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ADVENTURE BACKGROUND

ADVENTURE OVERVIEW

GETTING STARTED

EMPEROR’S ISLAND

OLRANKAN, THE FLOATING CITY
Maggots in the Meat is a scenario that pits the Acolytes against a terrible and insidious alien threat. It is intended for Acolytes in their first or second Rank. However, with a few small adjustments, it can be modified to accommodate groups of any experience.

For the last few years, however, the relative stability of this realm, and in fact most of Acreage, has been rent apart by a bloody civil war. The High King died without naming an heir, leaving his surviving children to bicker and fight amongst themselves for the title (see The War of the Rhozes), in which thousands have already perished. This has been a prosperous time for the nobles, as each has taken the advantage of the mayhem of war to expand their domains or settle old scores. It has also drawn more off-world interest to Acreage, in the form of mercenaries and traders, seeking to make a profit through selling skills, training and advanced weapons.

One such noble taking advantage of these off-world visitors is Prince Orcan, lord of the City of Olrakan. Also known as the Floating City, Olrakan, sprawls along a section of the southern coast of Ascandia, where the foetid Chitin Swamps meet the dark waters of the Sea of Sorrows. The city is notable not only for its construction, standing atop countless rotting posts above the stinking waters of the swamp, but also for its proximity to one of Acreage’s few spaceports—Emperor’s Island, located several miles out to sea.

Prince Orcan has cultivated his position throughout the war by controlling much of the traffic to and from Emperor’s Island; brokering deals with other nobles for access to precious off-world cargos and skilled soldiers. Inevitably this monopoly has created a great deal of jealousy amongst his nearest neighbours, and more than once, Olrankan has been besieged by the cannon-barges and musketmen of a rival lord. However, the same off-world weapons and soldiers that have sparked such attacks have also ensured Orcan’s victory every time thus far. His rivals, however, have not yet been deterred and continue to try periodically to take the city by force.

In the darkness of the void, a billion hungry xenos silently slip between the stars: gnawing like so many rats at the edges of our great Imperium.”

— Hortrian Tybirus, Captain of the Divine Crusade, Battlefleet Calixis.
While the prince’s attentions have been focused on the enemies outside his walls, a far more dangerous group of individuals have infiltrated his domain—the Slaugth. Insidious and disturbing aliens, the Slaugth are carrion eaters who use their vile cunning to foment war and strife so that they may feed off the resulting carnage. Olrankan’s constant state of turmoil has proved the perfect nesting ground and they have secretly set themselves up within the city to feed on its inhabitants. Not content to simply devour the war dead, the Slaugth have also been harvesting corpses and spreading terror themselves. Every night they send out their alien pets—xeno predators selected for their aggression and horrific natures—to hunt the locals. These monsters kill indiscriminately and leave only tales of terror in their wake. So far, the prince has been too distracted by his foes outside the city’s walls to worry about these wild rumours—after all, amidst the flames of war what is one more horror?

Whilst the prince has not heeded the signs, others have. Word has reached the attentive ears of the Inquisition. Enter the Acolytes.

THE WAR OF THE RHOZES

The civil war on Acreage all started about five years ago and, like so many wars before, it could have easily been avoided. At the time, Gordanus was the High King ofAscandia. In the eyes of the Imperium therefore, he was also the Planetary Governor of Acreage. He had had a long and prosperous reign, under which the soul-crushing toil of his subjects had been perhaps marginally easier—or perhaps marginally harder—soul-crushing toil being much of a muchness to a peasant with a life expectancy of twenty-six. Finally, like all good kings, he died peacefully in his bed, or was possibly foully murdered—the inhabitants of Acreage are not big on autopsies or asking too many questions. This left his twin daughters Rhozena and Rhozeia in direct succession to the throne. Unfortunately, Gordanus failed to name either one as his successor before his death. So the girls turned to their ultimate lord and master, the Emperor of Mankind, to determine which of them was to take both the throne and title of Planetary Governor and rule over all of Acreage.

Tragically, an Administratum clerical error omitted the last two letters of the successor’s name from the reply, stating only that Rhoze was now officially recognised as the ruler of Acreage. Initially the girls were cordial with each other and sent a series of requests for clarification. However, these seemed to fall on deaf ears and no further responses were forthcoming. In fact, the Administratum scrivener responsible for the initial mistaken missive was keeping the whole thing quiet, no doubt for fear of getting a stern talking to over the matter.

With silence from the Imperium, it didn’t take long for Rhozena and Rhozeia to resort to violence to ensure that they, and they alone, would become the ruler of Ascandia. In a matter of weeks each had amassed the support of dozens of lesser nobles, each willing to swear to the validity of their chosen queen’s claim to the throne and prove it with the blood of their citizens. The resulting conflict has dragged on with neither of the Rhozes gaining much in the way of an advantage, due in equal parts to the primitive nature for their weapons (cannon, sword, and musket for the most part) and the treachery of their nobles (it is not uncommon for a lord’s allegiance to change several times a day, often in the midst of a battle).

Ironically, the state of strife on Acreage has actually increased its level of Imperial tithe as both Rhozes frantically try and outdo the other in their service to the Imperium, no doubt hopeful that they will finally receive support to oust the other. This state of affairs has also led directly to the Administratum department responsible for the misunderstanding to own up to their involvement. Claiming it was all part of a carefully devised plan, they have gone so far as to suggest that this kind of tithe boosting technique could be used on other worlds. In any case, as the war poses no threat or disruption to the planet’s role within the Imperium, it has for the most part been ignored.

Given all these factors, it seems unlikely that the situation on Acreage will resolve itself anytime soon, and the bloodshed and chaos will continue.
**Adventures Overview**

And so we come to the Player Character’s reason for coming to Acreage. The adventure opens with the Acolytes arriving at the wind- and seaswept spaceport of Emperor’s Island, just off the southern coast of Ascandia. They have been sent by their Inquisitor, tasked with finding out who, or what, is responsible for the attacks in Olrankan. They are armed only with rumours and speculation of death cults and unspeakable monsters.

Their first task is to gather what information they can from the locals on the island and then gain passage to the nearby coastal city. This is easier said than done as Emperor’s Island teems with traders and mercenaries, all eager to get to the mainland and make some money from the hapless locals, and getting a place on a boat (or at least a good one) can be tricky. However, after some scamming, lying or applied violence, the Acolyte are no doubt able to take the stomach-churning voyage to the coast.

When they approach the city they discover that it is under siege, something they may or may not have learnt on Emperor’s Island. To get in, they need to either run the blockade of cannon-barges or land down the coast and sneak in through the swamps. Both ways have their own set of perils. However, presumably the bold servants of the Inquisition are up to the task and once they set foot in Olrankan they can begin their search for answers in earnest, albeit to the constant thump of cannon fire.

Once in the city, they start their search for answers. They face the stupidity of the locals, tales of horror and woe and even the chance of getting caught up in the fighting for the city. With a bit of legwork and asking the right questions, however, it is not too hard for them to find a few clues about the nature of the attacks and discover the site of a recent attack.

This is a blood-spattered section of the wall where one of the Slaugth’s pets brought down some local soldiers. Careful examination here might clue the PCs into the fact that they face aliens. Tracks can also lead them back to the lair at the old sky-mill.

Alternatively, while searching the Fabricator’s district, they might come across the corpse of a couple of humans that have fallen in with the Slaugth. Information here can also lead to the old sky-mill.

The final scene takes place in an old derelict sky-mill filled with rotting, half-consumed corpses. This is where the Slaugth have made their nest. The Acolytes must face the vile aliens and their pets and cleanse the city of their filth or become the latest additions to their growing larder.
**Emperor's Island**

A vast floating spaceport, Emperor's Island is akin to a mighty oil rig or man-made island anchored just beyond sight of the mainland. It acts as a convenient staging point for merchants and mercenaries wishing to do business on Acreage, but also ensures that the Imperium can retain its control over traffic and goods on- and off-world.

Over the centuries the island has grown and expanded with the ebb and flow of commerce to the planet. When the Acolytes arrive, they find themselves stepping off their lander into a monolithic mess of mingled structures and twisted architecture. Upon first arriving you can read or paraphrase the following to the players:

_As the lander door opens, you are greeted by the salty smell of the sea, mingled with the scent of rust, oil and human decay. As you look around, you see that you stand atop a vast landing platform that appears to be stabilised against the fickleness of the ocean to remain perfectly level. However, beyond its edges stretches a heaving mass of structures not unlike a vast island of flotsam and jetsam._

There is no real rhyme or reason to the layout of the island, but it does roughly comprise of four distinct areas.

**The Landing Zones**

This large central area comprises several large heat-blasted landing platforms for orbital craft and dozens of smaller ones for atmospheric vehicles. Each platform is suspended on a bed of constantly revolving stabilisers that counteract the rolling of the island. For those not used to the effect, it can be quite disorientating as the horizon rolls and pitches while their footing remains level. Have the Acolytes make Easy (+30) Agility Tests the first time they experience the sensation. Failure indicates they have embarrassingly fallen over and may only move at half their normal rate until they leave the platforms as they cautiously stagger around.

There is not a great deal to do in the landing zones unless you are either getting onto or off a transport, and the authorities discourage people hanging about. Also, apart from the surly and grubby tech crews that scurry about the place, there is also no one else to talk to. Some Acolytes might have the clever idea that they should try and secure an atmospheric craft to take them to the mainland. However, they are told in no uncertain terms that most of Acreage is a no-fly zone, especially through areas of active conflict. In any case, the only aircraft currently on the island are ancient and inoperative. Of course, if the Acolytes really want to pursue this path, see what kind of cunning plan they can come up with and decide if it has a chance of success. It should not be easy, so their plan will have to be spectacular.

**The Bilges**

The Bilges are a random collection of gantries, cabins, corridors and decks that exist in the perpetual shadow of the landing platforms. Every inch of space here is given over either to some kind of personal abode or place of business. It is here that the bulk of the island’s several thousand strong population rub shoulders. Finding one’s way around can be tricky, as the lighting is certainly sub-par and there is no such thing as street signs. Acolytes trying to find anywhere in particular, or trying to get to another part of the island, must make a successful Challenging Navigation Test. Failure indicates an hour of aimless wandering has passed, after which time they may Test again. A successful Ordinary (+10) Inquiry Test allows the Acolytes to find a guide by the name of Tiplis who can be hired for 2 thrones an hour. As he leads them, Tiplis chatters endlessly about the restorative properties of salt water and how it can be used for everything from cleaning valuable equipment to making babies grow up strong and mutation free (just a few spoonfuls a day!).

Acolytes can find most things for sale in the Bilges’ darkened nooks and crannies, as well as outlets for any number of vices. Feel free to make up your own locations and characters if you wish, but here are some of the most notable locations that the PCs might come across.
Veto’s Emporium of Ephemeral Delights

Probably the largest drinking and gambling den in the Bilges, Veto’s is a certified scumhole. Its smoky interior sprawls haphazardly across several linked gantry-ways with dozens of hanging private booths for the more discerning customers. By the harsh red glow of hazard lights, Acolytes can tank themselves up on the local wyrm-brew (made from only finest kelp-serpent secretions, with a decidedly salty aftertaste) only 1 throne a bucket. Harder drugs are also available from a badly-scarred woman by the name of Salacious who is a regular at Veto’s. She only deals with those she trusts and a successful Charm or Deceive Skill Test is required to open a dialogue. She sells any drugs listed on pages 148 to 149 of Dark Heresy at twice the listed price. Finally there is Veto himself, a withered old man of questionable sanity who sometimes is given over to talking in riddles, but is nevertheless a good source of information. Acolytes who talk to him long enough can learn all the rumours on the Emperor’s Island Rumour Mill table.

The Grease Pits

With little else to do on the island, many locals and passers-through indulge in either gambling or fighting, or both at once. This is what the Grease Pits are for. A section of deck below one of the main landing platforms has been cleared and walled off. Here combatants can slug each other senseless to the constant whirl of the stabilisers overhead. Fights are always unarmed and usually last until one fighter is unconscious or gives up. Getting into a fight is easy; the fight organiser—a bald sneering fellow by the name of Remarus—happily signs newcomers up for a paltry fee of 10 thrones. A loss nets you nothing (besides the beating you took), while a win doubles your cash. Fighters are welcome to bet on themselves but cannot bet against themselves (any kind of dive-taking normally ends with the fighter getting tossed into the sea). Should Acolytes wish to try their luck, use the stats for a Heavy (without equipment) on page 341 of Dark Heresy.
The docks are a dangerous place, where people pack the swinging gantries awaiting a chance to board a ship and where captains and agents push through the crowds looking for the best fares. If the PCs haven’t had the Scum of the Imperium encounter, perhaps because they didn’t go to the Bilges, you can insert it here if you like. However, the hazardous nature of the swinging gantries means that anyone involved in a combat here must make an Easy (+30) Agility Test each Round or fall down. If you are feeling particularly nasty, you could have anyone that fails by more 3 or more degrees slip over the side and plummet into the sea below. Of course, without some quick thinking, this is likely a death sentence...

Presumably, the Acolytes have come here to get a boat, in which case see Rough Seas. If the PCs want to come straight to the docks to get a boat and head off to the mainland, feel free to make them wait, forcing them to explore more of the island while their boat is being prepared. Alternatively, you could make them travel past the Port Authority or through the Bilges and describe some of the sights along the way to get their interest.

The Bilges is also the most likely spot for the Acolytes to encounter trouble. At any point while the PCs wander around, you can have them run into some malcontents. When you want this to occur, run the Scum of the Imperium encounter.

**THE IMPERIAL PORT AUTHORITY**

Located in the centre of the island, the Imperial Port Authority is an enormous tower that reaches up hundreds of metres into the sky. Covered with vox-arrays and vista ports, it is from here that the Imperium keeps a keen eye on Emperor’s Island and all its comings and goings. It is also the most secure place on the whole island, protected at all times by the local Port Wardens (use the Enforcer stats on page 339 of Dark Heresy). The Acolytes should have no reason to enter the Port Authority tower, so its role during their stay on the island should be a minimum one. You should, however, remind the PCs of its presence wherever they go, for they can catch glimpses of the building through gaps in the landing platforms or through layers of gantries, and it always seems to be watching them.

**THE DOCKS**

The docks are located in the underbelly of the island, were the sea crashes and surges against its great supports. Just above the churning ocean, the Acolytes see dozens of boats of all sizes and makes hanging in launch cradles, waiting to be lowered into the churning water. Any Acolyte asking questions about Acreage learns that it is currently in the grips of a civil war without the need to make any Tests (this is, after all, why most people are passing through the island). They can also find out the majority of the common knowledge about...
the world, such as the fact that Ascandia is the principle realm. If they ask how to get to the mainland, they are directed to the docks. If a PC wishes to learn about the attacks, he needs to succeed on a Routine (+20) Inquiry Test and then roll on the Emperor’s Island Rumour Mill table if he passes.

When the players feel they have done enough here they can travel to the docks and try to secure passage to the mainland.

**Table 1-1: Emperor’s Island Rumour Mill**

<table>
<thead>
<tr>
<th>Roll</th>
<th>Rumour</th>
</tr>
</thead>
<tbody>
<tr>
<td>1–2</td>
<td>&quot;Well you know Prince Orcan, he’s the ruler of Olrankan you see, he is under siege by the Baroness Falatrish. She is a bad sort, and I heard the attacks are just her own men sneaking into the city at night, killing folk and taking the bodies to scare the prince into giving up.&quot;</td>
</tr>
<tr>
<td>3–4</td>
<td>&quot;You hear all sorts of crazy stories about swamp monsters and the like but I reckon it is the Horloc. A local swamp god, in case you were wondering. Used to be an ancient tribe hereabouts that worshipped it, and they say it swore one day it would rise again to reclaim its ancestral home.&quot;</td>
</tr>
<tr>
<td>5–6</td>
<td>&quot;’Bout a hundred years back, there was a strange cult that used to call Olrankan home. Never got as far as the island but I reckon they had plans. Anyway turned out they were in league with this bunch of seditionists and void worshippers. The Imperium came in and burned 'em all. Don't reckon they got 'em all...&quot;</td>
</tr>
<tr>
<td>7–8</td>
<td>&quot;I heard that the killings lay at the prince's feet. At night he changes shape and he and his other nobles they go 'round killing and eating the remains, that's why there have never been any bodies found, see?&quot;</td>
</tr>
<tr>
<td>9–0</td>
<td>&quot;You know there is something in the swamp gas that gets in the blood and changes people. I heard from some folk in the city the reason none of the bodies have been found is they have been getting up after they was dead, and walking off into the swamp.&quot;</td>
</tr>
</tbody>
</table>

**Scum of the Imperium**

Emperor’s Island is by no means a safe place. The current situation is one of barely contained violence as gangs of thugs and mercenaries rub shoulders awaiting transport to the mainland. In this atmosphere, fights are common and the Imperial Port Authority has neither the manpower nor the inclination to stop them, so long as they pose no threat to the island itself.

This encounter can be run at anytime during the Acolytes’ time on the island, but mostly likely occurs when they are in the Bilges or at the docks. At the start of the encounter, read or paraphrase the following to the players:

As you force your way through the press of bodies you stumble into a group of ragged looking toughs. All at once the crowd seems to part around you, leaving a ring of expectant spectators circling your group and these burly men.

**Krass and his Cronies**

Krass and his companions have been stuck on the island for a long time. Having wasted most of their thrones upon arrival, and of dubious quality as mercenaries, they have neither been able to buy passage back into orbit or to the mainland. Understandably they are bored and spoiling for a fight. If you want, let the Acolytes try to talk their way out of this one, though they need to pass a Test, using any Interaction skill, by at least two degrees of success to even get Krass talking. Otherwise, the mercs waste little time in throwing the first punch.

**Rough Seas**

Finding passage to the mainland is easier said than done. Once the Acolytes reach the docks, there are a few ways they can try and get onto a boat.

**The Inquisition needs your boat!**

If the PCs want to, they can simply requisition a boat in the name of the Inquisition. They need to convince the Port Authority that they are who they say they are (going though a process of code verification at the Port Authority tower), which in turn lets the Slaugth know that they are coming. This eventually results in them gaining passage on a sturdy ship, and on their way no further questions asked.
So how much then?
The easiest way to get onto a boat is to pay for it. Passage costs 50 thrones per person, though a Barter Test can reduce this as normal. Payment is in advance but, once they have paid, they can board up and be on their way.

Stowing Away
It is also possible to stow away on a ship by sneaking onto one, but this requires successful Concealment, Silent Move and Climb Tests as the Acolytes work their way underneath the gantries and down the chains to the ship cradles. Stowing away at night makes these tests Ordinary (+10).

Developments
If the PCs get violent at any stage, they are unlikely to get passage. At all times, there are at least two dozen port wardens lurking around the docks, and while they are not so bothered about the odd scuffle between passengers, attacks on captains or their crews meet with swift intervention. Likewise, attempts to force entry onto a ship will lead to violence, and possibly arrest or death.

THE VOYAGE
The journey takes about six hours, and in that time, there is little to do except squat or stand on the crowded decks or in the dingy holds amidst dozens of other people. The seas are far from calm and the ship pitches and rolls alarmingly as it makes its voyage. Have each Acolyte make a Routine (+20) Toughness Test, unless they have a good reason to be used to sailing. Failure means that they suffer a level of Fatigue as they are repeatedly sick (either onto the deck or over the side).

If you are feeling particularly malicious, have one of the passengers pressed up against a random Acolyte lose his lunch—all down the unlucky PC. The poor sick passenger tries to apologise through vomit-flecked lips but if a fight does break out use the Scum stats on page 344 of Dark Heresy.

The journey also provides a final chance for the Acolytes to pick up rumours if they have not yet done so. Refer to the Emperor’s Island Rumour Mill table.

Finally the Acolytes come into sight of Olrankan and the mainland, currently lit by flashes of cannon fire and partially hidden beneath a pall of smoke.

**Krass and his Cronies**

<table>
<thead>
<tr>
<th>Krass and his Cronies Profile</th>
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<tbody>
<tr>
<td><strong>WS</strong></td>
</tr>
<tr>
<td>28</td>
</tr>
</tbody>
</table>

**Movement:** 3/6/9/18

**Wounds:** 10

**Skills:** Awareness (Per), Carouse (T), Common Lore (Imperium) (Int), Deceive (Fel), Intimidate (S), Speak Language (Low Gothic) (Int).

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

**Weapons:** Knife (3m; 1d5+3 R; Primitive), stub automatic (30m; S/3/–; 1d10+3 I; Pen 0; Clip 9; Reload Full).

**Gear:** Threadbare clothing, 2 stub automatic clips, 1d5 thrones.

**Tactics**
Krass and his buddies do not fight to the death (at least intentionally). If it looks like any of them are about to die, they make a run for it. If Krass runs, they all run. Likewise, they only draw weapons if the Acolytes do so first (or look like they are going to). If things are going badly for the Acolytes or if any firearms, explosives or obvious Psychic Powers are used, or, after about 10 Rounds of combat, a dozen port wardens arrive to break up the fight, arresting anyone who can’t get away. Acolytes arrested by the wardens can either pay a fine of 100 thrones (double if they killed anyone) or play the Inquisition card (requiring the verification of codes back at the Port Authority tower) and get away free of charge (though they have tipped their hand to the Slaugth as word gets back from their spies on the island).
The city of Olrankan is currently besieged by one of Prince Orcan's many rivals, the Baroness Falatrish. This means that the swamps around its walls are filled with enemy encampments and its harbour is choked with cannon-barges. As the Acolyte's vessel approaches the city’s harbour, it may look like they are in for some trouble as a number of the besieging ships seem to take an interest in them, ponderously turning in the water to bring them into the firing arc of their guns.

You should draw out this moment for a while and see if the PCs do anything rash. In truth, they are in no danger, as the captains of the cannon-barges are less than fanatical about their duties and have created a detailed toll system, accepting bribes from ships that want to enter and leave the city. Of course, no one on the Acolytes' vessel tells them unless they ask. If they do start shooting or jump over the side and make a swim for the swamp refer to Running the Blockade.

Presumably the Acolytes keep their nerve and glide past the massive enemy ships bristling with cannons, close enough to see the toothless leers of grubby sailors. As they enter Olrankan harbour proper, you can read or paraphrase the following to the players:

Leaving behind the ring of bloated cannon-barges, your vessel makes it way into Olrankan’s harbour. The city sprawls out before you, a haphazard collection of dark wooden buildings that sag and lean drunkenly against each other, all held above the putrid waters of the swamp by a forest of tiers and posts. At various places throughout this mass of structures, you can see crooked towers reaching up to the sky, their tops ringed with sails and fans, turning slowly in the wind. At the edge of the buildings, a ruined wall marks the barrier between city and swamp. From the direction of this wall you can see the flash of cannon fire and hear the screams of men carried on the wind.

The vessel unceremoniously wedges its way in between the other boats crowding the docks, banging against the landing platform. Almost immediately, the boat empties as the passengers disappear into the dank streets of the city. The Acolytes can now begin their search for the source of the attacks. Olrankan, like Emperor’s Island, is in no way a planned or ordered place. Its streets are little more than plank walkways between stilt-supported structures. However, the city can be divided into a number of parts, each of which the Acolytes may wish to visit.

**RUNNING THE BLOCKADE**

As an alternative, you might like to make getting into Olrankan a bit harder. Perhaps the ship they are travelling on has not paid the toll, or for some reason they run into some enemy captain who actually understands the meaning of the word “siege.” In this case there are two likely outcomes. The first is that the PCs need to fight their way in past a number of cannon-barges. No doubt, their advanced weaponry gives them an edge, but their vessel is also sure to be harmed. You can run this encounter fast and loose, with furious exchanges of fire as the ships pass each other, possibly culminating in a boarding action (use the stats for Baroness Falatrish’s Musketsmen). The second is for them to convince the captain to skirt the edge of the blockage and drop them off in the swamp where they may then sneak into the city—a better option for less combat ready Acolytes. This is no less hazardous, however, as they need to skulk through the stinking bogs and avoid both enemy patrols and their encampments. Of course, as long as they are clever and quiet they should be fine, probably taking a swim with the leeches under the city to gain entrance. Use the stats for the musketsmen if they run into any enemy troops.

**BARONESS FALATRISH’S MUSKETMEN**

The musketsmen of the Baroness are typical of the soldiers fighting the War of the Rhozes—poorly trained, ill equipped and distressingly stupid.

**Baroness Falatrish’s Musketsmen Profile**

<table>
<thead>
<tr>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>Ag</th>
<th>Int</th>
<th>Per</th>
<th>WP</th>
<th>Fel</th>
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<td>25</td>
<td>27</td>
<td>31</td>
<td>30</td>
<td>27</td>
<td>27</td>
<td>25</td>
<td>25</td>
<td>30</td>
</tr>
</tbody>
</table>

**Movement:** 2/4/6/12  
**Wounds:** 10  
**Skills:** Awareness (Per), Carouse (T), Common Lore (Acreage) (Int), Speak Language (Low Gothic) (Int).  
**Talents:** Basic Weapon Training (Primitive), Melee Weapon Training (Primitive), Pistol Training (Primitive).  
**Weapons:** Knife (3m; 1d5+3 R; Primitive), musket (30m; S/–/–; 1d10+2 I; Pen 0; Clip 1; Reload 5 Full).  
**Gear:** Poor quality uniform, 10 shot and powder.
THE WHARF

This area is not so much a wharf or a dock but rather the seaward edge of the city. It is packed with vessels, many of which are propped up on posts and used as makeshift dwellings. Most of Olrankan's trade also happens here, as vendors hawk their skills or wares to locals or travellers fresh from Emperor's Island. Aside from travellers and off-worlders, PCs get a good look at the unwashed masses of Olrankan, dressed in dark cloaks and coats, loose stained shirts and tight-fitting caps with gauze veils (designed to keep the swamp's biting insects from eyes and ears). They can also check out the local enforcers, known as the Plumes, due to their extravagant plumed hats. The Plumes are very well equipped and wear long flak cloaks and carry very modern looking rifles (use the Enforcer stats on page 339 of Dark Heresy, though change their stub automatics to hunting rifles).

If they like, the PCs can indulge in drinking or gambling here (the local brew is a grey marsh-milk fermented from the entrails of the Furbog, a swamp predator). They can also buy equipment, though the siege means that everything is twice the normal price and Availability is two steps worse. In addition, finding anything that is not Primitive is practically impossible.

Asking about the attacks at the wharfs gains suspicious glares from most of the locals. The Acolytes easily detect the heavy atmosphere of fear hanging over the people here. An Inquiry Test gleans some useful information: it seems that most of the attacks have taken place near the walls and they always happen at night.
The Hovels

This is by far the largest part of the city, comprising of the bulk of its population. It is a depressing place where the Acolytes receive sullen stares from the locals and little else. If you want, this is an ideal place for the PCs to run into trouble. It could either be in the form of some local toughs looking for a fight (though even the inbred inhabitants of Olrankan will think twice about attacking heavily armed Acolytes), some enterprising parents looking for someone of good breeding to marry their “comely” son or daughter, or perhaps if there is a psyker in the group he might get approached by a blind old man pointing and crying “Witch!” attracting the attention of small and unfriendly mob.

Asking about the attacks here, assuming that the PCs can find a talkative local (probably requiring a Charm Test) gains some of the following information. Most of the attacks have been near the walls, they are always at night and none of the bodies are ever found. If the Acolytes spend a bit of time here, they may also hear stories of other bodies going missing, taken from homes or dug up from graves.

The Wall

The wall refers to any section of the city within a block or two of its edge. Most people have moved out of these areas due to the fighting. There is little for the Acolytes to find here, though they may get to experience the war first hand. If so, have them roll on the Battle for Olrankan table to see what happens. For every hour or two they spend here, roll again. Optionally, you can use this table to generate an encounter anywhere in the city to add some action to the PCs investigation.

Generally, the PCs are kept away from the walls by harried-looking Plumes. If they ask about the attacks, they learn the same information as in the other areas. In addition, if they can prove to the Plumes that they have some kind of reason to be investigating (or they make a successful Charm, Deceive or Intimidate Test) they are directed to the site of a recent attack, see Blood on the Wall.

Blood on the Wall

This is a section of wall that looks like it has seen its fair share of battle. At the base of the wall is a large bloodstain that looks only hours old. In the blood, the outline of several bodies and weird prints are visible. Acolytes can make Search Tests to examine the area. Any success reveals that bodies were dragged off after they were killed. In addition, there are spent casings from hunting rifles (like the ones the Plumes use) but only a few, and from their positions it looks like they were from wildfire. The footprints in the blood are not human.

PCs with any kind of Xeno Lore skill can make a test to identify the footprints as definitely those of a xenos.

In addition, anyone passing a Search Test also detects xenos prints leading off into the city. Following the prints takes a good couple of hours and two successful Difficult (–10) Tracking Tests. If they only pass one Test, they lose the trail in the Fabricator’s district. Otherwise the tracks lead them to the Old Sky-Mill.

The Hill

Located in the centre of the city, this area is not really a hill but just a place where the buildings are taller and stand on higher posts. It is also where the prince and anyone who is either important or rich reside. The hill is ringed by its own wooden palisade, mostly for keeping out the riff-raff, but also as an added line of defence against attack. This barrier is guarded at all times by the most well-trained and competent Plumes. Unless they have a very good reason, Acolytes are not allowed inside.

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**Table 1-2: Battle for Olrankan**

<table>
<thead>
<tr>
<th>Roll</th>
<th>Event</th>
</tr>
</thead>
<tbody>
<tr>
<td>1–3</td>
<td>Incoming! A faint whistling noise suddenly grows louder. Randomly pick an Acolyte and have them make an Awareness Test. On a success, he or she is quick enough to leap out of the way as a cannon ball smashes through the walkway where they were standing. If the Acolyte fails he takes 1d10 (I) damage to a random part of his body and is thrown to the ground as the shot grazes him.</td>
</tr>
<tr>
<td>4–7</td>
<td>Infiltrators. The Acolytes turn a corner only to bump into a group of enemy soldier’s that have snuck into the city. The soldiers waste no time in attacking. There will be one soldier for each Acolyte present. Use the stats for Baroness Falatrish’s Musketsmen.</td>
</tr>
<tr>
<td>8–10</td>
<td>Conscripted. The Acolytes have strayed too close to the wall and run into a full-blown battle! Seeing their dress and weapons, a Plume officer rushes over and urges them to aid the city. If they accept, they can take to walls. Use the stats for Musketsmen to represent the enemy soldiers. Don’t let this fight go on for too long, however, and have the enemy retreat if it is going badly for the Acolytes; after all, this is only meant to be a minor encounter’</td>
</tr>
</tbody>
</table>
THE FABRICATORS DISTRICT

This area is a vast collection of warehouses and factories, mostly specialising in harvesting the various species of swamp weeds and edible insects, rendering them down into clothing or food products. In fact, it looks little different from the rest of the city, except perhaps the buildings are a bit bigger and a little less ordered (if such a thing is possible). The most distinctive feature of this place is the smell, which makes the rest of the city seem fragrant by comparison. The first time the Acolytes enter this area have them make a Routine (+20) Toughness Test (with bonuses for wearing filter plugs or similar equipment). A PC who fails suffers a –5 penalty on any Weapon Skill or Ballistic Skill Test until they leave as they struggle with bouts of nausea.

Asking about the attacks here provides the same information as in the other areas. However, the Acolytes notice that the residents seem more resistant to questioning than those from other areas and constantly mutter about the trials of war and too much work to do. However, if the PCs succeed on an Inquiry or Intimidation Test, or give a local a bribe of 10 thrones, they learn about a couple of people who have been seen coming and going late at night carrying bulky bundles. Their informant even goes so far as to point out their place of business.

THE CORPSE FARMERS

The corpse farmers’ warehouse is a pitiful affair squashed between two larger buildings. It hangs dangerously close to the swamp and looks as if it might collapse into the water at any time. Its interior is little more than a single large dank room filled with stinking wrapped bundles (corpses rolled up in dried swamp weed) with a small raised office at one end.

The corpse farmers, Smeed and Smoot, are two locals who have discovered that there is a living to be had gathering up the dead of city and selling them. The Slaugth, with an insatiable appetite for the dead, struck up a kind of deal with Smeed and Smoot after they ran into them dumping bodies near the old mill. In exchange for the bodies, the Slaugth leave the corpse farmers any possessions taken from the corpses. This happy partnership has continued for several weeks so far.

Smeed and Smoot are not the bravest of souls, but if they are Surprised they probably fight, at least until wounded or if it is obvious that they are outnumbered.

Development

Assuming that at least one of the corpse farmers is taken alive, the Acolytes can interrogate him and learn about his body-farming business. Neither man can tell the Acolyte’s anything beyond that they take bodies to the old sky-mill and then leave them to be collected. When they return, the bodies are gone and clothing, weapons and money are left in their place.

Unknown to Smoot and Smeed, however, the Slaugth have been keeping an eye on them and have two of their pets hiding in the warehouse. Initially the aliens do not take part in any fight, watching and waiting to see what will happen. However, if either Smoot or Smeed are captured, the xenos attack, intent on killing everyone. Use the Xenos Generator starting on page 22 to create two xenopredators that you think your PCs could handle.

A search of the warehouse uncovers half a dozen hunting rifles, 30 bullets, two serviceable flak cloaks and a pile of bloodstained clothing and personal items. There are also 137 thrones.

Smeed and Smoot

Smeed is a thin wizened old man with a nervous air, almost as if he was guilty of something, while Smoot is slightly fatter but no less suspicious looking.

**Smeed and Smoot Profile**

<table>
<thead>
<tr>
<th></th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>Ag</th>
<th>Int</th>
<th>Per</th>
<th>WP</th>
<th>Fel</th>
</tr>
</thead>
<tbody>
<tr>
<td>S</td>
<td>20</td>
<td>32</td>
<td>22</td>
<td>27</td>
<td>30</td>
<td>44</td>
<td>37</td>
<td>35</td>
<td>47</td>
</tr>
</tbody>
</table>

**Movement:** 3/6/9/18 **Wounds:** 10

**Skills:** Awareness (Per), Barter (Fel), Carouse (T), Charm (Fel), Command (Fel), Common Lore (Imperium) (Int), Deceive (Fel), Speak Language (Low Gothic) (Int).

**Talents:** Basic Weapon Training (SP).

**Armour:** Flak vest (Body 3).

**Weapons:** Stub revolver (30m; S/-/-; 1d10+3 I; Pen 0; Clip 6; Reliable; Reload 2 Full).

**Gear:** Average clothing, 12 bullets, 200 thrones.
The Old Sky-Mill

Eventually, all signs point the Acolytes firmly in the direction of the old Orcan sky-mill. This ancient, imposing structure stands precariously on the northern edge of the city where it catches the fetid wind blowing in from the swamp. If you are feeling generous, or if the PCs are not in great shape after their various run-ins with the locals, you can let them make their way to the mill with little hassle, keeping a low-profile and quickly threading their way across the city through the crowded streets. Alternatively, if you want to string things out a bit, or feel that the Acolytes are just having too easy a time of it, throw in some of the random encounters from the Battle for Olrankan table to slow them down and generally cause them grief.

In either case, the Acolytes eventually arrive at the huge sky-mill. As they take in their surroundings you can read or paraphrase the following to them:

Surrounded by dilapidated and decaying hovels, most of which look abandoned, the mill towers nearly two hundred metres in the air, casting a long shadow across this part of the city. It is an impressive engineering feat for such a backward world, or at least it would be if it didn’t look like it was going to fall down at any moment. High above your heads, slowly rotating sails crown the top of the structure, audible even at this distance with their wet creaking.

Looking around for a way in, the PCs spy numerous crumbling holes in the base of the structure, as well as several large doors and windows which were no doubt once used for loading and unloading goods.

As they approach any of the entrances, they smell the unmistakable odour of decaying flesh—decaying flesh in abundance it would seem. If the Slaugth know that the Acolytes are coming, they retreat to the sail deck to lay an ambush. Thus, this area contains only bodies. Otherwise, the PCs hear a loud, wet chewing noise, as if meat were being fed into a grinder. This is enough to trigger another Fear Test (–20). The Slaugth strikes. If overwhelmed, it retreats up the stairs to the sail deck. It also calls two of its pets to cover its retreat. They arrive 1d5 Rounds after the fight begins. You can use the same xenos you created earlier or generate two new ones as you like.

The Sail Deck

A rotten set of stairs climbs up along the inside of the tower wall. This sagging approach leads up to the sail deck at the top of the mill. The climb is alarming as each step sags under the Acolytes’ weight and the boards are riddled with holes. Truly, though, the stairs are quite safe—at least as safe as the feudal architecture of Acreage can be.

After a bit of testing, the PCs should be able to ascertain this fact. However, this won’t stop the stairs from groaning and creaking under their weight. Because the stairs are far from level, characters wishing to charge or run on them must succeed on an Agility Test or fall down (if they fail by 3 or more degrees, you could have them topple back into the heaps of swollen, and green flesh at the bottom. While this is enough to break the fall, the bodies, filled with gas, burst, forcing the character to pass a Toughness Test or take a –10 penalty to all Weapon Skill and Ballistic Skill Tests for the rest of this encounter, from the stench.

The stairs ascend almost one-hundred and fifty metres, with a small landing (about two metres square) every thirty metres up. The walls are also lined with hoists and winches, though none look very serviceable or safe. In the centre of the chamber are several huge rotating pillars (the crank shafts attached to the various sails) just out of reach of the stairs. High above in the gloom, the slanted wooden floor of the sail deck can be seen.

The Worm Turns

If the Slaugth are ready for the Acolytes, things get really nasty. There are three Slaugth Infiltrators currently on the sail deck and at least a dozen of their xenos pets. If aware of the Acolytes, they wait for them to ascend the stairs, watching their progress through knot-holes in

Amidst the carnage of slippery and rotting flesh, slimy wooden gears grind and squelch, attached to sails high above. This sight immediately requires Acolytes to make a Fear Test.

As the Acolytes wade into the room, the Slaugth, if present, hides until a character draws near, at which point it tears itself free from the bloated remains like a mound of living maggots. This is enough to trigger another Fear Test (–20). The Slaugth strikes. If overwhelmed, it retreats up the stairs to the sail deck. It also calls two of its pets to cover its retreat. They arrive 1d5 Rounds after the fight begins. You can use the same xenos you created earlier or generate two new ones as you like.
the floor, and looking for just the right time to strike. When the Acolytes are approaching the sail deck, having ascended about a hundred metres or so, the Slaugth send a few xenos creatures down the stairs to attack, while the Slaugth give covering fire from holes in the sail deck floor, about fifty metres above the Acolytes' heads.

Again, you might use aliens you’ve already created or roll-up a few more. Remember, the point here is not to butcher the PCs, but rather to give them a memorable challenge. Keep this in mind when generating these new aliens.

If the PCs make it to the sail deck, they discover a huge domed room that houses half a dozen slowly turning shafts and vast cogs connected to broad wind sails attached to the outside of the structure. Small windows also ring the chamber looking out over the city, the sea and the swamp. Like the room below, this chamber is filled with bodies, closely packed and sorted into piles (this is where the Slaugth bring their favourite morsels). Acolytes do not need to make a Fear Test upon entering this chamber; it is not so horrifying the second time. The presence of bodies restricts movement and vision in this chamber considerably, so it is difficult for more than two people to attack an opponent at once, and there is always an abundance of cover, even if it is “ripe” cover.
If there are any Slaugth alive after a few vicious rounds of fighting, they flee out of one of the room’s windows and climb down the side of the sky-mill or lower themselves down with the winch, possibly leading to a dramatic combat on the outside of the building, with Acolytes ducking sails whilst trying to keep their footing. In any case, none of the Slaugth let themselves be taken alive, jumping to their deaths if need be. Once all the Slaugth are all killed, the remaining xenos flee into the city, no doubt to cause more havoc later. The Acolytes can give chase, which may develop as you see fit.

A GOOD OLD MESS

It is quite possible that one or more of the Slaugth or some of their pets may manage to escape the old sky-mill and set off into the city. It is up to you how much trouble this causes but even a couple of stray aliens rampaging through the city could cause unbelievable havoc. Combined with the ongoing siege it may even, in a worst-case scenario, lead to the fall and sacking of the city as the garrison panics. At the very least, the Acolytes might find themselves hunting down several aliens in the sky-mill, even after they have dispatched the Slaugth.

If you want, however, you can wrap-up the adventure here, and handle the hunting down of the rogue aliens as part of the conclusion, whether the PCs have anything to do with it or not.

CONCLUSION

As the dust settles, most of the inhabitants of Olrankan are probably none the wiser. The Slaugth have lost their stake on Acreage and, hopefully, any stray xenos have been taken care of. Once the sky-mill is safe, the Acolytes can give a good search of the sail deck and the bodies. What they find is both informative and alarming.

Firstly, not all the bodies are from Olrankan; some are from much further afield and it looks like the Slaugth have travelled a long way to get here. There is also evidence in the form of maps and warp routes that seem to indicate that Acreage is but a small part of a much larger Slaugth incursion in this part of the Calixis Sector, with dozens of other worlds marked as targets.

When the Acolytes turn this information over to their Inquisitor, they get a pat on the back and a ticket off Acreage for some down time.

This concludes Maggots in the Meat. You can use the Slaugth again, or even set a series of adventures around them based on the information that the Acolytes have just acquired. Or perhaps they won’t reappear until the PCs have completely forgotten about them…. For their part in the adventure, each Acolyte should receive 200 xp. However, you should feel free to award up to an extra 100 xp for good roleplaying, or particularly heroic or cunning actions by PCs.
The Slaught

Xenos Generator

Posions & Toxins
These appendices detail the vile Slaugth, as well as, presenting a complete Alien Generator and rules for Poisons and Toxins in your Dark Heresy games.

The Slaugth

Perhaps one of the vilest xenos races known to exist, the Slaugth are terrible and monstrous beings steeped in evil with whom only the most depraved or utterly desperate have dealings. Considered largely mythical by most that have heard of them, they are named in a few scattered tales as the Maggot Men, Dream Eaters or Carrion Masters, but aside from a few wary Rogue Traders and superstitious starfarers, few take the nightmarish legends seriously. The Inquisition, however, knows better. The Ordo Xenos has numerous documented cases of encounters with these mysterious horrors down the millennia, and many atrocities can be laid at their door.

In appearance, the Slaugth are truly horrific to look upon. They take the form of quasi-humanoid shapes composed of seemingly hundreds of writhing, half-melded maggot-like worms covered in viscous, necrotic mucus. Capable of stretching and reforming their body-mass at will, they move with an obscene, boneless fluidity and are capable of regenerating injury with starting speed. Their minds, as alien as any encountered by mankind, are coldly savage, psychic voids filled with a monstrous hunger for the dead. The Maggot Men are carrion eaters, and in particular prefer to devour the rotting corpses of formerly intelligent life—by some unknown and blasphemous skill they are said to be able to consume some residue of the stored memories and even emotional experiences of their victims along with their putrefying flesh, an act of defilement to which they seem to suffer a terrible addiction.

The manifest horrors of this species’ bodies and desires are only compounded by an implacable and utterly alien intelligence, and an ability to exploit human corruption and terror to meet their own needs. Mercifully few in number, it seems that they are not given to open warfare and show no interest in acquiring territory. Instead they favour stealth and secrecy to attain their goals, while their seeming physical near-immortality and powerful technology makes them dreadfully powerful opponents when encountered. From the depths of the void their tenebrous ships slip unseen into Imperial space to work their evil, infiltrating isolated outposts and stations to glut their hunger before disappearing, or trading artefacts of their baleful arts to human renegades in exchange for slave stock to fill their grisly larders. Some evidence even exists that they have slowly destabilised several frontier colonies in order to kill and devour, unseen in the shadow of anarchy and civil war.

After almost a century of research that took him from the edge of the Halo Stars to the depths of the pre-Imperial archives on Holy Terra itself, the Slaugth Maggot Men were codified and declared Xenos Horrificus Maxima by Lord Inquisitor Quater’maz Knael in M.37. His standing orders were that the Slaugth and any that had contact with them were to be exterminated without mercy wherever encountered, with any information pertaining to this xenos race be brutally suppressed. Despite these measures, the last several centuries have suffered a slow but steady increase in contacts with these foul beings across the Calixis Sector, a development causing alarm at the highest levels of the Inquisition.
**Slaugth Infiltrator**

**Movement:** 5/10/15/30  
**Wounds:** 27

**Skills:** Barter (Fel), Chem-Use (Int), Climb (Ag), Concealment (Ag), Deceive (Fel), Dodge (Ag), Evaluate (Int), Logic (Int), Intimidation (S+20), Medicae (Int), Security (Ag), Shadowing (Ag), Silent Move (Ag), Tech-Use (All) (Int).

**Talents:** Ambidextrous, Fearless, Leap Up, Rapid Reaction, Exotic Weapon Training.

**Traits:** Fear Rating 3 (Horrifying), Unnatural Toughness (x2), Unnatural Intelligence (x2), and Regeneration (recovering 1d5 Wounds).

**Elasticity:** The Slaugth can flatten their bodies down or stretch them out to over three times their normal length, increasing their reach and providing a +20 bonus on Grapple and Climb tests.

**Undying:** Slaugth cannot be Stunned and ignore penalties for being injured—they are only stopped by Critical effects that inflict “killing” results. They are immune to toxins and diseases.

**Psychic Null:** They cannot be contacted, perceived, influenced or controlled telepathically, and all Psychic Powers and warp abilities targeted directly at them have their Psychic Threshold increased by 10.

**Necrotic:** At will, Slaugth are able to exude a necrotic fluid from their body tissues. This bile is filled with flesh-eating bacteria and molecular acids that liquefy flesh and even burn through metal. As a result their natural close combat attacks inflict damage classified as both Tearing and Toxic. Wounds so inflicted automatically become infected should the victim survive. Additionally, anyone inflicting Critical Damage on a Slaugth in close combat has a 25% chance of being splashed with the creature’s necrotic fluids, inflicting 1d10 R Toxic Damage. This splash may be Dodged but not Parried.

**Armour:** Shroud cloak (Head 3, Arms 3, Body 3, Legs 3).

**Weapons:** Necrotic grasp (1d10+5 R; Tearing, Toxic), ripper ray (Pistol, 20m; S/--/--; 1d10+6 X; AP 4; Shots 15; Reload Full; Reliable).

**Gear:** The Slaugth are masters of a strange and advanced form of pseudo-organic technology, which draws its energy directly from the wielder’s life force. They are prone to trade examples of their vile science for slaves (often the ultimate undoing of the buyer), and utilise horrific biological constructs to supplement their numbers if need be. The following are examples of equipment commonly carried by a Slaugth Infiltrator.

**Shroud Cloak:** In order to pass unseen and conceal their horrific nature, these multi-layered robes and mantles absorb light and seem to move and twitch of their own accord. They provide 3 Armour Points on all locations, and increase the Difficulty of detecting the wearer on scanners by –30, and grants them a +10 bonus on Concealment Tests. By constraining their bodies and commanding the shrouds to conceal them, the Slaugth can pass for misshapen humans.

**Enunciator:** Held in front of the creature’s many-tendrilled mouth, this jagged metal orb translates its gurgling rasps into audible speech using sampled fragments of the voices of its many victims, as well as using tailored sub-harmonics to work upon the emotion centres of the human brain. The device lets them speak any language at will, and adds +20 bonus on any test to influence, frighten or interrogate humans.

**Parasite Eyes:** Numerous glowing implants, studded into the writhing clump of worms that compose the creature’s head, allow it to see with Dark Sight, as well as see into the electromagnetic spectrum. These eyes give the Slaugth a +40 bonus on tests made to resist blinding attacks.

"We are at war with forces too terrible to comprehend. We cannot afford mercy for any of its victims too weak to take the correct course. Mercy destroys us; it weakens us and saps our resolve. Put aside all such thoughts. They are not worthy of Inquisitors in the service of Our Emperor. Praise his name for in our resolve we only reflect his purpose of will."
Creating Your Own Xenos Creatures

Use the following guidelines to create aliens for use in games. Obviously, there is no limit in the variety or type of such creatures, and the options you can find on the following tables are by no means exhaustive. Instead, they are intended to provide you with a springboard for the creation of your own xenos creatures for use in your games, and both the universe of Dark Heresy and the wider world of fiction can offer you many examples and ideas.

You will notice from even a casual inspection of this generator that what you are likely to come up with will be hostile, monstrous or just plain strange at best. This is quite intentional. In Dark Heresy, the universe does not love you, and alien creatures wish to kill, eat, lay their eggs in, subvert or enslave you—remember Acolytes: suffer not the alien to live!

Xenos Generator

You can create a xenos creature by following these easy steps:

Step One: Choose Type
This process focuses on two basic types of creature: Xenos Races (sentient creatures with their own civilisation and culture) and Indigens (indigenous creatures—covering a range of alien fauna). Choose whichever is appropriate to your needs.

Step Two: Roll Characteristics
Roll characteristics for your creature using Table 2-1: Xenos Characteristics.

Step Three: Choose Form and Size
Choose or roll randomly for which form your creature will take. The "default" option for a xenos race is bipedal and for an indigen is bestial, although each can conceivably be of any type. Regardless of their form, xenos races are assumed to have the capacity for delicate physical manipulation (for example: hands with opposable thumbs, pliant tentacles or some such) and communication with others of their own kind. It is always better to choose the xenos's form, after all it's no good randomly rolling a raving giant beast that won't fit down the corridors of the base where your adventure is going to be set! In terms of size, xenos races should be on the whole no greater that one "step" away from Average for the sake of usefulness and believability, whereas indigens can be of any size appropriate to your setting. Depending on your creature's form and size, various modifiers will be applied to the characteristics you have randomly rolled up. Also, if a form other than humanoid is chosen, a number of Traits and penalties may also be gained.

Step Four: Roll Xeno Classification
Roll for or choose an entry on Table 2-4: Xenos Classification. This features a number of Characteristic modifiers and Traits. Your creature’s Xeno-Classification broadly describes its fundamental nature taken as a whole. On both the Xenos Race and Indigen sections of the table, rolls of 01–90 indicate largely “natural” creatures no matter how otherworldly, while results of 91+ are a different matter….

Step Five: Roll Distinctive Features
Roll for or choose one or more distinctive features for your creature. These add a little character and help define your creations. Most results here can "stack" in the manner of Skills; simply re-roll duplicates that cannot stack. Around 2–5 features are recommended for any creature you're creating.

Step Six: Finishing Touches
It’s now up to you to flesh out your creature and fill in the details, such as deciding on any additional relevant Skills, Talents, Traits and gear you think it should have, and of course giving it a name. The rest of this chapter has many examples that can help you with this. In the case of an alien bounty hunter, for example, its Skills would not be too different from the human ones presented in Dark Heresy on page 336.
Some Notes on Modifiers, Use and Chance

When applying modifiers, the best thing to do is keep a running tally of the modifiers you acquire and work the final numbers out at the end. No characteristic should ever be reduced to less than 5 or raised higher than 80 by modifiers, unless in very exceptional circumstances, and if modifiers would take them past these thresholds, just ignore the excess. It’s always best to use Traits to reflect extraordinary abilities, so if you want your critter to be able to punch through rockcrete, give it Unnatural Strength instead of giving it a ludicrously high Strength Characteristic—that’s what the Trait’s for! Also, when using this generator, treat it as a set of useful guidelines rather than iron-clad rules to be draconically adhered to. It’s your game, and you as GM know best what you’re after, so be sensible as to what you pick and what you leave up to random chance. Simply discard or re-roll anything that doesn’t fit your plan.

Characteristics

Roll for characteristics using the guidelines described on Table 2-1: Xenos Characteristics. In addition, xenos gain the following Skills and Traits.

Starting Skills: Xenos races all begin with Speak Language (native) (Int), while indigens begin with Awareness (Per).

Starting Traits: Indigens begin with the Bestial trait.

Table 2-1: Xenos Characteristics

<table>
<thead>
<tr>
<th>Characteristics</th>
<th>Xenos Race</th>
<th>Indigen</th>
</tr>
</thead>
<tbody>
<tr>
<td>Weapon Skill (WS)</td>
<td>15+2d10</td>
<td>20+2d10</td>
</tr>
<tr>
<td>Ballistic Skill (BS)</td>
<td>15+2d10</td>
<td>—</td>
</tr>
<tr>
<td>Strength (S)</td>
<td>15+2d10</td>
<td>20+2d10</td>
</tr>
<tr>
<td>Toughness (T)</td>
<td>15+2d10</td>
<td>20+2d10</td>
</tr>
<tr>
<td>Agility (Ag)</td>
<td>15+2d10</td>
<td>20+2d10</td>
</tr>
<tr>
<td>Intelligence (Int)</td>
<td>20+2d10</td>
<td>0+2d10</td>
</tr>
<tr>
<td>Perception (Per)</td>
<td>20+2d10</td>
<td>25+2d10</td>
</tr>
<tr>
<td>Willpower (WP)</td>
<td>20+2d10</td>
<td>10+2d10</td>
</tr>
<tr>
<td>Fellowship (Fel)</td>
<td>15+2d10</td>
<td>—</td>
</tr>
<tr>
<td>Wounds (W)</td>
<td>5+1d10</td>
<td>7+1d10</td>
</tr>
</tbody>
</table>

Example

You want to come up with a nasty xenos predator lurking in the ducting of an abandoned grist mill; you might choose to make it Indigen, Bipedal and Predatory, leave it at Average size so it can get through the ducts, give it three rolls on the Table 2-5: Distinctive Features (re-rolling anything that doesn’t fit with your idea), give it Concealment, Silent Move and Scale Sheer Surfaces (all of which it needs to fulfil its role properly) and leave the rest up to chance.
Physical Form and Size

Most xenos have one of the forms detailed below. Choose or roll for the form on Table 2–2: Physical Form. Then roll for or pick a size from Table 2–3: Sizes.

### Table 2-2: Physical Form

<table>
<thead>
<tr>
<th>Roll</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>1–25</td>
<td>Bipedal</td>
</tr>
<tr>
<td>26–65</td>
<td>Animalistic</td>
</tr>
<tr>
<td>66–75</td>
<td>Crawler</td>
</tr>
<tr>
<td>76–95</td>
<td>Avian</td>
</tr>
<tr>
<td>96–00</td>
<td>Amorphous</td>
</tr>
</tbody>
</table>

### Table 2-3: Size

<table>
<thead>
<tr>
<th>Size</th>
<th>Example</th>
<th>Effects</th>
</tr>
</thead>
<tbody>
<tr>
<td>Miniscule</td>
<td>Tox Scarab</td>
<td>Gain Miniscule trait, -30 WS, 1 Wound only, 1/4 S, -10 T</td>
</tr>
<tr>
<td>Puny</td>
<td>Rat, Servo-Skull</td>
<td>Gain Puny trait, -20 WS, -6 Wounds, 1/2 S</td>
</tr>
<tr>
<td>Weedy</td>
<td>Child, Ash Slug</td>
<td>Gain Scrawny trait, -10 WS, -3 Wounds, -5 S</td>
</tr>
<tr>
<td>Average</td>
<td>Human, Eldar</td>
<td>—</td>
</tr>
<tr>
<td>Hulking</td>
<td>Grox, Ogyrn</td>
<td>Gain Hulking trait, +10 WS, +1d10 Wounds, +10 S, +10 T</td>
</tr>
<tr>
<td>Enormous</td>
<td>Silt Spider, Carnosuar</td>
<td>Gain Enormous trait, Fear 1d5–2 (min. 1), +20 WS, +2d10 Wounds, 15 S, +15 T, 50% chance for Unnatural Strength, 0% chance for Unnatural Toughness</td>
</tr>
<tr>
<td>Massive</td>
<td>Scar Wyrm, Crotalyd</td>
<td>Gain Massive trait, Fear 1d5, +30 WS, +4d10 Wounds, +20 S, +20 T, 80% chance for Unnatural Strength, 80% chance for Unnatural Toughness</td>
</tr>
</tbody>
</table>

### Animalistic

This broad category includes most sorts of animals, beasts and other fauna.

**Talents:** Animalistic xenos have a 25% chance of gaining the Sprint talent.

**Traits:** The xenos gains the Quadruped trait and has a 50% chance of gaining the Sturdy trait.

### Crawler

These creatures are worm-like or insectoid. Indigen crawlers will often have no arms or legs, while xenos race crawlers will have manipulative limbs of some sort.

**Skills:** Crawlers have a 25% chance of gaining the Climb skill.

**Traits:** These xenos gain the Crawler trait and have a 25% chance of gaining the Burrower trait.

### Avian

These xenos have wings or some other ability to fly.

**Characteristics:** Reduce the xenos’s Toughness by 10.

**Talents:** The xenos has either the Hoverer trait (01–50) or Flier trait (51–00).

### Amorphous

Amorphous xenos have formless, ooze-like bodies with no limbs or separate body parts. Xeno races with this form can generate manipulative pseudo-pods from their body mass as needed, and may need technology to communicate vocally.

**Characteristics:** Increase Toughness by 10.

**Skills:** The xenos has a 25% chance of having the Climb skill.

**Traits:** Amorphous creatures gain Amorphous, Fear 2, Unnatural Senses (1d10+5 metres), and have a 25% chance of gaining Regeneration.

### Classification

Classification determines the xenos’ type and its role in its environment. Roll or select one from Table 2–4: Xeno Classification.

### Table 2-4: Xeno Classification

<table>
<thead>
<tr>
<th>Roll</th>
<th>Xeno Race</th>
<th>Indigen</th>
</tr>
</thead>
<tbody>
<tr>
<td>1–20</td>
<td>Atavistic</td>
<td>Herd Creature</td>
</tr>
<tr>
<td>21–30</td>
<td>Covert</td>
<td>Darkling</td>
</tr>
<tr>
<td>31–60</td>
<td>Warlike</td>
<td>Predatory</td>
</tr>
<tr>
<td>61–70</td>
<td>Exotic</td>
<td>Carrion Eater</td>
</tr>
<tr>
<td>71–80</td>
<td>Feral</td>
<td>Arboreal</td>
</tr>
<tr>
<td>81–90</td>
<td>Avaricious</td>
<td>Apex</td>
</tr>
<tr>
<td>91–95</td>
<td>Mechanistic</td>
<td>Warped</td>
</tr>
<tr>
<td>96–97</td>
<td>Psyker</td>
<td>Silicate</td>
</tr>
<tr>
<td>98–00</td>
<td>Transient Being</td>
<td>Gestalt</td>
</tr>
</tbody>
</table>

Bipedal

This is the default form for most xenos races. There are no additional benefits or drawbacks for this form.
Apex
These creatures are at the top of their planet’s ecology, and are often highly developed and adaptable with few or any natural predators, some may even be on the verge of sentiency. Increase their Intelligence and Fellowship each by 1d10, and their perception by +5. They gain 1d10 additional Wounds, and acquire any two Talents.

Arboreal
Some creatures adapt to live above ground in trees, or even in vast forests of massive fungi or razor-sharp stalactites. These arboreal creatures are renowned for their agility and speed. They add +10 to Agility, and gain Acrobatics +20, Climb +20, Dodge and the Catfall and Lightning Reflexes talents.

Atavistic
Although evolved to sentiency, these creatures remain closely linked to their biological forbears in physical form. Roll again using the Indigen column, ignoring results of Herd Creature.

Avaricious
This race cares only for the acquisition of resources and wealth. They trade (grudgingly) with those that they perceive as strong, and raid and enslave those they see as weak. These creatures increase Ballistic Skill and Intelligence by +1d10 each. They gain the Awareness, Barter, Evaluate and Deceive skills. Most are likely to carry plentiful weapons and armour as well as trade goods and illicit items, and frequently employ more warlike species as mercenaries.

Carrion Eater
These creatures feast upon the dead and the dying. Natural survivors, they are often very tough and resilient. They increase their Weapon Skill and Toughness by 1d10 each, gain the Resistance (Poison) talent, Dark Sight trait, and gain a 20% chance of gaining the Toxic trait.

Covert
These creatures’ culture, or perhaps their biology, focuses on deceit, secrecy and stealth. Increase the creature’s Intelligence and Perception by +10. It gains the Awareness, Concealment, Deceive and Silent Move skills.

Darkling
Darklings are xenos that are native to lightless worlds or dwell in lightless environments. Increase their Strength and Toughness each by +1d10. They gain the Climb, Awareness and Silent Move skills. They also gain the Blind and Unnatural Sense (30m) traits.

Exotic
These creatures are strange and bizarre beyond understanding, with unknowable motivations and blasphemous “otherness”. Increase any two Characteristics by +10. They gain the Fear 1 talent, and take a −20 penalty to Fellowship Tests made to deal with humans. Finally, when rolling for Distinctive Features, roll twice and pick the highest result.

Feral
This xenos race has a very primitive understanding and use of technology, either because the race is relatively young, or perhaps because it has suffered a catastrophic decline. Modify Characteristics as follows: +1d10 to Weapon Skill, Strength, Toughness and Perception, and −1d10 to Intelligence. They gain 1d10 Wounds and the Athletics, Awareness, Survival and Tracking skills. These xenos tend to only use Primitive gear.

Gestalt
A gestalt is not a single living being, but a united colony of smaller interdependent creatures formed and operating as a single whole. Gestalts increase their Toughness and Willpower by 2d10, reduce their Intelligence by 1d10 and their Fellowship by 2d10. Gestalt creatures cannot be stunned and may always roll twice (taking the better result) when testing to resist mind controlling or mind influencing effects. When rolling for Distinctive Features for these freakish creatures, roll twice and pick the highest result.
Herd Creature

Usually grazers, these creatures are often physically large and have developed to suit a nomadic lifestyle. Their main defence is often their physical bulk and strength in numbers, and many stampede when threatened. Increase Toughness by 1d10 and they gain an additional 1d10 Wounds. Herd creatures also gain the Stampede trait, and have a 50% chance of gaining Sturdy, 25% chance of gaining Natural Weapons (horns, 1d10+SB I or R), and a 20% chance of gaining Natural Armour (1d5 points).

Mechanistic

Members of this race have given themselves over to the pursuit of technology and integrated it into their forms. Increase Intelligence by 10 and decrease their Fellowship by 10. These xenos always have at least one implant. They may, at your option, gain the Machine trait.

Predatory

That nature is “red in tooth and claw” is a universal truth, and savage and powerful predatory species abound on many worlds. Increase these creatures’ Weapon Skill and Strength by 1d10+10, and add 1d10 to their Toughness, Agility and Intelligence. These creatures gain the Silent Move and Tracking skills, and have a 50% chance of gaining the Sprint talent. Predatory xenos also gain Dark Sight, Natural Weapons (claws or fangs, 1d10+SB I or R), have a 25% chance of Natural Armour (1d5), and a 20% chance of being Toxic.

Psyker

This entire race has evolved great powers of the mind at the expense of their bodies. Modify these creatures’ Characteristics as follows: Reduce Weapon Skill and Strength by –10 and increase Willpower by +10. In addition, these xenos count as having a Psy Rating of 2 and have three Minor Psychic Powers and two Powers from a single Psychic Discipline (most commonly Telepathy). Finally, these creatures gain the Psyniscience skill.

Silicate

While much of the life in the known universe has evolved (or sometimes engineered) from broadly the same basic building blocks (carbon, iron, amino acids, etc.), occasionally life forms are encountered with radically different structures. Silicate species are one example of this, bizarre creatures seemingly evolved from “living” crystal or minerals. Silicates reduce their Agility by 10 and cannot swim (or take the Swim skill). They gain Natural Armour (1d5+1), Unnatural Strength and Unnatural Toughness. They do not suffer Blood Loss, and all Impact and Explosive Critical Damage they take always counts as 5 points higher.

Transient Being

Also known as fade-kind, these ghostly species exist at least partly out of phase with reality, although this classification may also be used to create a creature composed of coherent energy. These creatures have the Incorporeal or Phase traits (50% chance of either). At your discretion, their passage may be blocked by certain materials or phenomena (such as lead, energy fields etc.) and may have one or more conditions placed on its use.

Warlike

This xenos race is highly aggressive, striving to conquer, plunder and destroy. Increase the creature’s Weapon Skill, Ballistic Skill, Strength and Agility each by +1d10. It gains the Awareness skill, and has a 25% chance of gaining the Swift Attack talent. Furthermore, it gains two combat-oriented talents or the Natural Weapons Trait (1d10+SB I or R). Warlike xenos races will be habitually well armed and protected.

Warped

When living worlds are exposed to the raw power of the warp, either through being engulfed in a warp storm or by the intervention of the Ruinous Powers, the usual outcome is simply the annihilation of life. Sometimes, however, terrible obscenities that should not be able to live in a rational universe are given form. Warped creatures gain 1d5 Mutations, increase their Strength and Toughness by 2d10 each, and gain 1d10 extra Wounds. Reduce their Intelligence by 2d10. They do not have Fellowship scores. These creatures gain the Frenzy talent and the Fear (1d5) trait.

A Note on Threat Ratings

Inevitably, this is going to be a judgement call on your part, although most creatures and races created from this generator will come out as Xenos Minoris. Particularly small and inoffensive beasts will be Xenos Minima, while creatures with one or more “unnatural” characteristics, numerous distinctive features or high technology xenos races will be likely be Xenos Majoris.
DISTINCTIVE FEATURES

The last step is to generate distinctive features. Roll for or pick one of the features described on Table 2–5: Distinctive Features.

<table>
<thead>
<tr>
<th>Roll</th>
<th>Feature</th>
<th>Effects</th>
</tr>
</thead>
<tbody>
<tr>
<td>01–10</td>
<td>Heightened Senses</td>
<td>Gain the Heightened Senses talent for one of the five senses.</td>
</tr>
<tr>
<td>11–20</td>
<td>Natural Armour</td>
<td>Gain the Natural Armour (1d5) trait or increase Natural Armour by 2.</td>
</tr>
<tr>
<td>21–30</td>
<td>Natural Weapons</td>
<td>Gain the Natural Weapons (claws, teeth, horns, 1d10+SB I or R) trait. If the creature already has this Talent, remove its Primitive quality.</td>
</tr>
<tr>
<td>31–35</td>
<td>Strong</td>
<td>Increase Strength by 1d10.</td>
</tr>
<tr>
<td>36–40</td>
<td>Tough</td>
<td>Increase Toughness by 1d10.</td>
</tr>
<tr>
<td>41–45</td>
<td>Fast</td>
<td>Increase Agility by 1d10.</td>
</tr>
<tr>
<td>46–50</td>
<td>Durable</td>
<td>Gain 1d10 Wounds</td>
</tr>
<tr>
<td>51–55</td>
<td>Night Adaptation</td>
<td>Gain the Dark Sight trait</td>
</tr>
<tr>
<td>56–60</td>
<td>Disturbing</td>
<td>Gain Fear 1 or increase Fear by 1.</td>
</tr>
<tr>
<td>61–62</td>
<td>Nimble</td>
<td>Gain the Dodge skill and the Catfall talent.</td>
</tr>
<tr>
<td>63–64</td>
<td>Bio-Shock</td>
<td>Special attack deals 1d10+SB–1 E Damage.</td>
</tr>
<tr>
<td>65–66</td>
<td>Flexible</td>
<td>Gain +10 to Grappling and Climb</td>
</tr>
<tr>
<td>67–70</td>
<td>Venomous</td>
<td>Gain the Toxic trait</td>
</tr>
<tr>
<td>71–74</td>
<td>Extra Limbs</td>
<td>Gain an extra manipulative limb (arm, prehensile tail, tendril), the Ambidextrous and Swift Attack talents, and +20 to Climb tests.</td>
</tr>
<tr>
<td>75–77</td>
<td>Sustained Life</td>
<td>The creature does not need to breathe and can survive for long periods without air or in hazardous environments.</td>
</tr>
<tr>
<td>78–80</td>
<td>Resistant</td>
<td>Gain the Resistance (Poison) talent.</td>
</tr>
<tr>
<td>81–83</td>
<td>Fearsome</td>
<td>Gain Fear 2 or increase Fear by 2 (to a maximum of Fear 5)</td>
</tr>
<tr>
<td>84–85</td>
<td>Regeneration</td>
<td>Gain the Regeneration trait.</td>
</tr>
<tr>
<td>86–87</td>
<td>Breath Weapon</td>
<td>The creature can spew acid, fire or sludge (5m; 1d10+TB I or E; S/—/—; Shots unlimited). If the creature has no BS, it gains BS 15+2d10.</td>
</tr>
<tr>
<td>88–89</td>
<td>Death Frenzy</td>
<td>The creature gains the Frenzy and Iron Jaw talents and +10 Strength when it takes Damage equal to half or more of its Wounds.</td>
</tr>
<tr>
<td>90–91</td>
<td>Unnaturally Agile</td>
<td>Gain the Unnatural Agility trait.</td>
</tr>
<tr>
<td>92–93</td>
<td>Unnaturally Tough</td>
<td>Gain the Unnatural Toughness trait.</td>
</tr>
<tr>
<td>94–95</td>
<td>Unnaturally Strong</td>
<td>Gain the Unnatural Strength trait.</td>
</tr>
<tr>
<td>96</td>
<td>Warp-Touched</td>
<td>Gain one Mutation</td>
</tr>
<tr>
<td>97–98</td>
<td>Acid Blood</td>
<td>If the creature takes 5 or more Damage or Critical Damage, it spews any adjacent creature with corrosive blood dealing 1d10+TB E Damage ignoring Armour Points. This can be Dodged, but not Parried.</td>
</tr>
<tr>
<td>99–00</td>
<td>Innate Psyker</td>
<td>Gain a Psy Rating of 1 and one Minor Psychic Power.</td>
</tr>
</tbody>
</table>
SAMPLE CREATURE

THE KALF SAND DEVIL

In an ongoing campaign, the Acolytes, chasing up some leads, decide to investigate the goings-on in a forgotten, dusty backwater world called Kalf. The GM wants to be prepared with a few nasty critters living out in the deserts of Kalf to provide a bit of dangerous “window dressing” for the adventure should the PCs decide to stray off the beaten track. The GM comes up with the name “Sand Devil” first and sets out to generate the beast.

First, the GM settles on making an indigen and generates Characteristics as follows: WS 27, BS —, S 26, T 30, Ag 38, WP 23, Int 17, Per 28, Fel —.

The creature is about average physically, and not the sharpest tool in the box, but quite quick. The GM decides that the creature should be one size class smaller than human, as he wants it to be a menace but not knocking over houses or anything! Next the Physical Form and Xenos Classification are randomly rolled with “Crawler” and “Carrion Eater” coming up. Already the “Sand Devil” is starting to look like some sort of corpse-eating desert worm. The modifiers for these two results are noted down and the potential “chance” Traits from these results are rolled for. Only one—Burrowing is passed; this is also noted down.

With a better idea of what the “Sand Devil” is, the GM decides to go for four rolls on the Distinctive Features table, getting 18, 67, 99 and 07, for Natural Armour, Venomous, Innate Psyker and Heightened Senses respectively. Natural Armour, the GM reckons, should be tough abrasive hide worth 3 AP. Venomous and Heightened Senses (Smell—to find those bodies) are both fine, but the GM decides that the Innate Psyker trait isn’t right for this dumb corpse-chewer, so rolls again getting a 56—Disturbing, which works, making it a particularly scary-looking beast. Now the finishing touches. The creature already has a name, but it needs a few Skills to round it off. The creature seems to be almost like a “worm-hyena”, searching out carrion to feed off and making its own kills when hungry enough. To reflect this, the Concealment, Silent Move and Tracking skills are added to let it hunt down dinner.

The fully written up and worked out monster looks like this:

### Kale Sand Devil Profile

<table>
<thead>
<tr>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>Ag</th>
<th>Int</th>
<th>Per</th>
<th>WP</th>
<th>Fel</th>
</tr>
</thead>
<tbody>
<tr>
<td>22</td>
<td>21</td>
<td>35</td>
<td>38</td>
<td>17</td>
<td>28</td>
<td>23</td>
<td>11</td>
<td></td>
</tr>
</tbody>
</table>

**Movement:** 1/2/3/6  
**Wounds:** 7  
**Skills:** Awareness (Per), Concealment (Ag), Silent Move (Ag), Tracking (Int) +10.  
**Talents:** Resistance (Poison).

**Traits:** Bestial, Burrowing, Crawler, Dark-Sight, Fear 1, Heightened Sense (Smell), Natural Armour 3, Natural Weapon (Bite), Toxic, Weedy.  
**Armour:** None (Head 3, Body 3, Legs 3).  
**Weapons:** Bite (1d10+2 R; Primitive, plus Test Toughness or 1d10 Damage).  
**Threat Rating:** Xenos Minima.
Poisons and toxins are substances that attack the body’s natural systems causing harm. There are endless varieties of poisonous substances within the Calixis Sector; from natural venoms to toxic pollutants that can kill as quickly and surely as any blade. In game terms, poisons and toxins are divided into three factors; their speed, their strength and their effect.

**Speed**

Speed defines how quickly the poison will enter the victim’s system.
- **Instant:** the poison’s effects occur as soon as the victim is exposed; venoms and poisoned-attacks operate at this speed unless noted.
- **Swift:** the effects of the poison will occur 1d5 hours after exposure; includes subtle poisons such as those favoured by assassins to taint food.
- **Slow:** the effects of the poison will occur 1d5 days after exposure; includes environmental poisons and taints.

**Strength**

In order for the poison to take effect, the victim must fail a Toughness Test. The strength of the poison is the modifier to this Test. Some relatively weak poisons will provide a bonus rather than a penalty to the Test. Note that “–” denotes that the poison has no Toughness Test modifier.

**Effect**

Poisons are grouped into four types of effect; however, numerous “more unique” effects are also possible.

- **Lethal:** these poisons cause harm by directly attacking the body’s functions; damaging the nervous system, causing cardiac arrest, etc. The victim suffers 1d10 temporary Toughness Damage plus a further 1d10 per degree of failure. If reduced to “0” Toughness, they will die unless they receive immediate medical help (or burn a Fate Point to avoid such a demise). Additionally, if more than half of the victim’s Toughness is lost they will also become comatose for 1d5 hours.

- **Paralytic:** these poisons paralyse the musculature, rendering the victim immobile or helpless without rendering them unconscious. The victim suffers 1d10 temporary Strength Damage plus a further 1d10 per degree of failure. If reduced to “0” Strength, they are completely paralysed and unable to act. This paralysis and Strength Damage wears off in 2D5 hours without a reduction for armour or Toughness Bonus.

- **Sedative:** these poisons incapacitate and render the victim unconscious. Those failing the Toughness Test are Stunned for 1d10 minutes, however, if the Test is failed by 3 or more degrees the victim falls unconscious for 1d5 hours.

- **Necrotic:** these poisons cause localised damage to the body by corroding or otherwise damaging tissue and cells. Many acids and industrial pollutants cause damage this way, as do many natural types of venom intended to liquefy and digest flesh. Victim’s failing a Toughness Tests against this form of poison suffer a variable amount of extra Damage to their Wounds (usually 1d10) with no reduction for armour or Toughness Bonus.

**Example**

**Morphia-V** (Instant/–20/Sedative). Morphia-V is a quick-acting poison, its effect occurring as soon as it enters the victim’s system (Instant). The poison is strong, designed to “over-power” its victims (–20 Toughness Test). Lastly, once within a victim’s system, the poison works to incapacitate; if the victim fails the Toughness Test they are Stunned for 1d10 minutes (Sedative).
INFAMOUS POISONS OF THE CALIXIS SECTOR

Here are but a sample of some of the most infamous poisons to be “found” in the Calixis Sector.

**Black Janix Venom**
(Instant/+10/Lethal)

This is derived from the venom of the Black Janix snake found on the death world of Woe in the Josian Reach. Victims, who survive, are traumatised by the horrific hallucinations this deadly venom brings (victims must also roll on the Hallucinogen Effects Table on page 137 of Dark Heresy).

**Morphia-V**
(Instant/–20/Sedative)

Widely utilised by Maflian nobles wishing to send their enemies a “warning”—the next time the poison is used it won’t incapacitate, it will kill!

**Dusk Lotus A.K.A. “the wrack”**
(Swift/–10/Lethal; plus Toughness Damage is permanent)

Another example of the foul and deadly flora and fauna of the feral world of Dusk in the Malfian sub. The toxin is extracted from the beautiful white flower of the Dusk Lotus, a plant also known as the “death’s head bloom” by the natives of that troubled planet. Called “the wrack” because the victim is literally wracked with pain as the toxin courses through the system.

**Tox-Jack**
(Instant/–10/Necrotic (1d10))

This is the standard “load” for many of the needle pistols and rifles to be found in the Calixis Sector. The reason that tox-jack is so prevalent is its ease of availability as it is derived from the standard industrial coolant used in factorums and hives across the sector.

**Sump Vine Sap**
(Slow/–/Lethal)

A straightforward naturally occurring poison, usually consumed by drinking water contaminated with the sap of the Sump Vine (found on the agri-world of Dreath). There is a lucrative black market trade in exporting Sump Vine sap off-world.

**Ars Imperialis Mortua**
(Instant/–30/Lethal)

An Officio Assassinorum signature poison, Mortua is very rare, hard to trace and highly valuable. The “grey death” as it sometimes known, is quick enough to kill its victims mid-word while speaking; their pallor greying visibly and their eyes whitening over in the moments after their death.

**Powdered Maidensfoil**
(Swift/–/Sedative)

Must be ingested in food or drink for it to take effect. Taken from the pollen and ground-down petals of maidensfoil, a common hedge plant found on the feudal world of Acreage, the plant is exported by enterprising traders and has many medicinal as well as nefarious uses.

**Tyche’s Kiss**
(Slow/-30/Paralytic)

This poison’s effects last for days rather than hours and victim will appear dead unless examined medically. Ground from the seed pods of a strange blood-red orchid reputedly to have first been hybridised from the Ghostfire flowers of Iocanthos, its ability to “fake” death has been used to cheat justice and as a particularly sinister tool of murder; with victims coming round to find themselves buried alive.

**Ash Slug Secretion**
(Instant/+20/Paralytic and Necrotic (1d5))

A caustic slime that is secreted by the carrion-eating Ash Slugs found in the waste zones of many of the sector’s hive worlds. This foul ichor is enough to make the slow-moving beasts a serious danger to the unwary. Some scav-gangers and dregs harvest this toxic filth to coat their blades and set poisoned traps.

---

**Table 2-6: Calixian Poisons**

<table>
<thead>
<tr>
<th>Name</th>
<th>Cost†</th>
<th>Availability</th>
</tr>
</thead>
<tbody>
<tr>
<td>Black Janix Venom</td>
<td>800</td>
<td>Rare</td>
</tr>
<tr>
<td>Morphia-V</td>
<td>550</td>
<td>Scarce</td>
</tr>
<tr>
<td>Dusk Lotus</td>
<td>1,000</td>
<td>Rare</td>
</tr>
<tr>
<td>Tox-Jack</td>
<td>10</td>
<td>Abundant</td>
</tr>
<tr>
<td>Sump Vine Sap</td>
<td>50</td>
<td>Common</td>
</tr>
<tr>
<td>Ars Imperialis Mortua</td>
<td>5,000</td>
<td>Very Rare</td>
</tr>
<tr>
<td>Powdered Maidensfoil</td>
<td>200</td>
<td>Average</td>
</tr>
<tr>
<td>Tyche’s Kiss</td>
<td>450</td>
<td>Rare</td>
</tr>
<tr>
<td>Ash Slug Secretion</td>
<td>55</td>
<td>Average</td>
</tr>
</tbody>
</table>

† Cost indicates one dose.
This lavish Game Master’s kit helps to keep all Inquisitorial secrets safe! Behind the sturdy screen the GM can hide dice rolls and keep players from reading his notes. Printed on the GM’s side are numerous handy quick reference charts that make running the game that much easier. Added to this is a 32-page booklet with a full adventure, xenos generator, and new rules for poisons and toxins!
Each

Heavy Wood, Flakboard, Sandbags, Ice

Light Wood, Armour-glas, Light Metal

Explosive Impact

25+ metres 1d10+20
24 metres 1d10+17
18 metres 1d10+13
12 metres 1d10+9
9 metres 1d10+7
6 metres 1d10+5
3 metres 1d10+3

31–70 Body

Pump-Action Shotgun Basic 30m S/–/– 1d10+4 I 0 8 2 Full Scatter

Overheats

Musket Basic 30m S/–/– 1d10+2 I 0 1 5 Full Primitive, Unreliable

Grenade Launcher Basic 60m S/–/– * * 6 Full *

Flintlock Pistol Pistol 15m S/–/– 1d10+2 I 0 1 3 Full Primitive, Unreliable

Autopistol Pistol 30m S/–/6 1d10+2 I 0 18 Full —

Autogun Basic 90m S/3/10 1d10+3 I 0 30 Full —

Name Class Range RoF Dam Pen Clip Rld Special

Ranged Weapons

Good:

If weapon causes Damage, Test Toughness at –5 for every point of Damage taken, if failed take extra 1d10 Impact Damage (no reduction for armour or Toughness).

The target must make an Agility Test or be immobilised. An immobilised target can attempt no other Actions except to try to escape the bonds.

If weapon causes Damage, Test Toughness or Stunned (+10 bonus per AP).

Recharge:

Overheats:

Inaccurate:

No BS Test. All creatures in a 30 degree arc make Agility Test or be struck by flame and take Damage. If Damage is taken, the target must +15 to Parry, –10 to hit.

All within the weapon's blast radius in metres is hit. Roll Hit Location and Damage individually for each person affected.

Use Skill Varies You may use a Skill.

Reload Varies Reload a ranged weapon.

Reload Varies Reload a ranged weapon.

Focus Power Varies Use a Psychic Power.

Focus Power Varies Use a Psychic Power.

Dodge Reaction Test Dodge to negate a hit.

Disengage Full Break off from melee and make Half move.

Stun Full Try and Stun an opponent.

Standard Attack Half Make one melee or ranged attack.

Knock-Down Half Try and knock an opponent to the ground (see page 190).

Charge Full Must move 4 metres, +10 to WS.

Armour

Xeno Hides Body 3

Grox Hides Body 2

Beast Furs Body 2

Gang Leathers Arms, Body, Legs 1

Primitive Armour

Light Power Armour All 7

Mesh Vest Body 4

Xeno Mesh Arms, Body, Legs 4

Guard Flak Armour All 4

Flak Jacket Arms, Body, Legs 3

Improvised Melee — 1d10–2 I 0 Primitive, Unbalanced

Axe Melee — 1d10+1 R 0 Primitive, Unbalanced

Name Class Range Dam Pen Special

Melee — 1d10+2 I 0 Flexible, Shocking

Combat Difficulty Summary

Melee Weapons

Easy +30 Attacking a Surprised opponent.

Ordinary +10 Close combat with a foe who is outnumbered two to one.

Attacking from higher ground.

Attacking or Dodging in deep snow.

Shooting an Enormous target.

Shooting a Massive target.

Shooting a Minuscule target.

Shooting a target at Long range.

Shooting at a completely concealed target.

Shooting at a target in darkness.

Using a weapon without the correct Talent.

Close combat attack in darkness.

Dodging whilst Prone.

Difficultie Skill Modifier Example

†

-30

-10

+10

+30

+15

+10

+20

+10 BS, for every 2 degrees of success gain another hit, as indicated on Multiple Hits Table (page 190), or can be allocated to another target within 2m. Result of 94–00 on BS Test indicates weapon has Jammed.

+20 BS, for every 2 degrees of success gain another hit, as indicated on Multiple Hits Table (page 190), or can be allocated to another target within 2m. Result of 94–00 on BS Test indicates weapon has Jammed.

Hits Table (page 190), determined by the type of Damage (Energy, Impact, Rending or Explosive) and the Hit Location.

When a character has sustained Damage equal to or more than twice TB, consult the relevant Critical Table (pages 202–209), determined by the type of Damage (Energy, Impact, Rending or Explosive) and the Hit Location.

When a character has sustained Damage equal to or less than twice TB, consult the relevant Critical Table (pages 202–209), determined by the type of Damage (Energy, Impact, Rending or Explosive) and the Hit Location.

Each hour of complete rest removes 1 level of Fatigue from a character –10 all Tests. If you suffer more Fatigue you may use a Skill.

If Damage taken is equal or less than twice TB.

If Damage taken is more than twice TB.

Lightly Wounded

Pinned targets have Half Action only and suffer –20 BS and must keep test indicates weapon has Jammed.

An extra hit is scored for every 2 degrees of success. Result of 94–00 on BS Test indicates weapon has Jammed.

Targets within the weapon's blast radius in metres receive +30 to Agility Test to escape.

Any damage done is doubled (unless the Target is wearing Armour and takes half damage). The Target must make a Parry Test or be hit.

The Target must make a Parry Test or be hit.

The Target must make a Parry Test or be hit.

An unmodified roll of 96–00 weapon Jams. Full Auto weapons have a 50% chance of jamming on each shot. Semi-Auto weapons have a 10% chance of jamming on each shot. The target is considered helpless until he escapes.

A Strength Test and BS Test to clear. Semi- and Full Auto weapons, targets receive +30 to Agility Test to escape.

If shooting with a gun in each hand, your Talent bonus is halved, –5 to hit each hand (drops to –10 with Ambidextrous Talent). If shooting with a single weapon, you may only use one hand.

If shooting with a gun in each hand, your Talent bonus is halved, –5 to hit each hand (drops to –10 with Ambidextrous Talent). If shooting with a single weapon, you may only use one hand.

Damage is doubled (unless the Target is wearing Armour and takes half damage). The Target must make a Parry Test or be hit.

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A Strength Test and BS Test to clear. Semi- and Full Auto weapons, targets receive +30 to Agility Test to escape.

Targets within the weapon's blast radius in metres receive +30 to Agility Test to escape.
### Ranged Weapons

<table>
<thead>
<tr>
<th>Distance</th>
<th>20 metres</th>
<th>30 metres</th>
<th>40 metres</th>
<th>50 metres</th>
<th>60 metres</th>
<th>70 metres</th>
<th>80 metres</th>
<th>90 metres</th>
<th>100 metres</th>
<th>110 metres</th>
<th>120 metres</th>
<th>130 metres</th>
<th>140 metres</th>
<th>150 metres</th>
<th>160 metres</th>
<th>170 metres</th>
<th>180 metres</th>
<th>190 metres</th>
<th>200 metres</th>
</tr>
</thead>
<tbody>
<tr>
<td>Damage</td>
<td>1d10+4</td>
<td>1d10+3</td>
<td>1d10+2</td>
<td>1d10</td>
<td>1d10–2</td>
<td>1d10</td>
<td>1d10–2</td>
<td>1d10</td>
<td>1d10–2</td>
<td>1d10</td>
<td>1d10–2</td>
<td>1d10</td>
<td>1d10–2</td>
<td>1d10</td>
<td>1d10–2</td>
<td>1d10</td>
<td>1d10–2</td>
<td>1d10</td>
<td></td>
</tr>
<tr>
<td>Weapon</td>
<td>Long Las</td>
<td>Lasgun</td>
<td>Flintlock</td>
<td>Rifle</td>
<td>Rifle</td>
<td>Rifle</td>
<td>Rifle</td>
<td>Rifle</td>
<td>Rifle</td>
<td>Rifle</td>
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<td>Rifle</td>
<td>Rifle</td>
<td>Rifle</td>
<td>Rifle</td>
<td></td>
</tr>
</tbody>
</table>

### Melee Weapons

<table>
<thead>
<tr>
<th>Damage</th>
<th>Weapon</th>
</tr>
</thead>
<tbody>
<tr>
<td>1d10</td>
<td>Clubs</td>
</tr>
<tr>
<td>1d10+3</td>
<td>Chainsword</td>
</tr>
<tr>
<td>1d10+2</td>
<td>Power Blade</td>
</tr>
<tr>
<td>1d10</td>
<td>Shock Maul</td>
</tr>
<tr>
<td>1d10+4</td>
<td>Hand Cannon</td>
</tr>
</tbody>
</table>

### Falling Damage

<table>
<thead>
<tr>
<th>Distance</th>
<th>Location</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>8 metres</td>
<td>Head</td>
<td>01–10</td>
</tr>
<tr>
<td>9 metres</td>
<td>Right Arm</td>
<td>11–20</td>
</tr>
<tr>
<td>10 metres</td>
<td>Left Arm</td>
<td>21–30</td>
</tr>
</tbody>
</table>

### Rule Types

- **Cover**: *None*, *Light*, *Medium*, *Heavy*, *Exceptional*
- **Firing Positions**: *Standing*, *Squatting*, *Crouching*, *Sitting*, *Prone*
- **Firing Mode**: *Single*, *Semi-Auto*, *Auto*, *Full Auto*

### Critical Damage

<table>
<thead>
<tr>
<th>Damage</th>
<th>Weapon</th>
</tr>
</thead>
<tbody>
<tr>
<td>1d10+5</td>
<td>Power Blade</td>
</tr>
<tr>
<td>1d10+4</td>
<td>Chainsword</td>
</tr>
<tr>
<td>1d10</td>
<td>Clubs</td>
</tr>
</tbody>
</table>

### Critical Success Table

<table>
<thead>
<tr>
<th>BS</th>
<th>Multiplier</th>
</tr>
</thead>
<tbody>
<tr>
<td>91–100</td>
<td>1</td>
</tr>
<tr>
<td>81–90</td>
<td>2</td>
</tr>
<tr>
<td>71–80</td>
<td>4</td>
</tr>
<tr>
<td>61–70</td>
<td>8</td>
</tr>
<tr>
<td>51–60</td>
<td>16</td>
</tr>
<tr>
<td>41–50</td>
<td>32</td>
</tr>
<tr>
<td>31–40</td>
<td>64</td>
</tr>
<tr>
<td>21–30</td>
<td>128</td>
</tr>
<tr>
<td>11–20</td>
<td>256</td>
</tr>
<tr>
<td>01–10</td>
<td>512</td>
</tr>
</tbody>
</table>

### Weapon Firing Test

- **Weapon**: *Flame Thrower*, *Flintlock*, *Full Auto*, *Semi-Auto*, *Auto*
- **Firing Test**: *Ballistic*, *Psychology*, *Willpower*

### Fatigue

<table>
<thead>
<tr>
<th>Turn</th>
<th>Fatigue</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>0</td>
</tr>
<tr>
<td>2nd</td>
<td>1/2</td>
</tr>
<tr>
<td>3rd</td>
<td>1</td>
</tr>
<tr>
<td>4th – 10th</td>
<td>2</td>
</tr>
</tbody>
</table>

### Damage Effects

- **Heavily Wounded**: 10% chance of death each Round unless treated.
- **Near Death**: 50% chance of death each Round unless treated.
- **Dead**: 100% chance of death each Round unless treated.

### Unarmed Combat

- **Challenging**: +0
- **Easy**: +30
- **Hard**: –20
- **Very Hard**: –30
- **Attacking or Dodging**: –10
- **Dodging**: +20
- **Attacking**: +20
- **Using a weapon without the correct Talent**: –20 penalty
- **In a wasp attack**

### Weapon Special Qualities

- **Accurate**: +10 to hit
- **Flexible**: Cannot be Parried
- **Wounding**: +10 to hit
- **Unarmed**: +20 to hit
- **Field**: +30 to hit
- **Aimed**: +20 to hit
- **Indirect**: –20 to hit
- **Overheat**: Unstable
- **Powered**: 100% chance of damage
- **Amber**: Unbalanced
- **Eletric**: Shocking
- **Falling**: Falling
- **Point Blank**: +30 to hit
- **Extreme**: +40 to hit
- **Point Blank Range**: +50 to hit
- **Illuminated**: +10 to hit
- **Shadows**: –10 to hit
- **Darkness**: –20 to hit
- **Concealed**: –30 to hit
- **Point Blank**: +30 to hit
- **Teleport**: +40 to hit
- **Power Field**: +10 to hit
- **Balanced**: +10 to hit
- **Tearing**: +10 to hit
- **Armour Piercing**: +% to hit
- **Special**: +50 to hit

### Summary Diagram