

The Brutal Lament



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The room was being made ready. Servitors bustled around, gears whirring as they adjusted table settings and rearranged floral displays. In the centre of the room, gloved hands stepped together, fingertips tapping upon his lips, stood the grey robed master of the house. A smile crept upon his lips as he surveyed the scene. All met with his approval. Especially the highlight of this evening's soiree. The book lay on a pedestal covered by a simple crimson cloth. The lighting was just right, the ambient chords perfect in pitch, creating an almost palpable presence around his little surprise. This party would be the source of discussion and gossip for some time to come.

Weapons, such as they were, were being checked again. The crew that Antonius had assembled were a motley bunch of dregs but they were loyal and they were expendable. He watched as many of them shot up their current juice of choice or mumbled slowly to themselves, still savouring the effects of their previous hit. The huge bulk that was his second in command turned to him; "We are ready sir."

"Good." He turned to address the assembled low hive scum. "You know the details of the job? Take all you can but leave Antonius here to his business. He's got a special job to do and I don't want any of you freckers getting in his way. Understood?" There were murmurs of agreement and a couple of overly enthusiastic "YESSIRS!".

"Excellent. Now get uphive and bring back the wealth of the high livers!" The gang roared their approval and set off at a pace. Clodius smiled. He would find it hard to care less about the trinkets and sundries any survivors returned with. What mattered was the mission the brute Antonius was on. That was what would secure him wealth and power beyond imagining. Oh yes, today was going to be a good day.

Deep in the bowels of the hive, sat before a secluded store tomb long forgotten by the scribes and auditors of the Haxtus family, was the guardian. Long he had slumbered, his ancient frame maintained by the armour he wore, waiting for the return of its rightful owner. As he sat he dreamt. But his dreams always included it. It shouted at him, rage and spit and blood. It wanted release, trapped as it was it still made its presence known. Yet, the guardian slept, for he enjoyed the dreams. They reminded him of times past and perhaps times still to come.

The Brutal Lament is a scenario for 3-6 characters of ranks 1-3 but you should

find suggestions throughout allowing you to modify the encounters and details to suit the level of your own playing group. You may find it helpful to have copies of **Disciples of the Dark Gods** and **Creatures Anathema** handy when running this scenario. The characters may be employed by an Inquisitor of any philosophical standing but be prepared to go "off course" if there are those of a puritanical bent within the group. If their own Inquisitor is not a Radical then he or she has associations with an Inquisitor who is - although it is possible that they are unaware of their colleague's beliefs.

Synopsis

The Acolytes are guests of a retired senior acolyte on the hive world of Archaos. While guests in his home he throws a party for various social luminaries at the height of which he regales the guests with a tour of his gallery. Taking pride of place within the exhibition is an apparently nefarious tome. The book, their host explains, is an inaccurate copy of the "Liber Horribilus", a heretical tome entrusted into his care by his old master.

Shortly after the unveiling of the book the apartment is stormed by a gang of hive thugs. They assault the guests using hallucinogen grenades to disorient them and raid the home, making off with jewellery and personal property. The book was on proud display in the acolyte's gallery as the centre piece of the party and it, along with some other minor artefacts from his collection, is stolen.

The Hive gang is led by the charismatic Clodius, a cunning recidivist who is nobody's fool. He is aware that the book is an inaccurate copy but has heard that the errors are due to the forger hiding a series of cryptic clues within. If that code can be deciphered it is said to lead to the location of a hidden horde of pre-Imperial technology; Archeotech.

The players go in search of the lost book and

when they discover the gang Clodius will try to negotiate with them, explaining the truth of the book and offering them a cut of the profits. If they agree he gathers a group of gangers and they go in search of the lost treasure. Alternatively if the players take the book and return it to the Adept, explaining the gang lord's theory then he will seek to recover the Archeotech horde, drafting in the acolytes to help.

The journey to locate the treasure will take the players through various encounters in the hive but eventually they and their remaining entourage should arrive at their destination; an obscure crypt-safe deep within the bowels of the hive. It has a series of automated defences but the final obstacle is a large power-armoured guard. Within the crypt the party will find that the only seeming item of value is an ancient spear locked in a stasis chamber in the centre of the room. In truth the spear is a demon weapon and bound within is a demonic beast; not intelligent, a primal, hateful, hungry animalistic creature who only exists to kill.

The themes of the adventure are truth and deceit. The main NPCs all think they know the truth but each only has a part of the puzzle, likewise each is also working to their own agenda and if the players aren't watchful they are likely to become pawns in their games.

The Setting - Hive World Archaos

Deep in the Drusus Marches on the rimward side of the Calixis Sector lays the hive world known as Archaos. Often referred to in a derogatory manner as "The planet of the philosophers", this might be a strange insult at first glance until you consider that this is the Imperium of Mankind, where the firm belief is that thought begets heresy and unquestioning obedience is considered a greater virtue than originality or creativity.

A staid and traditional world, its inhabitants take pride in the characteristics that others may ridicule. All decisions and choices are weighed up and considered, often the more significant the issue, the longer the debate. A case in point is that the phrase "*When Archaos decides*" is often used throughout the sector to refer to something that will never ever come to pass.

The surface of the world is covered with volcanic springs and active lava flows rendering the planet almost uninhabitable. Of the few life forms outside the hives are varieties of bacteria which live within the boiling hot liquids themselves. A side effect of this is that they contribute to an extremely high level of oxygen within the atmosphere, further hampering life outside the hives but prospering a dangerous and volatile oxygen farming industry.

The higher reaches of the Hives take advantage of the planet's climate and are open, airy affairs just over the cloud level with colonnades, open balconies and vast spacious meditative gardens. Aircraft-like skimmers are used to move from hive to hive and for sport or pleasure. Below the cloud level the hive cities are split into nine zone like "Levels" (each consisting of many, many floors) where the majority of residents live and work.

Each of Archaos' Hives takes advantage of

the planet's volcanic activity and draws power from a central geothermal tap which the rest of the hive is constructed around. Over the history of the world a number of the previously inhabited hives have been reduced to giant mountains of slag after the central power cores erupted. They stand as a testament to the power of the planet and a reminder of the hives reliance on regular maintenance by the Adeptus Mechanicus. Some even suggest that some "accidents" may have been the result of the tech-priests seeking to remind the senate of its reliance upon the Omnissah's most devoted followers.

The grandest hive on the planet is the magnificent "Towers of Screeds", possibly most famous in the Inquisitional annals for being the site of the founding, and current headquarters, of the Plague Conclave. The Conclave was formed in 720.M41 to deal with the growing phenomena now known as The Sinner's Plagues of the Drusus Marches and counted such amongst its membership such Inquisitors as the Puritan-turned-Radical Inquisitor Felroth Gelt and the Monodominant Inquisitor-Exorcist Mordant Crimson, The Bloody Brand of Veran. Whilst the inception of the conclave saw the commencement of a series of purges intended to eradicate the plagues Archaos, and the entire sub-sector, continues to be troubled by reoccurrences of the cursed diseases. One of the most significant instances on record occurred in the Failing Levels of the Towers of Screeds in 727.M41.

Archaos' main assets lie in its teeming population, its expansive manufactoriums and near legendary educational facilities, notably the Foundation Scholae. The planet is also known for its intricate locks and security devices, legal experts and large Administratum offices. In the past a number of notable Guard regiments have been raised from the world, (possibly most

famously the 3rd Archaos Regiment "The Hoplites"). Prospective Guard candidates compete for recruitment in complex athletic tournaments however the planet's reputation for logic and reason means that significantly more residents are recruited into the Administratum, those individuals who expect to be fighting aliens on foreign worlds instead find themselves countersigning forms in triplicate for the Departamento Munitorum.

The world is governed by a Senate formed by members of the planet's noble houses and the senate elects a "speaker" from its membership who takes the role of central authority and Imperial Governor. All the speaker's decisions must be supported by a majority of the other senators. The Hive nobility is charged by the Senate with responsibility for law and order in the Hive or Hives under their control. Some Houses elect a "dominant" house to be responsible, some take responsibility to look after only their own holdings (and if no one claims ownership, or can manage to enforce their authority on a given area then the gangs move in and enforce their own law) and some houses hire external forces. There is an Adeptus Arbites presence on Archaos but they are, as always, only concerned with the submission of the Tithe and actions against the Golden Throne not local affairs.

There is an illusion of knowledge based social mobility, in particular knowledge of the imperial creed but also the skills of debate, speculation, criticism and analysis. Each of the nine zones within a hive is separated by a foreboding gate, adorned with sculptures of great adepts and thinkers of millennia past. An individual may pass a series of exams to ascend to a place on the level above but conversely crimes and exam failures are punished by demotion. Being "sent to the ninth" is all but a death sentence for here live the worst of the world's scum.

Down in those depths, known locally as the "Failing Levels" sustenance can be found from farming foul fungi (that also provides the only oxygen this deep in the hive's sealed foundation) or from preying on your colleagues and neighbours.

House Haxtus and Hive Thebean

The noble house of Haxtus is one of the most notorious on the planet, having turned their heritage of logic and analysis into a business opportunity. They have built their extraordinary wealth from manufacturing ingeniously complex locks and security devices, and supplying assorted supplementary security services. The family and their business are constantly handling the secrets of others and have always relied upon an exemplary reputation for discretion. Customers need to be able to trust their integrity and confidentiality implicitly. To enforce their reputation the Haxtus have organised a combination of household guard and secret police. It is their job to root out members of the household or company who are potential leaks or actual abusers of their knowledge, status or station. The guards' signature weapons are ornate chain axes and they have developed a specialised fighting form based in part on using the axes as throwing weapons. A skill they regularly demonstrate at parties for the entertainment of the house nobility or to impress or intimidate visiting dignitaries.

The family owns a number of significant manufactoriums around Archaos but has its main residential holdings within Hive Thebean, a "warehouse" hive, containing a major space port and many thousands of storage spaces, hosting chambers and crypt-lockers. Thebean boasts chambers and rooms of every conceivable size and advanced environment, gravity and atmosphere controls can ensure that

whatever a client wishes to store there can be kept in exactly the correct conditions. Many secrets are rumoured to be secured within the strong rooms and warehouse-tombs of the hive some possibly dating back to the Dark Age of Technology. The labyrinth-like layout of the store-warrens is designed to confuse and confound would-be thieves and rumours persist of individuals or whole groups of lost serfs still wandering the corridors and travel ways trying to make a delivery or collect a package.

The workers and residents of the lower levels of the hive are essentially the maintenance staff, security guards, and those who serve the Haxtus living above. However there exists a separate culture of outcasts and renegades who have found bolt holes or abandoned crypt-stores to hide in. The authorities have no idea of exactly how many, or exactly what may be hiding in the maze of tunnels and chambers but regular Haxtus security patrols keep watch for any unauthorised residents.

The centre of the hive contains the most secure rooms and vaults watched over by silent, armoured guardians. The ornate traditional armour of these seemingly timeless watchmen is easily recognised by the beastlike helms. Rumours persist that the wearers themselves are a tribe of abhuman beastmen, native to the planet's wild and storm wracked surface, which are now sworn to the service of the Haxtus. Such tales are told in the bars and forums of the lower levels with much speculation as to what must have been sacrificed to maintain the loyalty of such creatures.

Chapter One - Arrival

The scenario begins with the Acolytes arrival on Archaos, it is possible that this is intended as a stop off en route to another mission (perhaps further within the Drusus

Marches) or they may have been sent to the Hive World for other reasons. Regardless of which their master has arranged for them to stay for a few days with Verund Macabre a scribe and adept and ex-acolyte of some standing. If the players' Inquisitor is of a Radical persuasion then Macabre may well be one of his or her own servants, otherwise he is the employee of a radical such as Inquisitor Soldevan of the Tyrantine Cabal.

The acolytes land at the Hive Thebean space port, one of the largest facilities for handling space craft on the planet, but one more suited to cargo transports than passengers. It is a grand and open place surrounded by impressive archways and domes giving a great sense of how tiny the characters are compared to the immensity of their surroundings. Verund is aware that they are coming and is waiting for them when they clear the arrivals terminal. The adept is a man apparently in his late middle age with a lined face with well defined features. He has shrewd, intelligent eyes and constantly wears the grey robes of the Adeptus Administratum but keeps his hands gloved at all times. When the players first meet him he is accompanied by four of his six students; young female scribes who are never seen to speak, and two of his general purpose servitors. He greets the players warmly, introducing himself and his students. Verund never refers to the scribes by name simply as "My students" or "student". However they always seem to know which of them he is referring to. He offers to have his servitors carry any luggage or belongings for the players and leads them to a waiting rental skimmer which will take the party to his apartments.



En route he will answer any questions he can about the Archaos or Hive Thebean but will be dismissive of questions about the students or his work after retiring as an acolyte. All he will commit to is that the students help him with "his research". Likewise he will not be drawn on his experiences as an acolyte alluding to the fact that he witnessed "Horrific and terrible sights" and that "in his mercy" his master released him from service. In turn he will be very interested in acolytes who appear to be educated types (Adepts and Tech Priests), or noble birth or obvious wealth, or those with psychic powers or obvious mutations. He will question such individuals intently looking to learn as much as he can about them.

If the acolytes question him too intently or if there is a lull in the conversation Verund will announce that they have arrived at an auspicious time as he is throwing a party this evening for a select group of the Thebean elite, including a member of House Haxtus. He will wait at this point for the players to show a suitably impressed or excited reaction and will be obviously (Easy

Awareness Test) crestfallen if they fail to show such a response.

After about an hour travel through the hive the skimmer reaches Verund's apartments. It is a spacious, single floor, dwelling with ample guest rooms for one per player character. The place is immaculately clean with pale silken drapes hanging on every wall. Verund lives here with his six students and a group of four general servitors. The players can only speculate at what such a place must cost but anyone with a fiscal mind (Ordinary Evaluate Test) would be able to deduce that it must cost a few hundred Thrones a month to maintain such a standard of living. Obviously far more than a normal adept of his standing might earn.

Once the acolytes have been shown to their rooms their host will advise that they have an hour to freshen up and change before the party guests will arrive. He begs their leave as he has to oversee the final preparations for the party but before he goes he will offer dress (Good Quality) robes to anyone who doesn't have suitable attire and will ask that during their stay in his home would they please refrain from carrying weapons (other than ceremonial weapons such as dress swords). This is, after all, his home, they are his guests and he has an extreme dislike of violence and the matters of warfare. Players may choose to conceal weapons upon their person. Their host won't have them searched (unlike the guests that arrive at the party) but if he discovers what they have done he will be very vocal in his disappointment with them, the lack of trust they have shown and the insult to his hospitality.

Chapter Two - A memorable occasion

The intervening hour before the arrival of

the party guests is the players own to do as they will. The house staff will accommodate their needs as far as they are able but are extremely busy getting everything ready so will be limited in what help they can provide and so the acolytes will be left pretty much to their own devices.

When the acolytes are ready they will be shown into the atrium where three of Verund's students are handing around drinks and snacks. The guests start to arrive and it is quite obvious that they represent the upper echelons of Thebean society. The Acolytes will soon find themselves talking with senators' aides, high ranking PDF officers, Administratum comptrollers, independent merchants and local celebrities. The guest list is an eclectic mix and the players may be left wondering how Macabre knows these people.

Verund will only introduce the players as his house guests, respecting any wish that they have to travel in anonymity or undercover. However if the guests learn that they are agents of the Inquisition they will immediately become the flavour of the month. While most guests know that Verund was an Acolyte in the past that was some years ago and they have heard all the stories he will tell on the subject. The players, on the other hand, are fresh blood, most likely from other worlds, who have seen Emperor-knows-what, fought the vilest of heretics, the most

despicable of aliens and lived to tell the tales. Suddenly they will have risen from unknown house guests to exotic travellers and secret agents. The entire party will hang off their every word and the guests will pepper them with eager questions. An acolyte may (Ordinary Awareness Test) overhear a party guest comment that Verund loves to show off "curiosities" and that he has really done well this time. A glance at Verund himself (Routine Scrutiny Test) will note that he seems quietly pleased, is giving the impression that the guests haven't seen anything yet.

Finally the guest of honour will arrive, none other than Duchess Jareth Haxtus, a minor member of House Haxtus but still socially far above the rest of the guests assembled at the party. She is a tall, elegant woman, apparently in her mid thirties, with piercing grey-blue eyes and long raven black hair. Her face is partially obscured by a white gauze veil and she wears a simple white gown that trails to the floor; the traditional mourning clothes of the family. She is accompanied by one of the Haxtus Guard,

a large, well muscled fellow dressed in the blue uniform and ornamental gold breastplate of the household men-at-arms. He carries a golden chain axe slung from his belt and is the only guest whom Verund's staff does not search for weapons, or attempt to disarm. Verund welcomes the duchess immediately and, as protocol

Feel free to add colour to the scene with additional memorable characters.

Remember it only takes a single quirk or mannerism to make a Non-player character that the players will recall for years to come. If you are planning to have the players spend an extended time on the planet this is an ideal opportunity to introduce any recurring NPCs you might plan to include in future scenarios.

demands, begins to formally introduce her to the other guests. This is done in descending order of status, so the highest ranking guests are introduced first. If the players have been revealed as agents of the Inquisition then Verund will introduce them first, if they have not then he will introduce them last, after the other 20 or so guests.

The Duchess's appearance at the party holds no real relevance to the plot but serves to throw the players off their guard for what happens next. It also acts as a good example of the circles Verund moves in, but you should feel free to gloss over it if you wish. Meeting the Duchess can be handled with role-play, a series of Charm or Blather Tests or a combination of both. The key things to remember are:

- Social dealings with the nobility can be dangerous things especially with a seasoned veteran of the courts such as the Duchess.
- She is the only person in the room with an obviously armed and capable guard and has the right to order him to exercise force if she wishes. That puts her in an obvious position of power and one that she will not hesitate to use.
- She is grieving for the loss of her brother, a wastrel and reprobate by all accounts who left the planet under dubious circumstances. The family have recently received news that he has died on Sepheris Secundus and that the Inquisition were involved in some way.
- The Haxtus are brought up to be wary of the Inquisition. If the Duchess learns of the players roles she will want to know if they have any connection to her brother and his death but will want to give them as little information as possible in return.



Once the guest of honour has been introduced to all the guests Verund will call for silence as he wishes to show them the reason he has gathered them together. He leads the guests through the apartment to his gallery, a hall situated at one end of the property near his personal suite and study. Verund is a collector and hoarder and this is where he displays his most precious treasures and artefacts. It is one part curio

shop, one part museum and one part minimalist gallery. Objects from throughout the Imperium and beyond are laid out for all to see. Characters with scholarly skills (including those in Forbidden Lore) will easily (Routine Test) find something they recognise, most of which are valuable, some of which are priceless (Ordinary Evaluate Test) and many of which are borderline heretical.

Most of the guests will have heard of this place but none have been permitted to enter before. There is a constant murmur of excitement from the assembled group, with gasps and whispered comments as another item is spotted or a bizarre trinket catches someone's eye. The master of the house calms them all down and moves to a side wall where a pedestal is covered in a long drape. He clears his throat and makes sure everyone can see and hear him.

"Your Grace, dear friends, honoured guests. I have gathered you here to witness a most incredible item. Many of you will know of my passion for rare objects, for items of unique heritage and esoteric value. You will see around you treasures from a thousand sectors and beyond. Historic parchments, jewellery thought lost to the sands of time, devices whose designs were lost before the Imperium was young and even, dare I say it, things of alien origin"

(At this point a young woman at the back of the gallery swoons slightly and has to fan

herself to recover.)

"But all of this is of naught compared to the relic that has come into my care. Your Grace, my ladies and gentlemen, I give you....the Liber Horribilus!"

To an audible gasp from the assembled guests Macabre draws back the cloth to reveal, laid open on the pedestal, a small pocket book bound in what looks like red leather. The pages are written and illustrated in black ink in a scrawling hand and the book looks worn and well travelled. Any Psykers looking directly at the book will feel a sense of unease and an Ordinary Psyniscience Test will indicate that the book feels very *wrong*, as if touched by the Warp. An Ordinary Forbidden Lore (Daemonology) Test identifies the book whilst, given a chance to examine it properly (at least half an hour), a Difficult Forbidden Lore (Daemonology) Test will show that it is an inaccurate copy (pages are missing or out of sequence, words are incorrectly spelt or misplaced, diagrams and illustrations are duplicated, incorrectly labelled or inverted). A Hard Forbidden Lore (Daemonology) Test (which will take at least an hour) will glean that the book is still very, very dangerous. Such detailed examination of the book will earn the player 1 Corruption point.



At this point Verund will step back, a smug and self satisfied look on his face, while the assembled throng of guests gasp and stare in horrified wonder. At this point the players may decide to react quite violently to this seemingly heretical and very dangerous artefact, and possibly justifiably so. As soon as he can their host will make his way over to them, or if they have split up the spokesman or leader of the acolytes to explain his actions. If they immediately launch into verbal accusations or create a scene Verund will actually relish it. He will remain cool and calm, reminding anyone who raises their voice or begins to act aggressively that they are guests in his home. The Duchess will signal her guard to stand by Verund, both indicating her support of him and acting to protect the adept if things become violent. Macabre will explain (privately to the acolytes if possible) that the book is a fake and was entrusted to his keeping by his old master. He is putting it on display for three reasons; first is wonderful addition to his collection, second is that it raises his status with the local social set and third (this he will only disclose in private to the acolytes) it is widely held that the "philosophies" of Archaos are really thin

veils covering gross heresy. An apparently

evil tome such as this might be just the thing to lure out the rot within the hive, although retired from active service Verund has pledged to be ever watchful for the enemies of the Imperium. At this point he may quote from the Imperial creed; "*Only in death does service end.*" Whether they are satisfied or not events soon take a dramatic turn.

Chapter Three - Gatecrashers

At a suitable point after the unveiling of the book, preferably as the Acolytes are still discussing it or arguing with their host a slow hissing might be heard (Difficult Awareness Test to hear). If anyone hears the sound (no Non-player characters will) they have one round to react before the Hallucinogen gas which has been released into the apartments reaches sufficient density to affect them.

A local gang lord has sent his chief enforcer, Antonius, with a group his hive scum followers, known in Hive Thebean as "The Slaves of Clodius", to raid the party. To do so they are flooding the place with crude Hallucinogenic gas (refined from fungi that grow in the Failing Levels). Players breathing in the gas must roll

as if in the burst of a Hallucinogen Grenade (Dark Heresy Rulebook pg 136) and those

Liber Horribilus – A malefic codex and heretical text of nefarious reputation. A complete and correct copy gives a +10 bonus to research into Forbidden Lore (Daemonology) but inflicts 1 Corruption point on the user with every use. The copy stolen from Verund is more deadly than he believes. Written in both Low & High Gothic (and can be read in either) it acts in the same way as a full copy but also contains a hidden code. The code can be deciphered (a Hard task using Intelligence, Logic or Scholastic Lore (Cryptology)) and gives the apparent location of an ancient horde of treasure. In reality it leads to the resting place of the demonic spear "The Brutal Lament".

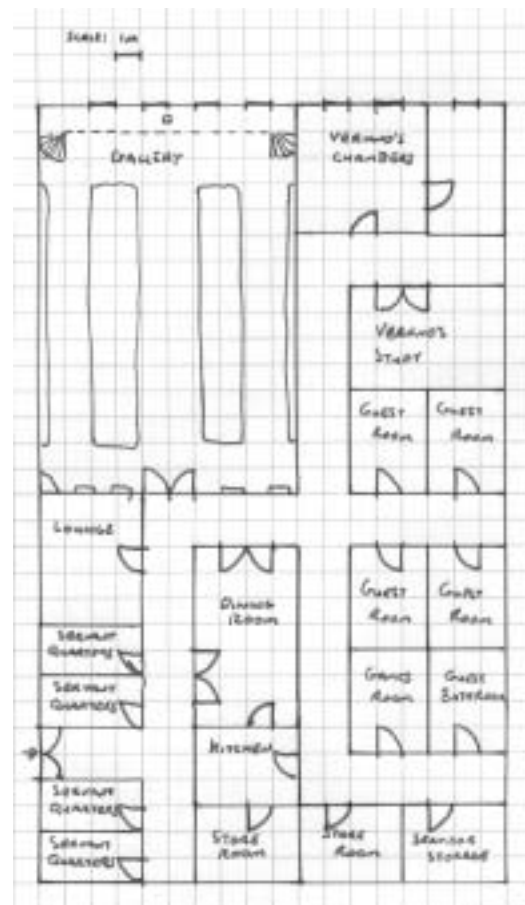
that fail are affected accordingly. Meanwhile the dregs steal all the precious items that they can find looting the apartment, guests and players alike while Antonius takes the *Liber Horribilus*.

If the players are able to resist the gas (remembering that Tech Priests will gain an automatic +20% to the roll to resist due to their inbuilt Respirators) any attempt to stop the gang will come up against another hurdle. The Duchess's Guard, affected by the gas, will believe that any attempt to stop a gang member or apprehend Antonius is actually an attempt on the life of his mistress. He will respond with full, lethal, force.

The effects of the gas last for 1d10 rounds. Roll once for each affected player, but you may decide that the NPCs succumb to the full effects of the gas (ten rounds) to make life easier for yourself (and harder for the players...).

There will be at least two gang members per player, but possibly as many as 20, accompanying Antonius and you may decide to use the Minion rules (**Creatures**

Anathema pg 134) for them.



The Red Book of the Haxtus

Family legend holds that three centuries ago a young scion of the family entered the service of the Inquisition, against the wishes of his family and patriarch. The story goes that during this time he kept a secret diary, recording within all the things he bore witness to, both heretical and benign. He served the Inquisition and God Emperor well but at the eventual cost of both his sanity and health. He died whilst travelling the warp and many of the Haxtus believe that his spirit visits them in visions if they ever travel between the stars. His writings were never found but rumours of their existence and the powerful secrets held within have entered the House folk lore. Within the Haxtus the diaries are simply known as "The Red Book".

Upon seeing the *Liber Horribilus* the Duchess will be immediately convinced that this is the legendary Red Book and she will do all she can to keep track of it so that, when the time is right, she can claim it as her own.

Essentially they are simply an expendable diversion to allow the enforcer to escape with the book. They are all very devoted to their leader but are on the whole drug crazed maniacs who know nothing of the real plan and probably aren't too sure about what they are doing there in the first place. They are either already high on something else or tolerant of the gas' effects due to previous prolonged and repeated exposure to it.

Chapter Four - The Aftermath

Once the effects of the gas have worn off and the last of any remaining low hive dregs are dealt with it is time to take stock. Players may well have lost money or possessions to the thieves, as have most of the assembled guests, but the most disastrous loss is that of the book. Verund is, perhaps unsurprisingly, the first to notice its disappearance and his wailing cry of horror can be heard throughout the gallery. "*It's priceless! It's unique!*" he wails "*What possible use is it to scum like that? They have no appreciation of art or esoteria!*" At this point his most of his students will gather around him to comfort him while one goes to send a message to alert the local enforcers.

The players may take this opportunity to berate Verund, attack him for incompetence or even accuse him of heresy by association. Faced with such a confrontation his composure will be restored immediately and he will try to gain the upper hand, pointing out that his Master trusted him with the book, he out ranks them and at the end of the day recriminations solve nothing; what are THEY going to do about getting the book back.

Verund realises that he will be in trouble if the book is permanently lost but he has no

means of tracking down or stopping an under hive gang. If the players do not make a move to recover the book (perhaps out of feelings of disgust towards Macabre) Verund will try to play on their sense of duty (to their Inquisitor, the Emperor or humanity as a whole). Failing that he will offer a fee of 1000 Thrones for the return of the book. The players may try to negotiate (he can go as high as 1500 Thrones) and he is open to paying part of the fee up front, although he won't suggest it.

Chapter Five - Tracking down the thieves

The Hive gang is led by the charismatic Clodius, a rabble rousing factory leader from the lower hive. Many believe that he has connections with nobility or a more affluent patron higher up the hive, but regardless of the truth somehow he is well aware that the Macabre's *Liber Horribilus* is an inaccurate copy. However his sources tell him that the inaccuracies are due to the forger hiding a series of cryptic clues within the revisions. Once the code is deciphered it will detail the whereabouts of a horde of ancient Archeotech.

Tracking the Slaves of Clodius can take a variety of forms and any ingenious suggestions on the part of the players should be entertained and encouraged. Possible avenues of enquiry include:

- *Physical tracking.* Trying to track through the hive is a difficult proposition. Antonius and the escaping dregs don't leave "tracks" per se. However they are not overly concerned with hiding their trail so a series of three successful Difficult Tracking Tests will allow an acolyte to pursue and catch up with some of the gang. Shadowing can then be used to follow the dregs back to

Clodius, Antonius and the book, or the acolytes may attempt to capture and question one.

- *Liaising with the law.* The local Enforcers have yards of script printed on Clodius and his gang and they might be persuaded to assist the Inquisition in their enquiries. Suitable social skills may be used (most likely Charm or Inquiry) and bonuses may be applied to the roles if the characters are Arbitrators or very open about being members of the Inquisition. A successful enquiry will gain the location of the manufactorium Clodius uses as a base of operations.
- *Digging underground.* While the local law enforcement knows about Clodius so to do the darker elements of the hive and many would quite happily see him taken down a peg or two. Digging for details with the local underworld (again using social skills such as Charm, Inquiry or possibly Intimidate) can gain the same information as dealing with the Enforcers.

Regardless of the method employed the Acolytes should soon find themselves heading "down hive".



Chapter Six - The Manufactorium of deals

The manufactorium is an immense industrial facility, like a tiny city of its own nestled in the lower levels of the hive. The production line mainly processes and refines chemicals (including some of the fungi based products that the gang have been using as Hallucinogens) and large vats and contorted. Pipe work makes up the majority of the site. Noxious fumes, clouds of smoke, steam or coloured vapour and puddles of various liquids are regular features in the surrounding walkways and work areas.



Although owned by the Haxtus family (as most things within Hive Thebean) Clodius has great influence over the plebeian masses who work on the factory floor. If the acolytes start asking around someone will report the fact directly to Clodius as soon as possible. Likewise if the players go in guns blazing they will discover a dirty mass of dregs (use the profile of the "Slaves of Clodius" from Chapter Three) willing to lay down their lives for "The Boss".

In either circumstance Clodius will try to take the upper hand and face the acolytes directly. The gang lord tries to cut a stylish figure, immaculately dressed and well groomed. He sees himself as a mover and shaker, a political animal, not some petty thief or bully boy. Clodius appears to his followers as a "man of the people" but to him they are stepping stones on the route to power. He is not evil in the cosmic scheme of things just ruthless and self centred. If it isn't in his best interests to harm a person he won't, but he is more than willing to do all in his power to remove any obstacle in his path.

He will treat the players as equals trying to negotiate with them if at all possible. Given the opportunity he will explain that the book is a forgery but that it is written in such a way that it contains a hidden code leading to a fortune in lost technology. He could do with the assistance of "professionals" such as the acolytes and we gladly offer them a cut of the profits (up to 50% but he will begin negotiations at 30%). If they agree he gathers a group of his minions (mostly as baggage handlers and porters) and plans to set out as soon as possible. If the acolytes are intent on violence, or negotiations are stymied he will let off a hallucinogen grenade and attempt to escape, taking the book with him. If he manages to get away he will try to lie low for a few weeks before attempting to go after the treasure.

If the players manage to take the book and return it to Verund or the Duchess, if they explain Clodius' reason for taking it, either will not want to pass up the opportunity to gain control of a horde of Archeotech, and will look to drafting the acolytes to help. Verund will once again play on his rank (and implied authority over them) and their responsibilities as acolytes, resorting to

financial reward (up to a 40% share but starting at 15%) in necessary. The Duchess, on the other hand, will attempt to flatter them; after all they represent the right hand of the Emperor while she is merely a low ranked noble. If they do manage to recover lost technology it is only those such as they who will be able to declare whether or not the items recovered are safe for use and not heretical or damaging to the soul.

Chapter Seven - In search of history

If the acolytes side with an NPC they will be accompanied on their travels by the following:

Clodius' followers:

- Clodius himself (who would prefer to carry the book but won't protest if the players insist on keeping it themselves)
- Antonius
- A rabble group of twelve Slaves of Clodius

Verund's servants:

- Verund Macabre (who will desperately want to hold onto the book and will persistently argue with the acolytes until they allow him to)
- Four of Verund's Students
- His four servitors

The Duchess' retainers

- One of the Haxtus Guard (use the profile for the guard from Chapter Three). He is the Duchess' representative and expects the players to treat everything he says

as if spoken by the lady herself.

- Half a dozen household servants (use the profile for Citizens on pg 338 of the **Dark Heresy Rulebook**)

Regardless of whom the players ally themselves with, or if they decide to set out on their own, the journey will take them through various locations in the hive. The path laid out by the book is not straight forward and requires on visiting locations within the Hive in order to unravel some of the clues laid down in the code. This is best simulated by a series of encounters, as the puzzle of the book is unravelled and the group of treasure seekers is led further into the centre of the hive.

Travel through a Hive city, particularly the lower levels is never easy and the maze like layout of Hive Thebean is even more complicated than most and many people who have set out to travel its walkways and corridors have never returned. If the players decide to not follow the path laid down in the *Liber Horribilus* they will need to make Hard Navigation Tests (being a Hive Thebean native reduces the difficulty to Ordinary) to avoid getting lost.

As the entourage makes its way through the city you can emphasize the strange dichotomy in its appearance; colonnades and faux-marble reliefs sit alongside huge atmosphere processors and open pipe work. The city is a glorious and chaotic mix of the industrial with the artistic with more technology and less art visible the lower down the hive one travels. It is also, for a hive city, very sparsely populated, the majority of space being given up to huge storage spaces and warehousing. Eerie silences frequently descend, broken only by the distant hum of great machinery and the slow grind of a huge lock being closed.

Presented below are a series of example encounters but you should feel free to add to these or ignore them as you see fit.

- While the enforcers who guard the impressive and immense doors that separate the different levels of Hive Thebean will always allow travellers to descend to a lower level but they require "proof of integrity and intellect" when a person wishes to ascend to a higher level of the hive. The path dictated by the *Liber Horribilus* moves between levels with some frequency and those who are not native to the Hive or from the lower levels will need to negotiate the door guards. Answering the questions they set is the most straight forward method and applicants may choose to answer questions on any Common or Scholastic Lore or basic Logic. The difficulty of the test is based on the level the person is trying to enter:

Level 2: Easy

Level 3: Routine

Level 4: Ordinary

Level 5: Challenging

Level 6: Difficult

Level 7: Hard

Level 8: Very Hard

Level 9: There is no test, access is by invitation only

The book's route goes down to Level one then slowly climbs back up to Level three however, depending on the acolytes in your

group and their experience Rank, you may wish to have the group climb higher, or go up and down a few more times.

Verund and his household and the retainers of House Haxtus can freely ascend to Level seven while Clodius' followers use secret routes and tunnels which bypass the gates. The GM may call for Silent Move Tests to avoid the regular enforcer patrols when using the tunnels and vents, and if the Acolytes are not accompanying Clodius they will need to make friends with the local underworld (using social skills such as Charm, Inquiry or possibly Intimidate) to even learn that there are such tunnels.

The final method to get past the door guards is one of the oldest. Bribery. The guards are lonely, bored and paid poorly. The generally accepted "tuition fees" to get a pass on a test is the level number x50 thrones per person, but this is often "open to negotiation". (Use the profile for Enforcers on pg 339 of the **Dark Heresy Rulebook**.)

- Lying deep within the Drusus Marches the planet Archaos has suffered from attacks of the so called "Sinners' Plagues" (refer to **Creature Anathema** pg 10-11 for more details) and during their journey through the warrens of store vaults and warehouse crypts the players may encounter some of the forgotten disease victims. Any such wretched souls that the acolytes encounter will be little more than mindless zombies, emerging from the shadows,

attracted by the noise of the group. The pack of plague victims should number no more than double the number of members in the group of travellers but this can be varied depending on the experience level of the players and their combat readiness. The victims are little more than hungry animals but will try to break away and flee if a third or more of their number are incapacitated or killed. You may wish to use the Minion rules (**Creatures Anathema** pg 134) to give the fight a more cinematic feel. If you do so feel free to increase the number of plague victims accordingly to give the scene a truly epic flavour.

- The planet's naturally high rate of volcanic activity provides many benefits but it also comes with a fair few downsides one of which being the infrequent quakes which can shake a hive city to its foundations. The players can get caught in such a quake causing walkways to snap and debris to shower down from above. As and when such a quake strikes all those affected must make a Routine Agility Test to stay on their feet. Those who fall over, or who remain upright but then fail a subsequent Easy Dodge Test suffer 1d5+4 I damage from falling debris.
- While exploring a seemingly abandoned area of the Hive (possibly soon after a Hive Quake) the party disturbs a nest of Barbed Velocipedes; a resilient scavenger that thrives in the gaps, crevices and corners of the Hive. The creatures are about 30cm long and resemble shiny blue lobsters with backs

covered in quills like a porcupine. The swarm stampedes through the group biting, stinging and nipping blindly as it passes. Each member of the travelling party is attacked once as per the Stampede Trait. See the attached Appendix for the full profile for the Barbed Velocipede.

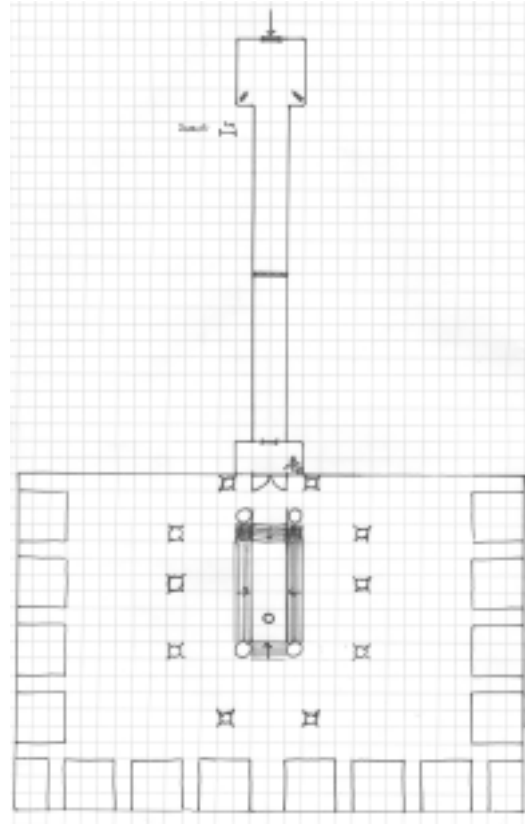
- Milo, a rival gang lord, has a particular grudge against Clodius and will look to do anything possible to scupper his plans. He is everything Clodius is not, a large, ugly man who enjoys inflicting pain on others. While Clodius has raised a mass of lowly, individually ineffective, but insanely loyal dregs Milo employs a small cadre of professional hired killers. He has learnt that his rival is involved with some form of search and plans to intercept it, capture the party and take whatever his rival is after. He and his gang will ambush the group on a narrow (3m wide) steel walkway which crosses over a busy transit way some 50m below. If Clodius is not with the group Milo will still think that they are working for him, regardless of any protestations to the contrary. He won't be out done and won't allow anyone past the bridge. If the group try to retreat Milo and his men will give chase, hoping to cut down any obvious guards within the group and then interrogate the survivors. Milo's gang will consist of Milo himself and one ganger for every acolyte (but feel free to increase or decrease this as necessary to fit with your groups' experience level). If the party does escape then they will have to find another way around

with the inherent possibility of getting lost in the hive (see above).

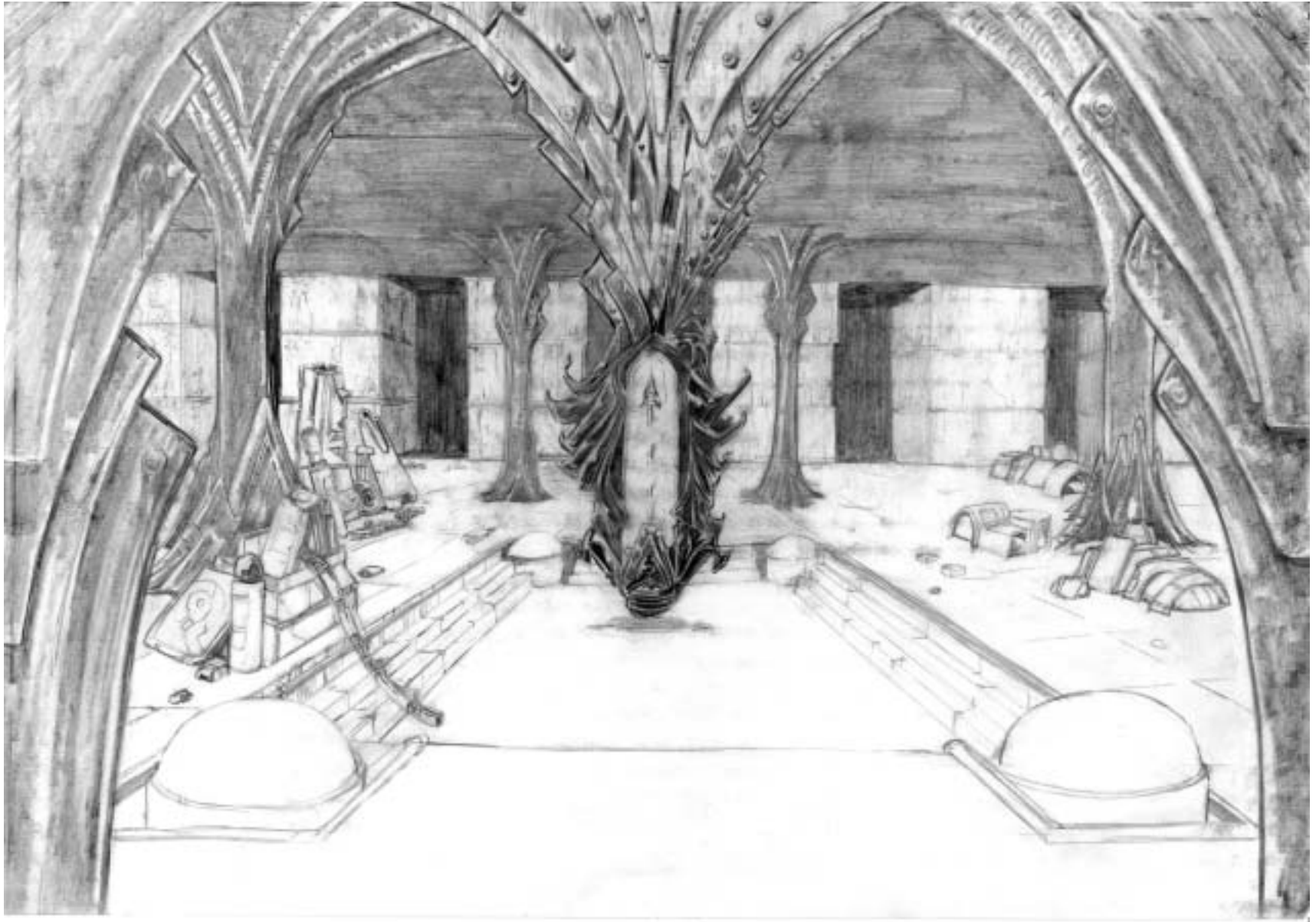
- While local law and order is maintained by the enforcers the militia and household guards of the various noble houses hold great weight on all levels. When traversing the hive the players are accosted by a squad of four retainers of House Vansire, once a rival to House Haxtus but which has fallen on hard times in the last few centuries. If they recognise Haxtus retainers within the group they will be immediately hostile but in other cases they will be suspicious of the acolytes and try to shake them down. They are generally bored and looking for a fight.

Chapter Eight - The Guardian at the gate

Following the code within the *Liber Horribilus* eventually leads to an obscure and seemingly long abandoned crypt-safe deep within the bowels of the Hive. The main door is locked but can be opened with either a Challenging Security Test, a Routine Demolitions Test or an attack that penetrates it (AP: 16). Entering the antechamber beyond without an appropriate key badge (which no one will have) triggers an automated defence system. Two Lasguns will drop from the ceiling, peppering the room with semi-automatic fire (BS: 30). The weapons will stop automatically when the antechamber is empty or if they are hit by a damaging strike (-10 to hit due to their small size - note that each weapon has to be disabled separately).



Leaving the antechamber the group will enter a 2m wide by 20m long corridor which slopes slowly down. Half way down a pressure pad in the floor (Hard Awareness Test to spot) activates monoblades which strike the first person to trigger the trap (1d10 R, Pen 2). The passage ends is a door with a simple push panel opening mechanism. This is also trapped (Very Hard Awareness Test to spot, Challenging Security Test to disarm). Triggering the door trap fires a poisoned dart though the panel (treat as point blank range Needle Pistol attack with a full round aiming and a BS: 30). Once the door is opened the acolytes and their associates will encounter the crypt's ancient guardian.



The figure wears ancient powered armour and is initially plugged into the wall by long filaments and cables. The umbilical leads and pipes appear to charge his armour, but as the door to his chamber is opened he rises and shakes himself free of the cables. His armour is fashioned like a great bull-man or minotaur and he wields a large mono-bladed axe. He knows who the official owner of the crypt is on sight and who (if anyone) they have entitled to enter and that none of the party has permission. No amount of charming words, bribery or persuasion will sway him on the matter. His orders, laid down centuries ago, were that no others should pass and that is what must happen and he will fight to the death to make it so.

If the figure is defeated and his armour removed the players will discover that he was some form of abhuman or beastman, his appearance mimicking the minotaur visage of his helmet and armour.

Chapter Nine - The Brutal Lament

As with the main door the final door is locked but can be opened with either a Hard Security Test, a Routine Demolitions Test or an attack that penetrates it (AP: 16). Once within the crypt the party will discover not a horde of Archeotech but a large collection of junk, spread around a spacious warehouse. Piles of items which may have once had some value lay scattered around the immense space. There may be odds and ends of bric-a-brac which could have interest to a collector or noble with a

passion for the rare or trivial but it is clear that this is not the mother lode of lost technology Clodius believed it to be.

Apparently the only item of value is an ancient spear locked in a stasis chamber in the centre of the room. The spear looks to be of advanced manufacture but is not of obvious Xeno origin. The stasis chamber should take only a short time to open for someone with technical knowledge (Challenging Tech use or Trade (Technomat) Test) but once opened any psykers will feel an immediate sense of unease (Easy Psyniscience Test).

The spear is a daemon weapon and bound within it is an unintelligent, primal, hateful, hungry animalistic daemon who just wants to kill and slay and feed. It was crafted by a cult magus a millennia ago but was eventually laid aside in favour of more powerful weaponry. It was then left here in the crypt-safe to be found by a curious and capable, yet unsuspecting, individual. The hope being that the spear would corrupt them and that they would

then continue the Magus' work long after his passing.

If anyone tries to take the weapon it will immediately try to possess them (refer to **Disciples of the Dark Gods** for full rules) unless they can overpower its will. If none of the players attempt to try to take it Verund, Clodius or the Duchess' Guard (whoever accompanied them) will, automatically losing control to the beast and

Brutal Lament - (10m, 1d10+3 R, Pen: 3, The Beast Within, Uncanny Resilience, Warp Weapon, 3kg) A daemonic weapon in the form of a spear containing a bound daemonic beast (WP 33). The beast is known as Grinding Brute but its true name is *Kwooff' Hlsho C' Cabldupp' ff.* (for more details on Daemon weapons please refer to **Disciples of the Dark Gods** pg 120 on)

then turning upon the "servants of the false emperor" (the acolytes). In this case the players will be faced with fighting their old ally and their servants who, having expected their leader to turn on the acolytes at some point, will remain loyal even faced with evidence of corruption.

Chapter Ten - Epilogue

The dust settles, the book's hidden treasure has turned out to be a cursed weapon and the promise of great wealth has proved to be false. But what do the acolytes do now? They are left with a demonic weapon – do they keep it? Lock it back up in the stasis chamber? Try to take control of it to use against its old masters? Try to destroy it? This is a real test of their position on Inquisitional philosophy and one of the oldest questions - "*How far will you go to achieve your goals?*"

The eventual course of action will be dependent on the players you have, the characters they are playing and where you, as a GM, want to take your campaign. However the following ideas may be of some help:

- **Option 1:** Let the players make the call. It's a great chance to role-play and really test what their characters would do when presented with the means to tread a radical path. Be aware that this hands a lot of control over the direction of the rest of the campaign at this point over to the players, something which may be initially hard for a GM to prepare for but may ultimately be the most rewarding experience.
- **Option 2:** Have an authority figure turn up. It could be the local Enforcers (perhaps entering the

crypt-safe triggered a silent alarm), the Duchess with a body of guards, Verund's or the players own Inquisitor. This takes the decision out of the players' hands somewhat and may appear heavy handed but the key if using this option is to ensure that the players' role in getting to this point is emphasised and rewarded. The cavalry may have arrived but they would have never got to this point without the hard work and tenacity of the acolytes.

- **Option 3:** An NPC forces the players' hands. If the players are taking too long to debate what to do, or they seem completely lost as to the next step to take, have one of the remaining NPCs who accompanied them on the search take the spear and make a run for it. This suits three purposes; first it prompts the players into action, second it emphasises the fact that they have to find a permanent solution of some sort otherwise the spear will subjugate another simple mind and third if the spear-thief does escape it sets up another scenario to recover the weapon and possibly a new recurring villain.

Acolytes should receive between 100-250xp per session for the adventure, and the adventure length will depend very much on how many encounters they have to deal with en route to the crypt-safe. As well as any payment for the recovery of the book from Clodius the players may have the opportunity to salvage a few pieces of good quality, or at least relatively unique, items (e.g. mono-spears, hallucinogen grenades, the guardian's armour and weapons, the *Liber Horribilus* and *The Brutal Lament* itself)

during the course of the adventure.

The Brutal Lament was written with lots of possible plot hooks seeded throughout such as the *Liber Horribilus*, the other guests at the party, the original owner of the spear and the fate of *The Brutal Lament* itself. You should feel free to expand on any of the elements that appeal and flesh them out into further missions, or even side plots within this adventure.

Perhaps the acolytes feel that House Haxtus needs further investigation, or that they believe that the daemonic spear might only be destroyed in the master forge of Het. If Clodius is killed who will fill the power vacuum within the Thebean underworld? Milo? Antonius? The players themselves? There should be plenty of intrigue and action on the humble world of philosophers to keep even hardened acolytes busy for some time to come.

Appendix

Chapter One

Name: Verund Macabre

Career:Adept Rank: Archivist Gender: Male

Build: Slender Skin Color: Fair Hair Color: Grey Eye Color: Grey

WS: 23 BS: 42 S: 36 T: 32 Ag: 38 Int: 38 Per: 33 WP: 43 Fel: 38

Wounds: 15

Insanity Points: 15

Corruption Points: 20

Basic Skills: Awareness (Per), Deceive (Fel), Dodge (Agl), Evaluate (Int), Inquiry +10 (Fel), Scrutiny (Per), Tech Use (Int)

Advanced Skills: Speak Language (High Gothic) (Int), Speak Language (Low Gothic) (Int), Literacy (Int), Common Lore (Adeptus Arbites) (Int), Common Lore (Imperium) (Int), Common Lore (Tech) (Int), Drive (Ground Vehicle) (Agl), Forbidden Lore (Cults) (Int), Forbidden Lore (Heresy) +10 (Int), Forbidden Lore (Inquisition) +10 (Int), Forbidden Lore (Mutants) +10 (Int), Trade (Cartographer) (Int), Trade (Copyist) (Int), Scholastic Lore (Legend) +10 (Int) Scholastic Lore (Occult) +10 (Int)

Talents: Basic Weapon Training (Las), Pistol Training (SP & Las), Light Sleeper, Sprint, Sound Constitution x3, Total Recall,

Gear: Administratum robes (Common Quality Clothing), backpack, stub revolver and 6 bullets, auto-quill, chrono, data-slate, pilgrimage token (memento), map fragment (memento)

Name: Verund's scribes

Career:Scribe Gender: Female

WS: 20 BS: 20 S: 30 T: 30 Ag: 30 Int: 20 Per: 30 WP: 30 Fel: 30

Wounds: 10

Basic Skills: Awareness (Per),

Advanced Skills: Speak Language (High Gothic) (Int), Speak Language (Low Gothic)

(Int), Literacy +10 (Int), Common Lore (Imperium) (Int), Trade (Copyist) (Int),

Special: Mute

Gear: Administratum robes (Common Quality Clothing),

Name: Verund's servitors

Career: Servitor

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

Wounds: 10

Advanced Skills: Trade (Cook) +10 (Int), Trade (Technomat) +10 (Int), Trade (Valet) +20 (Fel),

Traits: Heightened Senses (Vision)

Gear: Internal micro-bead (to receive/relay instructions only)

Chapter Two

Name: Duchess Jareth Haxtus

Career: Noble Gender: Female

WS: 25 BS: 27 S: 30 T: 28 Ag: 32 Int: 36 Per: 30 WP: 37 Fel: 36

Wounds: 10

Basic Skills: Awareness (Per), Blather (Fel), Carouse (T), Charm (Fel), Command (Fel), Deceive (Fel) +10, Gamble (Int),

Advanced Skills: Speak Language (High Gothic) (Int), Speak Language (Low Gothic) (Int), Literacy (Int), Common Lore (Imperium) (Int), Forbidden Lore (Daemonology) (Int), Interrogation (WP), Trade (Copyist) (Int),

Talents: Melee Weapon Training (Chain, Power, Primitive, Shock), Pistol Training (Las, SP)

Special: The Duchess is a mutant with the *Nightsider* mutation (Dark Heresy rulebook pg 334). Her mourning veil helps protect her eyes from the light.

Gear: Mourning robes (Best Quality Clothing)

Name: The Duchess' Guard

Career:Household guard Gender: Male

WS: 40 BS: 30 S: 36 T: 32 Ag: 30 Int: 28 Per: 33 WP: 30 Fel: 29

Wounds: 10

Basic Skills: Awareness (Per), Climb (S), Search (Per)

Advanced Skills: Speak Language (Low Gothic) (Int), Common Lore (Imperium) (Int), Interrogation (WP)

Talents: Basic Weapon Training (SP), Disarm, Insanely Faithful, Melee Weapon Training (Chain, Primitive), Pistol Training (SP), Thrown Weapon Training (Chain, Primitive)

Gear: Household uniform (Common Quality Clothing), Chain Axe (Melee, 1d10+4R, Pen: 2, Tearing, Special: Range 3m when thrown), Carapace chest plate (AP:6 Body only)

Chapter Three

Name: Antonius

Career:Bodyguard and enforcer Gender: Male

WS: 28 BS: 28 S: 45 T: 40 Ag: 30 Int: 20(4) Per: 25 WP: 25 Fel: 20

Wounds: 10

Insanity Points: 21

Basic Skills: Awareness (Per), Carouse (T), Deceive (Fel), Intimidate (S),

Advanced Skills: Speak Language (Low Gothic) (Int), Common Lore (Imperium) (Int),

Talents: Basic Weapon Training (SP), Fearless, Iron Jaw, Melee Weapon Training (Chain, Primitive), Pistol Training (SP & Las),

Gear: Dirty coveralls (Poor Quality Clothing), Filtration plugs, 6 doses of Slaughter, Good Quality Cortex implants, Poor Quality (-10 to hit) Chainsword (1d10+6 R, Pen 2, Balanced, Tearing).

Name: The Slaves of Clodius

Career:Dregs, rabble and gangers Gender: Male & female

WS: 18 BS: 18 S: 25 T: 30 Ag: 30 Int: 30 Per: 25 WP: 20 Fel: 10

Wounds: 10

Insanity Points: 25

Basic Skills: Awareness (Per), Carouse (T), Concealment (Ag), Deceive (Fel), Intimidate (S),

Advanced Skills: Speak Language (Low Gothic) (Int), Common Lore (Underworld) (Int),

Talents: Basic Weapon Training (SP), Melee Weapon Training (Primitive), Pistol Training (SP & Las),

Gear: Dirty rags and old street clothes (Poor Quality Clothing), 1-3 doses of Obscura (or another similar drug), Improvised weapons (1d10 I, Primitive, Unbalanced),

Chapter Six

Name: Clodius

Career: Recidivist, rabble rouser and gang leader Gender: Male

WS: 28 BS: 43 S: 35 T: 30 Ag: 30 Int: 30 Per: 33 WP: 35 Fel: 52

Wounds: 12

Basic Skills: Awareness (Per), Barter (Fel), Blather (Fel), Carouse +10 (T), Deceive +10 (Fel), Intimidate (S), Logic +10 (Int)

Advanced Skills: Speak Language (High Gothic) (Int), Speak Language (Low Gothic) (Int), Literacy (Int), Chem Use (Int), Common Lore (Underworld) (Int), Security (Ag)

Talents: Basic Weapon Training (SP), Melee Weapon Training (Primitive), Pistol Training (SP & Las), Mighty Shot,

Gear: Stylish clothes (Good Quality Clothing), Filtration plugs, Flak Jacket (Arms & body 3), Compact autogun with Man stopper rounds (45m, S/3/10, 1d10+2 I, Pen 3, Clip 15, Reload Full), mono knife (3m, 1d5+3 R, Pen 2) 5 Hallucinogen grenades, 2 autogun manstopper clips.

Chapter Seven

Name: Sinners Plague victims

Career: Plague victim, scavenger Gender: Male & female

WS: 20 BS: - S: 40 T: 30(6) Ag: 10 Int: 10 Per: 15 WP: 20 Fel: 01

Movement: 1/2/3/-

Wounds: 10

Basic Skills: None

Advanced Skills: None

Talents: None

Traits: Dark Sight, Diseased (Sinners Plague)#, Fear 1 (Disturbing), Natural weapons (sharpened teeth and nails), Unnatural Toughness (x2),

Gear: Dirty rags and old street clothes (Poor Quality Clothing),

Individuals suffering wounds from a Plague Victim must make a Challenging Toughness Test to resist contracting the plague. Failing the roll indicates that the victim has the plague, is now contagious themselves and will begin to mutate within the day and will lose their mind within the week. The GM may allow a failed roll to be ignored if a player spends a permanent Fate Point. See **Creatures Anathema** pg 11 for more details on the Sinners' Plagues.

Name: Barbed Velocipede

WS: 12 BS: - S: 18 T: 37 Ag: 34 Int: 18 Per: 38 WP: 20 Fel: -

Movement: 1/2/3/6

Wounds: 4

Skills: None

Traits: Crawler, Puny, Stampede, Sting (1d5+1 R, Primitive, Toxic)

Name: Milo

Career: Gang leader Gender: Male

WS: 28 BS: 25 S: 30 T: 30 Ag: 30 Int: 35 Per: 31 WP: 35 Fel: 35

Wounds: 10

Basic Skills: Awareness (Per), Barter +10 (Fel), Command (Fel), Deceive (Fel), Logic (Int)

Advanced Skills: Speak Language (High Gothic) (Int), Speak Language (Low Gothic) (Int), Literacy (Int), Common Lore (Imperium) (Int), Trade (Technomat) (Int)

Talents: Melee Weapon Training (Primitive), Pistol Training (SP & Las),

Gear: Stylish clothes (Good Quality Clothing), Flak vest (Body 3), Compact Laspistol (15m, S/-/-, 1d10+1 E, Pen 0, Clip 15, Reload Full),

Name: Milo's Hired Guns

Career: Gang member and mercenary Gender: Male or female

WS: 23 BS: 28 S: 31 T: 32 Ag: 37 Int: 30 Per: 26 WP: 25 Fel: 30

Wounds: 10

Basic Skills: Awareness (Per), Carouse (T), Climb (S), Deceive (Fel), Intimidate (S),

Advanced Skills: Speak Language (Low Gothic) (Int), Common Lore (Imperium) (Int),

Talents: Basic Weapon Training (SP), Melee Weapon Training (Primitive), Pistol Training (SP & Las),

Gear: Functional clothes (Good Quality Clothing), Stub Automatic (15m, S/3/-, 1d10+2 I, Pen 0, Clip 4, Reload Full), mono knife (3m, 1d5+3 R, Pen 2) 2 Stub automatic clips.

Name: House Vansire Guard

Career: Household guard Gender: Male

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

Wounds: 10

Basic Skills: Awareness (Per), Climb (S),

Advanced Skills: Speak Language (Low Gothic) (Int), Common Lore (Imperium) (Int), Interrogation (WP)

Talents: Basic Weapon Training (Las & SP), Melee Weapon Training (Primitive), Pistol Training (SP),

Gear: Household uniform (Common Quality Clothing), Stub Automatic with dum dum rounds (30m, S/3/-, 1d10+5 I, Pen 0, Clip 9, Reload: Full AP counts double), Mono-Spear (1d10+3 R, Pen: 2,) Flak Cloak (AP: 3 Body only)

Chapter Eight



Name: The Crypt Guardian

Career: Crypt Guardian Gender: Male

WS: 43 BS: 23 S: 40/60 T: 33(6) Ag: 22 Int: 20 Per: 28 WP: 23 Fel: 12

Wounds: 14

Insanity Points: 37

Corruption Points: 43

Basic Skills: Awareness (Per), Climb (S), Intimidate (S),

Advanced Skills: Speak Language (Low Gothic) (Int),

Talents: Basic Weapon Training (Primitive), Melee Weapon Training (Chain, Power, Primitive), Combat Master, Fearless, Frenzy, Furious Assault, Nerves of Steel, Unnatural Toughness (x2),

Gear: Ancient powered armour (AP: 8, +20 S, Includes built in Respirator, Infra-Red goggles and Photo-Visor), Two handed Mono axe (2d10 R, Pen 4, Unwieldy)

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