little evidence of his activities. They reveal that the intense debriefing was designed to feel out the Acolytes for any sign of corruption or betrayal, as they were concerned that the Acolytes might have been turned or corrupted by their recent activities and the appearance of the False Saint. Once both their patron and Explicator Voss are satisfied with the Acolytes' report, which they should be if the Acolytes aren't hiding anything (or do a good enough job concealing any evidence of their duplicity or corruption), they are dismissed and placed on temporary leave until the interrogation of Kambyes, or his corpse, is complete.

TABLES TURNED

Although the Acolytes have been placed on a well deserved leave, there is little they can do aboard such a small and highly automated ship. That being said, creative Acolytes can always find ways of passing the time. The *Debita* is well-stocked and her galley can turn out quite respectable meals. There is a small librarium aboard for those Acolytes of a more studious bent, and a common area where the commissioned and warrant officers pass their time while not on watch by reading, socialising, gaming, or taking in other available entertainment. With an **Ordinary (+10) Search Test**, any Acolytes perusing the librarium find a number of helpful texts equal to the number of Degrees of Success attained on the Search Test. The exact nature of these texts is left to the Game Master's discretion, but should provide some helpful information regarding daemons, cults, or current events surrounding the return of the False Saint.

However the Acolytes choose to spend their time, they enjoy a few quiet hours aboard the ship recuperating from their long journey. That night, sometime in the middle watch, a ship-wide emergency alarm sounds, waking the Acolytes in their cabins and throwing the tiny ship into bedlam. Shortly after the alarm sounds, a voice comes over the ship's vox, summoning the Acolytes and a medical team to Penitent's Chamber 1A. Acolytes who make an **Easy (+30) Intelligence Test** remember that Penitent's Chamber 1A is where their patron and Explicator Voss are interrogating Molokor Kambyes (or performing an auto-séance on his remains).

PENITENT'S CHAMBER

You arrive at the Penitent's Chamber at a dead run, beating the ship's medical team. Two of the tall, severe looking Sisters Militant stand guard at the doorway, their bolters held at the ready. The door leading into the chamber has been wrenched from its frame and lies in the corridor, and a trail of large, bloody, inhuman footprints track down the corridor and away from the chamber. One of the Sisters challenges you when you attempt to enter, but relents when she recognises who you are.

The scene inside the chamber is total carnage. Blood is splashed on the walls, on the furniture, and is pooled on the deckplates in copious volume. Your patron and Explicator Voss lie on the deck, your Inquisitor face down in a growing pool of his own blood, and the Explicator crumpled in a corner like a discarded doll. The headless, mutilated body of Molokor Kambyes sits strapped in a massive interrogation chair, split open from collar to waist chains with its ropy entrails piled in its lap and black, viscous ichor pooled at its feet. Its flesh is rent and its bones snapped and bowed out as if something trapped within violently burst free.

Before any actions can be taken, each Acolyte must make a Willpower Test to resist the effects of Fear (Rating 2), so horrific is the scene. Once the Tests are made, and the consequences of any failures dealt with, the Acolytes should immediately turn their attention to their patron and his Explicator. A quick examination and a **Challenging (+0) Medicae Test** show that their patron, suffering from a gaping wound in his throat and bone deep slashes across his palms and forearms, is much more seriously wounded than Explicator Voss. Stabilising their patron requires a **Hard (-20) Medicae Test**. If no Acolytes are trained in Medicae, there is a Medicae Servitor active in the room with Medicae +20 and the Master Chirurgeon Talent. Those attempting to use psychic powers to aid their patron find the damage tainted with warp energies, making their attempts useless. Once the Patron is stabilised, the *Debita's* medicae team arrives to take command of the situation (and act to stabilise the Patron if necessary). The Acolytes can make a **Challenging (+0) Command** or **Intimidate Test** to order the medicae team to focus their attention on the Inquisitor first.

Voss, crumpled in his corner, begins to come around as the Acolytes tend to him. He makes as if to stand, despite the fact that he has a compound fracture in his lower right leg, and a **Difficult (-10) Charm** or **Hard (-20) Command Test** is required to keep him sitting still until the medicae team can attend to him. If the Acolytes fail, Voss collapses soon

DEBITA LOST

Hull: Intra-system patrol craft

Class: Mauler

Dimensions: 602 metres long, 210 metres abeam.

Mass: 50,000 tonnes approx.

Accel: 34 gravities max sustainable acceleration

Crew Complement: 25 crew, 970 servitors.

One of a number of small, anonymous ships the Inquisition uses in particularly delicate and deniable missions, the *Debita* is currently on station in the far edges of the Scintilla system. A small ship by Imperial standards, she was initially laid down as a fast-attack ship designed to close with larger, Warp-capable vessels and deliver heavy, keel-breaking ordnance. Fast, stealthy, and durable, she has been completely overhauled and equipped with an advanced medicae suite and many non-standard and quasi-legal systems such as vox-scramblers and interlocutor beacons. Registered officially as a medical cutter named *Divine Samaritan*, she is, in fact, a spacegoing prison and interrogation facility. Her senior crew consists of six bridge officers (including the captain), four engineers, four Sisters Militant, and a team of ten interrogators and medicae technicians operating under the watchful eye of one Hieronymous Voss, an extremely cold-blooded and professional member of the Holy Ordos.

after standing, his leg even more damaged than before. Voss, still in shock, slips into sullen silence, and both wounded men are quickly taken away to the main medicae bay. With the medicae team gone and their patron and the Explicator undergoing surgery, the Acolytes are left in charge of the Inquisitorial mission aboard the ship. They must act quickly and decisively, for a daemon of incredible power and cunning now stalks the ship's corridors.

To start, the Acolytes should examine the Penitent's Chambers for clues. An **Ordinary (+10) Search Test** turns up a blood-smeared data-slate with a cracked screen and a cover embossed with the Inquisitorial Rosette. Any Acolyte who succeeds on a **Challenging (+0) Forbidden Lore (Inquisition) Test** knows that all interrogations, however delicate, are recorded. Armed with this knowledge, a **Challenging (+0) Search Test** turns up the pict-stealer and recording device used for this purpose. The data file is in full colour and includes sound. The recording shows an interrogation (or auto-séance for recovering information from the corpse) right until the end, when the Explicator asks Kambyes a question. In response, it shakes its head in a gesture of negation, then the head detonates like a frag grenade, the blast shaking the camera and throwing Voss into the corner where the Acolytes discovered him. Kambyes' now very dead body shimmers with an evil-looking light, then in a gout of ichor and bruise-coloured flame a creature erupts from the corpse, the aggressive form indistinct due to the smoke in the room and spatters of blood on the pict-stealer. There is a shout, the report of a bolt pistol, the sound of blade on bone, a gurgling scream, and then silence. A moment later there is the screech of rending metal and the file ends.

Anyone watching this footage must make a **Difficult (-10) Willpower Test**. Those who pass are shaken but otherwise unaffected. Those who fail are deeply shaken and gain 1d5 Insanity Points and 1d5 Corruption Points. There is little else of value in the room save for surgical tools and information extraction implements. If there is a psyker among the Acolytes and he wishes to use Psychometry on anything, he sees roughly the same scene as shown in the pict-stealer record, with the same mind-shattering results. Once their study of the room is complete, a pair of menial servitors enter to clean and the Acolytes are summoned to the medicae bay.

THE EXPLICATOR'S STORY

As you arrive in the medicae bay, you see Explicator Voss sitting up in his bed, his arms crossed, and a look of barely contained fury on his face. "You young fools have a strange notion of what constitutes 'immediately'!" he snaps at you peevishly. "Never mind. Your master lies yonder," he says pointing to the opposite side of the compartment where chirurgeons and medicae servitors are hard at work saving your patron's life. "We have precious little time. Come closer and let me tell you what's going on here."

In the medicae bay, the Acolytes find Explicator Voss impatiently waiting for them. His leg is now in thick reinforced spraycast and he has been given chems that dull his pain while his mind remains clear. When the Acolytes are all assembled, the Explicator bids them all closer to his bed and relates to them the story of what happened in the Penitent's Chamber.

While the Acolytes were enjoying their downtime and resting safe and sound in their cabins, their patron and Explicator Voss were hard at work extracting confessions from Molokor Kambyes. If Kambyes was brought aboard alive, the interrogation was relatively straight forward and followed the standard Inquisitorial style. If his corpse was returned, then the Explicator performed an auto-séance on the body to summon Kambyes' mind and extract the information. Whatever the case, the interrogation was proceeding well and the Explicator was making great headway on the subject when he ran afoul of a surprise implanted in Kambyes' brain by the augmeticists of House Drajkon.

Buried deep in Kambyes' head was a small, techno-arcane device designed as a final safeguard against interrogation. A horrific piece of heretical technology, this device was set to explode when triggered and not only destroy the host brain, but also rend the very fabric of the materium itself. The explosion opened a localised gateway to the Immaterium and called forth a daemonic assassin that burst from Kambyes' body and attacked both their patron and Explicator Voss. Now the creature is at large in the ship and the Acolytes are the only ones who can stop it.

EXPLICATOR HIERONYMOUS VOSS

Hieronymous Voss is a cantankerous, long-serving agent of the Holy Ordos. A highly-skilled and canny Explicator, an honorific by which high ranking interrogators are known, Voss relies on the careful and strategic application of brute force and terror to extract his confessions. When not acting as Explicator, Voss is a well-spoken and garrulous man given to highly technical discussions of medicine and anatomy with anyone who can match his intellect and flow of speech. He is also a surprisingly good leader of men, with an intuitive feel for what he can and cannot expect from those under his command and a good eye for talent when choosing subordinates and assigning tasks.



Explicator Voss

WS	BS	S	T	Ag	Int	Per	WP	Fel
45	40	40	45	35	45	45	50	40

Movement: 3/6/9/18

Wounds: 16

Fate Points: 2

Skills: Awareness (Per), Charm (Fel), Chem-Use (Int) +20, Command (Fel), Common Lore (Adeptus Arbites, Ecclesiarchy, Imperial Creed, Imperium) (Int), Deceive (Fel) +20, Evaluate (Int), Forbidden Lore (Heresy, Inquisition, Ordos Malleus, Psykers) (Int), Inquiry (Fel), Interrogation (WP) +20, Intimidate (S) +10, Literacy, Scholastic Lore (Bureaucracy, Chymistry, Imperial Creed, Judgement, Occult) (Int), Scrutiny (Per), Secret Tongue (Ecclesiarchy) (Int), Speak Language (High Gothic, Low Gothic,) (Int), Tech-Use (Int).

Talents: Armour of Contempt, Disturbing Voice, Fearless, Hatred (Daemons), Insanely Faithful, Iron Jaw, Jaded, Litany of Hate, Orthoproxy, Resistance (Psychic Powers), Strong Minded, True Grit, Touched by the Fates, Unshakeable Faith.

Bionics: Augur Array, Bionic Sight (Dark Sight).

Armour: Best Quality Xeno Mesh (Arms, Body, Legs 5).

Weapons: Cinder Crag Forge "Mauler" Bolt Pistol (30m; S/3/-; 1d10+5 X; Pen 4; Clip 6; Rld Full; Reliable, Tearing), Best Craftsmanship Eviscerator Chainsword (2d10+8† R; Pen 5; Tearing, Unwieldy), Vivisector (1d5+5† R; Pen 0; Tearing, Unwieldy, Toxic).

Gear: Personal vox, interrogation tools.

†Includes Strength Bonus



SABOTAGE!

As you discuss plans for dealing with the daemon roaming the corridors of the ship, another emergency klaxon sounds and an announcement comes over the vox requesting emergency assistance in the enginarium. Voss orders you to go investigate and report back.

As you approach the enginarium you hear screaming and the dull, echoing thumps of shotguns fired in close quarters. You enter the forward part of the enginarium to find two of the engineers and two servitors dismembered on the catwalk before you, their blood seeping through the mesh of the platform and dripping on machinery far below. As you take in the horrific scene, there is an explosion deeper in the enginarium and the ship's lights momentarily flicker, then go dark. A siren wails, dim red emergency lighting comes online, and somewhere in the distance the screaming begins.

When the Acolytes make it to the enginarium, they find that their daemon quarry has beaten them there and killed two of the engineers. As the Acolytes check the bodies of the engineers, an explosion rocks the enginarium, setting off a chain reaction of alarms and automated damage control systems. There is a second clatter of weapons fire deep in the bowels of the enginarium, then a shout, then nothing but a long descending hum as the ship's plasma reactor powers down.

If the Acolytes wish to explore the darkened enginarium further to pinpoint the damage to the ship's systems, they must make a **Difficult (-10) Search Test** due to the twisting maze of pipes, catwalks, gantries, ladderways, and arcane machinery that makes up this part of the ship. An Acolyte with the Trade (Shipwright) Skill this Test is only **Challenging (+0)** thanks to their familiarity with ship systems. With enough searching and some luck, the Acolytes finally discover the damage, as well as the remains of a third engineer.

As a result of the explosion, a number of vital plasma conduits have been severely damaged, as have some pressure regulating devices and heat extractors. This caused the reactor to shut itself down, cutting 70% of the ship's power and knocking its drives offline. With a **Challenging (+0) Tech-Use Test**, an Acolyte can commune with the machine-spirits in the enginarium and learn the reactor that has already started its re-initiation sequence. This takes roughly 12 hours, though this could be hastened with sufficient effort. This places the Acolytes and the ship's crew in a precarious position. They are now adrift in space, with little power, a possibly unstable plasma reactor, only one engineer still alive, and a daemon stalking the corridors. At this point, the Acolytes are ordered back to the medicae bay by Explicator Voss.



THE HUNTERS HUNTED

When you arrive back in the medicae bay with your bad news, you find that Explicator Voss is not alone. A group of stern and worried faces turn toward you as you walk through the doorway. Here in the bay is Simeon Bosch, the Debita's captain, Battle Sister Leona of the Adepta Sororitas, Head Chirurgeon Burveys, and the remaining engineer who was away at the time of the daemon's attack on the enginarium. Voss brushes aside the nervous doctor and fixes you with his steady gaze. "Well?" He asks.

This next section is divided into one-hour cycles as the Acolytes attempt to stay alive and protect the ship's crew while being stalked by a daemon entity during the reactor's painfully slow re-boot sequence. First, the Acolytes are advised to consult with Voss and the ship's officers to draft a survival plan. Their plans could include finding a reinforceable and easily defendable area of the ship to fortify as a shelter and command centre, repairing the plasma conduits so that the reactor can finish its reboot sequence, hunting down the daemon and sending it back to the Immaterium, and more. Questioning reveals that the reactor shut-down triggered an automatic distress beacon and, given their current location, a rescue shuttle is expected, but not for at least eight hours. They also learn that after six hours, however, the environmental systems begins to fail. At this point all those still alive must take an **Ordinary (+10) Toughness Test** at the start of each cycle or gain one Level of Fatigue.

In game terms, the ship is currently at Damage Level 12. Subtract one Level from this at the end of each cycle as the reactor reactivates. Once this reaches zero, the ship is repaired; the lumens flare back into life and all power is available again. If the repaired ship is brought back to level six, it must be returned to level zero to become fully repaired again. Should the level reach 20, the ship has become too badly damaged and cannot be repaired.

In each cycle, the daemon takes the first action. The GM rolls 1d10 to determine this, using **Table 3-1: The Daemon Attacks!**, located on page 55. After this is resolved, then the Acolytes can decide what they wish to do. They can split up and attempt to perform multiple actions, though the GM should stress the ship is mostly dark with a daemon prowling the decks, and overall it is probably not a good idea to wander off alone. Note that when Tests are required, that only a single Test can be taken for each group in each cycle. Should the daemon attack an area defended only by NPCs, the players should act out the combat by playing the NPC fighters.

The four Battle Sisters are quite firm that they should stay at the medicae bay to defend the injured, though an **Arduous (-40) Command Test** or **Punishing (-50) Charm Test** can convince them otherwise. A similar test is needed to convince the other crew to leave their stations. Six chirurgeons and medicae assistants also stay in the bay (use rules for Ratings as per page 343 of the **DARK HERESY** Rulebook for them). The six naval officers, including the captain, remain on the bridge to watch for rescue and also monitor the beacon. The engineer continues to work at the enginarium to repair the plasma conduits so the reboot sequence can continue smoothly. The four interrogators await the Acolytes' command, however.

Battle Sister

WS	BS	S	T	Ag	Int	Per	WP	Fel
30	40	40	30	30	22	40	40	30

Movement: 3/6/9/18

Wounds: 10

Skills: Awareness, Climb, Common Lore (Ecclesiarchy), Common Lore (Imperial Creed), Dodge, Forbidden Lore (Heresy), Intimidate, Literacy, Secret Tongue (Sororitas War Cant), Scrutiny, Speak Language (High Gothic).

Talents: Crack Shot, Die Hard, Hatred (Heretics), Mighty Shot, Nerves of Steel, Rapid Reload.

Armour: Sororitas Power Armour (7 All, 8 Body). The Sororitas Power Armour grants the user a +5 BS and +10 Strength (already included in profile).

Weapons: Godwyn-De'az Pattern Bolter (90m, S/2/-, 1d10+5 X, Pen 4, Clip 30, Rld Full, Tearing, Reliable).

Gear: 2 ammo clips, prayer scrolls.

Interrogators

WS	BS	S	T	Ag	Int	Per	WP	Fel
36	35	33	34	30	37	35	36	31

Movement: 3/6/9/18

Wounds: 10

Skills: Awareness (Per), Common Lore (Imperium) (Int), Forbidden Lore (Inquisition) (Int), Inquiry (Fel), Interrogation (WP), Intimidate (S), Literacy, Scholastic Lore (Bureaucracy, Imperial Creed) (Int), Scrutiny (Per), Speak Language (High Gothic, Low Gothic) (Int).

Talents: Armour of Contempt, Orthoproxy, Takedown.

Armour: Light Flak Cloak (Arms, Body, Legs 2).

Weapons: Common Craftsmanship Hellpistol (35m; S/2/-; 1d10+3 E; Pen 3; Clip 20; Rld 2 Full).

Gear: Micro-bead, 2 ammo clips, interrogation tools.

Bridge Officers

WS	BS	S	T	Ag	Int	Per	WP	Fel
33	31	30	30	32	36	32	32	34

Movement: 3/6/9/18

Wounds: 10

Skills: Awareness (Per), Climb (S), Command (Fel), Common Lore (Imperium, Void, Imperial Navy, War) (Int), Navigation (Stellar) (Int), Speak Language (High Gothic, Low Gothic) (Int).

Talents: Peer (Imperial Navy), Armour of Contempt, Orthoproxy, Takedown.

Armour: Light Flak Cloak (Arms, Body, Legs 2).

Weapons: Naval Sidearm (20m; S/2/5; 1d10+2 I; Pen 0; Clip 15; Rld Full; Reliable, Tearing), Officer's Cutlass (1d10+3† R; Pen 0; Shocking).

Gear: Micro-bead, 2 ammo clips.

†Includes Strength Bonus

Engineer Canos

WS	BS	S	T	Ag	Int	Per	WP	Fel
32	31	32	37	30	41	33	35	21

Move: 3/6/9/18

Wounds: 9

Skills: Awareness (Per), Chem-Use (Int), Common Lore (Adeptus Mechanicus) (Int), Forbidden Lore (Adeptus Mechanicus) (Int), Logic (Int) +10, Speak Language (Low Gothic, Techna-Lingua) (Int), Tech-Use (Int) +10.

Talents: Binary Chatter, Chem Geld, Electrical Succour, Energy Cache, Gun Blessing, Luminem Charge, Meditation, Mechadendrite Use (Utility).

Armour: Flak cloak (Arms 3, Body 3, Legs 3).

Weapons: Laspistol (30m; S/-/-; 1d10+2 E; Pen 0; Clip 30; Rld Full; Reliable).

Gear: Mind Impulse Unit (MIU) Interface, 2 lasgun clips, micro-bead, personal cogitator, utility mechadendrite, combi-tool, respirator, data-slate.



During the planning meeting with the ship's officers, the psychic warp echo of Molokor Kambyes appears. Free now from his madness and daemonic possession, he seeks to atone in death for his sinful life. Unbidden, he tells the Acolytes of the daemon they must face, its habits, and how best they can go about defeating it. All he asks in return for his assistance is that his body be buried at void (the veracity of his claims can be verified with a **Challenging (+0) Scrutiny Test**). Once this is completed, the warp echo vanishes (see page 56, The Final Words of Molokor Kambyes).





After the Acolytes have gathered all the information they can, they should decide on their first cycle's actions. Once this is complete, this ends the first cycle and the daemon makes an action to start the second cycle. Below are some of the possible actions the Acolytes might take and how each impacts their status:

- **Boost the Beacon (Bridge):** An Acolyte at this location may take a **Difficult (–10) Tech-Use** to strengthen the beacon transmission. For every three Degrees of Cumulative Success, one hour is shaved off the rescue ship's arrival time.
- **Repair the Ship (Enginarium):** An Acolyte here may attempt to make a **Hard (–20) Tech-Use Test**. Each Degree of Success subtracts one from the Damage Level, whilst every Degree of Failure adds one to the Level. Other Acolytes can make a **Difficult (–10) Search Test** to locate components to aid in the Tech-Use Test; every two Degrees of Success makes the repair test one step easier in the following cycle. If the Enginseer is killed, immediately add +1 to the Level.
- **Hunt the Daemon:** A search party needs to take a **Very Hard (–30) Search Test** to locate the daemon. If anyone in the party has the Trade (Shipwright) Skill, the Test is one step easier, as it is also if power has been restored or if the daemon attacked these searchers in the previous cycle. If the Test is successful, the Acolytes have tracked it down and may attack it. If they gained six or more Degrees of Success in that Test, they have located it in its dank lair, a forgotten compartment filled with blood and offal. Should the Test result in three or more Degrees of Failure, searching becomes one step harder next cycle as the Acolytes have become lost. Psykers may use their powers to find the daemon (gaining results as per Scan for the Daemon below), but suffer 1d5 corruption if successful due to its foul nature.

- **Scan for the Daemon (Bridge):** Using the Bridge systems and ship's sensors, the Acolytes can try to remotely find the daemon. This requires a **Very Hard (–30) Tech-Use Test**; or **Very Hard (–30) Tech-Use Test** if power has been restored if successful, the Acolytes have a better idea of its location and a search next cycle becomes one step easier; with one or two Degrees of Success in that Test they have located it and may attack next turn. Gaining six or more Degrees of Success means they have located its lair, which they may attack next cycle. Failing with three or more Degrees of Failure indicates they have damaged the sensors and Tech-Use Tests to scan for the daemon are one step harder next cycle.
- **Guard an Area:** The Acolytes take careful positions and watch for the daemon, using appropriate Opposed Tests against its very stealthy nature. If the Acolytes are successful and it attacks that area next cycle, they gain +1 to their Initiative Rolls. With three or more Degrees of Success, they keep it from attacking and may even get a single **Hard (–20)** ranged attack at it before it escapes their sight. Failure means the daemon gains +1 to its Initiative Roll should it attack that area in the following cycle.
- **Barricade an Area:** The Acolytes weld shut bulkheads, build up barricades, and create a defensible position, adding AP 5 against any ranged attacks and the first attack in melee. This requires a **Difficult (–10) Tech-Use Test**, with every two Degree of Success adding one to the AP value but every Degree of Failure subtracting one from the AP value.

When fighting the daemon, it always breaks off after one round of combat unless it is attacked in its lair, where it has no means of escape. Other Acolytes can join this fight after 1d5 rounds.

Should a rescue ship arrive (if still needed) or eight cycles pass (or another suitable number as the situation dictates), the daemon attacks them in a full onslaught to prevent the Acolytes from escaping. It also does so if the Acolytes are the only ones left alive. If the ship is fully repaired, the daemon also attacks after two cycles but suffers –20 to Concealment Tests.

The daemon, which calls itself Aranea, is a brutal close-combat fighter with multiple arms and uncanny speed. It also has a number of dangerous psychic powers that allow it to blend in with its surroundings and fool the minds of humans. Whether they confront the daemon as hunter or hunted, this fight is incredibly dangerous; the daemon is very powerful and fights with a variety of potent abilities at its disposal.

TABLE 3-1: THE DAEMON ATTACKS!

Roll	Daemon's Action
1-2	Attack the enginarium. If undefended, add one to the Damage Level.
3-4	Attack the medicae bay.
5-6	Attack the bridge. If undefended, add one to the Damage Level.
7-8	Attack any one (smallest) search group.
9-10	No attack. The daemon is instead stalking the Acolytes! This cycle, subtract one from any Search Test Degrees of Success or add one to any Degrees of Failure. If the daemon did not attack in the previous turn, re-roll this result.

ARANEA – HERALD OF THE FINAL CHANGE

A bloody-minded horror from the depths of the Maze of Tzeentch, Aranea is a terrifying daemonic assassin summoned by the Magi of House Draikon for the purposes of eliminating the Acolytes. It is a horrific creature, with a vaguely humanoid body covered in ever changing runes splashed with patterns of dark blue flame, four arms, and a grotesque tentacled face implanted inside its torso. Inhumanly fast and agile, it moves with a flowing, lithesome grace that unsettles anyone who gazes upon it. A master at guessing its targets' actions, Aranea possesses a vast patience and a shocking attention to detail. It prefers to lie in wait and strike its foes from the shadows, but if pressed or angered it gladly engages in a full melee. It carries two deadly blades of warp fire, preferring these blades over its ranged psychic power. Implacable and merciless, Aranea stops at nothing to take its prey.

Aranea

WS	BS	S	T	Ag	Int	Per	WP	Fel
50	20	(8) 45	40	(12) 60	35	45	40	15

Movement: 12/24/48/96

Wounds: 25

Skills: Acrobatics (Ag) +20, Awareness (Per), Climb (S) +10, Concealment (Ag) +20, Dodge (Ag) +20, Silent Move (Ag) +20, Tracking (Per) +20.

Talents: Ambidextrous, Assassin Strike, Blade Master, Combat Master, Counter Attack, Crippling Strike, Crushing Blow, Disarm, Dual Strike, Furious Assault, Psy Rating (4), Step Aside, Sure Strike, Swift Attack, Takedown, Two-Weapon Wielder, Wall of Steel.

Traits: Daemonic, Dark Sight, Fear (3)†, From Beyond, Multiple Arms, Natural Armour (4), Regeneration, Strange Physiology, The Stuff of Nightmares, Toxic, Unnatural Agility (x2), Unnatural Strength (x2), Unnatural Speed (x2).

†After an Acolyte passes their first Fear Test against the daemon, he gains +10 for any additional Fear Tests should he face the daemon again.

Psychic Abilities: Chameleon, Fire Bolt, Precognition, Sense Presence, Wall Walk.

Armour: None (All 4).

Weapons: Warp-Fire Blades (2d10+10 R; Special, Tearing).

Warp-Fire Blades: Aranea uses these daemonic blades to great effect against its prey. They are elegant weapons, each with a long, thin, curved blade roughly a half-metre long made of chromatic warp-flame. The blades are finely serrated and inscribed with blasphemous litanies and daemonic symbols, which are dim against the bright fire. Each blade has following characteristics (Strength Bonus also included in profile):

- *Sharp as Sin:* Grants the weapon the Tearing Quality.
- *Hungering:* Grants the weapon +5 to all Critical Hits.
- *Warp Touched:* The weapon has the Warp Weapon Trait.

THE FINAL WORDS OF MOLOKOR KAMBYSES

The information about the daemon supplied by the penitent warp echo of Molokor Kambyeses proved accurate: surprisingly so, in fact. If the Acolytes follow his wishes and bury his body at void, he appears to them one last time.

As the mangled corpse lies in the airlock under its tarpaulin, the voice of Molokor Kambyeses emerges through its warp echo. "Thank you," the echo says. "Thank you for allowing me the first step in my atonement. For your kindness, I give you one last gift. The False Saint is on Grangold, fortified within the Cathedral of the Bloodied Saint. He is powerful, and the daemon within him seeks to manifest fully in this realm. You must know the consequences of that." And with that the body spasms, a great scream welling up from what remains of its neck. It vanishes as airlock cycles open, hurled into the void.

TROUBLESHOOTING

During this chapter, the Acolytes must defend their patron's ship against the predations of a daemonic assassin. This chapter is relatively linear, although there is room for individual initiative and creative thinking. As there are no great secrets to uncover, and no more complex a goal than pure survival, there is precious little troubleshooting required by the Game Master in Chapter III.

EXPERIENCE AND DOWNTIME

Once the daemon is dispatched and the *Debita* either repaired or taken under tow to a shipyard, the Acolytes will, after a lengthy debriefing and interrogation, have little time to collect their wits. Time is running out for the Calixis Sector, as the False Saint gathers his power on Grangold. The Acolytes have a week at most to recover and resupply before they must ship out and face their greatest challenge, the False Saint.

Experience: Each player should earn at least 500 XP. If the Game Master is using the detail-based Experience method, use the following.

Experience Earned:

- Base: 200
- Discovered the pict-recording of the interrogation: 25
- Accessed the data on the damaged data-slate: 25
- Stabilised the wounds of their patron Inquisitor: 50
- Successfully repaired the ship: 50
- Came up with a workable plan to destroy Aranea: 50
- Successfully kept more than half the crew alive: 150
- Defeated Aranea: 150





INTO THE BREACH

WELCOME TO GRANGOLD

•

GROTTO OF THE
MANIFOLD THOUGHT

•

THE PASSION OF THE
BLOODIED SAINT

CHAPTER IV: INTO THE BREACH

You stand on a catwalk twenty metres above the crowded deck in a receiving bay aboard the Ark of St. Yuri, a troopship seconded to your mission from Battlefleet Calixis. Assembled below you are the men and women of your strike force arrayed for inspection, standing at attention with their lasguns on their shoulders and their gear at their feet. You recognize a number of faces in the crowd; you catch the battered, hard-eyed gaze of Captain Scipio, leader of the Scraper-Falcons, the elite special forces unit of the Scintilla Protectorate Army, and the familiar, boisterous face of the recently promoted Captain Piotr Zokolov of the Canopus Heavy Foot Regiment. Also arrayed before you are stern-faced Battle Sisters of the Order of the Ebon Chalice and the hulking, power armoured frames of the Adeptus Astartes who have volunteered for this mission, elements of the 3rd Company of the Iron Hands.

The Inquisition has assembled a powerful force indeed.

Thanks to the information gleaned from House Drajkon and the pious, posthumous confessions of Molokor Kambyes, the Acolytes now know the location of the False Saint's hidden lair—the storm-riddled dead world of Grangold. With their patron gravely wounded and his organisation thrown into disarray after the events aboard the *Debita Lost*, Explicator Voss has stepped into place as the Acolytes' handler. Using the hard-earned evidence the Acolytes brought him, the good Explicator has drafted a plan of attack and assembled a powerful strike force to carry it out. Voss' strike force, gathered with great haste by calling in countless favours and twisting many arms, is made up of elements of the Canopus Heavy Foot Regiment, the Scintillan Protectorate Army, a few squads of Battle Sisters from the Calixian Order of the Ebon Chalice, a detachment of support vessels from Battlefleet Calixis, and the elements from the Iron Hand's 3rd Company. It is to be led by the Acolytes and has but one goal—the complete eradication of the False Saint and the destruction of its army.

The plan, such as it is, requires the Acolytes to board the Imperial Navy troopship *Ark of Saint Yuri* with their forces and travel to Grangold with all haste. Once there, the Iron Hands spearhead flies down to the surface and engage the army of the False Saint. The Iron Hands then lay siege to the Cathedral of St. Drusus and breach the daemoniac defences put in place by Drusus' forces, then they hold the line as the Acolytes and Guardsmen move in, eliminate the False Saint and his defenders, and secure the cathedral. This ends the reign of the False Saint so that the work of reuniting the fractured Calixis Sector can begin. A simple plan on paper, but quite daunting in execution.

ARK OF SAINT YURI

Hull: Raider

Class: Beachhead-class fast attack troop carrier

Dimensions: .9 km long, .22 km abeam at fins approx.

Mass: 4.5 megatonnes approx.

Accel: 6.3 gravities max sustainable acceleration.

Crew Complement: 6,300 approx.

The Ark of Saint Yuri, named for the Calixian saint considered the Patron Saint of Voidsmen, is one of the few remaining Beachhead-class fast attack troopships in commissioned uniquely for the Calixian Imperial Navy. A once ubiquitous hull class, the Beachheads were designed to approach a planet quickly and deliver their cargo of storm troopers via drop pods and landers, then retreat quickly as the heavier ships in the fleet moved in to provide support. The Saint Yuri is perhaps the last of her type in the Sector, as the majority of her sister ships have been retired and sold out of the service. In fact, she was brought out of retirement and recommissioned specifically to transport Explicator Voss' strike force to Grangold, a nearly unprecedented event in the history of Battlefleet Calixis. The Saint Yuri is under the command of Commander Lidiah Undynne, a young and ambitious, but as yet untested, junior officer looking to make her mark in the Battlefleet.

CAPTAIN FIDELICUS SCIPIO

Captain Scipio, an old and grizzled soldier with a lifetime of combat and leadership experience, is the commanding officer of the Scraper-Falcons. Born and raised in Hive Sibellus on Scintilla, he started his career as an infantry volunteer in the Scintillan Protectorate Army. Blessed with boundless energy and a deep-seated call to service, Scipio rose through the ranks quickly and gained a reputation as a driven and professional soldier.



Captain Scipio



WS	BS	S	T	Ag	Int	Per	WP	Fel
40	55	40	45	45	40	40	45	50

Movement: 4/8/12/24

Wounds: 17

Fate Points: 2

Skills: Awareness (Per) +10, Carouse (T), Ciphers (War Cant) (Int), Climb (S), Command (Fel) +20, Common Lore (Adeptus Arbites, Administratum, Imperial Creed, Imperial Guard, Imperium, War) (Int), Concealment (Ag), Demolition (Int), Dodge (Ag), Drive (Ground Vehicle) (Ag), Intimidate (S), Medicae (Int), Navigation (Surface) (Int) Pilot (Civilian Craft, Military Craft) (Ag), Scholastic Lore (Bureaucracy, Imperial Creed, Judgement, Tactica Imperialis) (Int), Search (Per), Secret Tongue (Military) (Int), Speak Language (Low Gothic, Hive Sibellus Dialect) (Int), Survival (Int), Tech-Use (Int).

Talents: Air of Authority, Arms Master, Blind Fighting, Catfall, Combat Master, Crack Shot, Die Hard, Double Team, Fearless, Hard Target, Iron Discipline, Into the Jaws of Hell, Iron Jaw, Rapid Reload, Street Fighting, Touched by the Fates, True Grit.

Bionics: Bionic Sight (Dark Sight), Bionic Arm, Mind Impulse Unit (MIU).

Armour: Best Quality Wind Rider Carapace (All 7).

Weapons: Two Hellguns (110m; S/3/-; 1d10+4 E; Pen 3; Clip 40; Rld 3 Full; Targeter (Difficulty of all BS Tests to fire weapon are reduced one step)), Auxiliary Grenade Launcher (45m; S/-/-; 2d10 X; Pen 0; Clip 1; Rld Full; Blast (4)), Fury Assault Las Pistol (20m; S/2/5; 1d10+2 E; Pen 0; Clip 30; Rld Full; Reliable), Best Quality Chainsword (1d10+8† R; Pen 2; Balanced, Tearing).

Gear: Grav-chute, chrono, micro-bead, 2 spare ammo clips for each weapon, re-breather.

†Includes Strength Bonus

THE SCRAPER-FALCONS

The men and women of the Scrapper-Falcons are among the finest and most highly trained soldiers in the Scintillan Protectorate Army. Named for an aggressive, keen-eyed avian predator that makes its home among the spires of the great hives of Scintilla, the Scrapper-Falcons are an air mobile special forces unit specialising in small-unit grav-chute insertions and clandestine missions. A highly selective unit, recruits endure an incredibly gruelling, and often deadly, training regimen that includes survival training, torture resistance, guerrilla tactics, and numerous high-altitude/low activation grav-chute jumps. Highly versatile due to training and inclination, and incredibly mobile thanks to their Valkyrie transports and grav-chutes, this unit can quickly adapt and respond to a number of tactical situations on the ever-shifting battlefields of the 41st Millennium. Led by Captain Fidelicus Scipio, a courageous soldier and highly competent leader, the Scrapper-Falcons have earned their reputation as elites even amongst the regiments of the Imperial Guard.



Scrapper-Falcon

WS	BS	S	T	Ag	Int	Per	WP	Fel
40	45	40	40	40	40	35	40	35

Movement: 4/8/12/24

Wounds: 13

Skills: Carouse (T), Climb (S), Common Lore (Imperial Creed, Imperium, Imperial Guard, War) (Int), Demolition (Int), Dodge (Ag), Drive (Ground Vehicle) (Ag), Medicae (Int), Secret Tongue (Military), Secret Tongue (Military) (Int), Speak Language (Hive Sibellus Dialect, Low Gothic) (Int), Survival (Int).

Talents: Die Hard, Nerves of Steel, Rapid Reload, True Grit.

Armour: Best Quality Wind Rider Carapace (All 7).

Weapons: Minerva-Aegis Lascarbine (60m; S/4/8; 1d10+2 E; Pen 0; Clip 40; Rld Full; Reliable).

Gear: Grav-chute, micro-bead, charm, 2 spare ammo clips.



GRANGOLD

In the empty spinward regions of the Adrantis Sub-Sector is the lonesome world of Grangold. Rocky and barren, its tall bluffs and incredibly deep canyons are forever lashed and scoured by ferocious tempests of caustic, scalding rains and hurricane-force winds. No living thing can find a foothold on Grangold, no plants grow there in the lee of the many cliffs, and no vermin scuttle at the bottom of her canyons or in the caverns that worm through her crust. It is a bleak, out-of-the-way place, rarely found on even the most comprehensive star charts, a worthless rock spinning in the void awaiting the collapse of its ancient, guttering star. Despite its hostile environment, a solitary and quite grand cathedral stands on an outcropping over a canyon ten kilometres deep. This structure, obviously of Imperial design and construction, is dedicated to St. Drusus.

THE CATHEDRAL OF THE BLOODIED SAINT

No one knows how this striking cathedral came to be on Grangold, and no records report its architect or builder. Home only to empty silence and its guardians, a pair of Venerable Dreadnoughts from the Iron Hands Chapter of the Adeptus Astartes, the Cathedral of the Bloodied Saint, as it is called, is small, even understated, by the current standards of Imperial civil engineering. With a footprint that resembles the Imperial Aquila when viewed from above, the cruciform cathedral is constructed of red native stone faced with riveted plates of armourplasm. Tall, narrow, deep-set stained glass windows line the façades, which are supported from without by ornate flying buttresses cast in adamantine. Two spires flank the main entrance, reaching 400 metres into the sky where the wind howls and booms across gigantic iron bells. A garden made of stone and iron surrounds the cathedral, telling the Saint's story in statuary, and a grand adamantine staircase rises from the hammered copper plaza to the great adamantine doors of the Narthex.

The interior of the cathedral is a paean to the martial prowess of St. Drusus. The stained glass windows tell the story of the Angevin Crusade through the eyes of the blessed Saint. The high arched ceilings of the Nave are painted with scenes of bloody battles both on land and in space, each a famous struggle attended or led by St. Drusus. There is no comfort to be had in the cathedral, in honour of the hard life of the warrior-Saint. The straight-backed pews are hewn from solid stone with no cushion or bolster to soften them. No carpet lines the polished stone of the Nave or aisles, and harsh lights beam down from recesses in the ceiling. It is a place of contemplation and of penitence, a place not to find succour, but to find oneself wanting in the eyes of St. Drusus.

In this echoing, austere place, the Dei-Phage has come to roost. It wears the face of St. Drusus and brings its corruption here into the sanctified heart of the cathedral. The False Saint and its heretical followers have debased the cathedral, killing its guardians, throwing down its altar, and opening a gateway to the very heart of the Lord of Change's realm within. It is here that the Acolytes face their greatest challenge, where they must enter the very heart of Chaos itself to save the Calixis Sector, or perish in the attempt.

THE PLAZA

The hammered copper surface of the entry plaza is slick with the mingled blood of loyal Space Marines, traitor militia, and foul daemons. Strewn about the plaza are the shattered bodies of the Iron Hands who were sent to lay siege to the plaza, along with piles of human corpses in flak armour and the broken, tattered remains of a number of strange pink and blue daemons. Two Thunderhawk gunships sit at the far edge of the plaza, smouldering and broken open like toys. Nothing moves now here save for the wind and death. This charnel scene does not bode well for your mission.

Once the Acolytes land and disembark from their craft, they and their followers are greeted with a scene of grisly devastation. At first sight, each Acolyte and all named NPCs present at the scene must make a Fear Test against a Fear Rating of 1, so horrible is the gruesome scene in the plaza. Red blood and black ichor are smeared everywhere, pooling in craters and running in small rivulets into the stone gardens on either side of the plaza. Men, daemons, and Space Marines alike have been torn limb from limb, blasted apart, or incinerated in a shocking display of violence. From the looks of the scene before them, the Acolytes can see that no quarter was asked or given here. With a **Difficult (-10) Forbidden Lore (Daemonology) Test**, an Acolyte can identify the daemoniac remains in the plaza as belonging to Horrors, whimsical and dangerous creatures in service of the Lord of Change.

Approaching the broad adamantine stairs, the Acolytes come across the remains of fighting positions. More bodies are strewn about here, both human and daemoniac. With an **Ordinary (+10) Scrutiny Test**, the Acolytes recognise the markings on the armour worn by the dead humans as those from Drusus' Own Militia. More blood and bodies are found on the stairs and another fighting position has been breached at the top, assumedly by the Battle-Brothers of the Iron Hands. A **Challenging (+0) Perception Test** tells the Acolytes that the fighting was heaviest here, as the defenders tried to hold the line against the advancing Space Marines.





THE NARTHEX

The massive adamantine doors of the cathedral have been blasted open; one lays flat in the doorway, the other hangs drunkenly from a single hinge. You step over the headless corpse of a Space Marine, blood seeping from the cracks in his power armour, and walk into the Narthex, the stench of death heavy in the air. Everything here is blackened, as if the whole of the Narthex was consumed in flame. The bodies here are charred beyond recognition, their armour and weapons melted and fused with their crackled, withered flesh. Several Iron Hands are here as well, the metallics of their black power armour scorched and dulled by soot. There are also several viscid pools in which float bits of uniform and weapons, and one corpse that is frozen in a rapidly melting block of ice. In the centre of the Narthex stands a horrific, bullet-riddled creature seemingly made solely of gaping, tooth-filled maws and leathery black flesh. It is quite dead, its multi-hued ichor pooled around its remains.

The Narthex of the cathedral is its entry chamber, a long and narrow area separate from the Nave proper where worshippers enter and where penitents or others not permitted into the Nave stand to hear services. Three sets of heavy iron doors, the God-Emperor's door in the centre flanked by the Acolytes' Doors on either side, each one carved with bas reliefs of St. Drusus, lead into the Nave from the Narthex. Beside each door, ensconced in the walls, are adamantine basins holding holy water. The Narthex of the Cathedral of the Bloodied Saint is decorated with colourful frescoes illustrating the joyful first days of the Angevin Crusade, and show a youthful St. Drusus at the beginning of his career.

As the Acolytes step through the shattered doorway of the cathedral, they are met with more devastation. Bodies of Drusian Militiamen and Iron Hands in whole or in pieces lie strewn about the entry chamber. The former finery of the Narthex has been ruined, the frescoes pitted by flame, and piles of broken statuary and plaster lie heaped in the corners. The God-Emperor's doors have been blasted clear from their housings and lie in rubble in the nave. Slumped at the Narthex's centre lies the body of a leathery, vaguely cylindrical creature just over two metres tall. It is covered in slackened, fang-filled maws and two spindly arms droop from its sides, ending in mouths that lie open in iridescent pools of ichor.

With a **Difficult (-10) Forbidden Lore (Daemonology) Test**, an Acolyte can identify the creature as a Flamer, a dangerous daemon of Tzeentch that spews alchemical flame and noxious gasses. Once the Acolytes are gathered in the Narthex, they are assaulted by horrible visions. Each Acolyte suffers the same vision: the ground opens before them and they stand at the edge of a pit of multi-coloured flames in which writhe screaming, melting human forms. Hands grasp at their feet and the hems of their garments, as every person they've ever killed or let die by inaction crawls from the pit to beg for their mercy.

At the sight of these fiery, melting forms, each Acolyte must make a **Difficult (-10) Willpower Test**. Those who pass are shaken but otherwise unaffected. Those who do not pass this Test gain 1d10 Insanity Points and 1d5 Corruption Points. Those who fail the Test by three or more Degrees of Failure cry out and babble nonsensical apologies, then lapse into catatonia for 1d10 minutes. When an Acolyte so affected regains his senses, he finds that he has gained a temporary Severe Mental Disorder for 1d5-1 days that causes him to hear the voices of his victims constantly begging for clemency. While affected, he suffers a -10 to every Awareness Test he makes.

THE NAVE

You enter the cathedral's Nave through the ragged aperture where the God-Emperor's doors once stood. The central aisle stretches before you for two hundred metres, and more destruction, more blood, and more senseless carnage assault you. The walls and the pillars in the arcade that separates the Nave from the aisles are scorched with las blasts and pocked holes caused by errant bolter fire. Many of the once regal windows are shattered, the statues are demolished, the numerous frescoes and mosaics are irrevocably damaged, and most of the pews are upended or smashed into rubble. The central aisle is fortified in places with fighting positions made of sandbags and upturned pews, and it seems the heaviest fighting took place here.

The Nave is the main body of the cathedral and the central approach to the Apse and the altar. A vast and vertical space, it is lined with thick, adamantine-plated pillars fifty metres high. The pillars are topped with massive arches that make an arcade separating the Nave from the aisles that flank it on either side. A vaulted ceiling covered in frescoes of the life of St. Drusus and the Angevin Crusade runs the length of the centre aisle, and stained glass windows flood the space with multi-hued light. Once beautiful and austere, the Nave of the Cathedral of the Bloodied Saint now lies in ruins.



The scene of carnage here in the Nave is, perhaps, the worst the Acolytes have ever seen. Obviously this was the bloody last assault by the Iron Hands; their broken bodies litter the aisle and are heaped upon the stairs leading to the broken altar. Blood and ichor pool in craters blasted by grenades in the once smooth floor, and the stench of death permeates everything. There are more Flamers here, along with numerous Horrors, their limbs intertwined with those of Drusian Militiamen where their corpses lie heaped like cordwood among the ruins. Nothing remains alive here, and the only sounds are an unidentifiable crackling, buzzing sound, the howling of the wind outside and the low tolling of the bells as they are blown about in their campanile. There is also a feeling of doom and despair that permeates the Nave, a feeling that grows stronger as the Acolytes get closer to the altar.

As the Acolytes and their men proceed up the aisle, they are assaulted again by powerful psychic visions. As before, in the Narthex, each Acolyte has a similar vision: they are each treated to an unblinking and merciless replaying of every mistake they've ever made. Their missteps, dashed hopes, and bad decisions play before them like a holo-vid, and the Acolytes feel all of the pain and embarrassment of those moments come rushing at them at once, flooding them with emotions of shame and self-loathing.

As the last of the visions play themselves out, a deep, booming voice that can only be that of the False Saint sounds through the Nave, haranguing and belittling the Acolytes as weak and worthless. Each Acolyte must make a **Difficult (-10) Willpower Test**. Those who pass are shaken but otherwise unaffected. Those who do not gain 1d10 Insanity

Points and 1d5 Corruption Points. Those who fail the Test by three or more Degrees of Failure cry out and fall to their knees, weeping uncontrollably, then lapse into catatonia for 1d10 minutes. When an Acolyte so affected regains his senses, he finds that he has gained a temporary Severe Mental Disorder that causes him to doubt his every decision, and even his worth as a human being. This lasts 1d5 days, and while it lasts the Acolyte is at -10 to every Test he makes.

TRANSEPTS AND THE CROSSING

The Nave opens here in a grand rotunda under a golden dome supported by adamantine pillars. Broad, pillar-lined corridors perpendicular to the Nave stretch away to either side of the aisle, ending in small, ornate chapels. In the centre of the rotunda, illuminated by sunlight streaming down from the dome and surrounded by spent ammunition casings and the corpses of their enemies, are what remains of the cathedral's defenders, Brother Vanthas and Brother Ibrahim. The wrecked Venerable Dreadnoughts are back to back, one facing the Narthex and one facing the altar, their legs collapsed beneath them and their ancient hulls damaged beyond repair. As if to add insult to injury, the sarcophagi of the Dreadnoughts have been broken open, and the wizened bodies of their once proud Space Marine pilots lie dead where they were wrenched from their machines by the forces of the False Saint. An air of sadness surrounds this little tableau, as if the very stones themselves mourn for their old and trusted guardians.

The Crossing is three quarters along the length of the Nave, and composes the wings of the Aquila. A mosaic in the floor details the final victory of the Angevin Crusade and the ascendancy of St. Drusus to the governorship of the newly pacified Calixis Sector. At either end of the Crossing are small, shadowy chapels set aside for prayer, quiet contemplation, and flagellation. The chapels also hold the techno-arcane apparatuses used to keep the late guardian Dreadnoughts operating at full efficiency. In the centre of the rotunda, lying in a pool of blood, ichor, and machine oil, are the shattered remnants of the Dreadnoughts.

A Drusus' Own Militia squad (9 men) are also hiding in the remnants, using the slain Dreadnoughts as cover. These should prove no problem for the Acolytes and their allies, but should serve to keep the tension high as the players advance. Should they defeat these foes too easily, the GM can also include a roll on **Table 4-1: Dead-End Encounters** to include additional enemies here or in the Apse as well.



THE APSE

As you approach the Apse and its massive altar, the feeling of dread you experienced when you entered the Nave becomes increasingly unbearable, and moving forward becomes a struggle. More bodies litter the stairs here and they are slick with pooled blood. The altar itself, a metre thick slab of adamantine from the hull of one of Drusus' voidships, is twisted and bent as if a massive hand wrung it like a rag. The crackling noise is louder here and a sickly, purplish light flickers behind the ruined altar like an aurora. Mounting the steps, you hear a burst of static from a vox-hailer and an anguished groan. A pile of corpses at the top of the steps shifts and a grievously wounded Space Marine struggles out and rolls gracefully down the steps to your feet in a clatter.

The Apse is the semi-circular vault at the end of the Nave that shelters the cathedral's altar and contains a large pulpit. Surrounded by pillars and capped with a golden semi-dome painted with images of the death, rebirth, and final ascendancy of St. Drusus, this area is the holiest and perhaps the most awe-inspiring place in the entire cathedral. Sadly, like the rest of the cathedral, the Apse suffered heavily from the fighting that took place here. The six steps that rise to the altar platform are pitted and cracked from gunfire. The once beautiful paintings are scarred and the dome is pocked with holes through which light streams in. The pulpit has collapsed in a wreckage of stone, adamantine, and exotic wood, and the altar has been twisted beyond recognition by some unimaginable force.

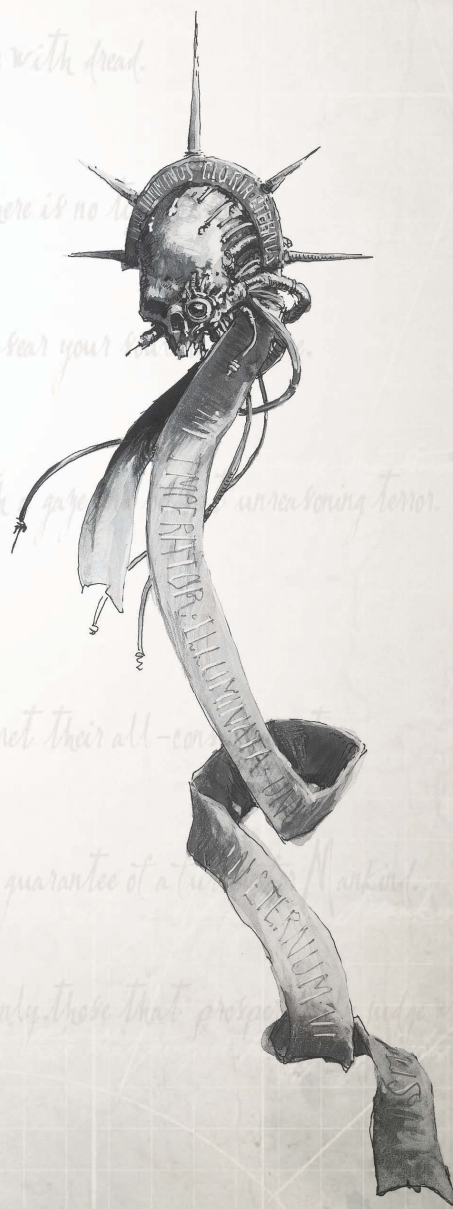
When the Acolytes approach the stairs they find a survivor, a Brother-Sergeant of the Iron Hands. With the last of his strength he disengages himself from a pile of his enemies and half crawls, half tumbles down the stairs and lands at the Acolytes' feet. His power armour is pierced in countless places, sparking and leaking fluids, and smeared with blood and ichor. At some point in the battle, the Space Marine lost his helmet and one half of his face is horribly burned, the flesh peeled away, the bones exposed, and one eye a gaping, bloody hole.

He raises his ruined hand to the closest Acolyte to motion him closer. Once the Acolyte kneels next to the dying Space Marine, in a breathless whisper he relates the following message:

"I am the last... all dead now. St. Drusus... walked among us. Daemons... so many daemons... and traitors... The book... take the book through the gate.... The daemon is there. Avenge us."

With his message relayed, the Brother-Sergeant clamps his hand on the Acolyte's shoulder, still strong even at death's door, closes his remaining eye, and goes to his final service for the Emperor. Now the Acolytes are left to puzzle this new information out. There was no mention of a book or a gate in the orders drafted by Explicator Voss, and no contingency plan was made in the unlikely event that the Iron Hands were defeated here. If the Acolytes proceed up the stairs, they are at once victims of a psychic assault. No mere illusion playing on the Acolytes' fears and painful memories, this is a full attack, a lingering psychic trap left by the Dei-Phage to stop anything that made it as far as the altar.

As the Acolytes further climb the stairs, there is a shattering bang from behind the altar, the flickering purple aurora flares white, and greenish-black flames erupt from its centre. A nerve-shattering, keening wail echoes through the cathedral, knocking loose rubble and shaking the entire structure to its very foundations, and black feathers drift down from the semi-dome over the Apse. Each Acolyte, and every named NPC with them, must make a **Difficult (-10) Toughness Test** or suffer 1d10 physical damage. They must then make a **Challenging (+0) Willpower Test**. Those who pass are shaken but otherwise unaffected. Those who fail gain 1d10 Insanity Points and 1d5 Corruption Points. Those who fail the Test by three or more Degrees of Failure cry out, flee the cathedral, and then lapse into catatonia for 1d10 minutes. Once they awaken, they find that they are unable to enter the cathedral again unless they succeed on a **Hard (-20) Willpower Test**. Once this trap is activated and does its damage, it is spent and falls dormant. The Acolytes are now free to explore the cathedral, tend to their men, and draft new plans.



THE CHAOS GATE

With a **Challenging (+0) Search Test**, a number of important facts quickly become clear. The first and most important is that St. Drusus is not in the cathedral. This fact is quickly explained by a second discovery, the source of the flickering light behind the altar. Carved in the polished stone floor of the Apse is an eight-pointed Star of Chaos four metres across, with the flickering purple aurora dancing in the air above it. Next to the sigil lies an armoured Space Marine clutching a heavy, metal-bound book wrapped in a thick chain. These are presumably the gate and the book of which the late Brother-Sergeant spoke. With a **Hard (-20) Forbidden Lore (Daemonology)** or **Scholastic Lore (Occult) Test**, an Acolyte can identify the carved sigil and mysterious dancing light as one part of a gate into the Immaterium. If any Acolyte or NPC should enter the area defined by the sigil, an energy vortex springs up in the centre that coalesces into a crackling, oval-shaped portal full of swirling, bruise-coloured clouds and sparking greenish lightning. Presumably, this gate leads to the Dei-Phage, but there is no way for the Acolytes to know this for sure.

The book held by the dead Space Marine is more easily identified, however. It is the *Annotated Tome*, a massive, heavy volume, with a cover composed of riveted adamantine plates inlaid with bone, brass, and onyx. The pages are ultra-thin sheets of adamantine alloy inlaid with neat gold leaf text, and yellow and black ribbons are riveted into the binding as page markers. The entire book is held closed with a thick iron chain, as if the information held in its pages were dangerous and needed restraint. Reading the book, which requires a **Difficult (-10) Literacy Test** due to the dense subject matter, unfamiliar syntax, and incessant use of arcane jargon, reveals it to be a catalogue of daemons, cults, and other horrors of Chaos encountered by the Iron Hands operating in the Calixis Sector. It is a painstaking, highly detailed list of numerous daemons, their true names, instructions on how to deal with daemoniac activity, known cults, and other esoteric knowledge useful for anyone fighting the Ruinous Powers.

The Acolytes and their allies must now literally make a leap of faith. Concordant with their orders and the instructions of the dying Brother-Sergeant, they must now venture into the crackling warp portal and seek out their quarry. While the Acolytes (and likewise the Sisters of the Ebon Chalice) might not blink at the prospect of entering a blind warp portal in pursuit of a daemon, inured as they are to the horrors of the universe by their long service to the Inquisition, the men and women of the Imperial Guard are another story. Although professional soldiers to a man, and led by some of the best commanders in the Sector, convincing them to enter the portal is no easy task.

This is the opportunity for heroic speeches and recitations of scripture to remind the Guardsmen of their duty and steel them for the task ahead. Convincing the Guardsmen to enter the gate requires an **Arduous (-40) Charm** or **Command Test**. If the Acolyte delivering the speech has the *Into the Jaws of Hell Talent*, he gains a +10 bonus to the Test. The Game Master may also, at his discretion, grant the Acolyte an additional +10 to represent the support of Captains Scipio and Zokolov if he feels that the Acolytes have gained the respect of those commanders.



The Acolyte need simply succeed at the Test to convince the Guardsmen to follow him. If the Acolyte fails this Test, however, the Guardsmen simply refuse to be moved by pretty words and do not go any further of their own accord. A number of suitably difficult **Intimidate** and **Command Tests** can be made to force the Guardsmen through the gate, but once through they fight at reduced efficiency (-20 to all **Ballistic Skill** and **Weapon Skill Tests**) and desert at the earliest opportunity.

NPCs, PSYCHIC ASSAULTS, AND FEAR

With roughly 200 men in tow, it would be nearly impossible for the Game Master to make **Willpower** and **Toughness Tests** for everyone under the Acolyte's command as their forces move through the cathedral. To simplify matters, have the Acolytes make one Test for each separate group (Scraper-Falcons, Canopus Platoon, Adepta Sororitas, etc.) based on the individual Characteristics listed above. Those Acolytes who are not making Tests for NPCs may attempt to bolster their morale by making **Challenging (+0) Charm, Command, or Intimidate Tests**. Success on these Tests gives a specific group a one-time +10 bonus to their Test made to resist Fear and psychic assaults. Only one assisting Test can be made per group per Fear or psychic assault Test.

GROTTO OF THE MANIFOLD THOUGHT

The players have left the physical realm, the galaxy that they've known all their lives, and entered the maddening, constantly changing Maze of Tzeentch. This section of that dread realm, known as the Grotto of the Manifold Thought, is a small pocket dimension carved out of the Maze proper by the Dei-Phage. It is here that the daemon rests and plots its rise to power. The Grotto consists of a diabolical, constantly-shifting maze made of dense, plant-like daemons that grasp at passersby and release clouds of stinging, psycho-reactive nettles when disturbed. At its centre is a plaza holding an altar to Tzeentch where the Dei-Phage conducts its blasphemous rites.

As you step through the gate you experience a fleeting moment of excruciating pain, as if you were being torn into pieces. You see things writhe beneath the surface of your skin and hear a raucous crowing as if from countless carrion birds. Then you pass the veil and step into a broad plaza of round-headed cobbles under a flickering greenish sky. The plaza is roughly square-shaped and surrounded by thick, tall hedges that are constantly swaying and writhing despite the lack of a breeze. Before you can take your bearings, a pack of small, pink daemons come loping and gibbering out of the hedges and set about you with shocking ferocity.

When the Acolytes and their forces enter the Grotto, a number of mind-shattering things happen all at once. During the transition from the cathedral to this twisted place, each individual among the party feels as if they are being torn to pieces. They see fleeting visions of horrific things crawling beneath their skin and hear the manifold terrors of Tzeentch whispered into their ears. Each Acolyte must make a **Difficult (-10) Willpower Test** upon arriving in the plaza or gain 1d10 Corruption Points and 1d5 Insanity Points. The GM should make the same tests for each named NPC, as well as for each discreet unit (Scraper-Falcons, Canopus Platoon, Sisters of the Ebon Chalice, etc.). Failed tests among the Imperial Guard and Sisters Militant units reflect disorder among the ranks as those of weaker succumb to the horrors of the maze and fall into hysterics. The Acolytes or the named NPCs need to make **Hard (-20) Command** or **Intimidation Tests** to bring the panicked forces back under control.

As the Acolytes attempt to calm the panicking soldiers and bring the group to some semblance of order, they are set upon by a large force of daemons of Tzeentch. The already crowded plaza is immediately flooded by Horrors, Flamers, and various forms of Lesser Incarnate Daemons whilst Screammers descend from the skies. For this battle, the Acolytes are only minor players, as the bulk of the fighting is undertaken by the

Guardsmen and the Sisters Militant. To give the Acolytes a taste of battle here, the Game Master should pit them against a number of daemons suitable to their rank and power. These should be relatively easy to defeat, such as a small pack of Horrors or a pair of Lesser Daemons or Flamers, and should be just enough to bloody them and give them an idea of just how desperate the situation is. Once the Acolytes defeat their immediate threats, read them the following text:

The fighting in the plaza is fierce and bloody. The screaming of men and the howling of daemons mix with the staccato static crackle of lasguns and the clattering and booming of bolt weapons. Blood and ichor and spent ammunition casings make footing treacherous, and dead men and daemons lie in grim embraces where they've fallen. Wave after wave of daemons fall against the holy might of the Battle Sisters, but you can see more of the fell creatures arriving to take their place. As you dispatch the last of the immediate threats around you, Captain Scipio breaks from the swirling melee and rushes toward you. Out of breath from his labours, the Captain's face is horribly burned and blistered. His armour is battered and scorched. In his left hand, his chainsword is coated to its hilt with iridescent ichor, and the barrel of the laspistol in his right hand is incandescent.

"Sirs!" He calls, his voice altered by his wounded face. "The daemons keep coming. We'll hold them here, keep them busy. We're breaching the hedge for you; push ahead with your mission and may the blessings of Him on Terra be with you." With that, an explosion rocks the plaza and a new bout of screams is heard. You see a group of sappers near a fresh, burning hole in the hedge, engulfed in a hazy cloud, crying out in agony and clawing at their flesh. Scipio shakes his head, salutes, and plunges back into the fight.



DAEMONS OF THE GROTTO

Within the Grotto of the Manifold Thought, the Acolytes encounter numerous servants of the Ruinous Powers. These daemons serve their master well and wish only for the suffering of the Acolytes, and their minions, and the taste of their blood.

Lesser Incarnate Daemon

Incarnate Daemons are the foot soldiers of Tzeentch's ever-swirling army.

Lesser Incarnate Daemon

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	25	35	(8) 40	30	30	45	40	10

Movement: 3/6/9/18

Wounds: 15

Skills: Awareness (Per), Psyniscience (Per).

Talents: None.

Traits: Daemonic, Dark Sight, Daemonic Presence, Fear (2), From Beyond, Natural Weapon (Teeth and Claws), Warp Instability.

Armour: None.

Weapons: Teeth or Claws (1d10+3† R; Tearing).

Daemonic Presence: All creatures within 20 metres of the Lesser Incarnate Daemons suffer -10 to all Willpower Tests.

†Includes Strength Bonus

Horror

Rolling, twitching, gibbering masses of iridescent flesh, talons, and flame, Horrors are one of the more ubiquitous daemons among Tzeentch's menagerie. These creatures travel in screaming, striving packs, and fight as a slaving, slashing swarm.

Horror

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	25	35	(8) 40	30	30	45	50	10

Movement: 3/6/9/18

Wounds: 15

Skills: Awareness (Per), Psyniscience (Per).

Talents: Psy Rating (3).

Traits: Daemonic, Dark Sight, Daemonic Presence, Fear (3), Fire of Tzeentch, From Beyond, Natural Weapon (Teeth and Claws), Regeneration, Warp Instability.

Psychic Powers: Fire Bolt, Float, Psychic Shriek.

Armour: None.

Weapons: Teeth and Claws (1d10+3† E).

Daemonic Presence: All creatures within 20 metres of the Horror suffer -10 to all Willpower Tests.

Fire of Tzeentch: Horrors are immune to Perils of the Warp.

†Includes Strength Bonus

Flamer of Tzeentch

Flamers, dangerous and strange daemons of Tzeentch, are mindless, easily-led monsters that spew unnatural flames and foul gasses. Moving about by hopping or floating in the air, their very presence corrupts everything around them, and their multi-hued flames twist and change everything they touch.

Flamer of Tzeentch

WS	BS	S	T	Ag	Int	Per	WP	Fel
31	45	41	(8) 46	44	20	20	40	10

Movement: 8/16/24/48

Wounds: 20

Skills: Awareness (Per), Psyniscience (Per).

Talents: Psy Rating (3).

Traits: Creature of the Warp, Daemonic, Dark Sight, Daemonic Presence, Flames of Change, Fear (3), From Beyond, Hoverer, Natural Weapons (Teeth), Strange Physiology, Unnatural Speed, Warp Instability.

Psychic Powers: Burning Fist, Fire Bolt, Fire Storm.

Armour: None.

Weapons: Teeth (1d10+4† R).

Daemonic Presence: All creatures within 20 metres of the Horror suffer -10 to all Willpower Tests.

Creature of the Warp: Flamers of Tzeentch never invoke psychic phenomena.

Flames of Change: Any creature wounded by a Flamer's psychic attacks must make an **Ordinary (+0) Willpower Test** or gain 1d5 Corruption Points.

†Includes Strength Bonus

Screamer of Tzeentch

These daemonic sky-sharks sail through the warp and real space with equal ease. Their graceful, manta-like forms trail scintillating lights as they hunt prey, ready to rend foes with their tusks, barbed tails, and powerful jaws.

Screamer of Tzeentch

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	35	40	(8) 40	50	15	35	40	10

Movement: 8/16/24/48

Wounds: 15

Skills: Awareness (Per).

Talents: Psy Rating (3).

Traits: Creature of the Warp, Daemonic, Dark Sight, Daemonic Presence, Fear (2), Flyer (8), From Beyond, Natural Weapon (Warp Jaws), Size (Hulking), Strange Physiology, Warp Instability.

Psychic Powers: Bio-Lightning.

Armour: None.

Weapons: Warp Jaws (1d10+5† E Pen 12).

Daemonic Presence: All creatures within 20 metres of the Horror suffer -10 to all Willpower Tests.

Creature of the Warp: Screamers of Tzeentch never invoke psychic phenomena.

†Includes Strength Bonus

THE SHIFTING PATH

As you pass through the rapidly closing hole in the hedge, all sound from the battle is quenched. The silence here is complete and stifling, broken only by the susurrations of the plant-daemons as they whisper and shift. The lanes of the hedge maze are made of small irregular stones and are just broad enough to allow two men to walk abreast. The hole knits closed behind you with a sigh and gnarled branches reach from the hedge to grasp at your feet and the hems of your garments.

The hedge maze in the Grotto of the Manifold Thought is a living thing, composed of countless plant-like daemons. They are forever shuffling and shifting about, closing paths, creating small plazas, and constantly recreating the maze according to some inner plan. Moving through the maze is difficult and maddening. The ground is soft here and covered with a deep, shifting layer of small, smooth stones. This rough surface, combined with the branches that constantly snatch at the Acolytes as they pass, is considered Difficult Ground. This means that the Acolytes' Movement rates are halved and charging or running requires a **Difficult (-10) Agility Test**. A failed Test means that the Acolyte has fallen Prone, and on a roll of 1–4 on a 1d10, the Acolyte has fallen into a hedge. Any Acolyte who falls into the hedge takes 1d5 E Damage, and must make a **Challenging (+0) Willpower Test**. Those who fail the Test are affected as if they were hit by a Hallucinogen Grenade. Roll on **Table 5–8: Hallucinogen Effects** on page 137 of the **DARK HERESY** Rulebook.

The maze constantly shifts as the Acolytes move through it. Navigating the Maze requires a total of ten Degrees of Success on a series of five **Difficult (-10) Navigation (Surface)** or **Hard (-20) Intelligence Tests**. Although a number of Degrees of Success are needed to navigate the maze successfully, the number of Degrees of Failure are also important. For every two Degrees of Failure gained during the Test, the Acolytes are sent off track and end up in a dead-end, where they encounter new perils as per **Table 4–1: Dead-End Encounters**. Once the Acolytes successfully navigate the daemoniac hedge maze, they enter the central plaza and encounter the False Saint himself.

TABLE 4–1: DEAD-END ENCOUNTERS

Roll	Encounter
1–2	1d5 Horrors
3–4	1 Flamer of Tzeentch
5–6	1 Screamer of Tzeentch
7–8	A squad of 1d10 Drusus' Own Militia
9	1d5 Lesser Incarnate Daemons
10	Another daemon of Tzeentch or creature of the Game Master's devising

THE PASSION OF THE BLOODIED SAINT

"Cast aside your worries and fear not, for I am with you this day."

—Saint Drusus

At long last the Acolytes have reached the end of their road and are about to reap the fruit of their labours. They have found the Dei-Phage, and it is conducting a ritual to allow it to fully manifest in the material plane.

In the centre of this small, cobbled plaza, a daemoniac ritual circle lies sheltered under a grotesquely decorated pavilion. Four tall torches spouting goutts of green and red flame stand smoking and sputtering at the pavilion's corners, and the circle within crackles and flares as warp energy courses through its silvery lines. There are offerings in the centre of the circle: weapons, scrolls, and the headless, mutilated body of one of the Iron Hands. Kneeling before the circle, with his back to you, is the False Saint. In one hand he holds a daemoniac text from which he reads aloud, the very sound of the blasphemous words anathema to your ears, and with the other hand he sprinkles ash into the circle. You experience a powerful sense of vertigo as you watch St. Drusus take up a massive, two-handed mace from the ground beside the circle, stand, and turn to you, while at the same time remaining at his ritual. Both figures flicker for a moment, translucent as ghosts, then the kneeling figure fades and the tall, beatific saint smiles at you and steps from his pavilion.

THE FALSE SAINT

When initially summoned into the body of St. Drusus, the Dei-Phage suppressed what fragments of the Saint's spirit remained connected to the body. As it manifested more fully, it fed upon the latent holiness of the warrior-saint, twisting and corrupting the once great soul for its own nefarious purposes. With a nearly unquenchable lust for power instilled in it by the fires of Tzeentch, the Dei-Phage devised a plan that would surely destroy the Calixis Sector, if successful, and quite possibly threaten the existence of the Imperium of Man itself. The daemon seeks nothing less than to manifest its power fully and completely in the physical realm, thus becoming a nearly unstoppable avatar of Tzeentch able to resist even the powers of the mighty Grey Knights themselves. To this end, it has been using both the latent holiness and strength of St. Drusus and the powerful worship of his followers to fuel its final manifestation.

Unfortunately for the Dei-Phage, it did not count the resilience of the human spirit in its final plans. As the Dei-Phage consumed Drusus' soul and twisted his power, Drusus' suppressed spirit slowly became aware of what was transpiring. Slowly, the spirit of St. Drusus struggled against the Dei-Phage's overwhelming psychic and daemoniac powers in an effort to awaken fully and put a stop to the daemon's

terrible plans. Now, as the daemon is distracted with its final ritual and the coming of the Acolytes, St. Drusus' spirit has made its move against its possessor. Drusus' spirit has regained some level of control over his body, although the daemon is still firmly in possession of his mortal remains. A battle rages within the Risen Saint for both the soul of St. Drusus and the future of the Calixis Sector, a battle that is all too obvious to the Acolytes as they encounter the False Saint.

St. Drusus strides toward you with hesitant, heavy steps, his face twitching and his eyes rolling in their sockets. As he approaches, you can feel the powerful psychic war raging in the saint's body as the Dei-Phage struggles to keep control over the saint's awakening spirit. He lowers his mace and quickly raises it again, a maniacal look on his face. "Children of the Holy Ordos," he says, "the daemon inhabiting this vessel seeks to...auuuuuugh!" St. Drusus throws back his head and screams. There is a blast of psychic energy from his body and massive, black feathered wings burst through the back of his armour. He lowers his gaze upon you and gone is the struggle, the twitching, and the rolling eyes. All that is left is a stoic mask with smouldering, inhuman red eyes. "Kill you!" it says in a shriek, and charges into your midst.

The False Saint



WS	BS	S	T	Ag	Int	Per	WP	Fel
59	49	(8)	(10)	49	39	49	62	39

Movement: 6/12/18/36

Wounds: 49

Skills: Awareness (Per), Command (Fel) +20, Deceive (Fel) +20, Forbidden Lore (Cults, Daemonology, The Warp) (Int) +20, Intimidate (S) +20, Literacy (Int), Logic (Int) +20, Scholastic Lore (Tactica Imperialis) (Int) +20, Scrutiny (Per) +10, Secret Tongue (Razored Wing) (Int), Speak Language (High Gothic, Low Gothic) (Int).

Talents: Combat Master, Counter Attack, Crippling Strike, Crushing Blow, Furious Assault, Sure Strike, Swift Attack, Psy Rating 6, Wall of Steel.

Traits: Daemonic, Dark Sight, Daemonic Presence, Fear (4), Flyer (6), From Beyond, Gift of Tzeentch, Natural Weapons (Talons), Size (Enormous), The Stuff of Nightmares, Touch of Corruption†, Unnatural Strength (x2), Possession, Regeneration.

Psychic Abilities: All Minor Psychic Powers plus Fire Storm, Psychic Crush, Mind Scan, and Terrify.

Armour: Armour of St. Drusus (All 8).

Weapons: Talons (1d10+8†† R), Mace of the False Saint (2d10+15††† E; Pen 8; Unbalanced, Special).

†**Touch of Corruption:** When an Acolyte is struck by any of the False Saint's attacks, he may choose to take the damage as Corruption Points as opposed to physical damage. The GM rolls damage per a normal attack and the Acolyte gains that many Corruption Points. The Acolyte must also make a **Challenging (+0) Willpower Test** or gain 1d5 Insanity Points.



Mace of the False Saint

An unholy mockery of the blessed weapon carried by St. Drusus during the Angevin Crusade, this massive, two-handed mace is a daemon weapon of incredible power. Home to a bound greater daemon entity (WP 62), it appears to be identical to St. Drusus' actual mace. Cast from solid adamantine, the mace consists of a large, clenched, armoured fist set atop a long haft. The entire weapon is inlaid with gold filigree and etched with what appears at first glance to be verses of scripture. Purity seals dot the length of its haft and it glows with a golden light. The mace is incredibly dangerous in the hands of the Dei-Phage, and possesses the following abilities:

Warp Touched: The weapon has the Warp Weapon Quality and bypasses all mundane armour and cover.

Dark Fire: The weapon sets targets on fire with wounding strikes (see page 210 of the **DARK HERESY** Rulebook) and its damage type is E.

Soul Thirster: Wounding hits can kill outright as per a Force Weapon using the Bound Daemon's WP. On a successful wounding strike, the wielder of the mace may, as a Free Action, channel psychic force into the weapon for added damage. Treat this effect as a psychic power with a Threshold of 6. On a successful hit, the wielder and the target make opposed Willpower Tests. For every Degree of Success the wielder gets, he deals an additional 1d10 points of damage, ignoring the victim's armour and Toughness Bonus.

††Includes Strength Bonus

†††Includes Strength Bonus and Force Weapon Bonus.

TO BATTLE A SAINT

This is the final, climactic battle for the very fate of the Calixis Sector. The battle takes place in two parts, the physical battle with the possessed body of St. Drusus and the psychic battle with the Dei-Phage as it attempts to complete its ritual and manifest wholly in the physical realm. The Dei-Phage has split its essence, one fragment inhabiting the body of the Saint, and the other left behind to finish the ritual as the Saint keeps the Acolytes busy. These battles take place simultaneously, as the Dei-Phage both hurries to complete its ritual and drives the False Saint into battle, seemingly in two places at once.

Those Acolytes who are engaged with the Saint himself face an incredibly powerful opponent, one who is at once the Saint returned and a fragment of a powerful daemon of Tzeentch. The False Saint possesses the martial prowess and tactical skill of St. Drusus and the mind-bending psychic power of the Dei-Phage in equal measure. Every turn once the battle is joined, the True Saint makes a **Very Hard (-30) Willpower Test** as a Free Action. If he succeeds, St. Drusus takes control of the body for that round. When the True Saint is in control of his body, all **Weapon Skill** and **Ballistic Skill Tests** are at -20 as the Dei-Phage attempts to regain control and loses combat effectiveness. It is also during this time that the True Saint communicates the Dei-Phage's plan to the Acolytes in fits and starts. When the True Saint regains control of the body, read the following passage:

With a wrenching scream, the False Saint stumbles and then quickly regains his composure. His face is calm now, his eyes lacking their former madness. His movements are hesitant, as if he's holding back, and you can still see the struggle for control in his sweating face. Through clenched teeth he explains yet another part of the daemon's plan to manifest. He gets out three or four short, clipped sentences, then the daemon wrests control again and presses the attack.

At the end of any turn in which St. Drusus communicates with the Acolytes, the Dei-Phage immediately regains control and attacks once again. Over the course of the battle, the True Saint explains not only the plans of the Dei-Phage and their true danger, but also the best way to stop the daemon's full manifestation.

Those Acolytes engaged in disrupting the ritual face an equally dangerous task. Using the *Annotated Tome* taken from the Imperial Fists in the Cathedral, the more scholarly Acolytes need to find the pertinent information in its vast number of pages, all the while under direct psychic assault by the fragment of the Dei-Phage still busy working the ritual in the circle. Each turn, the Acolyte searching the book must make a **Difficult (-10) Literacy Test**. To find the correct information, the Acolyte needs a number of Degrees of Success equal to 10 minus his Intelligence Bonus. These Degrees of Success can be accrued over the course of multiple rounds, with any Degrees of Failure subtracted from the total.

While the Acolyte is so engaged, he cannot make any Attack or Defensive Actions, but instead must concentrate on the book. During this time, he is psychically and physically assaulted by the fragment of the Dei-Phage in the circle. Additionally, each turn the searching Acolyte must make a **Challenging (+0) Willpower Test** to keep his concentration. Failure on the Willpower Test means that the Acolyte's concentration has

been broken and he cannot make his Literacy Test this round.

Once the information regarding the Dei-Phage is found, the Acolyte must speak the words aloud with a **Challenging (+0) Literacy Test**. On a successful reading of the words, the Dei-Phage must make a **Hard (-20) Willpower Test** or be stunned for 1d5 Rounds. In addition, the weapons of all Acolytes within twenty metres become Sanctified for the duration of the combat, which allows them to affect creatures typically unaffected by normal weapons and grants them abilities equivalent to the Warp Weapon property.

Acolytes who are not poring over the book can defend their colleague and attack the Dei-Phage in the circle with psychic attacks. A **Challenging (+0) Psyniscience Test** reveals the hazy, roiling, formless shape of the Dei-Phage fragment in the circle. Once identified, it can be engaged with Psychic abilities, Force Weapons, or Sanctified Weapons, but it is immune to all conventional weaponry. Although there are two manifestations of the daemon in the plaza, the False Saint and the invisible fragment performing the ritual in the circle, they share a single set of stats and abilities. As the more martial Acolytes battle the False Saint and the psykers engage the fragment in the circle, all wounds and other deleterious effects are applied to the common set of stats.

STOPPING THE RITUAL

The Dei-Phage is too far along in its ritual to be fully stopped, but if the ritual is interrupted the daemon is not be able to complete its manifestation. The True Saint explains that if the Acolytes can cast the Dei-Phage out of his body and disrupt the ritual, he can consume the daemon's power, trapping it in his body forever, but becoming a daemon host in the process, forever lost to the Ruinous Powers. Disrupting the ritual and casting out the daemon requires simply that the Dei-Phage sustain an amount of damage equal to its wounds.

Once it suffers sufficient damage, read the following passage:

The False Saint falls to its knees, its armour torn and battered and its mace clattering to the stones beside it. As it sways there, an explosion of pure warp energy levels the pavilion and where the daemon and the circle once stood, is a pulsing, crackling warp gateway. A flickering image of a hideous, bird-headed winged form appears over the False Saint, screeching and hurling blasphemous invective at the Acolytes. The Saint lifts his arms to the sky and whispers, "Come to me." The creature shrieks and is slowly sucked into the Saint's body. A thunderclap sounds overhead. Saint Drusus collapses to his hands and knees, convulsing and vomiting black ichor. His body begins to writhe and change. Leathery wings sprout from his back, bursting through his armour. He grows and sheds limbs at random and, when he struggles to his knees again, his face is contorted in an inhuman grimace. In a voice like the grave he shouts an order at you, "GO!" and explodes with a flash of blue into a million tiny black feathers that are immediately sucked into the gate, which quickly collapses with a deafening bang. The sky overhead swirls with black clouds, there is the sound of far-off carrion birds, and the ground begins to tremble.

The Dei-Phage is banished. Consumed by the remaining spirit of St. Drusus, it has failed in its bid to become a powerful daemon lord. What has become of the creature, however, is unclear, as the capricious vagaries of the warp cannot be known by mortal minds. What is clear is that with its disappearance, the Grotto of the Manifold Thought is slowly collapsing, unravelling without the energy of its master to keep it separate from the Maze of Tzeentch. The ground trembles, blue lightning flashes, and oily, viscous rain slashes from the sky as the tiny pocket realm tears itself apart.

Your vox crackles and the weary voice of Captain Scipio comes through loud and clear. "Sirs! The gate we came through is collapsing and the entire place is shaking itself apart. The daemons have retreated and Zokolov and I are taking our men back through while we can. Make it fast sirs, you haven't much time."

ESCAPE

The Acolytes must now retrace their steps through the Maze, a task made easier by the fact that the hedges are quickly dying and turning to ash. A **Challenging (+0) Navigation (Surface)** or **Difficult (-10) Intelligence Test** allows the Acolytes to get their bearings, and with a successful Test they can simply hack their way through with their melee weapons. The ground here is still considered Difficult, with all of the extant penalties, but the Acolytes have little hope of reaching the collapsing gate if they do not hurry. Once the Acolytes are free of the maze, they see the last of their remaining forces retreating through a shockingly small aperture. Each Acolyte must make a **Challenging (+0) Agility Test** to make it through the gate as it collapses. Those who fail take 1d5 points of Energy Damage from the coruscating energies of the warp.

The last of you make it through the gate just as it collapses with a gout of flame and a rending crack. You are back in the Cathedral of the Bloodied Saint. As you take stock of yourselves and your followers, you find your forces shockingly reduced. Fully three-quarters of the fighting men who entered the portal with you are dead or left behind as daemon spawn in the flickering warp. Captains Scipio and Zokolov, battered, exhausted, and bloodied but victorious, approach you as their men tend to their wounded and attempt to make sense of what has transpired. Scipio extends his hand and says, "You've done a great work today, sirs. Well done. I guess you'll be returning to Scintilla?"



DENOUEMENT

The False Saint is cast down, the Dei-Phage banished to the bowels of Tzeentch's lair, and the Calixis Sector is saved. For how long, though? The Acolytes' immediate work is done, but there are many small details to see to. The remnants of Drusus' army, while dispirited, are still powerful and in possession of many of the worlds of the Calixis Sector. Cults are still preaching the word of the False Saint, and much heresy is afoot among the good people of the sector. The Acolytes must now return to their patron and Explicator Voss to give their report. What of the Saint, though? What has become of that great man? He became something else at the end, before he was forever sucked into the swirling vortex, but what? And how long before the people of the Calixis Sector find out the hard way, and the skills of the Acolytes are once again tested? Only time can tell.

EXPERIENCE AND DOWNTIME

The Acolytes have witnessed shocking heresy, have tread paths that no mortal in his right mind would ever dare, and have returned victorious. They have seen the warp from the inside and lived to tell the tale. Their souls have been scourged by their experiences and the taint of corruption turns in their bellies even now. Despite the mind-shattering terror, they are victorious. The Dei-Phage is gone, the heart of Drusus' Own Militia broken, and the Acolytes have earned a much needed rest.

Experience: Each player should earn at least 1000 XP. If you are using the detail-based experience method, use the following.

Experience Earned:

- Base: 500
- Survived the psychic gauntlet of the Cathedral of the Bloodied Saint: 100
- Rallied the troops successfully through the gate: 100
- Fought at the plaza: 50
- Successfully navigated the living hedge maze: 50
- Defeated the False Saint/Dei-Phage 200

HANDOUT: INQUISITOR'S ORDERS



Authorisation:

Gamma-Break-Omega 443.M38 Sub-
Calixian Cipher 443.
Famulous Transmission,
Occipital Vector

Thought of the Day

Let your Faith in the
Emperor be the Fire that
Burns a Thousand Heretics.

Agents of my Righteous Fury,

As you are aware, the time since your mission to Stonegarden has been difficult. Our sector is in unsettling turmoil. Word of the empty grave has spread across the void and something claiming to be our beloved Saint Drusus has shown itself to the masses on dozens of worlds. These occurrences have lead to uprisings in many systems and even amongst our valiant military forces. Far too many loyal citizens are now following this unholy cause and far too many more have lost their essential trust in His Representatives who guide their lives. This apostasy must be stilled, lest our sector fall into disorder and open revolt.

My colleagues and I have gathered enough data to cull this diseased movement, and are striking at several locations where the cancer grows strongest. Your mission is Fenskworld, where I believe many high-ranking agents of this heretical uprising have embedded themselves like trench-worms. There, at the main approach to Hive Tertiam, lies your target—a massive bunker housing many of these so-called "militia" and other followers. Your public orders are to lead an assault on this complex, with elements of the Canopus Heavy Foot Regiment, as a spearhead for a full assault from additional Imperial Guard forces. Lieutenant Piotr Zolokov is your primary contact in this operation. He is a worthy fighting man and deserving of your trust in matters martial. Once this location is secure, the Hammer of the Emperor can surely be raised against traitors in the hive itself.

Your true goal is more essential than even this cause. Once inside the complex, you shall carry His Light to this dark place and seek out those guiding this foul uprising. It is for this reason that you must lead this operation, lest they escape my grasp. They may be guarded by seemingly loyal citizenry, but do not be swayed by their misplaced devotion. Those who follow this untrue cause have damned themselves many times over and are undeserving of any mercy. Zolokov and the others in the assault only know you are there to offer your superior leadership and skills to their effort, and have no need to know anything more.

The heretics and information you uncover shall be invaluable to returning our sector to its proper disposition. You are my sharp eyes and strong hands in this endeavour and, as always, I am confident you shall carry out my wishes with expediency and accuracy.

In His Name and for His Glory,