Silence of the Void

by

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“Chaos is just a reflection of human nature. You can’t destroy it ... but you can bend it to your will and use it to crush the enemies of humanity.”

Inquisitor Berek Vormius, Xanthite, Ordo Malleus
(declared Excommunicate Hereticus and executed in 238.M40)

Silence of the Void

Hidden in the depths of outer space, the dark shadow of the Tetragon Facility awaits; an ancient imperial space station used by the Tyrantine Cabal as a research and monitoring base.

To ensure the immediate availability of the space station, the Cabal sends teams on a regular schedule to execute the proper maintenance rites on major station systems (such as life support, plasma reactors and the primary hyperplasma power grid).

Since some heavy fighting may be necessary, this adventure is best suited for four to five acolytes of at least Rank 5-6. It is up to the GM to reduce the overall threat level by modifying opponents and general conditions (such as security alerts or moving around inside the station).

This adventure assumes that the characters’ party has a Techpriest of appropriate skill (Tech-use at +20% is recommended) to administer the sacred rites of maintenance to the space station and a pilot capable of flying a sub-light voidcraft. If not, the GM must supply appropriate resources (such as Servitor-Pilot, a trustworthy Techpriest and/or a highly sophisticated Maintenance-Servitor drone).

Plot Synopsis

The Tetragon Facility has been dormant for many years and since the last maintenance cycle, it has become home to a radical Inquisitor from the neighboring Scarus Sector. Elyssa d’Vor, an Ordo Xenos Inquisitor of Xanthite views, has been forced to flee Eustis Majoris – the capitol world of the Angelus subsector – after a very unfortunate incident involving the heiress of a planetary governor, a possessed sacrificial knife, 13 virgins and a rather uncooperative unbound daemonhost. She left the Scarus Sector with a sizeable Force of the Angelus Conclave, several warships of the Battlefleet Scarus and an entire cadre of very well paid assassins— for–hire in hot pursuit.

Elyssa d’Vor was forced to assume a low profile for a while. She went to Scintilla, rightly assuming that the Calixis Conclave and Sector Governor Hax would not be overly pleased with having several warships of the Battlefleet Scarus in orbit and a roaming bunch of “fellow” Inquisitors out for blood loose on the capitol planet of the sector.

She stayed on Scintilla for a few years, resuming her studies concerning daemonhosts, analyzing the failure of her last ritual and worming her way into the data crypts of the Calixis Conclave.
Four years ago, her data miners came up with the recent position of the Tetragon Facility and a plan took shape. The dormant space station would be the perfect testing ground for her new theories and this time she would be successful creating a powerful daemonhost to further her cause.

D’Vor assembled a team of suitable experts and secured services of a free merchant captain by blackmailing him for trafficking in forbidden xeno goods from the Adranti Nebula.

With the aid of a non-sanctioned psyker, d’Vor managed to complete her studies and tried again to bind the essence of a mighty warp-demon into a living vessel. Should something go wrong, she relied on the powers of an Untouchable she held in reserve.

Again, she miscalculated the risks involved and failed spectacularly. Her psyker was corrupted by the warp instantly and d’Vor was unable to conduct the binding ritual. Her Untouchable was burned out like a moth in a candle by the summoned creature—a terrible Blood Wraith—and the summoned entity was free to roam as he pleased. These events take place 2 days before the arrival of the acolytes.

The acolytes are charged by their master—an Inquisitor of the Tyrantine Cabal—with a “vacation” job. They are to travel to the Tetragon Facility, perform the maintenance rites and be back a few months later.

They are shipped on a warship to a rendezvous point in deep space four days standard away from the space station. A void–capable sub light–spaceship is supplied to reach the Facility and to meet the warship on its way back two months later.

Unknown to the characters, the assassin cadre hired by the planetary governor—

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**The Tetragon Facility**

Aside from its “public” face in the form of the Tricorn Palace on Scintilla and its fortresses on other worlds, the Inquisition has numerous other holdings whose names and natures are secret even to its own. The Tetragon Facility is one such locale. An echoing cold space station whose origin and original purpose are lost to silent history, it now serves the Tyrantine Cabal. Empty and dead save when it is in use, the Tetragon is comprised of data-loom sand stack archives, forensic bays and sensor auguries, it has staterooms for scores and barracks for a thousand and cells for a thousand more. Its function is to go wherever it is needed, towed into position by the leviathan-power of Mechanicus Highliners to serve as a forward base to observe the aftermath of Komus’s visitations and mark the passage of the Tyrant Star. Once all that can be learned has been learned, the concentrated data is rendered down and transferred to the Bastion Serpentis, the Tetragon is purged and falls silent once more until it is needed again. Rumours persist though that other shadowy forces within the Ordos still use the Tetragon for purposes of their own, for inquiries, for trials and experiments perhaps, things they cannot afford even their brethren to know...

(from The Inquisitors Handbook, p.189)
who lost his daughter and heiress to d’Vors last experiment – is still on the hunt. Using his connections to House Krin, the governor has – after dozens of other dead ends – learned of the Tetragon Facility. The assassins’ logicators have calculated a high enough probability for the space station being d’Vors hideout to send an operative to investigate. This high-profile operative could be worthwhile ally for the acolytes … or a deadly enemy.

As the acolytes reach the space station, everything appears to be in order since d’Vor set up her base of operation in a more remote section of the station. The execution of the holy rites of maintenance to a subsection of the power grid however, alerts the maddened survivors and the Blood Wraith of their presence. From this point onward a deadly game of hunting, deception and survival begins. d’Vor tries to secure the services of the acolytes to flee the station, while the Blood Wraith stalks the dark halls and corridors and spreads madness and terror wherever he goes.

The only options the acolytes have are to secure the moored free trader ship, to refuel and to resupply their own ship and flee, survive the two months until the warship returns, or to destroy the Blood Wraith and his servants…

A Vacation

The acolytes – enjoying downtime between two hazardous jobs for their master – are called for a briefing with one of their master’s trusted servants (if you don’t have one handy, use Interrogator Sand from “Edge of Darkness”).

The meeting is scheduled for the next day cycle at “ten-hundred” standard at a briefing room in the Tricorn Palace.

After the acolytes reach the briefing room, read the following text:

As you reach the briefing room you are greeted by your master’s emissary and he bids you to take a seat. He activates the rooms’ privacy field and orders a small servant to bring some refreshments.

“Our master sends you greetings and has charged me to inform you of his new task for your team. You are to leave Scintilla on board the “Argus”, a Dauntless-class light cruiser heading for a six month deep space reconnaissance mission. The “Argus” will drop you at a rendezvous point in outer space during its tour.

You will take a small void craft and make your way to the Tetragon Facility space station, a research and monitoring station used by the Tyrantine Cabal in case of a sighting of Komus. This should take about four days standard.

You will then administer the sacred rites of maintenance to the station so it is always ready to be deployed in case of an unexpected incident. Our master expresses his utmost certainty that you are more than capable of handling this mission. Or as he put it: “Tell them they are going on a vacation and they are to enjoy it.”

After this short briefing, their master’s emissary will answer any questions, hand
them an encrypted data-slate with the exact coordinates of the space station and a ward accessor unit each, then inform them that the “Argus” will break orbit in three days standard; enough time to pack their equipment and embark on the waiting cruiser.

Aboard the Argus

An Aquila Lander takes the acolytes into orbit and into one of the main hangar bays of the scout cruiser. The acolytes are greeted in the name of the captain by a liaison officer in a spotless navy dress uniform, introducing himself as Lieutenant-Commander Vorgas Thralf. He takes them to their quite comfortable officer quarters on one of the upper decks. They are – politely – asked by their host to honor the wish of the captain to confine themselves to this deck and the mess deck and to refrain from contacts with the crew. They are also invited to attend the formal dinner with the captain and his commanding officer at the beginning of the night cycle.

Aside from regular meals, visits to a well-stocked hololith and data-slate library and the occasional chat with one of the commanding officers, their voyage is uneventful (unless a particularly spiteful GM decides otherwise).

It takes the “Argus” 39 days ship-time to reach the designated rendezvous point. The acolytes are given notice a few hours earlier and are escorted to a hangar bay by a hovering Servo-Skull. Lieutenant-Commander Thralf awaits them at the opened ramp of a small scout ship.

“This ship is yours to use. It is an Intruder-class vessel, capable of sub-light void flight and can operate for a maximum of 20 days standard without refuelling. This should be more than enough to reach anything out here.

In accordance with the orders given, we have supplied the ship with water and food for 3 months.”

The Lieutenant-Commander is interrupted by the crackle of the vox-system:

“This is Captain Jarek speaking. I wanted to wish you good luck with your mission in person. Please remember that we will be back at this point in two month and we will wait for 10 days, so be on time. Good luck, and Godspeed. The Emperor protects. Captain out.”

After this small demonstration of Navy politeness, the pilot of the team is briefed by a ship’s pilot on particulars on flying the vessel, and the acolytes belongings are loaded into the small cargo hold.

Three hours after reaching the rendezvous point, the acolytes leave the security of the Argus and head into open space.

Dauntlass-class light scout cruiser
Silence of the Void

The Intruder—scout ship is a fast spacecraft, well armed with a nose-mounted twin-autocannon controlled by a slaved servitor, a twin-lascannon under each wing and a couple of plasma missiles next to these. The crew compartment easily houses up to six people for an extended time.

Feeding the coordinates from the encrypted data-slate into the ships cogitators plots the course which takes the ship to its destination in 50 hours standard.

Unknown to the acolytes, they have a stowaway passenger on board. An operative of the assassin cadre hunting Inquisitress d’Vor has disposed of the gun servitor controlling the nose-mounted autocannon and assumed its position. Extensive disguises, the clothes of the servitor and the real gun-interface help the Assassin to go unnoticed. He is on a scouting mission and will go to any length to avoid detection and combat. In his view, collateral damage is a sign of weakness for a truly skilled Assassin.

Should the acolytes discover the unwanted guest, he will surrender if given a chance, planning to flee once they reach the Tetragon Facility. If he is forced to fight, he will do so with every resource available to him.

Destination: Tetragon

After nearly 50 hours sub-light travel the ships cogitator reminds the acolytes to send a special hail sign which was included in the encrypted data on the slate.

About 30 minutes after sending the impulse a low-intensity guidance signal is received. After following the signal for another six hours, a vast black shape appears out of nowhere; a shadow of lingering doom in the absolute blackness of open space.

The acolytes are hailed by the automated system to transfer their codes. After confirmation by the stations codifiers a docking beacon on the Crew Wing Secundus lights, guiding them to their mooring point.

A Servo-Skull awaits them at the airlock:

“Greetings, masters. I will show you to your quarters.”

The hovering skull leaves the docking area of the Crew Wing Secundus and shows them to their quarters on Level 4 (see description of the Tetragon Facility on p.13)

“Servitors have been dispatched to unload your craft, masters. Nutrition will be available shortly in one of the several mess areas or your individual quarters. Orders can be selected via the hololithic interface system. I understand that the scheduled timeline for the sacred maintenance rites is 40 days standard.

The facility has been set to an alternating eight hour standard work- and recreation-cycle. Each of you has been issued a personal interface unit for path finding and interaction with the Tetragon Main Machine Ghost Core. I will reactivate in eight hours standard to proceed with the first work cycle. Any questions concerning your term on this station should be directed at your personal interface units.”
Each acolyte has a cherubim or Servo-Skull assigned to him to interact with the station’s systems and to act as a guide.

The station systems do not forbid the acolytes access to any areas they are allowed to, but their guides strongly suggest, that they familiarize themselves with the station first.

Going to Work

Exactly eight hours later, the first Servo-Skull reactivates and guides the acolytes to their primary workstation in the Central Command Castellum.

A special maintenance workstation has been set up on the Level 12 balcony, showing a large three-dimensional hololith of the station’s interior. A cogitator with a powerful machine spirit holds the schedule of the required maintenance rites and is linked to the hololithic display. A standard port allows anybody with a MIU to link directly into station systems to execute checking rites and calibration prayers.

Most of the work has to be done by a Techpriest or – in case the acolytes needed one – the servitor-drone. The other acolytes have to do the legwork: Placing and removing remote auspex units, taking radiation readings at about 400 different locations, checking security measures, and inspecting void shields and airlock seals. The ward accessors of the acolytes are programmed from work-cycle to work-cycle with the necessary codes which are useable for one work-cycle only.

For the first 17 days these routine jobs fill up the eight hour work-cycles. The Techpriest or servitor-drone has to complete some rites of repair and some systems have to be replaced.

According to the schedule of day 18 there are checks to be done on the main cannon of pylon Quintus (the eastern end of the station) as well as the gun emplacement towers on the upper deck of the pylon’s castellum.

These checks include a rather noisy test of the main gun targeting engines and the slow swiveling of the heavy gun barrel alerts everybody on the eastern pylon to the presence of the acolytes.

Elyssa d’Vor (see below for her description, p.19) will be the first party to make a move. She will follow the acolytes, using the powerful override codes and codebreakers of her Rosette to bypass void shields and opening bulkheads and sealed portals. She uses her considerable skill at shadowing people and her extensive technological equipment likely allow her to remain undetected. Any Awareness-Tests to spot are Hard (-20%). Her psi-shield causes Psyniscience-Tests to become Very Hard (-30%) and to be extremely hazy even if successful. D’Vor moves very carefully, checking the acolytes’ movement on her auspex and retreats immediately if discovered. Under no circumstances will
she start a fight with the acolytes at this time.

If she is cornered with no chance for escape she will reveal her rosette and identify herself as an Inquisitor. She will start her game of manipulation from this point on (see below “Overture”, p.7).

The second party involved is a Blood Wraith once named Jakob Keppler (see below p.20). He will stalk the acolytes to find their base and to learn more about them. He suspects them to be the masters of the “castle” (he thinks he is inside some vast stronghold).

He is delighted to have more victims to torture and plans to have some fun with them before the bloodletting starts in earnest.

**Overture**

Once d’Vor and Keppler have discovered the presence of the acolytes, both start to play games of their own.

**The Inquisitor**

If the acolytes fail to discover d’Vor on their way from the eastern pylon she will contact them 12 hours later. She identifies herself correctly as an imperial Inquisitor and demands access to the Command Castellum.

Once they meet in person she will brief them with the following story:

“I am Inquisitor Elyssa d’Vor from the Angelus Conclave of Sector Scarus. I have tracked the Archheretic Ládjuk Norek from the Angelus Subsector to this station. Norek is an unsanctioned psyker of at least power level beta and rated hereticus majoris by the Calixis Conclave. He fled the Calixis Sector to Scarus and returned here to evade me.”

To prove her information she presents her rosette – which is genuine – and her data-slate with the official data concerning Norek (which she has data mined during her search for a suitable psyker to help her).

“Norek tried to conduct a warp ritual to bind a warp entity into a human body to create a bound daemonhost. I wasn’t fast enough to stop the ritual.”

She sighs. “Unfortunately, Norek overestimated himself and now the daemonhost roams this space station unbound.

We have to evade this monster and leave as fast as we can to report to your masters on Scintilla. Do you have a ship?”

Elyssa isn’t very happy that it will take at least another 26 days before the “Argus” comes around to pick up the acolytes. While food and water are plentiful, the energy reserves of the scout ship won’t last that long. She knows they have to survive a few more days on the station since the scout ship can’t be refueled at its docking position.

She will also tell them of the “Prospero” and the damaged plasma reactor.
The Blood Wraith

While the acolytes are interacting with d’Vor the Blood Wraith will make his first move:

Keppler bypasses the Central Command Castellum and enters Level 4 of Wing Secundus. He turns the automated servitor-kitchen into a slaughterhouse and spoils all of the acolytes’ food and water supplies. When the acolytes enter the kitchen they find the servitors gutted and dismembered – most of their parts hanging from the ceiling – and the facility beyond repair. A track of blood spots ends at one of the walls but a corresponding body (or part of it) is nowhere to be found.

The walls are painted with blasphemous sigils using blood and other fluids of the drones. The food and water has been rendered unusable by means better left undiscovered.

Keppler’s second move is to destroy the control panels and burn out the locomotive engines of the airlock leading to the acolytes’ scout ship. This effectively makes access to the ship impossible since any forced opening of the bulkhead would almost certainly destroy the docking tunnel. The only way now to reach the ship is to leave the station in a void suit and enter by the ship’s secondary airlock.

From the point at when the acolytes discover that their supplies have been destroyed, the Blood Wraith will start a number of incidents to terrorize them:

⋆ When an acolyte passes one of the voidfields a Desparyte appears, slowly dragging the blood-drenched body of another victim after him. He gives the acolytes a short look and disappears into another corridor. Should the acolytes be able to bypass the voidshield they find an empty corridor without any trace.

⋆ Somewhere an acolyte discovers a bloody trail starting at a locked bulkhead and disappearing into a wall.

⋆ The internal vox-system of the station gives static noise without any spoken message. Below the static a nearly inaudible whispering speaks of blasphemous things.

⋆ Should the acolytes decide to take any rest, an eardrum-bursting scream is send over the vox-system.

The GM can use these incidents as he sees fit. After two days (day 21 of the acolytes stay on the station) Keppler decides that enough is enough. He permanently transmits the hundredfold amplified screams of the victims in his torture chamber over the vox-system, making it impossible to act without any kind of hearing protection. This will impose a -30 penalty to any hearing-based Perception tests and cancelling out any effects of hearing enhancement systems or Heightened Senses.

Keppler will also send a number of Desparytes equal to double the number of the acolytes to attack them and drag them into his torture chamber.
The Assassin
Should the acolytes have captured the assassin, he will flee their custody once they start their first work-cycle. If not, he will shed the disguise of the servitor and leave the scout ship during the unloading of the supplies.

He leaves a vox-thief inside the Central Command Castellum and starts to check for any signs of d’Vor. He too is severely limited by the voidshields and armored bulkheads but his formidable equipment and skills let him slip through openings impossible to navigate for lesser humans.

Once d’Vor identifies herself to the acolytes he will know through the vox-thief. He will find a way to contact one of the acolytes (either in person or over a personal vox-channel) and warn him of d’Vors treachery. He will offer his cooperation if the acolytes stand aside while he does his job. If not, he will treat them as enemies.

The Game unfolds
Once d’Vor, the Blood Wraith and the assassin have made their moves, it is the time for the acolytes to act.

One of their first actions will most likely be to check the security protocols and anti-intruder system of the Tetragon Facility at the security station.

Since d’Vor extensively manipulated the auger arrays, auspexes, Pict- and vox-thiefs around her base of operation to conceal her presence from exactly these systems, there are no logs of any incidents. She also weakened the hexagrammatic and tetragrammatic wards so they don’t hamper her operation. This has opened the Tetragon Facility to Keppler and allowed him to corrupt some of the station systems. Luckily he is not aware of the countless technical possibilities of his power and uses them only to cause terror.

These manipulations cause the station not to “believe” the acolytes claim that there is a serious breach of security. The machine spirit will refuse to execute any emergency measures, nor will it grant the acolytes additional access to other parts of the station beyond those defined by the maintenance schedule. It also rejects any request to wake up the station’s Astropathic Chorus from his stasis slumber. It is impossible to create an incident which causes a security alert in the immediate vicinity of d’Vors former base of operation. Her manipulations have caused the station to have “a blind spot” at this site.

The acolytes will have to find their own solution to the problems.

The following list is by no means complete and resourceful players may come up with additional ideas of their own:

* The acolytes try to manipulate the stations systems to reprogram their ward accessors or bypass individual doors and bulkheads to gain access to additional storage halls to solve their food and water problem.
* They access an airlock and use the stored void suits to reach the second-
ary airlock of the scout ship. They either take supplies with them – which is difficult – or they reprogram the docking subsystem to relocate the scout ship to another airlock.

* They reprogram the docking system and relocate the scout ship to the main hangar complex. Here they refuel the ship and secure additional reactor fuel.

* They use the refueled and resupplied scout ship to flee the station and wait for the Argus to return. Perhaps they think of taking some spare void suits just in case the cruiser is late...

* They cause a high or maximum threat security alert and hide until reinforcements appear. This takes about four to six months real time and neither d’Vor nor the Blood Wraith are very fond of this idea.

* They try to repair the “Prospero” which is a dangerous proposition since they would have to pass Kepplers direct area of influence.

* They try to break into one of the armories, secure heavy weapons and go to fight Keppler directly.

* They stand aside and let the assassin do his work, thereby gaining access to the codes for the Prospero’s Main Machine Spirit. The assassin will strike within 1d10 hours and kill d’Vor.

* They fight d’Vor themselves, realizing she is attempting to use them as cannon-fodder for her own purposes.

* The acolytes try to remove “the blind spot” (see above p.10). If successful, the station will be able to register physical interaction with the materium. Any psychic actions by Keppler are still invisible to the system since he has corrupted it to a certain degree. Any combat actions will cause the station to respond – according to the weapons used and the damage done – with a medium or high threat security alert.

Regardless of the acolytes’ decision concerning d’Vor, both the Inquisitor and the assassin can be most useful to speed up their movement through the station since both are equipped with very ancient and powerful tools to bypass the security systems.

The following two options are the most likely conclusions:

**Option 1: Out for a Walk**

This option assumes that the acolytes decided to resupply their scout ship and to flee the station.

If d’Vor is still with them, she will try to dispose of the acolytes as soon as they reach the rendezvous point and to dump their bodies into the void. She plans to bluff her way on board of the “Argus” using her inquisitorial authority.

Should the acolytes decide to attempt a resupply with void suits, she will try to arrange “an accident” during the last trip, disposing of the most dangerous acolyte. This might result in a spectacular zero-gravity combat on the outside of the Tragon Facility.
If the assassin is still with them he will reassume his servitor disguise before the rendezvous with the “Argus” and will simply disappear once they reach the cruiser.

**Option 2: Into the Lion’s Den**

The second option assumes that the acolytes decide to fight Keppler and/or to repair the “Prospero”.

It is nearly impossible to sneak through the area Keppler occupies (see below p.176). The main doors in the western wall are open most of the time but the access doors to the docking point of the “Prospero” are always closed and unused. Opening any of the doors causes signal beacons to flash and klaxons to sound.

The first attack wave will consist of Keppler’s remaining Desparytes (see below p.22). Of d’Vor’s original staff, 22 persons have succumbed to Kepplers powers. If the attack on day 21 has already happened this number might be reduced by about 8 to 10. If the acolytes move before the 21st day, Keppler has all of his minions at his disposal.

The second “wave” will be the corrupted Psyker Ládjuk Norek who is terminally insane and akin to walking time bomb on a short fuse. Keppler unleashes him against the acolytes since he knows that Norek will wreak unimaginable havoc in his vicinity.

After surviving the encounter with Norek, Keppler himself (see below p.20) will attack the acolytes. At first he will be in the Blood Wraith form he was summoned into. When his material hull is destroyed, he will continue the fight in his true form created out of the blood of the corporeal hull.

Once they succeed in destroying Keppler, the acolytes will have all the time in the world to repair the “Prospero” or leave with their scout ship. The Blood Wraiths’ manipulations to the station systems will become detectable and the Main Machine Spirit “believes” that there was a serious breach of security.

**Aftermath**

If the acolytes return alive to Scintilla an extensive debriefing will take place in the Bastiona Serpentis. They are interrogated and examined for possession and corruption and questioned once again. This is especially true, if they have caused the Tyrantine Cabal to send an emergency team to save the day.

If they have sabotaged critical systems of the station to provoke an astropathic message they will have a tough time with a very sour-looking adept forcing them to fill out a 350-page damage report. They will also feel the constant hateful stare of every available Techpriest around.

The destruction of Keppler and the capture or killing of the radical Inquisitor Elyssa d’Vor will earn them an appropriate reward from the Tyrantine Cabal and their Inquisitor (Such benefit may be a hearty slap on the back or perhaps a nice new gun to play with).
Bringing d’Vor to justice will also earn them the thanks of an Angelus Subsector planetary governor and via House Krin and the Tricorn Palace a very valuable present for each of them (the GM should decide a suitable “very rare” or “rare” present of best craftsmanship for his acolytes).

Just for surviving the trials of the Tetragon Facility each acolyte will gain about 400 xp.

If they have captured or killed d’Vor by themselves this will be worth an additional 500 xp.

Killing Keppler by themselves will earn them 600 xp and a Fate Point.

Assistance from a major NPC like d’Vor or the assassin will reduce the xp awards for Keppler and d’Vor by 300 xp.
Appendix 1: The Tetragon Facility

The Tetragon Facility space station is one of a few surviving smaller versions of the ancient Ramilies-Class Space fortresses. It has been refitted for the needs of the Tyrantine Cabal and was equipped by the Adeptus Mechanicus with a sophisticated stealth- and cloaking-system, rendering it virtually invisible to conventional or psionic means of detection.

The vast halls, laboratories, crew quarters and stores of the station are separated from each other for security reasons. The acolytes are given ward accessors for the Central Command Castellum of the station, their quarters and those systems, that, according to the maintenance schedule, are to be consecrated in the holy rites of maintenance. The remaining parts of the station are off-limits to them.

Moving around

The station consists of 18 major sectors:

- Central Command Castellum
- The four Towers
- The four Crew Wings
- The Main Power Core
- The four Pylons

- The four levels of the stations main body

Each sector entrance is barred by a double-bulkhead security-station reinforced with a voidshield between the bulkheads. The only other way to pass between sectors is through massive two-winged portals of Adamantite which can be damaged by nothing short of a starship weapon.

Inside the sectors, armored bulkheads and voidshields secure vital areas. Armored doors are used to prohibit entrance to off-limit areas.

- The void shields are impassable and cannot be brought down by brute force short of sustained shelling by a main battle tank cannon. They may be bypassed only for a few moments with a difficult (-10%) Tech-Use test. Should an acolyte fail this test by 4 or more degrees a security alert (see p.17) will be issued.

- Armored bulkheads have an Armor Value of 32 and can be opened by a challenging Tech-Use test or a difficult (-10%) Security test. Failing the test by 4 or more degrees or blowing it open will cause a security alert (see p.17).

- Armored doors have an Armor Value of 16. To open them a routine (+10%)
Tech-Use or Security test is necessary. Failing the test by 4 or more degrees will cause a security alert (see p.17).

The GM is the final judge how hard it will be for the Acolytes to move around in the Tetragon Facility. If they are having an easy time he may throw in a servitor-checkpoint or reduce test difficulties and/or frequency, if they lack appropriate skill scores. The main reason for the restrictions in movement is to create an atmosphere of dread and being “locked in”, not to frustrate the players with endless dice rolling.

Manipulations

Some acolytes might think of manipulating the Main Machine Spirit of the station or some of the non-critical subsystems to gain access to various areas of the station (such as the armory, storage halls or the main hangar). The Main Machine Spirit can only be accessed from the Central Command Castellum, the subsystems within the Castellum or at local command interfaces.

To manipulate the Main Machine Spirit a Very Hard (-40%) Tech-Use Test with at least two degrees of success must be accomplished. Two or more degrees of failure will cause a maximum threat security alert (see p.17).

If an acolyte manages to gain access, he can program their ward accessors with codes for any sector of the station. He can also reset d’Vors manipulations which will effectively remove “the blind spot” of the station.

The manipulation of a subsystem requires a difficult (-10%) Tech-Use Test with at least two degrees of success. Failing with three or more degrees will cause a high threat security alert (see p.17).

Access to a subsystem allows the acolyte to program their ward accessors with codes for a single sector of the station or to power up the elevators of a sector (such as Crew Wing Secundus or the eastern Pylon Quartus). Locations like armories or classified sections remain off-limits. If the acolyte accesses the sector subsystem of the eastern pylon, he may also be able to remove “the blind spot” with a second Challenging Tech-Use test.

All tests to access systems may be tried multiple times unless a security alert is caused. In this case the system will be locked out of any external manipulation for 24 hours after the threat is neutralized.

Key Locations

The following descriptions will consider only the main key locations:

Central Command Castellum

The Command Castellum is a cathedral-like structure with a domed roof and four towers.

The central room is about 250 m high and 25 balconies are running along its walls (Level 1 being the one directly under the
dome). Bridges are crisscrossing the room on the upper 20 levels. The different levels are housing all of the command posts necessary to run the station. Most of the stations are dormant, only the ones used in the maintenance rites are active.

In the center of the floor sits a vast dome of Adamantium and Ceramite (Armor Value 50) housing the main cogitators, the codifiers and the central machine ghost core. The four Crew Wings (Primus to Quartus) are connected on Level 4 to 24 with the Castellum. There are also several entrances to the four towers flanking the Castellum.

The only other exit from the Castellum is a ramp which runs spiraling down to the Main Power Core. It is wide enough for two Rhino Personal Carriers next to each other. Access to the power core itself is barred by a double-bladed portal some 30 meters high and wide, as well as a multi-layered void shield generator. It is guarded by six armored gun turrets with twin-linked Assault Cannons.

**Crew Wing Secundus/IV**

The acolytes are housed in the Crew Wing Secundus, Level 4, during their stay on the space station. Usually reserved for high-profile personnel, these spacious and luxurious apartments are a bonus from their master.

The area has a small sickbay, a library, some common rooms and several recreational installations, such as a gym and a pool area. Food is prepared by a servitor-manned kitchen using the supplies the acolytes brought with them.

The Wing can be accessed from the Level 4 Balcony of the Central Command Castellum. The acolytes ward accessors open the bulkhead and the void shields.

Several elevators lead from here to the other levels of the Crew Wing and further below to the lower areas of the station. All lifts are powerless and the armored doors locked.

**Main Power Core**

The gigantic hyperplasma core of the station is located in its very center directly below the armored housing of the central machine ghost core. Most of the maintenance rites are to be held in this complex.

**The Towers**

The four towers run from the upper end of the station all the way to the underside. They feature a number of differently sized elevators which can be used to reach every level of the station.

The four towers also house the vast auger arrays, the cloaking field projectors, sub-light communication, the astropathic chorus and various other vital systems such as main void shield projectors and essential hyperplasma power lines.

It is possible to climb the elevator shafts using emergency ladders but they are pro-
tected by automated Sentry-gun Servitors (see p.24) installed on every other level. They open fire on every moving target without proper identification. The acolytes ward accessors will cause the Servitors to issue a warning before open fire. Attacking the Servitors will cause a security alert (see p.17).

All exits from the towers are secured with armored bulkheads and voidshields.

**Ritual area**

The Inquisitor set up her base on the eastern fringe of the Tetragon Facility. She occupies a large storage area previously holding ammunition for the secondary macro-batteries of the eastern Pylons gun emplacements.

The area was cleared of the racks and ammunition, venting them into the void. The storage area is nearly 140 meters long and 135 meters wide. It is the only suitable location to transport the massive machine parts needed to repair the “Prospero’s” plasma reactor.

At a height of about 15 meters a steel-grid gallery 18 meters wide runs along the northern, western and southern wall. The gallery is still filled with racks containing spare parts for the massive macrocannons. This area itself is very poorly lit.

Near the center of the room, an enormous circle of hexa- and tetragrammatic wards has been set up to aid in the summoning and binding ritual. The circle is broken and the steel-plates of the floor are violently cracked open.

Keppler has “redesigned” this area to serve as his private torture chamber. Some parts of the remaining racks have been used to construct crude torture racks and cages. Since most of the glow globes have cracked during the summoning, fires have been lit to give light as well as for far more sinister purposes.

The Blood Wraith still has nine more or less living victims in his clutches, all of them strapped to the racks. Several severely mangled corpses have been piled up at the northern wall.

**Sights and Sounds of Kepplers Domain**

The Wraiths new lair is a hell of arm-plast, fire, blood and pain. The fires cast distorted shadows in every direction and they have a disturbingly sentient air about them. The screams of the tortured fill the air, mixing with the heavy scent of blood and pain. Everybody feels that the border between the materium and the warp is just a thin veil at this place.

**Docking Point of the “Prospero”**

At one of the gun emplacement turrets on the lower side on the eastern pylon of the station, the “Prospero” is docked. The small free trader spaceship is well hidden in the superstructure of the lower side and far away from the regular docking areas of the
middle station ring, the upper pylons and the Central Command Castellum.

The “Prospero” uses an auxiliary airlock for docking and is secured to the station by strong power clamps.

The stealth field of the station effectively blocks any attempts to detect the ship by auspex. A very careful inspection of the lower pylon area and a hard Awareness Test (-20%) are needed to spot the ship by sight alone.

Phillias Gard, the shipmaster of the “Prospero”, was blackmailed by Inquisitor d’Vor into bringing her and her retinue to the Tetragon Facility and to wait for her studies to be completed. She enforced his stay by encrypting the machine spirit core of the “Prospero” with pass codes only known to her.

Naturally Gard and d’Vor weren’t on very good terms and when the ritual went the wrong way the shipmaster lost his mind. He took his revenge by sabotaging the main plasma reactor of the ship and jumping out of an airlock without a void suit.

If the acolytes are trying to use the “Prospero” to escape the station they need to decrypt the machine spirit core, which is nearly impossible task without the pass codes from d’Vor (Tech-Use Test at -50% or Cyphers(Inquisition) at -50%).

They will also need to repair the plasma reactor which can be done using parts of the Tetragon Facility and will take about 96 hours to complete. The work can be done by a Techpriest or a maintenance Servitor-Drone.

**Security Alert**

Should the acolytes cause a security alert - either by bypassing a void shield, lock picking a door or running into a Sentry-Gun Servitor – the Tetragon Facility will act according to the perceived threat:

- **Minor Threat**: Destroying or bypassing an armored door or being detected by a Gun-Sentry Servitor with a valid ward accessor outside the valid area.
- **Medium Threat**: Bypassing a void-shield or an armored bulkhead. Attacking a Monotask-Skull.
- **High Threat**: Bypassing or destroying an airlock or destroying an armored bulkhead. Manipulating a non-critical station system. Attacking a Sentry-Gun Servitor, Gun Servitor or Battle Servitor.
- **Maximum Threat**: Manipulating a critical station system, destroying station systems or trying to access the Central Machine Spirit Core. Destroying a Battle Servitor.

A low threat will cause the station to dispatch two Gun Servitors¹ and an Auger Monotask-Skull² to investigate. Acolytes with valid ward accessors will be hailed and challenged to surrender their weapons and themselves to the servitors. In a case of

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¹ see Dark Heresy Core Rulebook, p. 340
² see The Inquisitors Handbook, p. 145
resistance the Gun Servitors will open fire until all targets are disabled.

If the acolytes are just off-limits they will be escorted to a valid area. If they have destroyed or bypassed a door they will be put into stasis detention until another team reaches the station. This is announced to the acolytes by the Monotask-Skull.

A medium threat will cause the same measures as a minor threat resulting in immediate detention. Any resistance will be met with deadly force.

A high threat assumes that the subjects are enemies and deadly force is used without hailing first. The two Gun Servitors will be backed up by a Hades-pattern Battle Servitor (see below p.24). The Machine Spirit also wakes up the Astropathic Chorus from stasis to alert the Tyrantine Cabal. This procedure will take 18 hours. The Cabal will react by dispatching an Inquisitor to investigate. It will take him about six months real time to reach the facility.

A maximum threat is a direct and present danger to the Tetragon Facility. All available Gun and Battle Servitors are dispatched to the site of the threat. The first wave will consist of 1d5+2 Gun Servitors, three Auger Monotask-Skulls and one Battle Servitor. The second wave will be another 1d10+5 Gun Servitors and 1d5+1 Battle Servitors. The Astropathic Chorus will be quick-awakened in a dangerous procedure taking 1d5+2 hours. After alerting the Tyrantine Cabal this procedure will most certainly be fatal to the Chorus. The Cabal will react with the immediate deployment of several Inquisitors and a sizeable force of elite storm troopers. It will take four months real time for the emergency team to reach the station.

Dispatched Servitors will reach the site of the threat in 1d5 minutes, always led by the Monotask-Skulls. Reinforcements will take another 2d5 minutes to arrive.

Information about the security measures and reaction times, waiting positions of the servitors and employed models are accessible to acolytes over the secondary security station which they use during their system checks.

The acolytes should be able to outrun the Gun and Battle Servitors as long as they take out the Monotask-Skulls.
Appendix 2: Non-player Characters

Inquisitor Elyssa d’Vor

<table>
<thead>
<tr>
<th>Move</th>
<th>Wounds</th>
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<tr>
<td>5/10/15/30</td>
<td>19</td>
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</table>

Skills:
- Acrobatics (Ag)+105, Awareness (Per)+105, Barter (Fel)+205, Charm (Fel)+205, Chem-Lab (Int)+205, Ciphers Inquisition (Int)+205, Concealment (Ag)+105, Contortionist (Ag)+105, Deceive (Fel)+205, Demolition (Int)+105, Disguise (Fel)+205, Dodge (Ag)+30, Drive Ground Vehicle (Ag), Forbiden Lore Daemonology (Int)+105, Forbiden Lore Inquisition (Int)+205, Forbidden Lore Ordo Xenos (Int)+205, Forbidden Lore Xenos (Int)+105, Inquery (Fel)+205, Interrogation (Wp)+105, Intimidate (Str)+205, Literacy (Int)+205, Medicae (Int)+205, Performer Actor (Fel)+105, Pilot Civilian Craft (Ag), Scholastic Lore Beasts (Int)+105, Scholastic Lore Occult (Int)+105, Scouting (Per)+205, Search (Per)+205, Secret Tongue Inquisition (Int)+105, Security (Ag)+205, Shadowing (Ag)+205, Silent Move (Ag)+205, Sleight of Hand (Ag)+105, Speak Language High Gothic (Int)+105, Speak Language Low Gothic (Int)+205, Survival (Int)+205, Swim (Str)+105, Tech-Lab (Int)+205, Wrangling (Int)+105

Talents:
- Any of Authority, Ambidextrous, Armor of Contempt, Arms Master, Autosanguine, Basic Weapon Training (SP, Bolt, Plasma, Melter), Blademaster, Blood Fighting, Catfall, Combat Master, Counterattack, Crippling Strike, Crushing Blow, Dark Soul, Jaded, Master Orator, Talented (Charm), Talented (Deceive), Sprint, The Flesh is weak 2 (Machine 2 Trait), Two-Weapon Wielder (Ballistic, Melee), Unarmed Warrior, Unnamed Master (1d10+SB | for unarmed attacks, not primitive), Dual Strike, Blade Master, Sure Strike, Wall of Steel, Step aside, Counterstrike, Strong Minded, Mental Fortress, Resistance (Fear), Resistance (Psionics), Resistance (Toxin)

Traits:
- Natural Weapons (armed Hands), Dark Sight, Heightened Sense (Sense), Machine 2

Equipment:
- Xeno P-shield (+10 on all Thresholds of psi powers directed at her, +50% to all Tests, all attempts to locate her with psionics are at -50%), Xeno Stealth Device (+20% Silent Move, +20% Concealment, counts as if at extreme range when standing still, all technical and other attempts to locate her are at -20%, invisible to IR Sight and Dark Sight), data-slate with pass codes to the machine spirit core of the “Prospero”, Advanced Medi-Kit (+20% Medicae tests)

Cybernetics:
- Best quality Bionic Arms (both), best quality bionic Locomotion, best quality Bionic Respiratory System, best quality Bionic Eye, best quality Bionic Heart, best quality Cranial Armor, best quality Subskin Armor, MIL Weapon Interface, Synthetic Muscle Crafts (SB+1), best quality Chem Glands (Stimm, Kick and De-Tox), cybernetic Filtration System (+20% to all tests against poison and disease), cybernetic Xeno Autoheal System (grants Prosangsine and Autosanguine), Concealed Weapon Bionic inside left arm (a best quality Plasmapistol – see below)

Armor:
- Refractor Field Generator (as Amulet of Warding, The Inquisitors Handbook, p. 137), concealed Xeno Mesh (Head 3, Body 5, Arms 7, Legs 7)

Weapons:
- Bare Hands and feet (1d10+7, Pen 0), Jaekero Digi-Melta (5m, S/17, 2d10+4 E, Pen 12, clip 1, reload full), Jaekero Digi-Needler (5m, S/17, 1d10 R, Pen 0, clip 1, reload full), Toxic – hard Toughness-Test or suffer an additional 2d10 damage without armor and TBI, best quality Plasmapistol (30m, S/17, 1d10+7 E, Pen 6, clip 10, reload 3 Full,
Elyssa d’Vor is a radical Ordo Xenos Inquisitor from subsector Angelus of the neighboring Scarus Sector. She fled from the capitol planet Eustis Majoris to Calixis after a failed ritual which killed hundreds of innocents as well as the daughter and heiress of an influential planetary governor.

Since this incident d’Vor tried to achieve a deeper understanding about the ancient xen data fragments, which she used to develop the ritual to create a mighty bound daemonhost with the intent to use him against the enemies of humanity. For a second time she failed catastrophically. Her ritual called a murderous daemon of Khorne – a Blood Wraith – into the materium.

Her psi-shield helped her to evade the Blood Wraith but she knows that the energy reserves won’t last forever. She has to leave the station to flee the vengeful Blood Wraith.

D’Vor is a master of manipulation and deception given a corporeal form. It has become her second nature to control and use anybody around her and to drop them when their usefulness has come to an end.

She tries to convince the acolytes to help her, securing her escape from the space station and the horror she unleashed on the universe. The only objective she cares for is her survival, everyone else is merely an unwanted witness which must be disposed of.

D’Vor has the pass codes for the encrypted machine spirit core of the “Prospero” on her person. She knows that she is neither qualified to repair the damage done to the main reactor, nor to pilot the spaceship.

The Inquisitor has been modified with several very advanced cybernetic systems, all of the best quality. Even though she prefers to manipulate people to reach her goals, GM’s should bear in mind that she is a full imperial Inquisitor and a very dangerous opponent to fight.

She is also a very complex NSC and the GM should familiarize himself well with her capabilities.

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**Jakob Keppler, a Blood Wraith**

**Material Form**

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<td>(6)</td>
<td>44</td>
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<td>58</td>
<td>(8)</td>
<td>15</td>
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**Move:** 3/6/9/18 **Wounds:** 25

**Skills:** Awareness (Per)+20%, Concealment (Ag)+20%, Deceive (Fel), Dodge (Ag)+20%, Drive (Cart) (Int)+10%, Silent Move (Ag)+20%, Interrogation (Wp)+20%, Search (Per)+20%, Wrangling (Int)+10%

**Talents:** Basic Weapon Training (Primitive), Hard Target, Lightning Reflexes, Melee Weapon Training (Primitive), Mental Fortress, Pistol Weapon Training (Primitive), Resistance (Psyche), Strong Minded

**Traits:** Blood Walker (may slip into the warp), Daemonic Presence (-10% Wp/25m), Dark Sight, Fear 2 (Frightening), From Beyond, Fuelled by Slaughter (heals 1d5 W when killing a victim), Mask of Lies (supresses Fear and Daemonic Presence until he attacks), Murderous (+3 critical dmg, may cause Righteous Fury), The Stuff of Nightmares, Unhallowed (double dmg from Holy/blessed weapons), Unnatural Agility (x2), Unnatural Strength (x2), Unnatural Toughness (x2)

**Equipment:** clothing

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3 for the details of Kepplers Traits see Disciples of the Dark Gods, p.162
Armor: Best-quality Imperial Greatcoat (Arms, Body, Legs 5)

Weapons: Mono-bladed Sword (1d10+8 R, Pen 2), Unarmed (1d5+5, Pen 0, primitive)

True Form

If reduced to zero Wounds, the Blood Wraith material form collapses and he rises from the blood of his host’s body.

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<td>30 (10)</td>
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<td>50</td>
<td>58</td>
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Move: 2/4/6/12 Wounds: 16

Skills: Awareness (Per)

Talents: Mental Fortress, Resistance (Psychic), Strong Minded

Traits*: Amorphous, Daemonic (TB 10) Daemonic Presence (-10% Wp/25m), Dark Sight, Fear 3 (Horrifying), From Beyond, Possession, Strange Physiology, Unnatural Sense, Warp Instability

Jakob Keppler lived about 800 years ago on a feudal imperial backwater planet in the Segmentum Solar. He was a devout follower of the imperial creed and a zealous witch hunter. He caught innumerable renegade psykers, witches, warlocks, mutants and deviants and judged and executed them with fire and sword for their sins against the Emperor. The people feared Keppler, but he protected the common man from the abominations of the warp.

Keppler never was choosy about his methods and always acted after his iron doctrines “The end justifies the means.” and “There are no innocents.” Torture, blackmail, theft and forced entry were not reserved only for suspects but a justified course of action if it brought him closer to his prey. He also was not above using witches and unsanctioned psykers to sniff out the lairs of sinners or to employ the weapons of the enemy against them.

With the years, Kepplers corruption grew and he devolved from a religious fanatic to a sociopathic serial killer. Torture out of need for information made way for torture to inflict pain and to sate his insatiable hunger for pain and bloodshed. One day the door out of his torture chamber didn’t lead to the corridor but to the Murder Room⁵. Khorne granted Keppler more power and he became worse than any witch he had ever hunted. For over 40 years Keppler terrorized the people of his home world until the plea of the planetary governor for help was answered and an Ordo Malleus Inquisitor ended Kepplers reign of terror.

But Khorne claimed the soul of the mass murderer and made him a Blood Wraith⁶.

Now – almost 800 years later – Inquisitor d’Vor called Keppler into the material world to become her daemonhost but she underestimated the risks and overestimated her knowledge and the power of her Untouchable. The ritual failed and Keppler fused with the victim intended for the binding.

Keppler is now free to roam the Tetragon Facility and has turned d’Vors base into his private torture chamber. Here he tortures the surviving members of d’Vors team and turns them into beings of broken flesh and mind eager to do the bidding of their new master.

He is largely unaware of his location and thinks he is inside some vast stronghold or dungeon. His momentary goal is to assume total control of this stronghold and to expand his power base thereafter.

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¹ for the details of Kepplers Traits see Disciples of the Dark Gods, p.162

² see Disciples of the Dark Gods, p.139

³ see Disciples of the Dark Gods, p.162
His goals are to catch d’Vor and punish her for summoning him and – as soon as he is aware of them – to frighten and to terrorize the acolytes before he moves to capture them for his torture chamber.

Any equipment carried by Keppler is looted from the bodies of his victims.

**Ládjuk Norek, a corrupted Psyker**

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Move: 3/6/9/18  
Wounds: 17

**Ládjuk** was a powerful unsanctioned psyker in the service of Inquisitor d’Vor. He was hired to complete the studies of the xeno data fragments together with d’Vor and to develop a working ritual to summon and bind a daemon-host.

He celebrated the ritual and was overwhelmed by the powers he tried to wield. He summoned Keppler but before he could start the binding ritual the warp corrupted him allowing Keppler to escape the binding. Unwillingly he created a Blood Wraith.

The Blood Wraith – being a creature of Khorne - hates psykers and tortures Norek to the extreme. As a result, the last bit of sanity has fled his mind. Now, Norek is little more than a highly volatile explosive in a human shape.

When released by Keppler against the acolytes he uses the most direct power he has at his disposal (Burning Fist). He also radiates the pure stuff of the warp, causing damage and corruption. Norek will fight the acolytes for 1d5+2 rounds, causing one point of corruption to anybody within 10 meters. He also deals 1d5+2 E damage which ignores armor (unless protected with hexagrammatic wards). If Norek survives until his last round, he explodes with raw warp energy, dealing 2d10 E to anybody within 10 meters. This also causes 1d10 points of corruption.

**The Desparytes, Minions of Keppler** (22)

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Move: 3/6/9/18  
Wounds: 12

Skills:  
Awareness (Per)

Talents:  
Melee Weapon Training (Chain, Primitive)

Traits:  
Unnatural Strength (x2), Unnatural Toughness (x2)

Equipment:  
Shredded Clothing

Armor:  
none

Weapons:  
Handweapon (1s) (1d10+6, Pen 0, primitive) or Chainsword (3) (1d10+8, Pen 2, balanced, tearing) or Unarmed (4) (1d5+3, Pen 0, primitive)

These creatures were once the staff of d’Vor. They became addicted to pain during Kepplers torture and are now raving madman under the complete control of the Blood Wraith.

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7 *The Rules for Minions should be used for Desparytes (see Creatures Anathema, p. 134).*
They still wear the shredded remains of their clothing which are sewn directly onto their skin to keep them from falling down.

**The Assassin**

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<td>48</td>
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<td>(a)</td>
<td>44</td>
<td>(a)</td>
<td>55</td>
<td>(10)</td>
<td>59</td>
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</table>

**Move:** 10/20/30/60  **Wounds:** 24

**Skills:**
- Acrobatics (Ag)+20%
- Awareness (Per)+20%
- Chem-Use (Int)+20%
- Chiphers Assassins Cadre (Int)+10%
- Climb (Str)+20%
- Concealment (Ag)+20%
- Contortionist (Ag)+20%
- Dodge (Ag)+20%
- Medicine (Int)+10%
- Navigation Surface (Int)+10%
- Pilot Jump Pack (Ag)+10%
- Scouting (Per)+10%
- Search (Per)+10%
- Secret Tongue Assassins Cadre (Int)+10%
- Shadowing (Ag)+20%
- Sleight of Hand (Ag)+20%
- Speak Language Low Gothic (Int)
- Survival (Int)+10%
- Swim (Str)+20%
- Tech-Use (Int)+10%
- Tracking (Int)+10%

**Talents:**
- Ambidextrous
- Aims Master
- Assassin Strike
- Autosanguine
- Battle Kage
- Berserk Charge
- Blademaster
- Blind Fighting
- Catfall
- Chem Geld
- Combat Master
- Concealed Cavity
- Counter-Attack
- Crippling Strike
- Crushing Blow
- Deflect Shot
- Die Hard
- Disarm
- Dual Shot
- Dual Strike
- Exotic Weapon Training (Needle)
- Fearless
- Frenzy
- Furious Assault
- Gunslinger
- Hard Target
- Hardened
- Heightened Senses (Hearing, Sight, Smell, Taste, Touch)
- Hip Shooting
- Independent Targeting
- Iron Jaw
- Jaded
- Leap Up
- Lightning Attack
- Lightning Reflexes
- Melee Weapon Training (Primitive, Power, Shock)
- Mighty Shot
- Precise Shot
- Quick Draw
- Rapid Reaction
- Rapid Reload
- Resistance (Heat, Cold, Psychic Powers, Poison, Disease)
- Sprint
- Step aside
- Street Fighting
- Strong Minded
- True Grit
- Wall of Steel

**Traits:**
- Dark Sight
- Extraordinary Agility (x2)
- Extraordinary Strength (x2)
- Extraordinary Speed (x2)
- Improved natural Weapons
- Regeneration

**Equipment:**
- Synskin (+10% to Silent Move, Contortionist and Concealment tests, invisibility to Dark sight and Preysight)
- Vox-caster
- Vox-thieves

**Cybernetics:**
- Partial Bionic Reconstruction and restructuring by Genecrafting granting the following effects (in addition to Traits):
  - Chem Glands (De-Tox, Stimm, Kick and Slaught)
  - +20% to all tests against poison and diseases
  - Cranial Armor (Head +2)
  - Sub-skin Armor (Body, Arms and Legs +3)
  - Auger Array

**Armor:**
- Synskin (Head 4, Body 5, Arms 5, Legs 5)

**Weapons:**
- Pair of matching best quality Power Blades (1d10+14, Pen 6, +10% WS), pair of forearm mounted Needle Pistols (30m, 1d10+2 R, Pen 0, Reload 1 Full, accurate, toxic) with nerve control triggers (no free hand required) and fire selector: choice of Tox-Jack (Instant/Tox/10/Necrotic 1d10), Dusk Lotus (Swift/Lethal; permanent T damage) or Morphia-V (Instant/Tox-20/Sedative), Unarmed (1d10+9, Pen 0)

The Assassin has no individual name he could remember. He was chosen as an infant according to a genetic prognosis and trained by a secret assassin cadre in the Scarus Sector. The services of the assassin and his brotherhood are among the very best Throne Gelt can buy in the Scarus Sector.

Until Eliysa d'Vor makes herself known to the acolytes he is just on a reconnaissance mission. Once he knows of her presence his only objectives are to kill her and to leave the station to report to his superiors.

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*For poisons see The Game Masters Kit p. 30*
He has no objections against cooperation with the acolytes for survival, but he will insist on working alone.

The assassin is a valuable ally on the space station, but may not make it off the station. If the acolytes bring proof of d’Vors death to his superiors this might be a valuable connection for future adventures.

Like d’Vor, the assassin is heavily augmented and partially reconstructed. In addition, he has been genetically reengineered by heretical methods of gene-crafting and mentally and physically conditioned with outlawed methods of ancient origin to remake him into an even deadlier and more efficient killing machine. There are few assassins outside the Officio Assassinorum who can claim to be his betters.

**Battle Servitors (Hades-Pattern)**

<table>
<thead>
<tr>
<th>WS</th>
<th>BS</th>
<th>Str</th>
<th>T</th>
<th>Ag</th>
<th>Int</th>
<th>Per</th>
<th>Wp</th>
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<tr>
<td>30</td>
<td>30</td>
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<td>20</td>
<td>30</td>
<td>40</td>
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</table>

Move: 2/4/8/12  Wounds: 15

Skills: Awareness

Talents: Two-Weapon Wielder (Ballistic, Melee), Heavy Weapon Training (Bolt), Melee Weapon Training (Chain)

Traits: Armor Plated, Auto-stabilized, Darksight, Machine (4), Sturdy, Extraordinary Strength (x2), Extraordinary Toughness (x2)

Equipment: Internal Vox-bead, Ammo-hoppers equivalent to 4 full clips for the Heavy Bolter, Targeter for the Heavy Bolter (reduce all penalties to BS by 10)

Armor: Machine & Armor Plating (All x)

Weapons: Chain Axe (1d10+12, Pen 2, Tearing), Heavy Bolter (120m, -/-/-10, 2d10+2 X, Pen 5, clip 240, Tearing)

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Sentry-Gun Servitors

The Sentry-Gun Servitors are standard Gun Servitors (see Dark Heresy Core Rulebook p.340). They are integrated into walls or portals and unable to move around.
Central Command Castellum

Crew Wing Secundus/IV

Docking point of the acolytes scout ship

Pylon Secundus

Pylon Tertius

The Towers

Pylon Primus

Pylon Quartus

Tetragon Facility: Upside view
Ritual area / d’Vors Base

Docking point of the “Prospero”

Pylon Primus

Pylon Secundus

Pylon Tertius

Pylon Quartus

Tetragon Facility: Lower side view

Ritual area / d’Vors Base
Tetragon Facility: Ritual Area (Pylon Quartus)

Machine area for the Main Gun (not accessible)
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