



JAVAR PRIME

The city-state of Javar Prime lies far south of the Black Zone, so close to the Sorrow that the gaping fissure almost touches the city walls. Prior to the Achilus Crusade, Javar Prime's most famous export was atramentum pigment. The ink colours living skin with a signature shimmer and an atramentum tattoo or chromabrand is considered a sign of status among those in the Jericho Reach who can afford such luxuries. Atramentum pigment is made using a complex refining ritual on rare liquid minerals found in the region.

Due to its unusual geographical feature, Javar Prime is the only location where the drilling for liquid minerals can be effectively executed. The city sits atop a vast hollow cavern, several times the diameter of the city and kilometres deep. Rumour says that the sides of the massive hole are artificially smooth, as though scoured featureless long ago. No one can give a definite account of what the interior looks like, because it is forbidden to look upon. This edict has existed on Spite as long as its inhabitants can remember. It predates the Achilus Crusade by thousands of years; the original discovery is long lost to history. What little record remains indicates that the drilling siphons were constructed over many years by a blinded labour force and maintained in total darkness by a select group of Tech-Priests.

However, once the Imperium arrived, atramentum pigment production—along with most of the other production capacity on Spite—was quickly converted for the manufacture of military equipment. Although a small underground trade remains in the now even rarer ink, hundreds of kilometres of wells and pipelines rust silently in the dark, forbidden hollow beneath the city. An Inquisitorial investigation was launched as to the nature of the mysterious cavern, but as the Crusade stretched on, their attention was needed elsewhere and the abandoned investigation was all but forgotten.

The surface side of Javar Prime is unremarkable. It contains dozens of medium-sized manufacturing plants of roughly equal size. Bland hab-units and many well-maintained cathedrals to the Emperor and local Saints fill the empty spaces between the manufactorums. Until recently, Javar Prime enjoyed relative anonymity among the city-states of Spite. It met its quotas—bolt shells and tanks and unearthed traitors—without conspicuous exception. This all changed after the Vengeance Sept attacks.

Lord Commander Ebongrave's obsession with finding the *Silent Pilgrim* is well-known. He believes it may reveal vital information about the Tau and their allies on Spite. With every day, his excavations fail to unearth the ship's remains, he grows more suspicious that someone may be hiding the wreckage, and Javar Prime, as the closest city, bears the brunt of that suspicion. Furthermore, the Lord Commander's recovery efforts weigh heavily on the city and its surroundings. The walls of the city are noticeably empty of refugees—all of them forced into the Sorrow to dig for the missing ship. Moreover, many fear that all the mining and blasting may cause the city-state's hollow foundations to become unstable.

THE BRONZE FOREST

This quartet of linked spires is by far the tallest edifice in Javar Prime. It contains both the offices and the residences of the local government—from the meagre Planetary Defence Force to the Prefect. The building takes its name from the unusual sculptures that adorn its roof and line the approach to it. The Bronze Forest has a terraced shape. These terraces—as well as hundreds of ornamental urns inside and out, and on the spire grounds—are home to perfect metal replicas of plant life. Not a single real tree, shrub, or bloom lies within sight of the building, but its bronze decorations imitate flora from across the Reach—with more than a few phylum like nothing on record. Like much of the city's history, the story of this construction is lost to time. The only clue is the enigmatic inscription on the Bronze Forest's main doors: "Memory brings only pain."

THE OBSIDIAN REDOUBT

The Obsidian Redoubt crouches in the perpetual shadows of the Bronze Forest. Ebongrave has eyes in every city and this soot-black structure serves as the centre of his authority in Javar Prime. The Ebon Cosh musters here and recruiters oversee the local tithe of guardsmen to ensure the Greyhell Front's voracious appetite for soldiers continues to be fed with only Spite's most able-bodied men. The building's lobby and exterior are sheeted with posters to educate the populace about the dangers of the Tau. They include a life-size illustration of one of the aliens that highlights his "feeble limbs and hollow bones," warrants for the death of Sympathisers, and large-print banners bearing slogans like "The Tau speak only lies," and "Be strong in your ignorance."

THE JAVAR PRIME SPACEPORT

Javar Prime's spaceport forms a distinct protrusion on the city's southern side. It was constructed outside the city so that it could sit at ground level for easier access to the mineral pipelines. Since being repurposed for military shipping, the once efficient spaceport now struggles to accommodate its heavy traffic. Every space and hallway is clogged with pallets of delayed cargo which servitors struggle every hour of the day to clear before the next wave arrives.

THE DETOUR

Although the still pipes underneath Javar Prime certainly make an ideal venue for illicit activities, the Detour existed while the mineral wells were still active. The flows to this section of pipe have been re-routed and the valves sealed shut. The Detour has been dry for so long that it scarcely resembles its original purpose. Many smaller tubes hold circles of low stools for clandestine meetings, and others serve as permanent residences for gangs, mutants, and the typical range of low hive undesirables.

The largest artery in the Detour has a diameter of over a dozen yards, and is home to Javar Prime's least reputable food vendor. Every night, the Detour's worst vie for space while the stench of bootleg amasec and roasting cavern vermin wafts through the air.

PERSONAL EMBELLISHMENTS IN THE JERICHO REACH

From the lowest hive scum to the Calixian elite, decorating one's body is a long-standing tradition for showing loyalty and status. Below are a few of the more common forms of this art that a Battle-Brother in the Jericho Reach might observe (or even wear, too, if his personality and Chapter is of a mind).

TATTOOS

One of the oldest and simplest forms of body art, tattoos insert pigmentation under the skin. Although not ostentatious enough to have a strong prevalence in the noble classes throughout the Reach, tattoos are still widely used for permanent markings in groups such as religious orders and military units.

ELECTOOS

The sophistication of these circuitry inlays varies widely depending on their origin. Electroos are characterised by their ability to have multiple states that can be turned on and off. This produces designs that appear to change or move. Many secretive organizations operating around the Iron Collar use the same properties to craft insignias that display only on the bearer's command.

LUMINEN TATS

Sometimes called "the poor man's electroo," a lumen tat is a tattoo that can be made to glow. They are popular among human hive gangs such as those operating in the underhives of Castobel.

CHROMABRANDS

This combination of branding and tattoo techniques produces body decorations with an embossed, three-dimensional aspect. Some link their prevalence in the Jericho Reach to unsavoury cult practices in its dark past. However, regardless of chromabrand's history, they now appear in a wide variety of forms and social strata in the Reach; the most elaborate also incorporate gems and precious metals.

+++Subject: Attacks on Spite Officers+++

Restricted to Clearance Level: Ebon Maxima

+++Viewing by unauthorised parties is grounds for execution+++

Date: 4629817.M41

Below are the details surrounding the deaths and attempted assassinations of personnel with Officer rank on Spite during the past year.

5526817.M41: Colonel Septimus Straine lays down arms and refuses the command of Lord Commander Ebongrave. Under orders from Lord Militant Tetrarchus, rather than summarily execute them, Ebongrave disarms and discharges nearly 100,000 Imperial guardsmen loyal to Straine. These soldiers are quartered in a heavily policed camp outside the Black Zone, called the Four Pillars camp.

4551817.M41: Colonel Iedelus is found dead in his quarters on Spite. Quarters show sign of forced entry; the Colonel's body exhibits several unexplained scratches but the cause of death is obviously a discharge from his own sidearm. Sidearm was missing from the scene.

4572817.M41: Attempt made on Lord General Vann. The Lord General visits the city-state of Javar Prime to perform loyalty inspection. When the Lord General and her troops return to their aircraft for transport to the Black Zone, their pilot has been secretly replaced with an enemy agent. Fortunately, Vann notices that the aircraft appears to be taking an altered course. When questioned, the pilot attempts to crash the Valkyrie. Vann and her men overpower the pilot and regain control of the aircraft. Pilot is taken to Sepulchre Sigma for interrogation. Prisoner's identity has yet to be confirmed.

4598817.M41: General Coltenn was last seen departing in a Chimera to rendezvous with troops for deployment to the front. Chimera never reached the ship. The vehicle is found along the road to destination; all crew killed. Coltenn's body is found several kilometres north of the rendezvous point. Cause of death appears to be poisoning from anti-capture capsule carried by the General.

5604817.M41: Patrols engage with unknown hostiles attempting to enter the Black Zone from east side under cover of night. Intrusion successfully defended, but all bodies removed from scene before they can be identified. Unknown if this incident relates to others in this report.

4613817.M41: Lord Commander Ebongrave delivers public rallying speech to a local assembly of troops. Shots fired at the Lord Commander from elevated sniping position. The Lord Commander suffers a minor injury but recovers. Weapon appears to be long las sniping rifle.