

INQUISITOR

The Cirian Legacy



INQUISITOR: CONSPIRACIES

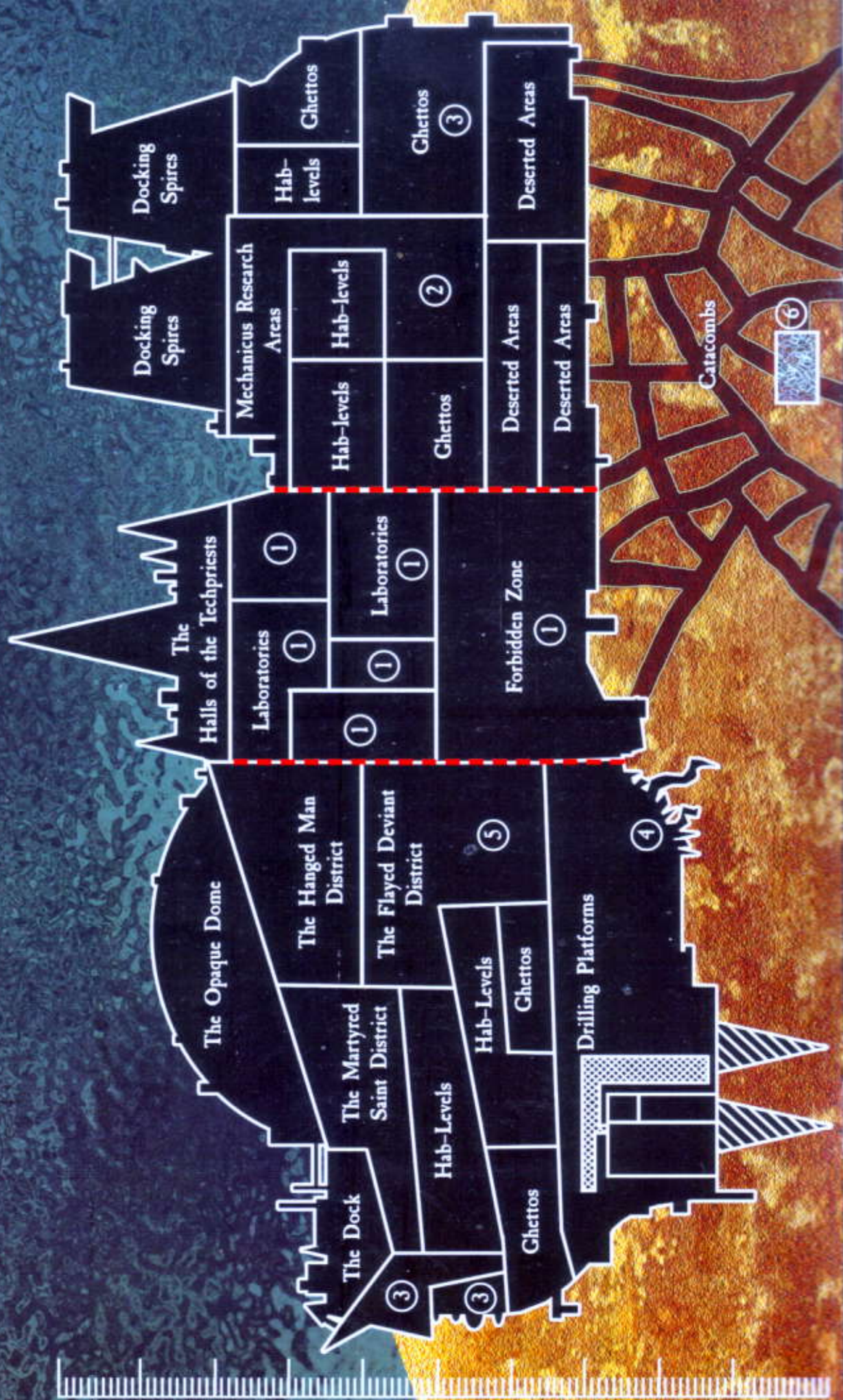
GAMES
WORKSHOP

CHIRIAN AUCCILLA

CS/213.0000

Key

- 1: The Columna: heavily guarded Mechanicus areas
- 2: Various experiments using Human and Xenos subjects are carried out here
- 3: Red Serpent controlled areas
- 4: Mining using manual drilling equipment such as breachers, heavily supervised by Tech-priests
- 5: A cosmopolitan and commercial area
- 6: A chamber of unknown origin





The Cirian Legacy

by

Andy Hall

"Well... is it as we thought?"

The Magos Biologis looked up from his work terminal to see a hooded figure silhouetted in the doorway of the stone chamber. The area was full of glass beakers containing bubbling liquids that sat atop wooden workbenches. Jars containing many pickled body parts of various creatures lined shelves high up on the walls. It was only the work terminal and surrounding data-slates that betrayed the fact that this was not a laboratory from the dark ages of ancient Terra. The Magos grabbed a phial with one of his multifarious telescopic arms. The ruby-red liquid inside the phial sloshed against the glass as it was moved across the chamber. The copper arm retracted, holding the phial a few inches from the Magos' face.

"You were correct, the legend of The Winged was true. The Angel's body did pass through this system," said the voice of the Magos through the crackling vox-caster.

"Then you have the blood" stated the cowed figure. "Begin your experiments immediately."

"What of the Conclave? Surely they will interfere?" the Magos inquired.

"Do not concern yourself with such things. The Conclave is too corrupted and obsessed with mining the tainted ore. I shall see to them. However we do have more pressing concerns. Autilous has ceased paying tithes to Mars and it is only a matter of time before the prying eyes of the Inquisition fall upon this place. Indeed my sources in the organisation have already made it known to me that a few of the shortsighted fools intend to visit within the year. No matter. By then the whole installation shall be under my control." The hooded man turned and headed out the doorway with a powerful stride. "Do not let me down Biologis," he concluded as he disappeared.

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The Inquisitor: Conspiracies

Welcome Inquisitor. You hold in your hands the first in a series of enlightened tomes; a guide to one of the many dark areas of the galaxy that calls for the attention of the Inquisition. Each Inquisitor: Conspiracies book will concentrate on a certain world, planetary system or hive,

detailing its political structure and history, prominent geographical areas, climate and its important continents and cities. Important characters such as planetary governors, politicians, sect leaders will also be profiled. Most significantly, each Inquisitor: Conspiracies book will contain a number of campaigns ready for Gamesmasters to pick up and use.

The goal of the Inquisitor: Conspiracies series is to provide Inquisitor players and Gamesmasters with a detailed setting to play their games. We also hope to inspire Gamemasters to create their own worlds and 'adventurescapes'. As explained later, the campaigns detailed should not be seen as written in stone but can be used in a setting already thought out by the Gamesmaster if he prefers. Maybe only one of the scenarios would be suitable, if so feel free to adapt them for your own use! The campaigns should be used to motivate Gamemasters to write their own - we have simply provided a universal format that is (hopefully!) easy to use and understand. Remember, the aim of Inquisitor: Conspiracies is to inspire, not dictate.

The Inquisitor: Conspiracies series will not end with the books but will continue on the Internet.

Exterminatus.com is the official Inquisitor website where you can find more information and campaigns written by fellow gamers set in the Cirian Adventurescape. We could always do with more, so if you've written a campaign based on the world described in this book (or even a campaign that can be easily converted into the Cirian Adventurescape) then pop over to Exterminatus.com and check out the writers guidelines.

This is the first Inquisitor: Conspiracies book and deals with the planetary system of Cirian, particularly the ocean planet of Cirian V. The book is divided into a few main sections. If you are the Gamesmaster and intend to run your games in this setting and play the campaigns then you should read the whole book cover-to-cover. Players can read the book once they have played the campaigns and the secrets of Cirian V have been uncovered. For now they will have to make do with the Players Reference sheet on the back cover of this book. We obviously can't physically stop players reading the book. However, suffice to say it will spoil their enjoyment of the game somewhat, especially if they intend to play the campaigns.

So, please have a great time playing the Cirian Legacy!



The Cirian Adventureescape

Located in the galactic south-eastern spiral arm, the Cirian system is part of a cluster of twelve planetary systems creating the Scarla sector. The Cirian system consists of six small planets orbiting a noxious yellow star. Four of the planets are classed as Dead worlds, and are little more than inhospitable orbiting rocks.

There are three planets in the system worthy of note; one is Cirian III. The planet's journey around the parent star takes a strange, unnatural orbit – a deep ellipse at a different plane to its siblings. Cirian III has a thin atmosphere comprised mainly of hydrogen. This makes it impossible to breathe on the barren rock surface without the aid of apparatus. It is mostly unexplored and uncatalogued.

Cirian V is an all-encompassing ocean. Due to the high precipitation, constant storms swirl the grey seas creating colossal whirlpools, giant eddies and tidal waves miles high. At both poles gigantic glaciers of ice constantly crash into each other but despite Cirian V's hostile conditions it hides a great wealth that has been harvested by the Adeptus Mechanicus for many millennia.

Cirian VI is a lifeless rock with an equally barren satellite orbiting it. However, sitting on the moon of Cirian VI is the ancient building known as the Cirian Needle, a baroque, forbidden place that was once the location of a great battle between the Inquisition and the forces of Chaos.

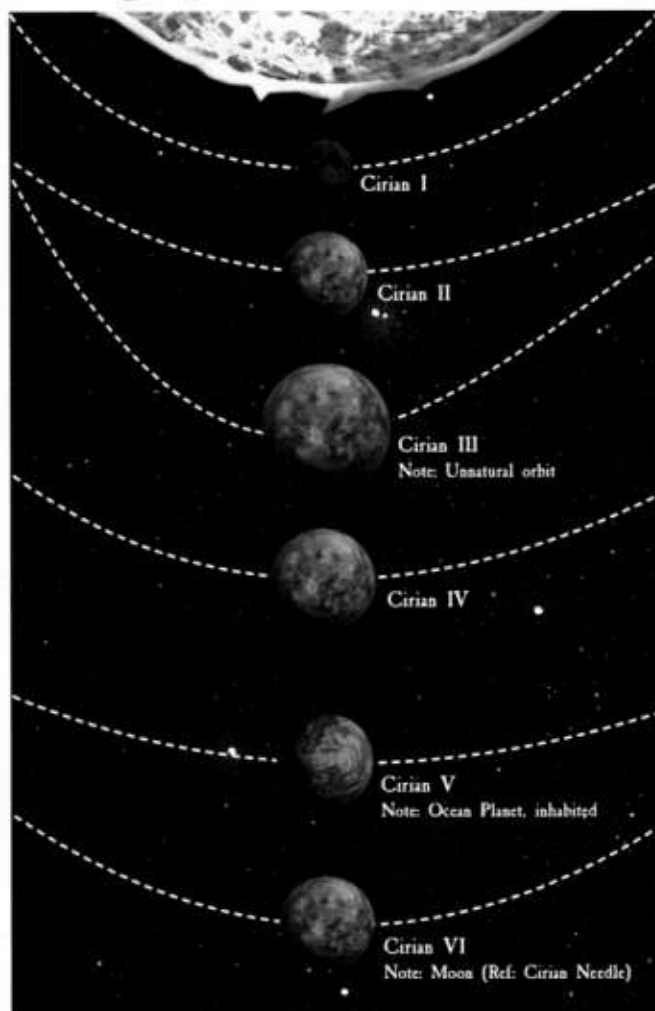
CIRIAN III

The barren rock surface of the planet is carved with trenches and gullies that descend leagues into the ground. There have been two recorded explorer teams who have landed on Cirian III, but both were driven off soon after arriving by ferocious dust storms. The Adepts of the Mechanicus on nearby Cirian V are convinced that the deep abysses of Cirian III hide some dark secret, however, until they can bring enough resources to bear, it will remain hidden.

CIRIAN V

Cirian V is an ocean world with no visible landmass at all. For a planet completely covered in water, it is perhaps surprising that the oceans are devoid of life. Only on the seabed, many miles deep even at its most shallow, can any evidence of life be found as giant flatworms, hundreds of metres long, snake across the muddy seafloor. The flatworms seem to be the only autochthonic lifeforms on Cirian V. However, the seabed hides many deep gullies where other creatures may be waiting to be discovered.

While Cirian V may be surprisingly deficient in natural life, there has been an Imperial presence there for many centuries.



CIRIAN AUXILLA

The Adeptus Mechanicus installation of Cirian Auxilla was founded over 6,000 years ago after a Mechanicus exploratory team found high deposits of valuable ore and minerals on the seabed of Cirian V. The Explorators not only found high deposits of ores under the oceans, but also a structure of alien origin protruding from the seabed. With funding and labour supplied from the Miners Guild, the underwater installation of Cirian Auxilla was built, although knowledge of the alien structure was a secret jealously guarded by the Priesthood of Mars. The complex took many decades to build and cost many lives due to the extreme pressures of the deep ocean and insurrections from the slave labourers tasked with building such a structure.

With the complex still a long way from completion, the Tech-priests of the Mechanicus occupied the installation eager to study the alien structure that was now connected to the lower levels. The Magi soon discovered the Xeno structure was labyrinthine in size and bored into the planet's crust for many leagues. To this day, the Explorer teams have not fully explored the structure. Its purpose and total size still remain a mystery.

"Great fat things they were, hideous segmented monsters that writhed among the thick grey mire that lined the bottom of Cirian's endless oceans. Each pallid section burst forth obscene clusters of limbs that dragged them through the glutinous muck in vast helical tracks. Every few moments they would stop and raise up their front sections to fling open their dreadful maws, sucking in huge gulps of the plankton that swirled in sickly, phosphorescent clouds. Would that I could forget them, but they haunt the corners of my consciousness, waiting to flood in each time I close my eyes."

- Magos Technicus Volmunt, lecturing on the flatworms of Cirian V



As soon as the large mining apparatus was installed, the Miners Guild shipped in thousands of indentured and press-ganged workers, keen to see a return from their large investment. Certain areas of Cirian Auxilla were, and remain, strictly off-limits – keeping Cirian Auxillas' alien heritage an open secret often rumoured by the masses. A large force of Skitarii was bought in to enforce and police the will of the Priesthood who were unused to co-habiting with non-Adeptus Mechanicus personnel.

Over the centuries, Cirian Auxilla has continued to grow across and above Cirian V's seabed. The complex currently has roughly six million residents, including the ruling elite of Tech-Priests, but consisting mainly of labourers and miners of the Guild.

Large portions of the installation have been taken up by the need to accommodate the large work force, much to the annoyance of the Tech-Priests who see it as a necessary evil. Over the years, ghettos have sprung up as the work force has naturally factionised and segregated itself. Some ghettos on the lower levels have a very dangerous reputation and even the Skitarii rarely venture down there.

DISTRICTS OF AUXILLA

The sprawling instillation of Cirian Auxilla has, over time, developed certain districts of differing reputation and character much like any other metropolis. Visitors and residents will often frequent certain areas and shun others depending on their business and reasons.

The central core of Auxilla is known as the 'Column' by local residents. It is the most concentrated area of Tech-Priests and Adeptus Mechanicus personnel. The Column is heavily guarded and patrolled by large numbers of Skitarii, leaving it firmly in the control of the Adeptus Mechanicus. At the bottom of the Column is the area known as the 'Forbidden Zone'. This area is strictly off-limits to unauthorised personnel and is rigidly enforced by the Skitarii. The reason for the extreme secrecy is that the Forbidden Zone contains all the known entrances to the Xenos-made catacombs beneath. This is not to say that the Forbidden Zone is the only entrance to the catacombs, it is rumoured that the warren of tunnels and ancient corridors of the deserted areas also allow access if you look hard enough.

The district known as the 'Flayed Deviant' is the most cosmopolitan and where many of the visitors to Cirian Auxilla will congregate. Whilst the indentured workers of the Guild have very little free time, many merchants, trade representatives, cartel members and other such individuals constantly visit the installation and so need to be catered and accommodated for. As well as trade stalls, there are many drinking dens, taverns and 'gashouses' to entertain the visitors. The Tech-Priests rarely venture into the Flayed Deviant district, and if they do it will be with a large escort of Skitarii. They see the area as a waste of resource but understand that the vast majority of Humanity needs these primitive entertainments.

The Hanged Man district is situated close to the Flayed Deviant and is the headquarters of the Miners Guild on Cirian Auxilla. This is where the Miners Guild looks after its substantial interests that they have placed in the instillation. The area is filled with Guild bureaucrats and bean counters, always paranoid that the Adeptus Mechanicus will defraud them at any opportunity.

Imperial doctrine states that even the indentured workers of the Guild have a right to worship the Emperor so the

Martyred Saint district is home to the Ecclesiarchy cathedral and the religious area controlled by the Ministorum. The Tech-Priests worship the Machine God within their own halls but the spiritual guidance for the non-Mechanicus personal comes from the Ecclesiarchy in the Martyred Saint area. This has often led to raised tensions between the Mechanicus and the Ministorum, with only rapid diplomacy on both sides stopping open conflict.

The Dock area has become the frequent haunt of workers and labourers that are not branded by the Guild. Warehousemen, loaders, tradesmen and other permanent residents who do not belong to the Guild or Adeptus Mechanicus can often be found in the many drinking holes of The Dock. It is a Red Serpent stronghold and is the primary route for smugglers and other undesirables exporting and importing off the installation.

THE CONCLAVE OF THE MECHANICUS

Cirian Auxilla is an installation owned and maintained by the Tech-Priests of the Machine God. The Tech-Priests are a small but significant percentage of the complex's population and are ever present in its running and maintenance. The twelve most senior Magi frequently meet in the main council chamber to form what the inhabitant's call the Conclave. The Conclave governs Cirian Auxilla. It is they, working through their agents, that deal with the outside merchant cartels, which are keen to buy Organan, an unique and rare ore, as well as the other less corrupted minerals taken from the seabed of Cirian V. To the indentured workers and personnel not affiliated to the Adeptus Mechanicus, the Conclave are seen as a cruel, aloof and uncaring administration whose will is enforced by the heavily armed and often brutal Skitarii. This has caused a great deal of civil unrest recently and tensions between the Adeptus Mechanicus and Cirian Auxilla's labourers and inhabitants continue to grow.

Although the Conclave is seen to speak through the one voice of its leader, Magos Dargon Autilous, the inner politics of the Conclave are just as fraught as its relationship with the populace. As each member of the Conclave is a high-ranking Magos with his own ideals and motivations, there is much politicking and backstabbing power play that goes on in the council chamber and behind the scenes. All members of the Conclave command a loyal retinue of Tech-Priests who will carry out many of their Master's errands, such as delivering secret messages to rivals or allied Conclave members, currying favour with more powerful Magi or even being foot soldiers of the small clandestine wars that occasionally breakout between members of the Conclave.

Dargon Autilous is aware of all that goes on behind these closed doors and has even seen off a few conspiracies to overthrow his leadership. He oversees a large power bloc within the Conclave; at least three other members of the Conclave are little more than his sycophantic pawns. Autilous commands the largest retinue of Tech-Priests and even has a regiment of elite Skitarii that answer only to him. Unknown to many of the Conclave, Autilous has a highly competent spy network, which even includes members of other Magos' retainers. He has held his position as leader of the Conclave for over 800 years and does not see himself being removed at any point in the near future.

ORGANAN: RARE MINERAL

Since its foundation, the mining apparatus of Cirian Auxilla farmed the traditional elements and metal ores. However 50 years ago, a mining expeditionary force discovered a new ore. Its chemical and metal elements had never been seen or



recorded before. An investigative team of Tech-Priests was immediately despatched to study the seam. They found a metal substance that, when mined and cleaned, was the colour of copper, yet stronger and easier to handle than most known metals in the Imperium at the time. Its strangest and most noticeable attribute was that once it was taken out of water and placed in an oxygen rich atmosphere it would give off a steady acidic gas. Experiments carried out by the Tech-Priest with human subjects found that inhaling the gas was an intoxicating, pleasurable and addictive experience. It left the test subjects lucid and extremely open to suggestion, although this state of mind was only temporary depending on how long the gas had been inhaled. The long-term effects of inhaling the gas were inconclusive, or the results had been lost. At first it was thought that this side effect of the mineral might prove it worthless. However, it could easily be used for outer hull plating on spacecraft, orbiting stations and undersea facilities where there was no oxygen and so no vapours would be given off.

It was Magos Autilous, leader of the Conclave who realised its potential commercial use. The noble ruling houses of the Scarla sector were always out to satisfy their own selfish, decadent pleasures and inhaling the intoxicating fumes of Organan filled this purpose admirably. Knowing the free trade of Organan as a contraband through the Sector would be stopped by the patrolling naval frigates, Autilous set up a network with smugglers and criminal organisations, the biggest being the Red Serpent. At first the Conclave was

resistant to this. If Mars found out there would be severe consequences. However, when the wealth started to arrive, allowing the Magi to fund their constant quests for technology and ancient wisdom, the majority of the Conclave forgot about such worries – after all, if this new stream of funding was the direct result of new technological breakthroughs surely Mars would be pleased? In any event Organan proved as addictive as Autilous suspected. High society underground clubs for the exclusive use of Organan known as ‘gas houses’ (the slang term for Organan being ‘gas’) sprung up on all the Imperial worlds in the Sector. Within a year it had spread to other Sectors, swelling the treasuries of smugglers, Red Serpent and the Conclave of Cirian V.

So the seams of Organan are mined for two reasons, both extremely profitable for the Magi of Cirian V. One as an extremely diverse and strong building material for extreme conditions such as space and the ocean depths, the other as a potent narcotic for the ruling elite of the Scarla Nyses and neighbouring sub-sectors.

MINERS GUILD

There are many Guilds in the Imperium, from the Hive Merchant Guilders of Necromunda to the vast Textile Guilds of the Jubilon sector. All Guilds are powerful but secretive, suspicious of all other organisations in the Imperium. The Miners Guild of Scarla Nyses is no different, although some would say they are more secretive and powerful than most.

The Miners Guild deals in two main commodities: ore and labour. Metal ores and fossil fuels are drilled from the mineral-rich asteroids, moons and planets owned by the Guild and these resources are then sold on, usually – but not exclusively – to the multiple authorities of the Imperium.

The Guild can come into possession of a moon or planet laden with resources in a number of ways. They may simply buy it from the rightful owners, although they have been known to take it by the use of mercantile armies if they deem the planet or moon worth the expenditure and risk of reprisal. The usual method of acquiring will be to have been granted a deed from the Imperium once a planet or moon has been discovered and any natural life forms have been removed.

The second commodity the Guild makes its vast wealth from is labour. The Guild mines many areas that it does not own. It does this by leasing out its vast workforce. Many planetary governors make use of this service if they do not have the manpower or expertise to hand. Such a service does not come cheap; the Guild takes large cuts of any ores that are

mined as well as a substantial capital investment, this can take the form of goods, land assets or the young, as the Guild can always do with more manpower.

It was the Adeptus Mechanicus that approached the Miners Guild with regards to Cirian V. Hiding the knowledge of the non-human origins of Cirian V, the Priesthood still needed a workforce and funding to drill the vast mineral deposits on the seabed. The Miners Guild provided thousands of workers and considerable funding. Cirian V was a rich planet, but the Guild knew they could not force out the Tech-Priests and so it went into partnership with them.

INDENTURED WORKERS

The workforce of the Miners Guild is vast and needs to be constantly replenished. Many people are born into the workforce and have the Guild badge branded onto them from an early age. Others are sold to the Guild by planetary governors in payment for their services.

Being a guild labourer is a hard life. Rations are meagre and there is nothing else but graft and sleep. Tough quotas need to be filled or else they risk termination and cruel overseers constant use of the neural whip. Many will be born, live and die as part of the Guild. It is rare to leave, although many have tried to escape the Guild's clutches, only to be caught and killed as an example to others. The only genuine chance of leaving the Guild's employ is when they have to fill a quota to be given to the Imperial Guard.

Many millions of indentured workers were sent to installation of Cirian Auxilla, most only having known the control of the Guild thought that the Tech-Priest, would be kinder masters. This was not to be the case.

Many were killed in the early years due to the hostile conditions and massive pressures of being so deep under the raging Cirian oceans. The first batches of equipment were found to be ineffective against Cirian's harsh rock formations, causing constant accidents and death. It took decades to get the right pressure resistant diving suits and powerful drilling equipment, and by that time the Tech-Priests obvious disregard for life bred much discontent.

In recent times the relationship between the ruling class of Tech-Priests and the masses of workers remains unstable. A large force of Skitarii are present to police the workforce, although trouble often breaks out.

RED SERPENT

The criminal empire known as Red Serpent has grown from the distribution of Organan. From its meagre beginning as a gang in the ghettos of the lower-habs it grew, thanks to a relationship spawned by Red Serpents' leader Loctus Cane and Magos Autilous. Cane was granted the rights to illegally distribute the highly addictive narcotic. At first, Red Serpent concentrated on the workers in Auxilla but he soon realised he needed richer addicts and so started to target the affluent nobility of the Scarla Sector. Soon Red Serpent was smuggling great quantities of 'gas' off world. The organisation began to set up clubs known as 'gas houses' where the rich could freely come and inhale the intoxicating vapours. The Red Serpent empire continued to grow, acquiring a whole fleet of smuggling ships and a large private army of gangers and other undesirables.

Under the leadership of Loctus Cane, the Red Serpent continues to be a force to be reckoned with. However, you can only grow so big before you are recognised by even larger organisations, and it is only a matter of time before Cane has his first run-in with the Inquisition.



History of the Scarla Sector

At the founding of the Imperium, a treachery of the most loathsome kind was perpetrated. The Emperor's most trusted commander, Horus turned his back on the teachings of the Emperor and embraced the power of the Dark Gods, which the Inquisition now protects the Emperor's subjects from.

Terror and death reigned as the Imperium was torn apart by internecine war. Worlds were ravaged, whole armies slaughtered, and the forces of Horus advanced upon Terra until the Imperium was on the verge of defeat. At the very last, the Emperor destroyed the traitorous Warmaster, but was himself mortally injured. Before the Emperor located Horus, the Primarch of the Blood Angels, Sanguinius, met the corrupted Warmaster in lone combat. Although Sanguinius fought bravely he was bettered by Horus. The Emperor found his broken body shortly before fighting Horus himself.

After the Great Heresy, the Blood Angels returned to Baal carrying the body of their beloved Primarch. It is said that on their way back they broke out of warp in the Scarla Sector and placed the body of Sanguinius in a tomb on one of the planets in the Sector. Why they would not bury him on Baal remains a mystery and is one of the main reasons that adepts and scholars poor scorn on the legend. Soon after, news of the supposed burial got out to the neighbouring sectors and beyond. Pilgrims began to flood the Sector and the race to locate the tomb of Sanguinius was on. Over the years the legend spread, and chapels and cults of Sanguinius, or 'The Winged One' as he became known, began to crop up throughout the systems of the Scarla sector.

THE WINGED

Within centuries the Cult of the Winged One had been established. In these early years the Imperium was still at a time of rebuilding, yet to fully recover from the Great Heresy, and so the Ecclesiarchy had yet to amalgamate all cults into the one great Ministerium of modern times. And so the cult spread to become the dominant religion of Scarla and surrounding sectors.



It was in the Sintar system of the Scarla Trigate sub-sector that the pious preacher Jacob Morrius first claimed he saw The Winged – giant warriors of light, golden haired and fair of chest with great pinions made up of pure-white feathers which carried them aloft. Jacob reported that they were led by The Winged One reincarnated. The preacher claimed that he was given a message to spread – that the Winged had returned to protect Mankind.

News of Jacob's vision spread and he was hailed as a prophet. People would travel through many systems just to hear his sermons. However, not all took Morrius on his word, a large cynical faction existed within the cult as well as outside it.

The second sighting of the Winged was recorded by a young family on the planet of Ryscin. Alien slavers had raided the sparse towns on Ryscin and the family had fled in terror, much to the delight of their predators. As the aliens closed in, they were suddenly attacked by a host of the Winged. With righteous fury the alien force was annihilated, the host disappearing as mysteriously as they had appeared, leaving the family to run to the nearest chapel to report what they had just witnessed.

As supposed sightings of the Winged increased, the whole Sector became immersed in a religious fervour. This agitated the cynics further still and an assassination attempt was made against Jacob Morrius. The assassination failed but it was enough of a schism to push the two sides of Morriuians (those that believed in the Winged) and the Unbelievers into a sector spanning war.



THE SCARLA WARS

The Scarla sector pulled itself apart in a religious internecine war. The Morriuians were led by their namesake, the Prophet Morrius, while the Unbelievers came under control of the higher echelons of the Cult of the Winged. Battles raged on many worlds throughout the sector. Ryscin, home of the second visitation was witness to a particularly bloody battle where the family who saw the Winged were hanged by the Unbelievers in a main square of the planet's capital.

The war raged for years, claiming many innocent lives, citizens would be dragged out of their houses and killed for simply saying the erroneous thing to the wrong faction. As the war progressed, the sides continued to battle, the reasons for the conflict all but forgotten. It is true that the already rare sightings of the Winged had all but stopped, the Morriuians blamed this upon the Unbelievers saying the Winged had found the sector unworthy due to the cynicism of the Unbelievers. The Unbelievers claimed that the war had stopped the easily duped from coming forward with their false visions and lies, therefore proving the Winged never existed. This of course inflamed the war further.

After many centuries, during the Time of Rebuilding, the tendrils of the Imperium rediscovered the Scarla sector and found it to be in the midst of a bloody civil war. While battalions of Imperial Guard were shipped in to stabilise the worlds, the Inquisition was charged with stopping the war at its source.

THE UNBELIEVERS

The Inquisitorial plan was two-fold. A cell of Inquisitors would locate the leaders of the Unbelievers, while another cell would track down the Prophet. Inquisitor Greychide led the cell tasked with finding the Prophet. He was located on Ryscin, having built a stronghold in the capital city. Greychide was not one for stealthy entrances and so announced the presence of the Inquisition upon arrival. The Morriuans were suspicious, but nevertheless graciously showed the Inquisitor and his retinue to the Prophet's audience chamber. The Prophet emerged. He was now ancient and withered. Greychide's psyker found there was no taint in the ancient preacher, although he was clearly deluded. Even though he was judged untainted Greychide, concluded that for the stability of the region the Prophet should be terminated and his stronghold reduced to ashes. The Prophet was taken away and the capital of Ryscin was bombarded from orbit. Records are unclear as to what actually became of the Prophet, though most assume he was slain soon after being taken into custody.

The second cell was led by Inquisitor Gorman. The leadership of the Unbelievers had recently relocated to a dead moon orbiting the sixth planet of the Cirian system. On arriving, Gorman and his warband found a baroque building built in the shape of a needle rising thousands of feet from the ground. The symbol of the Winged was emblazed on the ornate doors. The inside of the building seemed deserted and it was not until Gorman's warband approached the higher levels of the needle that he realised how deeply the Unbelievers had been infected by Chaos.

Gorman's warband was attacked by foul warp-creatures and daemons. The Inquisitor battled on knowing that whatever was waiting at the tip of the needle needed to be destroyed. The Unbelievers fought at every step, and when Gorman reached the top he was the only surviving member of the cell. In the top most chamber of the Needle stood the ever-changing form of a Tzeentchian Daemon Prince. It had taken over the Unbelievers early on in the war and had prolonged the bloody conflict ever since. From behind its back the daemon unfurled two perfect white-feathered wings in mock pride.

"Wars can be started for so little reason," it hissed at Gorman.

It looked down in scorn at the Inquisitor, preparing to squash him like an insect. It was only then that Gorman signalled, and two squads of Grey Knights teleported into the chamber. The battle was fierce, but quick and the Daemon Prince was sent back into the warp from whence it came.

It took many centuries for the Scarla sector to recover from the civil war. Many Inquisitorial purges of Unbeliever cults took place in that time.

In modern times the Scarla sector is like many other sectors, loyal to the Imperium, although there is still plenty of work for the Inquisition.



Important Characters

INQUISITOR SCARN

Always working from the shadows, the methods of Inquisitor Scarn have been labelled anything from eccentric to heretical. He has been an Inquisitor for many centuries, often disappearing and presumed dead, only to reappear many years later. Scarn avoids direct confrontation at all costs, preferring to manipulate and blackmail. If conflict is inevitable then he will strike from the darkness with the Hand of Scarn, an assassin fiercely devoted to her master. The Inquisitor will rarely fight himself, always making sure that any direct confrontation is on his terms.

Inquisitor Scarn was last officially seen over sixty years ago at an Inquisitorial gathering; he has not been seen since. Many have incorrectly concluded that he is dead; this is what Scarn would like people to think. For the last six decades Scarn has been developing his ultimate plan. The objective is only known to him, but he believes it will solve all the problems the Imperium faces. For years he has been preparing and only now are the pieces in place for the first stage to begin. He has spent much of the last decade in the Scarla Nyses sub-sector, particularly on Cirian V.

Once Scarn's great scheme has begun, he will stop at nothing to see it through to completion. If anyone gets in his way, even fellow Inquisitors, then they risk the full might of Scarn's wrath.



MAGOS BIOLOGIS SORGAN VORG

The Biologis Sorgan Vorg has spent most of his life researching the Legend of the Winged. It is now an obsession, his ultimate goal to procure a sample of the Primarch's blood and to reincarnate the winged warriors.

Many say this quest has sent him mad.

He met up with Inquisitor Scarn on the moon of Ryscin in the Scarla sector. Through coercion and promises of providing Vorg with the blood of a Primarch, Scarn convinced the Magos to work for him.

Vorg has mastered the art of biological construction and constantly surrounds himself with his golems of flesh. He calls all his creations his 'children' and will guard and protect any of his creations with surprising paternal ferocity.

Vorg is neurotic and easily panicked but will fight if cornered.



GORRIN MOORE – LEADER OF THE MINERS UNION

The Miners Union was banned long ago by the Guilds who arbitrarily decided that workers have no rights. Once the miners were located to Cirian Auxilla and beyond the influence of the Guilds they asked their new masters, the Tech-Priests, if the Union could be reinstalled. Unfortunately, and unsurprisingly, the Tech-Priests also concluded that the workers were a commodity and therefore had no rights or say in any matters.

This led to constant civil disobedience and rioting that was often suppressed by the Skitarii. Even though it is unofficially recognised, the Miners Union continues as a fringe organisation. They have grown into a constant terrorist threat and thorn in the Conclave's side.

The latest leader of the Miners Union is a fiery young idealist called Gorrin Moore. Of late, the Union has been on the back foot and was almost quashed by the Skitarii. However, with Moore's leadership, the Union has grown again, many of the ghettos have stopped infighting and are unifying against the common foe. It is only a matter of time before the uprisings begin again.

LOCTUS CANE – CRIME LORD

Cane is the leader of Red Serpent – a powerful criminal organisation. He started life as a lowly worker deep in Cirian's hab-levels. In his adolescence, he was recruited by the Union as a runner and later was promoted to running the protection rackets in the ghettos, the proceeds used to fund the Union's ventures. Cane soon realised that while he liked the job he didn't care about the Union's ideals or his fellow inhabitants, he wanted to keep the wealth himself. He struck out on his own soon after this revelation, followed by a group of like-minded lackeys.

Cane's newly established independence immediately found itself fighting against his former employers. A long running gang war between the idealists of the Union and the criminal intentions of Cane's gang began. During this time Cane's gang began to tag their territory with a red serpent, and so they took on the name. The youth of the population fled to Cane's banner and soon he began to take control of key ghettos. Whilst the Union had the Skitarii as an enemy, Cane left the Tech-Priests alone, he even began to congregate in the higher circles of Cirian Auxilla thanks to his newfound wealth. This led to him befriendng some of the Magi.

It was this contact that led Magos Autilous to approach Cane for the largest franchise of distributing Organon off-world. Cane saw this as an unequalled opportunity and so began organising a distribution network, soon he had Red Serpent cells off-world and became very rich.

Loctus Cane is ambitious, and with only his own concerns at heart, he should not to be trusted.



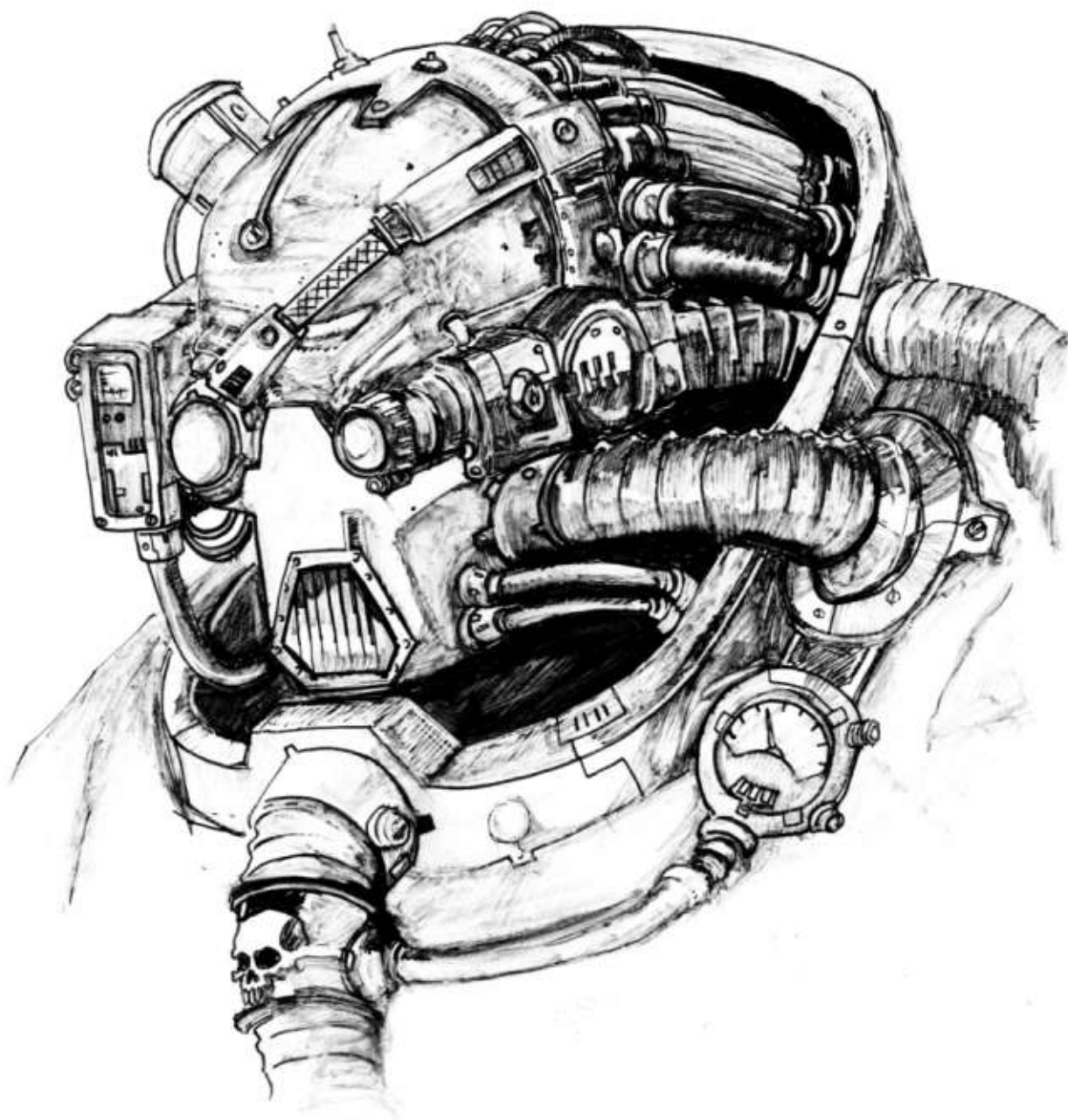
MAGOS DARGON AUTILOUS – HEAD OF THE CONCLAVE

Autilous has held his position as leader of the Conclave for over 800 hundred years and does not see himself being removed at any point in the near future. He is a highly intelligent politician as well as a Magos of the Adeptus Mechanicus. He is aware of all that goes on behind the closed doors and has even seen off a few conspiracies to overthrow his leadership. He oversees a large power bloc within the Conclave, at least three other members of the Conclave are little more than his sycophantic pawns. No method is above achieving his aims even if this is murder, extortion, kidnapping or sabotage.

Autilous commands the largest retinue of Tech-Priests, and even has a regiment of elite Skitarii that answer only to him. Unknown to many of the Conclave, Autilous has a highly competent spy network, which even includes members of other Magos' retinues. Using the information gathered from his spies, he conspires against some members of the Conclave, while allying with others, depending on what he wishes to gain.

Autilous witnessed the first experiments with Organan and, despite concerns from the troubled Tech-Priests realised that the addictive nature of the vapours it gave off could be exploited. He met up with Cane soon after and awarded the Red Serpent with the largest, but not exclusive, right to distribute Organan off-world. When he announced his intentions in the Conclave, there was at first open resistance, which is quite rare when the Conclave meets, as most disagreements happen behind the scenes. However Autilous' hold on certain members of the Conclave was too great and so it went unchallenged. When the wealth started rolling in, the majority of the Conclave willingly conceded that the policy continue.

Recent years and the continued wealth and power Autilous has accrued have seen him become much more arrogant. He believes he no longer needs Mars or the Imperium, and so it is only a matter of time before his path crosses with the Inquisition.



How to Run the Campaigns

There are many ways to run an Inquisitor campaign, from a total free-form narrative campaign (ie making it up as you go along) as described in the Campaign section of the Inquisitor rulebook, to the ultimately structured, everything described down to the last statistic kind of campaign. The way campaigns are formatted and written in Secret Wars falls somewhere between the two. As already mentioned in the introduction, the Secret Wars supplements have been designed to inspire rather than dictate. So, if as a Gamesmaster, you feel the campaign, as described, is not going in the direction you would like it to go or we've missed out on a great opportunity for a scenario then please change it. This book is but a humble tool to be used as you see fit.

Before you play a campaign it is highly recommended that you read it through first as this will allow you to plan ahead, and everything you need will be close at hand.

The format used here is that of a plot tree. This forms the overall structure of the campaign. By following the plot tree you can find out which scenario or chapter is next. Whilst the plot tree is fairly static as printed, Gamesmasters can add scenarios or even miss ones out if they wish, depending on how their campaign unfolds.

As well as the plot tree and scenarios, a campaign contains four other sections. The *Campaign Overview* gives a summary of how the campaign will play out allowing GMs to plan the necessary scenery and even alter it if they want to. The *Cast* section details any NPCs (non-player characters) that will be present in the campaign, GMs will need to make sure they have some relevant models to use as the characters if they appear in a scenario.

The *Briefings* section gives the players' hooks as to why their warbands would be taking part in the campaign. It is up to the GM how they give players this information, they can simply tell the player face-to-face or, more imaginatively, write the briefing text out as a scroll to be given to the player a couple of days beforehand. You could even email it to the player in the guise of an astropathic message or, if you want to go the whole hog, record the briefing onto a tape and deliver it through mysterious means such as a brown envelope with the Inquisitor symbol drawn on!

Finally, at the end of the campaign there is the *Alternatives* section. This gives details on what other directions you could take the campaign in more ideas for scenarios and what could happen next if you wish to continue the campaign.

SCENARIOS

If a campaign was like a TV show (and I'm talking about the action-drama genre here, not Coronation Street!) then scenarios would be the action scenes, they are what your models are for! To help the GM understand how each scenario works, I've divided each scenario into three main sections. Maps are often included if they are needed. *Setting* describes the area and terrain that the scenario will be played in. The GM should use the Setting section to set up the gaming table for the scenario. The *Objectives* section describes what each player needs to achieve to move onto the next scenario. *Special Rules* tell a GM how the game mechanics may differ from normal as to make each scenario unique.



THREAT LEVEL

Each scenario has been given a Threat level. This gives the Gamesmaster an 'at a glance' summary of how potentially dangerous and harmful it will be to the player characters. The Threat level has five ratings, a Threat level of 1 would rate as a minor chance of casualties and/or deaths, for instance, a stake out against a low-level henchman. A scenario with a Threat level of 5 would have to be taken very seriously by the players as they may lose some or even all members of their warband. For instance, entering a nest of Purstrain Genestealers. It is up to the GM whether he tells the players' the Threat level or not, some GMs use it as an internal guide for themselves while others enjoy the apprehension on the players faces when they tell them the Threat level of a scenario they are about to play.

CHAPTERS

To carry on the analogy given in the Scenario section above, if scenarios are the action scenes then chapters are the talking/plot development scenes. These are not usually played out on the tabletop, but are still needed to further the narrative. The method a GM can present a chapter to the players can vary greatly. Usually, the best way is to 'roleplay', especially if a chapter consists of a conversation. If you are unfamiliar with the term 'roleplay' then ask a member of your gaming group as I have not got the space for a detailed description here. Suffice to say roleplaying takes place in the GM's and players' imaginations rather than on the tabletop. Roleplaying is not the only method a chapter can be presented. GMs are encouraged to think of unique ways to get the information across to players. If there is a particularly cool way of presenting a chapter to the players then it is described in *italics* at the end of that chapter's section. Again, remember it is only a suggestion, since some may even take quite a bit of effort to organise, so feel free to disregard or do it any way you feel.

The campaigns have been written in a way that warbands can start any campaign without necessarily playing the others. However, the events in the campaigns are linked and so can be played in order. The Briefings section contains ideas on how warbands from previous campaigns can play in the current one.

The Message From Mars

The monolithic, bureaucratic organisation that is the Imperium is often painfully slow – grants and pleas for help may take a lifetime to process. How ironic it is then, that if a planet or installation ceases to pay its tithes that the Imperium seems to notice in a very short amount of time! The installation of Cirian V is extremely overdue in its tithes to Mars. The Adeptus Mechanicus has asked the Inquisition to look into this if they have any agents close by. So the Inquisitors are contacted to make what they think will be a fleeting stop to Cirian V, certain that a gentle reminder to the overseer of the installation will be all that it takes to bring the Techpriests back in line.

The Inquisitors are surprised when they dock at the apparently deserted orbital station and are then ambushed by frenzied Techpriests and miners. After defeating the uprising, a captive tells them they are not welcome here and that the Conclave no longer has any use for Mars. The Inquisitors take the shuttle down to the ocean depths and Cirian Auxilla. Once on Cirian Auxilla, the route the Inquisitors take will vary depending on the information given by their captive. This could lead them through the ghettos of the indentured workers, many of whom are corrupted by 'gas' or via the halls of the Techpriests where Servitor hunter-killers are sent to track them down. They will finally meet with the leader of the Conclave, Magos Dargon Autilous who decides that letting them leave would be a mistake...

BRIEFINGS

This campaign can be played with just one player, including the Gamesmaster, as it pits an Inquisitor against the NPCs controlled by the GM. Alternatively, two or more players can easily be included as members of the Inquisitor's warband. The best way would be to have one or more Inquisitors working cooperatively as a cell either mutually or as a matter of circumstance. If you prefer to keep the games confrontational then have one of the players take on the role of the Magos and his forces. Note, for this reason this would be a good campaign if you just had a 'guest' player visit in the midst of your campaign – give him the bad guys!

Use this briefing if there is only one Inquisitor in the group.

Incoming message:

Classification: Magenta. Source: Omitted. Clearance verified.

Thought: To be lenient is to be a fool.

Dear Sir,

May I take this opportunity to wish you well. My most humble apologies for disturbing your divine work, but our Lord Inquisitor has asked me to contact you regarding a small concern. The Adeptus of Mars have contacted our Holy Order requesting that if we have any agents in the vicinity of the Scarla Nyses sub-sector that they may look in and investigate why all contact has ceased with the Adeptus Mechanicus installation of the ocean world of Cirian V, the fifth planet in the Cirian system. The communications black-out is a complete mystery, but tithes have been sorely lacking in the past few years and so the Adeptus wonder if this is a factor, and so they have contacted our Esteemed Order. Our Lord apologises for the inconvenience this may cause you and feels that all you may find will be little more than a dead Astropath, but wishes that you investigate anyway. He feels this will be a good opportunity to improve our often stormy relationship with the Priesthood of Mars.

May Him-on-Earth bless all that you do (please find attached relevant information regarding Cirian V).

Savant [Classified]

Use this brief if there are two or more Inquisitors working as a cell.

Incoming message:

Classification: Magenta. Source: Omitted. Clearance verified.

Thought: To be lenient is to be a fool.

Dear Sirs,

May I take this opportunity to wish you all well. Our Lord would have contacted you all in person, but he has a very important engagement and so has asked me to blanket-send this message. Our Lord Inquisitor apologises for this lack of etiquette, but there is a small concern he wishes you to investigate as a group. The Adeptus of Mars have contacted our Holy Order, requesting that if we have any agents in the vicinity of the Scarla Nyses sub-sector that they may look in and investigate why all contact has ceased with the Adeptus Mechanicus installation of the ocean world of Cirian V, the fifth planet in the Cirian system. The communications black-out is a complete mystery but tithes have been sorely lacking in the past few years and so the Adeptus wonder if this is a factor and so they have contacted our Esteemed Order. Our Lord apologises for the inconvenience this may cause you and feels that all you may find will be little more than a dead Astropath, but wishes that you investigate anyway. He feels that dealing with this minor concern as an Inquisitorial cell will show the Adeptus Mechanicus that we take their requests seriously, and so will be a good opportunity to improve our often stormy relationship with the Priesthood of Mars.

May Him-on-Earth bless all that you do (please find attached relevant information regarding Cirian V).

Savant [Classified]



CAST

The campaign calls upon quite a varied cast, but if you intend to play many games in this adventurescape they will all come in handy for future games. You will need at least two Techpriest models, three to four indentured worker models but even more would be cool, two gun servitor models, a possessed (the Mordheim range 'Possessed' work well despite the scale difference) and a number of Skitarii. Statistics for all these can be found in the Appendices section. Remember do not feel you cannot attempt this campaign if you can't source the models needed, simply change the campaign to fit in with your model collection. Inquisitor Scarn also makes a cameo, but as this was in the psychic vision you will not need a model for him (yet!). The most important NPC in this campaign is Magos Dargon Autilous (the Delphan Gruss model would make an excellent stand in). I suggest the stats below.

Magos Autilous

WS	BS	S	T	I	Wp	Sg	Nv	Ld
68	55	98	68	70	84	98	60	69

Equipment: Bionic Head, Bionic Brain, Bionic Arm (right, +2 Armour Str 80). All Bionics are advanced. Flamer (in his left hand).

Special Abilities: Furious Assault; Ambidextrous

SCENARIO 1 – THE ORBITING DOCK

Threat Level 1

The Inquisitors rendezvous on the orbiting shuttle dock to find it is not quite as deserted as it first appears.

Setting: The shuttle dock in orbit above Cirian V. The dock is rarely used and contains two shuttles that launch on a predetermined course to the airlock spires of Cirian Auxilla. The gaming area should have a corridor leading from the docking claw where the Inquisitors have docked their own vehicles with the station. The corridor opens up into a large hanger area filled with lots of cover, ammo crates, cargo containers. Loading machinery should be liberally scattered about. Directly opposite the entrance corridor should be another of equal size that leads off the board, this corridor leads to the shuttles that will take the characters down to the surface.

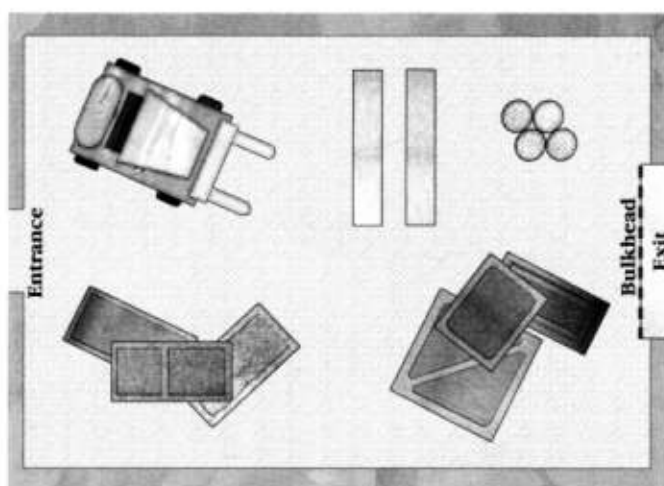
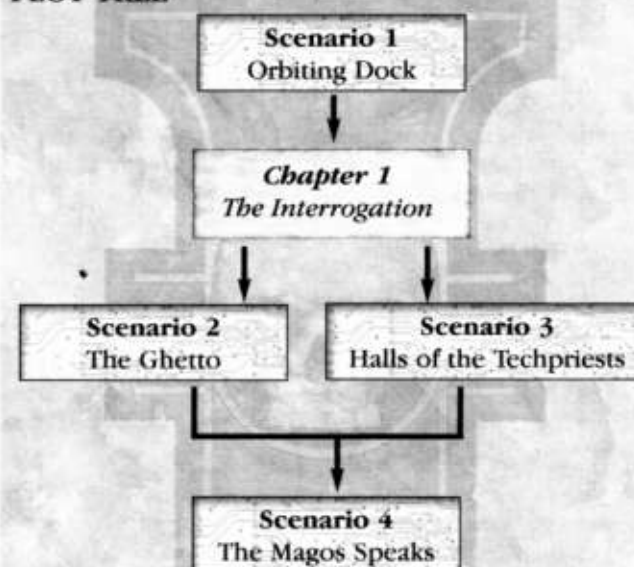
Objectives: Simply to board one of the shuttles that will taxi the group down under the ocean to Cirian Auxilla. However, as always with Inquisitor, things are never as easy as they seem.

Special Rules: As the group comes through the entrance corridor, the main hanger is in total darkness. Have a few noises and failed Sagacity tests make the group nervous. Once they reach the centre of the hanger, maybe even having one character nearly reaching the exit corridor – the ambush happens. The bulkhead for the exit corridor will slam shut.

CHAPTER 1 – THE INTERROGATION

At least one henchman always barely survives a badly executed trap to tell the protagonists why they did it, and Inquisitor is no exception. The Inquisitors can glean the information in a number of ways, a psychic attack on the fleshy parts of the Tech-Priest's mind or even pure brute tactics. Whichever method they use they will find out that a high-ranking Tech-Priest called Magos Autilous knew that the Inquisitors would be arriving and that they are not welcome in Cirian Auxilla – so he sent a small force to the shuttle dock to deter them.

PLOT TREE



The ambushing forces consist of a few Tech-Priests, and miners intoxicated by Organan, which means their System Shock value is doubled due to the fact that they do not register any pain inflicted. The number of assailants will depend on the size of the group. Two-to-one odds in favour of the Inquisitors will not pose too much of a threat but this will depend on what models the GM has to hand. Make sure one of the Tech-Priests survives to be interrogated in the following chapter.

The bulkhead will not prove to be too much of an obstacle and a bit of lateral thinking or simple brute force should remove it. Once they have access to the exit corridor they may board one of the two shuttles. The shuttle will be big enough to take all of the group and once activated will fly on autopilot down through the atmosphere, diving into the ocean, deep into the depths. After a considerable amount of time, Cirian Auxilla will appear in view, the shuttle will dock with one of the spires allowing the group to depart. A Tech-Priest will be waiting to greet them. He will be polite and non-confrontational and will know nothing about the events

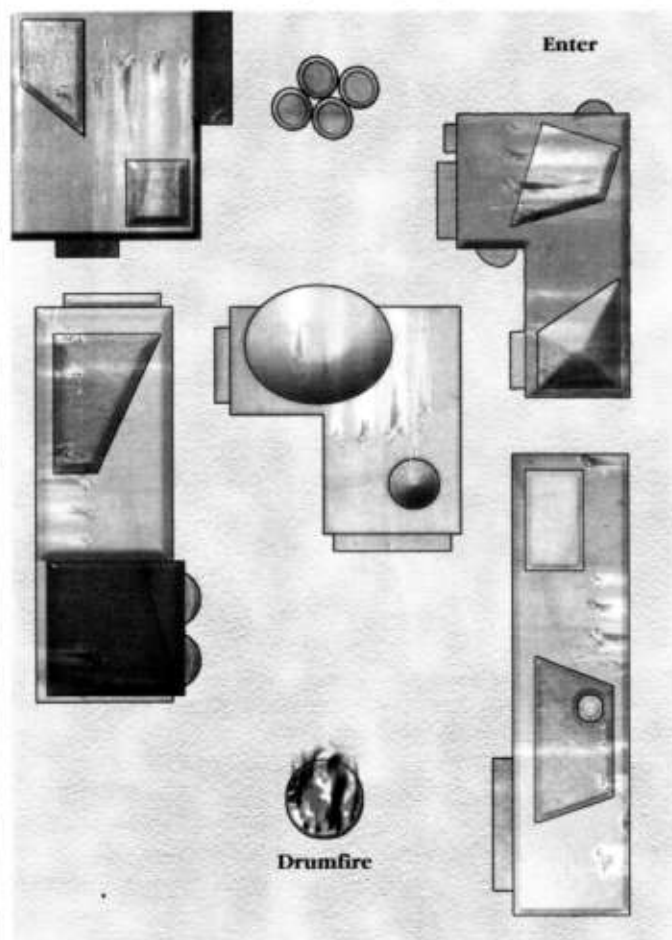
in the shuttle dock. A mind probe will prove this to be true. He will ask the group to accompany them as members of the Conclave are keen to meet the Inquisitors. As they are led, a random psychic in the group will have a sudden vision of a tall hooded man followed by the word 'Don't trust the Priesthood, find the man of the Ghettos, he knows the truth.' The Tech-Priest will insist that they follow him through the higher halls of the Tech-Priests, if they do go to Scenario 3. If they decide to investigate Cirian Auxilla further then go to Scenario 2.

SCENARIO 2 – THE GHETTO

Threat Level 2.5

Heeding the powerful psychic message, the Inquisitors and accompanying warbands make their own way through Cirian Auxilla and find themselves deep in the ghettos.

Setting: A ghetto of Cirian Auxilla. Place some buildings hap-hazardly around the board, creating alleys of varying size and length. One quarter of the board should be an open area. Drumfires burn and people gather round it but they shrink into the shadows as the group appears. Although one will remain defiantly staring as the group enters the clearing.



Objectives: If they are following the vision then the ghetto denizen will provide some answers.

Special Rules: The ghetto is populated, but as the group approaches, the occupants disappear into buildings and the shadows, avoiding them at all costs. Only one man will stand in the clearing by a large drumfire. As the group comes into earshot they will hear him mumbling incoherently, seemingly random phrases such as 'It's from the Cursed founding', 'The hooded man has the blood', 'The knows you have come', 'The Conclave no longer care for the machine spirits'. On

This chapter is best roleplayed. Minimum dice rolling is needed as it should be free flowing, allowing you to get to the next scenarios fairly quickly. Another method, especially if you play one scenario in an evening, would be to explain what happens next via email. The players can then decide which route they take by replying to the email, allowing you to prepare for the next scenario well in advance.



closer inspection they will see his eyes are glazed over and was that something shifting under his skin? The key is the drumfire, which actually contains a large chunk of Organon that is giving off intoxicating vapours. As the group realises that the lone man is best off not left standing, miners will flood the alleys attacking the group. They are also equally high on gas, (numbers will depend on the size of the group but a one for one match up plus one will be a sufficient challenge). As the group fights, the fumes from the drumfire will continue to pour into the area gradually affecting the warbands. As each character begins his turn, take a Willpower test. If it is successful then the character may continue as normal, if they fail then successful actions will only be on a 5+ rather than a 4+ as the effects of the vapours take hold and they become dizzy and disorientated. Another side effect of the gas will be that the characters' System Shock value will be doubled due to the numbing of the nervous system. Continue to test with a -10% modifier each successive turn as long as the drumfire burns. If the characters continue to fail then the Action roll target will go up to 6. Hopefully, the group will dispatch the lone man early on, however if he still about in the sixth turn have him explode 'Thing-style' into a mass of tentacles and gaping mouths (see the stat bar in the Appendices). When you feel the scenario has run its course, have a regiment of Skitarii approach advising the Inquisitors to follow them.

SCENARIO 3 –

THE HALLS OF THE TECH-PRIESTS

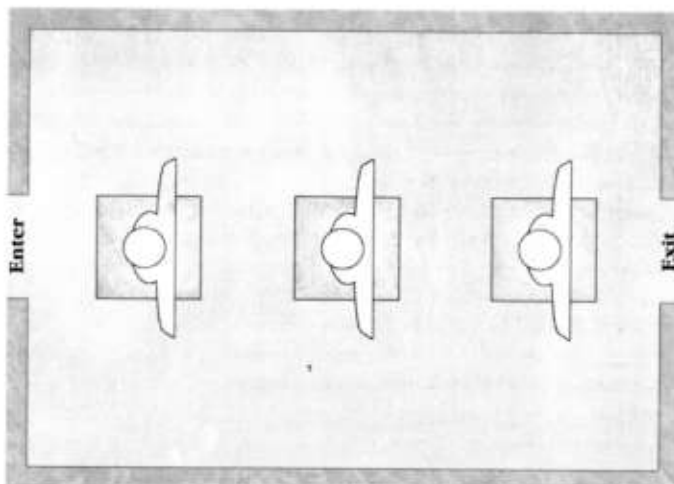
Threat Level 2

Following the Tech-Priest guide, the characters are ushered into the higher halls, however Magos Autilous has his own reception planned.

Setting: The sterile environment of the Tech-Priests. This consists of a wide corridor at which a door sits at one end of the gaming area. Strange sculptures of winged angels have been placed intermittently along the centre of the corridor.

Objectives: To cross the board and meet with dissident members of the Conclave.

Special Rules: As the group enters the board, the doors at the far will slide open and two gun servitors will walk through. Before the player(s) can react, one of the servitors will gun down the Tech-Priest who was leading them to a group of dissident members of the Conclave still loyal to Mars. Battle will then continue. The servitors are quite powerful but this power level should rise or decrease



depending on how many characters are present. Once (or if!) the servitors have been taken care of, the group can continue along the corridor to Scenario 4.

SCENARIO 4 – THE MAGOS SPEAKS

Threat Level 3

The Inquisitors meet with the Leader of the Conclave and discover they are not welcome.

Setting: One of the many meeting chambers used by the Tech-Priests. It is a large chamber with many nodes along the walls so the Tech-Priests can connect to the ancient Auxilla logic engines. In the central third of the board, Magos Dargon Autilous stands flanked by his personal retinue of Skitarii.



Objectives: To find out why the Installation has ceased paying its tithes and to take Magos Autilous away for questioning.

Special Rules: Before the scenario starts properly the players may wish to enter into dialogue with the Magos. He will state that he has been expecting some kind of interference from the Imperium for some time and is disappointed that they can only muster a few feeble Inquisitors. He can't allow them to leave! Again, the amount of Skitarii will depend on the availability of models and the size of the Inquisitors warbands. Together with the Magos they are quite a formidable force, however Autilous will not hang around if things do not go his way. As soon as the first few Skitarii fall or he is considerably injured, he will retreat to the nearest wall which will mysteriously 'open' for him. As he exits he will say something in true evil villain style like 'You've won this time!' If the characters explore the area into which he disappeared they will find no obvious openings.

ALTERNATIVES

Inquisitors working together like the whole galaxy is one big happy family doesn't sit right with you? Then why not have one of them betray the other? To spice up the campaign you could have a long running grudge emerge in the middle of a scenario or have it planned from the very start! After you have sent the Inquisitors the briefing, send this additional astropathic message to just one of the Inquisitors.

Incoming message:

Classification: Dark Omega. Source: Omitted. Clearance verified. Thought: Vigilance is our mightiest shield.

Dear Sir,

I have additional and urgent information of greatest secrecy. May I suggest you terminate any who see this other than you.

It has come to the attention of Our Lord Inquisitor that your fellow servant, Inquisitor <insert name> has been corrupted by the Great Enemy. The reason for your pairing with him is for you to destroy him and all his unholy work. Our Lord apologises for the deception of the earlier communiqué but knows that a rouse was needed to bring you both together. Our Lord wishes that you destroy this canker of Our Great Order at the earliest opportunity.

May the Emperor grant you strength.

Savant [Classified]

It is best to leave it up to the player if he takes the bait when to turn on his ally but the best scenarios would be numbers 2 or 3 for such an occurrence. As an additional twist, this last communication may have not even come from their superior, it could easily be Inquisitor Scarn trying to sow disharmony and so hinder any investigation. It may even be that the Inquisitorial Lord has sent the communication knowing that the accused Inquisitor has something on him!



Campaign 2:

The Entrapment of Loctus Cane

Loctus Cane may have started as a petty criminal, but now his operation, known as Red Serpent among the criminal fraternity, has grown so large and influential throughout the Scarla Nyses sub-sector it has courted the attention of the Inquisitor. Even large sector-spanning criminal organisations usually fall under the jurisdiction of the Adeptus Arbites and policing patrols of the Imperial Navy, however Cane has caught the eye of the Inquisitor because he is smuggling the Chaos-infected ore, Organon, off Cirian V.

Two Inquisitors are currently investigating Cane, but by very different methods. One Inquisitor has infiltrated Cane's organisation, he is currently in the lower echelons of Red Serpent but has an agent very close to Cane himself. The other Inquisitor is taking a more direct approach by sequestering a small strike force, and is preparing to smash Red Serpent in a series of high profile raids. The infiltrating Inquisitor is aware of the other Inquisitor's plans and has contacted him, begging him to hold off on the raids at least until he can find out who is buying the smuggled Chaos ore from Cane. The Inquisitor, intent on smashing Red Serpent, refuses to delay, bombastically concluding he will find whoever is buying the Organon once he has destroyed the Red Serpent. As the meeting comes to a tense conclusion, the infiltrating Inquisitor signals his retinue to attack, hoping to disable the bombastic Inquisitor before he strikes at Red Serpent.

With the bombastic Inquisitor delayed, the infiltrating Inquisitor manages to insert himself back into Red Serpent. Loctus Cane entrusts the agent of the infiltrating Inquisitor on a mission of great importance, he must meet with an emissary of the Miners Guild in one of the worker's ghettos deep in Auxilla, the agent takes the Inquisitor as his 'bodyguard' but they are ambushed by a Skitarii patrol on their way.

The information carried by the Inquisitor's agent is important, and incriminating to Cane. So Cane orders a break-out of the captive Inquisitor and agent from the Skitarii detention area. The bombastic Inquisitor is waiting for the escape attempt, it is a carefully crafted trap, designed to capture members of Red Serpent and the infiltrating Inquisitor. As the trap is sprung, a small-scale battle takes place between Red Serpent, Skitarii enforcers, the bombastic Inquisitor and the undercover agents of the infiltrating Inquisitor. The battle overspills into the surrounding areas (thanks to the machinations of Inquisitor Scarn in an attempt to destabilise Auxilla) and soon a large portion of the installation is in chaos as riots and anarchy take hold. Amongst the disorder, the infiltrating Inquisitor escapes, knowing he must locate Loctus Cane before the bombastic Inquisitor finds and slays him.



BRIEFINGS

For simplicity I've labelled the bombastic Inquisitor the Puritan, and the infiltrating Inquisitor the Radical. This labelling is for clarity and two opposing forces can be of any faction or political ideal. If you are linking this campaign with Campaign 1, then there are a number of ways to get the warbands involved. Maybe their destination was always Cirian Auxilla and the events of Campaign 1 were merely a timely side issue. Or they could have discovered Red Serpent through contacts in The Flayed Deviant district whilst dealing with the aftermath of Campaign 1.

Radical Brief: The Red Serpent criminal organisation has been flouting Imperial authority for long enough. They have been peddling a narcotic known as 'gas' all over the Scarla Nyses Sub-Sector. It is highly addictive and has begun to spread to the neighbouring systems. After many months of research and investigation, you have found that Red Serpent's leader, Loctus Cane, is located on a small ocean world called Cirian V. You also believe the narcotic is manufactured here. You are still missing two vital bits of information, who is supplying Cane with the drug and who is distributing it out of the sector for him. You and a few of your trusted agents have spent many months covertly inserting yourself into the Red Serpent organisation and have recently been called to Cirian V by Cane. You are currently in the lower echelons of Red Serpent but now have an agent very close to Cane himself.

It is with frustration that, through your contacts in the Order, you learn that another Inquisitor is also on Cane's trail. However, he plans a series of high profile frontal assaults designed to smash Red Serpent. This will prove disastrous for your entire investigation as your agent is on the cusp of securing the information you need. With these concerns you arrange a clandestine meeting with your fellow Inquisitor in the hope of convincing him to at least delay the raids.

Puritan Brief: Having sequestered a small force of Imperial troopers you are ready to destroy the Red Serpent cult, an illegal cartel dealing in a highly addictive and Chaos-tainted narcotic. You have tracked them to the source; an ocean world where you believe the narcotic is also produced. Like the centre of the web you hope to destroy this first and then hunt down the remaining tendrils. As you are planning your first operation you are contacted by a fellow Inquisitor who is also trailing Red Serpent. He wishes to meet for as yet unknown reasons.

CAST

This campaign calls for a few henchman models, you will need three to four suitable Red Serpent Thugs and three appropriate Skitarii models. Loctus Cane could be represented by a Rogue Trader or any kind of bureaucratic type figure. Suggested stats are below.

Loctus Cane

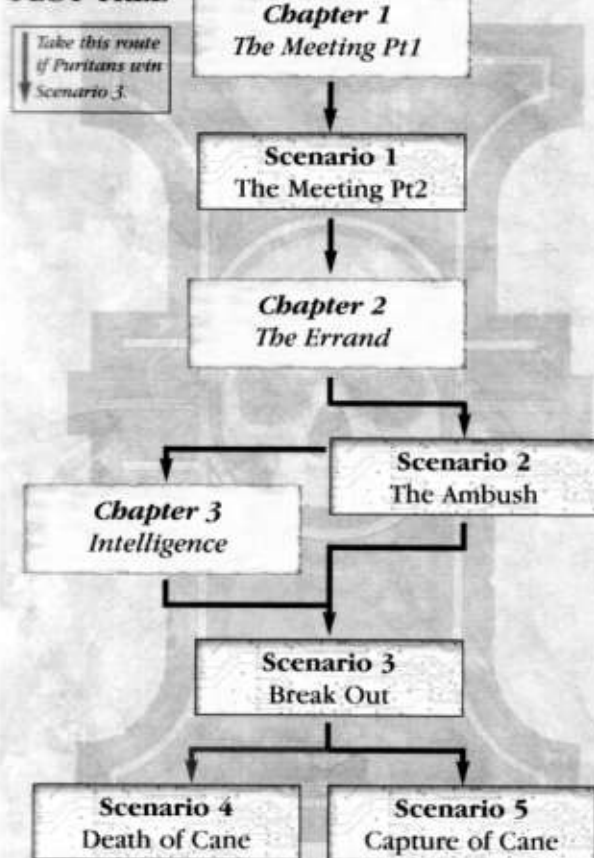
WS	BS	S	T	I	Wp	Sg	Nv	Ld
51	48	48	54	60	48	68	50	72

Equipment: Mastercrafted Laspistol; Ornate Staff.

Special Abilities: Leader

Right Handed.

PLOT TREE



CHAPTER 1 – THE MEETING PART 1

In one of the many unpopulated shadowy areas of Cirian Auxilla the two Inquisitors will meet, both seemingly alone. Both Inquisitors will try and get their point across but make sure you have a word with the Puritan before hand so he will not budge on his position. Let both players think that they are the only side that has bought a force along. As the arguing gets out of hand the Radical will call in his men to hold the Puritan captive until the investigation is over. If the Radical player refuses to do this, then have one of his characters fire a shot anyway as this should kick things off. Move on to Scenario 1.

This is best roleplayed with both characters present. Award the best performance with some kind of bonus in the forthcoming scenario.

SCENARIO 1 – THE MEETING PART 2

Threat Level 2

The Inquisitors refuse to see eye-to-eye which inevitably means conflict.

Setting: An unpopulated part of Auxilla. A few corridors and a central clearing but nothing else worthy of note.

Objective: As negotiations have failed, the Radical Inquisitor is using force to postpone the Puritan's attacks on Red Serpent. The Puritan is outraged at this attack against a fellow Inquisitor and now wants the Radical dead for his utter disrespect.

Special Rules: None really, this is a straight shoot out! It is quite obvious that it's in the GM's interest to keep both Inquisitors alive. Once you feel the scenario has gone on long enough, have an internal alarm sound and tell both Inquisitors that if they are discovered then both operations will be compromised, hopefully this will be enough warning for both sides to retreat.

CHAPTER 2 – THE ERRAND

Loctus Cane has summoned the Radical's agent and has asked him to go on a special errand. Cane is concerned that the eyes of the Inquisition are about to fall on him and he wishes to move his considerable assets off-world. The transcript is as follows:

+++ Transcript begins +++

You summoned me?

Yes, sit down, I've been observing you for a couple of months now and I'm impressed with your work; the way you dealt with that Death Cultist of Phennon IV was impressive and saved me considerable loss of income. I am now prepared to let you into the inner circle but first there is something you must do for me. You must take this data-slate to a contact of the Miners Guild deep in the Hanged Man section of this installation. It must be taken personally. I cannot risk the Conclave getting knowledge of this.

You wish me to run a simple errand?

Yes, but it is of the utmost importance. This is why I'm trusting you with it. Take someone else with you as protection, but not a large group as that would raise suspicions...

+++ Transcript ends +++

This information should only be revealed to the Radical player at this time. You could do this by playing the part of the agent reporting back to the Inquisitor when they get a few spare moments together. The agent will ask the Inquisitor to accompany him on this task.

SCENARIO 2 – AMBUSHED

Threat Level 2

The Radical Inquisitor and one of his warband are taken captive by a Skitarii patrol.

Setting: A large corridor section of Cirian Auxilla. Make sure there is plenty of cover for the Skitarii to spring the trap.

Objectives: The Radical Inquisitor and companion wish to get to the Hanged Man section where they will be contacted by an agent of the Miners Guild. Unfortunately, it isn't going to go to plan!

Special Rules: You just need the Radical player for this scenario. Most players will realise there is something going on there would not be a reason to play this scenario! As they get into the centre of the board have an outnumbering force of Skitarii attack. Remember, their goal is to capture the Radical Inquisitor, not to kill them, so they will try to stun both characters unconscious. If the Puritan player is about and looks bored, why not give him the Skitarii side to play? It was of course Inquisitor Scarn who has sent the Skitarii-in (in case you wanted to know!).

CHAPTER 3 – INTELLIGENCE

The Radical is not the only one who can use devious methods. The Puritan has had Loctus Cane's office bugged for quite some time. Play the transcript from Chapter 2 to the Puritan player.

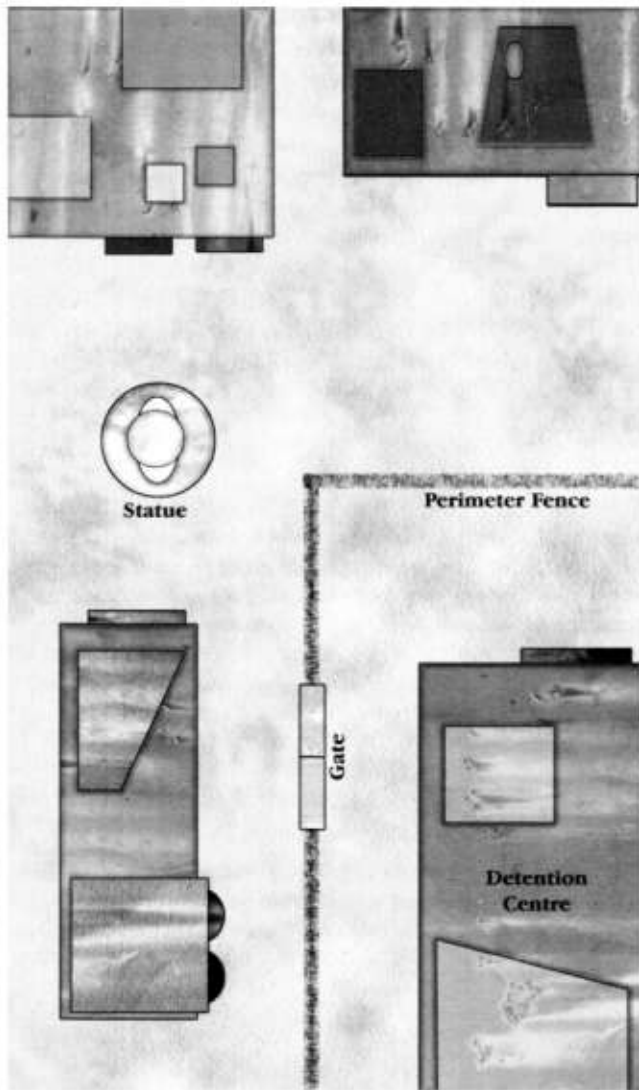
The best way to do this is to record it on tape. Give the tape to the Puritan player and tell him to play it before the next gaming session. You can even cast yourself in both roles or get bemused family and friends to act it out for you!

SCENARIO 3 – BREAK OUT

Threat Level 4

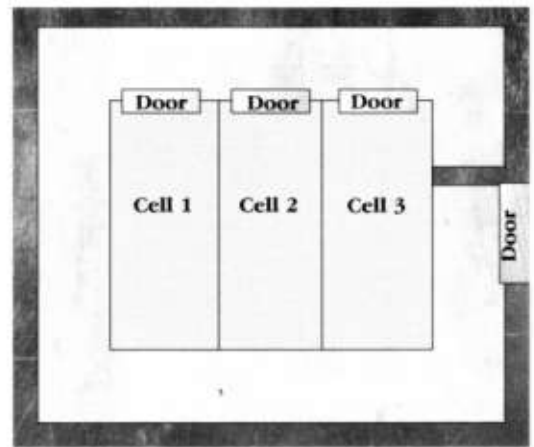
Worried about the information the Radical's agent has on him, Loctus Cane orders a break out. The Radical's retinue have not been ignorant of the events and also plan to spring their master out.

Setting: The Skitarii holding area. A full quarter of the gaming area should be taken up with the detention centre, including a fenced off outer area. The remaining part of the gaming board should be wide thoroughfares with plenty of cover available.



Objectives: The Radical Inquisitor needs to be set free from the detention centre with the data-slate. The Puritan Inquisitor needs the data-slate currently in possession of the Radical's agent so he can locate and kill Cane. Of course, if he can exact vengeance on the Radical Inquisitor and his warband, then all the better!

Special Rules: This is a big one and may take quite a while to play out, so make sure you have enough time to play it before you set to. The Radical Inquisitor and one of his retinue (the 'Agent' who is carrying the data-slate) are placed in the detention centre inside the building. An optional way of portraying this would be to have a side table, which is laid out like the inside of the detention centre. Once a character gets to the door on the main table, transfer the model to the side table as he goes 'inside' the building and vice versa when they move 'outside'.



The Radical Inquisitor is in Cell 3 and the agent is in Cell 2. I appreciate how difficult this may be to set up, I'm not sure how wives/mums would take to the house being taken over but if you could pull it off it would be great. If this is beyond your means then simply have the characters in the building and assume they can escape out once the wall or door has a suitably sized hole in it!

The Radical warband will get the first four turns (but do not tell them how long they have) in which to break out their master and compatriot. It's important to note this number is not written in stone, so if it looks like they get the Inquisitor out and off the board in three turns then have the Puritan spring the trap early. Equally, if four turns have gone by and they're not even near the building yet, then give them a few more turns. The Radical warband may come on from any side of the board in any manner of groupings. The detention centre has three patrolling Skitarii: one inside and two others lazily patrolling the perimeter. Use the Awareness rules to maximum effect to get the Radical warband sneaking around! It is also fair to say that knowing they have to break their comrades out of the cell they will be packing a certain amount of explosives, so make sure the Radical player has thought of this before he goes in.

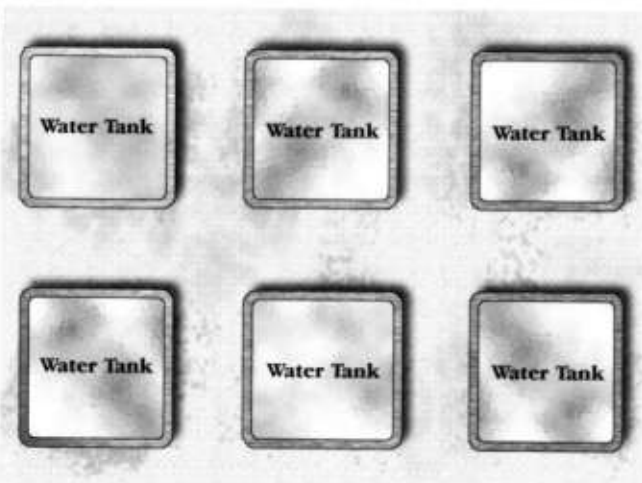
After five turns (bearing in mind the points above) the Puritan warband will come onto the board. Like the Radical warband they may come on from any side of the board in any manner of groupings, so expect the combat to be up close and dirty (and bear in mind someone may still be carrying around a large amount of explosives!). The following turn, a small group from Red Serpent will enter the fray controlled by the GM (or a spare player if you have one about!). They enter the board in the same manner as the other groups. They have one objective: to obtain the data-slate at all costs – killing the agent if necessary. The next scenario played will depend on which warband got off the board with the data-slate. If it was the Puritans, then play Scenario 4, if it was the Radicals then move to to Scenario 5. If the thugs from Red Serpent managed it then play a further scenario with both warbands in hot pursuit of the fleeing Red Serpent thugs!

SCENARIO 4 – DEATH OF CANE

Threat Level 3

With the Puritan Inquisitor now in possession of the data-plate he has no problem in locating Cane. The Radical is now on the back foot and must pursue the Puritan in the hope of preventing Loctus Cane's death.

Setting: One of Red Serpent's warehouses in the bowels of Cirian Auxillia. The warehouse contains four to six large glass tanks all filled with Organan and water to stop the ore giving off the vapour. The tanks are placed in a symmetrical fashion:



Objectives: The Puritan must kill Cane at all costs. The Radical must overcome the time disadvantage and capture/save Cane.

Special Rules: Place Cane in amongst the water tanks. Although they are glass they are filled with Organan and so they cannot be looked right through. One lowly bodyguard accompanies Cane and will follow and protect him until he is (inevitably) killed. The GM controls Cane who will be nervously creeping around the warehouse trying desperately to keep out the Puritan's way. He will actively seek out the Radical as he knows he will get protection in exchange for information he is now all too willing to give to save his skin. Remember to use the Awareness rules when playing Cane.

The Puritan warband will get the first two turns before the Radicals catch up. The warbands may arrive on any side of the board but must start off in a group. They can then split off as normal.

The sides of the water tank are made of glass which will smash if shot through. Mind those stray shots! If (or when) a water tank is smashed, a large volume of water will pour out within 5 yards of the hole. Any character in the vicinity must take a -30% Toughness test or be knocked off their feet! What is more, any characters within 3 yards will have to take an -20% Initiative test to avoid large chunks of falling Organan. If failed, take 2D10 damage (roll for location). Once Organan is no longer covered by water it will start producing vapour. As each character begins his turn take a Willpower test, if it is successful then may continue as normal, if they fail then successful actions will only be made on a 5+ rather than a 4+ as the effects of the vapours take hold and they become dizzy and disorientated. Another side effect of the gas will be that character's System Shock value will be doubled due to the numbing of the nervous system. Continue to test with a -10% modifier each successive turn. If the characters continue to fail then the Action roll target number will go up to 6.

SCENARIO 5 – THE CAPTURE OF CANE

Threat Level 3

The Radical catches up with Cane just as he is about to leave. The Puritan Inquisitor is not far behind!

Setting: A secret shuttle bay deep in the bowels of Cirian Auxilla. It's a fairly large hanger with plenty of baggage and other bits of tat to give sufficient cover.

Objectives: The Radical Inquisitor must capture and escape with Loctus Cane. The Puritan needs to kill Cane and the infernal Radical Inquisitor would be a bonus!

Special Rules: The Radical warband arrives at the hanger entrance. Cane has three Red Serpent thugs packing the shuttle, they will immediately open fire on the warband as soon as they realise the warbands presence. Cane will be near the shuttle hurrying the packing along, he will dive for cover on seeing the Radical Inquisitor (possibly with a shout of "You!" when he sees him) and will add to the fire. The Puritan warband will arrive from the hanger entrance from Turn 3 onwards, so remind the Radical player early on that it's probably best not to hang around the door for too long!

The shuttle can be used to escape. It will carry up to ten passengers and will take one turn, once activated (a Sagacity test) to launch. The shuttle also contains four large vials of Organan which, if discovered can be thrown and smashed. Once in the air they will give off their intoxicating vapours in a 3 yards square area of where the vial landed. For the effects of the vapours see the final paragraph of scenario 4.

ALTERNATIVES

There are lots of possibilities to turn this campaign on it's head. Maybe Loctus Cane is aware that the Inquisitor has infiltrated Red Serpent and so covertly informs the Puritan Inquisitor and it is he who ambushes the Radical in Scenario 2. What of Inquisitor Scarn? He was noticeable by his absence in this campaign. We know the riots that follow on from the fight at the detention centre are something to do with him, can this be played out in a scenario or chapter?

For an additional nasty surprise in the last two scenarios why not have Cane, aware that the end is nigh, getting high of Organan and then being possessed ('Thing-style') as characters close in.

If you wish to continue the campaign, you could have the Puritan chase the Radicals off-world as they escape in Cane's shuttle, maybe with a captured Cane. Red Serpent has a large stronghold on Ryscin and this will be where Cane takes the Radical Inquisitor, closely followed by his Puritan counterpart. Once on this world, Cain will try to double cross at every opportunity. The mysterious buyers of Organan are agents of the resurgent Cult of the Unbelievers and he is more frightened of revealing them than of the Inquisition.



The Legend of the Winged



Auxilla has been destabilised, civil unrest is rife and the Skitarii are outnumbered and losing control. Very few sectors remain in the hands of the Tech-priests, who are being mercilessly hunted down by the wild mobs of labourers and miners.

Amidst the chaos and disorder, Inquisitor Scarn finally makes his move. Through a powerful psychic vision he contacts all the Inquisitors on Cirian' Auxilla and warns them away, demanding they leave, knowing full well it will have the opposite effect. Scarn deliberately leaves a psychic wake after his message, making it all too easy for the Inquisitors to follow. As they make their way through the lower habs they are attacked by rioting miners. An uneasy truce maybe made between the Inquisitors, an alliance that Scarn will try to break.

As the Inquisitors delve deeper they will discover many things depending on the route they take. Some warbands may come across the rebel leader and either join forces or quell the rebellion. Others may find themselves in the catacombs deep below the seabed and will realise why the Tech-Priests jealously guard the forbidden zones. The Warbands may find themselves in a chapel devoted to the Legend of the Winged, only to find the clergyman is an unstable psyker.

All paths will lead to the cryo-chamber where Scarn, with the aid of Magos Vorg, have been using a sacred phial of Sanguinius' blood to resurrect the legend of the Winged. What the Magos has actually unwittingly created are abominations of the Winged, mere flesh golems in a cruel parody of an angel. Before the clones are wakened, Inquisitor Scarn informs the gathered warbands that the awakening will be delayed for every member of an Inquisitor's warband that is killed. If there was an uneasy alliance before or it has been open conflict all along then the warbands will only need the slightest excuse to turn on each other. Will Inquisitor Scarn's plan come to fruition!

BRIEFINGS

Deliver this brief to all the players taking part in the campaign:

All Psykers in your warband are simultaneously visited by the same psychic vision:

Darkness. A constant whispering of mocking voices can be heard in the background. There is one single pillar of light about two foot in diameter that pierces the void. A cowed figure walks in the shaft of light, the deep hood he wears keeps his face in shadow. The figure speaks.

"Bretbren, you have done well, I appreciate all you have done for the Holy Order. However, your presence in this facility is no longer required, I now demand that you leave. I have much work to do and if you remain I'll find your attendance... distracting. So in the name of the Emperor be gone!"

He then places his emaciated hand into his robes and lifts out an Inquisitorial Seal, there is a blinding flash followed by excruciating pain as the vision fades away.

The psychic resonance is strong and can be traced to the drilling platforms of the lower levels.

Even though all the players are getting the same brief deliver it to them individually so they are unaware of this. The briefing assumes that the warbands have already spent sometime on Cirian Auxilla so this fits in perfectly if the characters have already participated in earlier campaigns. If this is the character's first campaign then you may have to play at a chapter introducing the installation and reasoning why it is in its current state of civil strife.

CAST

This is a large campaign with an equally huge cast. If you have played the earlier campaigns then this should not pose too much of a problem as you will have already figured out suitable stand-ins, or even have some purpose built conversions!

For the early scenarios you will need suitable models for indentured workers, possessed and Skitarii – statistics for these are in the Appendices. You will also need a suitable Inquisitor Scarn, any scary looking Inquisitor model will do. A suitable priest will also be needed although he'll be quickly possessed by a Daemon – the Unbound Daemonhost model would be perfect for this. You'll also need some mutant models to represent Magos Vorg's Muties.

The Hand of Scarn is the Inquisitor's own personal assassin – she is completely devoted to him and will kill anyone on his whim. One of the Death Cultists models would make a good Hand of Scarn. Suggested profile:

Hand of Scarn

WS	BS	S	T	I	Wp	Sg	Nv	Ld
95	88	70	68	95	80	80	99	60

Equipment: Needle Pistol; three throwing knives; Razor sharp sword (Damage 4D6).

Special Abilities: Acrobatic; Ambidextrous; Blademaster; Catfall; Dodge.

The priest in the Chapel of the Winged is a latent psyker. It is only when he becomes agitated or angry does his mind call out to the warp. Scarn knows this and so is using the clergyman's mind as a gateway for a Daemon. He sets a trap for the warbands – as they come across the dejected and angry priest the Daemon is released into the material realm. Suggested Profile:

Unbound Daemon

WS	BS	S	T	I	Wp	Sg	Nv	Ld
62	53	55	55	88	95	97	96	30

Equipment: None.

Special Abilities: Ambidextrous; Daemonic – invulnerable; Possessed; Vampirism. The Daemon's close combat attacks have the following Daemonic properties: Deflection; Mind Stealer.

Psychic Powers: Blood Boil; Warp Strength; Psychic Shriek.

Gorrin Moore is the head of the Miners Union. The Adeptus Mechanicus banned the Union when the first indentured workers were pressed ganged from the Miners Guild many years ago. However, the Union has kept its underground movement going in recent years, being led by the young idealist Gorrin Moore.

Simply use one of the human sized models to represent Gorrin Moore. Suggested profile:

Gorrin Moore

WS	BS	S	T	I	Wp	Sg	Nv	Ld
52	41	48	58	60	55	60	50	80

Equipment: Autopistol; Bréacher.

Special Abilities: Leader; Medic.

Right Handed

Sorgan Vorg is obsessed with making clones from the blood of a Primarch. Scarn has used this obsession to make him into a willing servant. Any Tech-Priest model can represent Magos Biologis on the tabletop. Suggested profile:

Sorgan Vorg

WS	BS	S	T	I	Wp	Sg	Nv	Ld
64	55	86	75	76	77	81	66	49

Equipment: Bionic head (+2 Armour); Bionic left arm; toxin hand (if Vorg successfully hits an enemy he injects a dose of Bloodfire or Hallucinogen into victim); Inhaler with 5 doses of Psychon; Heavy Stubber; two independent bionic arms (have a WS of 48 and a S of 85).

Special Abilities: Ambidextrous; Medic.

The clones are abominations of Space Marines created by Magos Vorg. The best example I've seen that would be a good representation of the clones on the tabletop is Aly Morrison's Grunga 676 showcased on page 151 of the Inquisitor rulebook. However, we are not all up to Aly's standard of sculpting so you could simply use Space Marine models as stand-ins, or with a little converting a Warhammer Range Giant! Suggested profile:

Clone

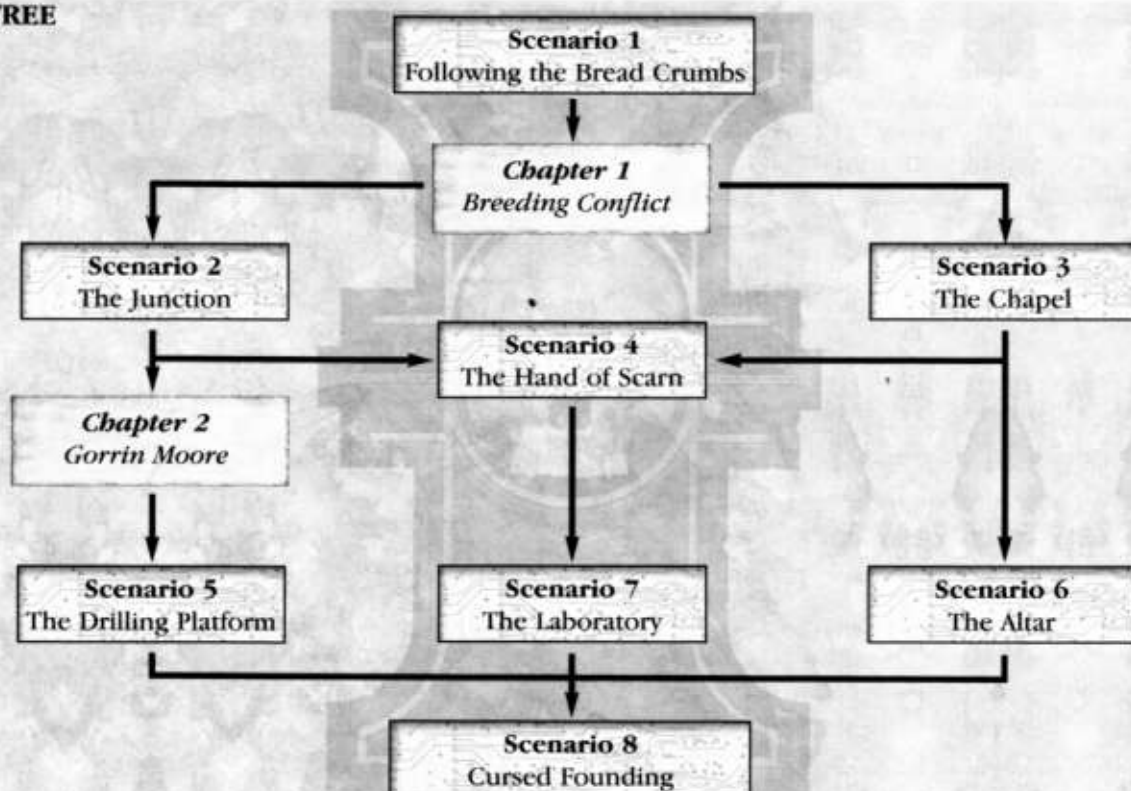
WS	BS	S	T	I	Wp	Sg	Nv	Ld
80	20	220	160	88	80	10	100	12

Equipment: None.

Special Abilities: Ambidextrous; Nerves of Steel; Furious Assault.



PLOT TREE



SCENARIO 1 –

FOLLOWING THE BREAD CRUMBS

Threat Level 1

The psychic trail leads through one of the rioting sectors in the lower levels.

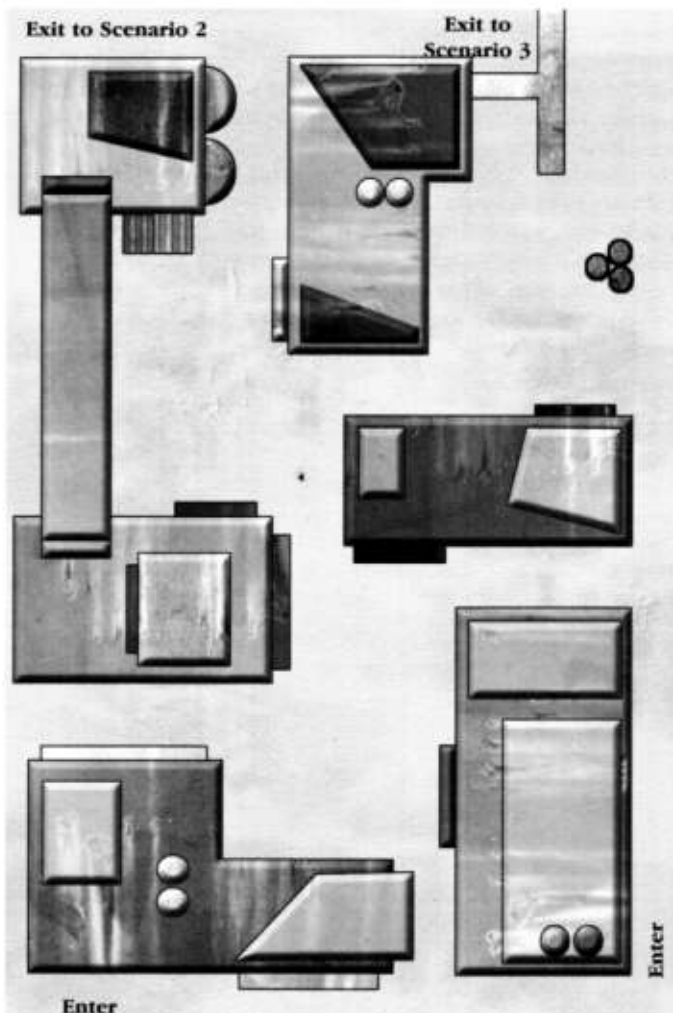
Setting: A lower hab sector deep in Auxilla. The gaming area should be criss-crossed with thoroughfares and alleyways of varying size. There should be four main ways off the table. Two are where the warbands enter and two are possible exits.

Objectives: To follow the Psychic trail whilst avoiding the local inhabitants.

Special Rules: Have the warbands arrive at the different entrances within a turn of each other. If there is more than two warbands then have some arrive simultaneously while others will lag behind a turn, but keep it to one warband per entrance. As the characters explore the gaming area, a character may see fleeting glimpses of a hooded figure. Have the model of Inquisitor Scarn ready and occasionally move him between the buildings or in and out of cover, then take the model back off the table. It is best to do this when only one of the characters will see him. Offer no explanation as to what the characters are seeing.

The area is sparsely populated but any inhabitants that are about will attack any strangers they see, convinced they are agents of the Tech-Priests.

The warbands will inevitably bump into each other and this is where it will get interesting for the GM. The warbands have been given no motive for any conflict and so it will totally depend on the players as to how they react. Past campaigns (especially if it was Campaign 2) might make this a forgone conclusion, or the warbands may broker an uneasy alliance. Either way this scenario will play out very differently every time. The next scenario will depend on which exit the warbands use. Warbands are free to split up and investigate both exits if the player(s) so wish.



CHAPTER 1 – BREEDING CONFLICT

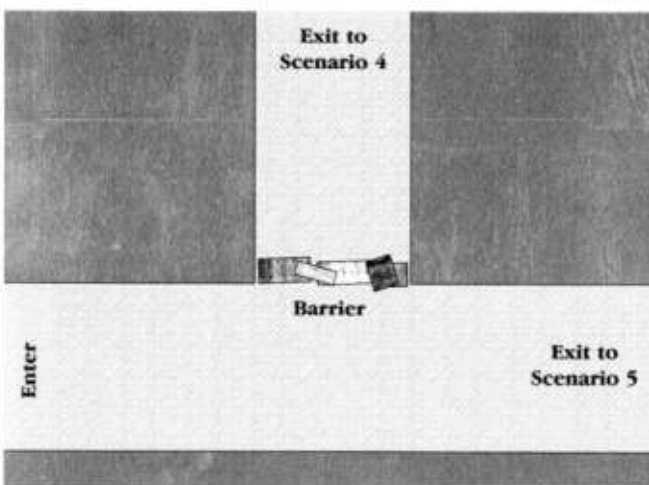
If the warbands participating have agreed to work together and have formed some kind of uneasy alliance then Inquisitor Scarn will be unhappy. If his plans are to move forward then the Inquisitors must be at each other's throats. He will take this opportunity to breed discontent and foster conflict between the warbands. The GM will play the role of Inquisitor Scarn antagonising the players into not trusting their new allies. You can do this in a number of ways. Take one of the players aside and say that they have received a psychic suggestion from an unknown source stating that his new ally intends to kill him at the next best opportunity. Or you could produce 'proof' in the form of a parchment from the allied Inquisitor's Lord with orders to terminate him. Give the player subtle clues that this may not be the truth. For instance if the player asks how he comes by the parchment say it was delivered by a small child who was ordered by a 'friend' to make sure he received it. Try and get the players feeding off their own paranoia! Remember: 'Everything you have been told is a lie!'

SCENARIO 2 – THE JUNCTION

Threat Level 2

The rioters break into the forbidden zones.

Setting: A lower hab sector deep in Auxilla. The gaming area should be set out as a junction. The corridor that branches away from the main passage is barricaded. Scrawled all along the walls of the corridors in blood is the phrase 'The Winged are here'. A scuffle appears to be taking place by the junction.



Objectives: This will depend on the previous scenario and which warbands chose this route. The overall objective of finding the location of the hooded figure in unison or as enemies remains the same.

Special Rules: Three figures are in the centre of the board. One is a prone Skitarii being attacked by two of the indentured workers both are under the sway of Organan. As the characters approach both transform into possessed and attack the warbands. The Skitarii will be dead before any of the characters can question him. Exiting by the barricaded corridor will take the warbands to Scenario 4. Whilst continuing down the main passage will take the characters to Scenario 5.



SCENARIO 3 – THE CHAPEL OF THE WINGED

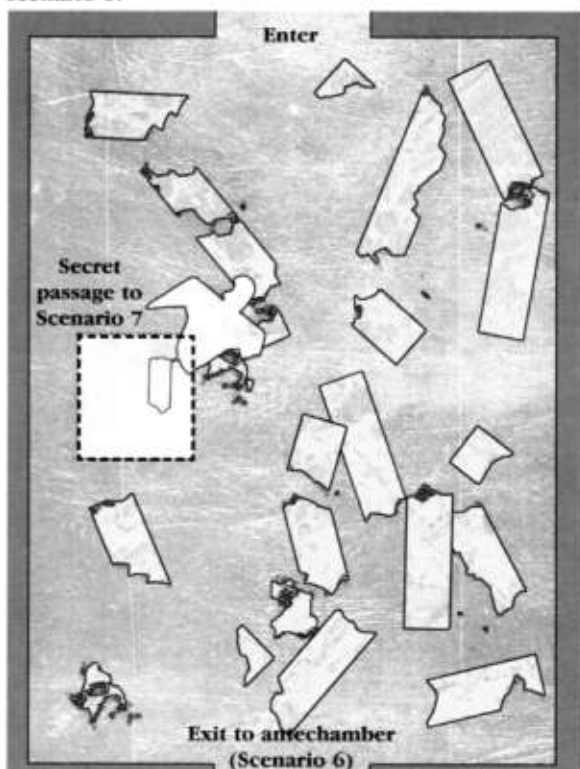
Threat Level 2

An illegal chapel contains more than ancient legends.

Setting: An unsanctioned chapel worshipping the legend of the Winged. The rioters have recently raided the chapel, pews have been smashed and statues of the Winged lay toppled in the aisles. An antechamber at the head of the chapel leads off the board.

Objectives: This will depend on the previous scenario and which warbands chose this route. The overall objective of finding the location of the hooded figure in unison or as enemies remains the same.

Special Rules: At first it may seem like there is only one obvious exit through the antechamber. However closer inspection of one of the toppled statues will reveal a hidden passageway that leads down into the catacombs. If one or more warbands entering the scenario are opposed then make sure there is a turn between them arriving. If a warband takes the hidden passage into the catacombs then go to scenario 4. If they head through to the antechamber then go to scenario 6.

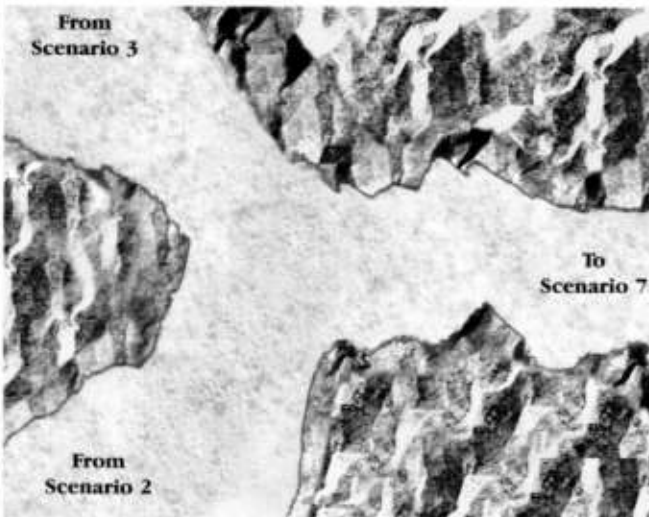


SCENARIO 4 – THE HAND OF SCARN

Threat Level 4

The Hand of Scarn strikes deep in the alien-made catacombs.

Setting: The Cirian seabed. The warbands are no longer in Cirian Auxilla but much deeper. The catacombs are not of Imperial or Mechanicus origin, the cavernous walls give off an uneasy purple glow. There are three main passages that form a 'Y' with the fork being a clearing. Numerous sub-passages branch-off and rejoin at random points.



Objectives: This will depend on the previous scenario and which warbands chose this route. The overall objective of finding the location of the hooded figure in unison or as enemies remains the same. Although some Inquisitors may be intrigued to know the origin of the Xenos made catacombs.

Special Rules: There are two main routes to get to this scenario and so it is quite possible for split warbands to be reunited, or recent enemies to continue a fight (we hope!). As the warband approaches the central clearing, have the assassin sneak up and attack a random character. This should get guns flaring! Play the assassin to maximum effect, try to take out as many characters as possible before she herself is taken out!

Once the assassin is dead, the rival warbands may continue their fighting. There are three ways out, presumably they will head towards the, as yet unknown, exit, but it is quite possible for the warbands to back track if they wish. Go to the relevant scenario depending on which exit they chose. As a GM (and to continue the narrative) you may wish for them to head to scenario 7. This can be easily arranged by having a cave-in during the fighting preventing, any backtracking.



CHAPTER 2 – GORRIN MOORE

As the characters approach the drilling platform, any psykers in the group will notice the psychic taint getting stronger. If any characters make a successful Wp test with a difficulty of 20 it will allow them to tap into the vision described below:

You see a robed, emaciated band holding the strings of a puppet. Following the strings you notice the puppet is one of the miners. He stands before a group of his co-workers and looks to be giving a speech. All the time you can bear leering, whispering voices saying: 'The Emperor owes you nothing!', 'The Tech-Priests are your enemy!', 'All authorities in the Imperium are corrupt!' and other such beresies.



SCENARIO 5 – THE DRILLING PLATFORM

Threat level 3

At the base of one of the gigantic drilling machines, the Inquisitors meet the miners' ringleader.

Setting: A drilling platform deep in Cirian Auxilla. Obviously making a gigantic drill as a piece of scenery just for this scenario would be nice, but impractical. As the action takes place at the base of the machinery a large cylindrical, object will be fine, place it just off-centre of the gaming area. There is a raised platform at the base of the drilling machine in which Gorrin Moore stands upon and a large group of miners (numbers will depend upon available models) at the base of the platform. The rest of the gaming area is dotted with pieces of machinery. The warbands must get from one end of the board to the other.

Objectives: The overall objective of finding the location of the hooded figure in unison or as enemies remains the same. Some Inquisitors will not pass up on the opportunity to quell the miners' rebellion while others, most noticeably Inquisitors of Istvanian faction, will wish to further enflame the riots.

Special Rules: Gorrin Moore stands on a raised platform inciting the indentured workers to rise up against their Tech-Priest masters and all Imperial authority. The miners will be engrossed in Moore's speech, so it is possible for the warbands, with a few Initiative tests, to sneak past. That's if the warband wishes. If Moore and his rabble are made aware of the characters, then they will attack. The size of the group will depend on available models and how many characters are on the board. Most of the miners will be armed with Breachers as described on page 105 of the Inquisitor Rulebook. Gorrin Moore will fight with reckless abandon, fanatical in his anger at the Imperial authorities. Moore is being psychically manipulated by Inquisitor Scarn. This can be nullified by making Wp test with a difficulty of 30 if the character is aware and capable of it. If the Psychic shroud is removed, Moore will lose his lust to fight and can be talked round to joining the Inquisitor's forces if the player so wishes it (this may be useful in the upcoming scenario). If there is more than one warband and they are judged to be conflicting with each other, make sure there is at least two turns before the second warband enters the board. Exiting the board will take you to the climax – Scenario 8.

SCENARIO 6 – THE ALTAR

Threat level 4

A rogue priest and dangerous unsanctioned Psyker blames the Inquisitors for his chapel's defilement.

Setting: The antechamber in the Chapel of the Winged. This should be a smaller rectangular gaming area. In the central third of the chamber rests a large ornate altar. A statue of Sanguinius rests upon it.

Objectives: Slay the tainted priest and find the secret hidden passage that leads to the cryo-chamber. *

Special Rules: A man is slumped by the altar. He is dressed as a member of the clergy. As the warbands enter he will rise and scream:

"My church, you have defiled it, all of you! The Winged are angry with me because of your interfering." He will grab his head in agony as a daemon possesses his body and will then fight the warbands.

The warbands will arrive together in this scenario. If they continue to fight against each other then it may be their undoing!

Hidden under the altar is a secret passage that will lead to the cryo-chambers. This can be discovered in a number of different ways. The altar could move in the ensuing combat. Or maybe some good old detective work and a few Sagacity tests will reveal it in the aftermath, you know the clues: a draft, hidden lever, etc. When (or if!) they discover the passage it will lead down to the cryo-chambers in Scenario 8.



SCENARIO 7 – THE LABORATORY OF SORGAN VORG

Threat Level 3

The plot to clone the Primarch Sanguinius is revealed.

Setting: The cluttered laboratory of Magos Biologis Vorg hidden deep in the alien-created catacombs. Only a small gaming area is needed to represent the laboratory, which is filled with benches, vials and test tubes and other such clutter. As well as the door the warbands entered by there are two large wooden double doors at the far end of the laboratory. The doors have been intricately engraved with what looks to be an image of the Primarch Sanguinius.

Objectives: To get past the Mutie bodyguards and enter the cryo-chamber beyond.

Special Rules: As the characters enter, Biologis Vorg will be at the far end of the lab. As soon as he notices, he will shout the keyword "Protect!" and one of his telescopic arms will fly out and grab a phial of red liquid, he will then try to escape through the double doors at the end. A group of mutants will appear as if from the walls (which are hanging with various body parts and cadavers) triggered by the keyword. This all happens in game time so it's possible, if the characters are quick enough, to stop Sorgan Vorg from escaping.



The Muties will stand between the doors and the characters. The size of the Mutie group will depend on available models and the amount of characters in the scenario. I recommend as many as possible, as we're getting close to the climax! The Muties are experiments and cannot die! They can be hacked to pieces but will gradually rebuild until they are capable of fighting again! If a Mutant is killed, it will spend D6 turns putting itself back together again and then will jump straight back into the fray. Characters should not hang around. The Muties will not follow through the ornate doors.

Exiting through the double doors will take you to Scenario 8.



SCENARIO 8 – CURSED FOUNDING

Threat level 5

The progeny of the Primarch is revealed, but once the warbands have turned on each other, can they destroy Scarn's heretical work?

Setting: The cryo-chamber deep in the undersea catacombs of Cirian V. This is a large chamber and the walls pulse with a purple glow. Two large cylindrical capsules stand at the far end of the chamber. Bits of alien looking machinery are dotted around.

Objectives: Survive and stop Inquisitor Scarn.

Special Rules: Warning! This is a big scenario and will probably take an entire gaming session to play, so it is wise not to start this one halfway through an evening.

At the foot of the cylindrical capsules stand Inquisitor Scarn and Magos Vorg, who'll be busy attending the capsules. As the characters enter it's time for Scarn to make his big villain speech:

"Fools! By what right do you judge me? Because your blinkered sensibilities cannot see beyond the limited scope of your understanding, you seek to prevent me from achieving that which you lack the courage for! Such arrogance!"

Scarn then indicates the incubation tanks behind him.

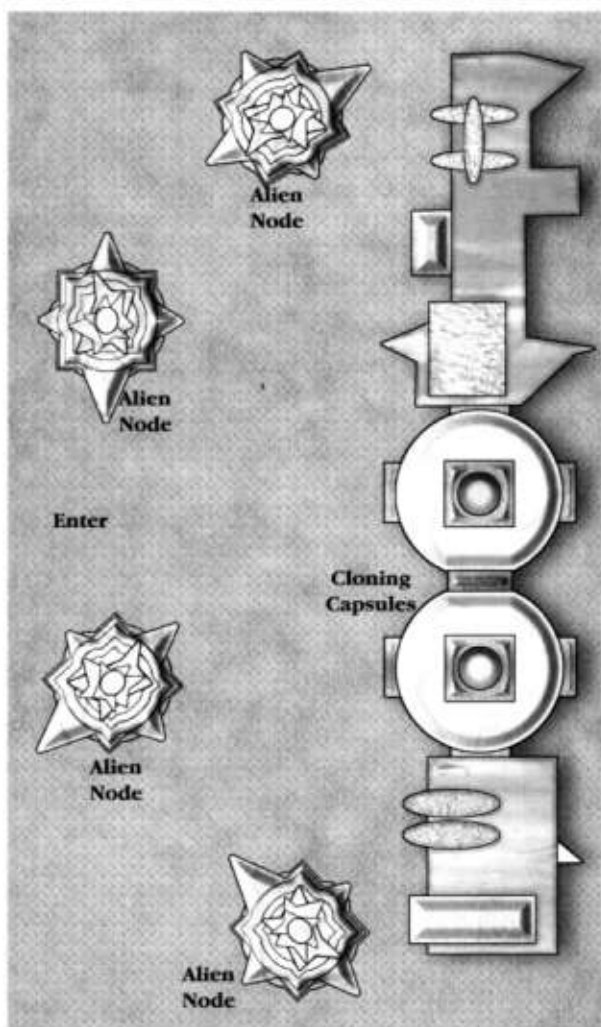
"You are privileged to bear witness to the birth of Magos Vorg's creations. They will be given life within minutes, but I would prefer that there be somewhat fewer of you left alive before their awakening. I am not without a fine sense of irony, so I offer you this dilemma. For each one of you that dies, the mechanism that controls the awakening of these clones will be delayed, so it is time to consider where your true loyalties lie and ask yourself what matters most; defeating me, or a temporary alliance that holds together only because I have not yet split it asunder!"

Cue maniacal villain laughter and the game will then begin.

Both clones will awake six turns from the first, however for each character that is taken out of action, one of the clones will be delayed for a further two turns. Randomly decide which clone each time a character dies. This could get quite complicated so it's best to record it on a sheet of paper. Make sure the players know that having two clones to fight will be a big mistake, so that they take Scarn's threat seriously.

Scarn can be attacked or shot as normal, however as soon as he is injured in any way tell the players he just fades out. Where Scarn was last standing will be a small gem-like device of Eldar origin, some kind of holographic projector. For the purposes of close combat, Scarn has a WS of 68 and a Strength of 52.

The Magos will attack, screaming madly about protecting his children. The capsules can be attacked, but they are



protected by a 4D10 refractor field that extends across both capsules and has an armour value of 20. Inquisitor Scarn has placed a psychic dampening shield over them, which means there is an additional -40% modifier on any psychic power aimed directly at the capsules. From the GM's point of view, you should award clever thinking by letting a character destroy at least one of the capsules in time. If the characters just stand there and shoot it or hit it with a hammer then make the capsules last out. If a clone is in a capsule that's destroyed then it will not wake up.

Once the turn count is up, the clones will emerge from the capsules. These are a mockery of a Space Marine and the Primarch whose blood was allegedly used to spawn such creations. They will have leering, melted faces, the wings on their back will be misshapen and featherless, they are truly abominations! They will attack anyone in range, including the Magos.

Once they have been slain you can call it a night!

ALTERNATIVES

This is a large, complex campaign that will need a confident GM and dedicated players but you will be awarded with a truly great gaming experience. There are many ways you could change how the campaign plays out. Why not play it out as the ultimate cooperative game, where players will form a dedicated cell of Inquisitors who have declared Scarn a Heretic and Extremis Diabolus. This will make the dilemma in the last scenario very interesting! If the campaign is too

sprawling for you to cope with (there's a lot of scenery and models to prepare!) then you can 'prune' the plot tree by cutting off some of the branches. For instance, you could only make the chapel route open by playing Scenarios 1, 3, 6 and 8. Or you could go through the centre via Scenarios 2 or 3.

The clones at the end are really tough, so you may wish to drop the capsules to just one if the warbands are small. Remember, it's the climax but we don't want to kill off all the heroes, not just yet anyway!

Magos Dargon Autilous strode across the dark empty council chamber, flanked by two of his personal Skitarii.

"Going somewhere?" asked a voice that resonated from inside the chamber. The Skitarii immediately raise their weapons. Autilous stopped mid-stride, trying to gain some composure.

"Scarn!" he said to the chamber in general, trying to locate the origin of the voice. "You promised me no interference from the Inquisition, now they are crawling all over the place!" *

"I kept my promise while you were deemed useful to me, you now no longer serve a purpose" stated the disembodied voice.

"It was you who started the rioting in the lower sectors plunging the whole station in to chaos, no doubt the fall of Loctus Cane was your doing as well" gasped the Magos.

"He was a criminal that needed bringing to justice... as you now do."

The guttering flame from the candles that barely illuminated the chamber flickered out, immersing the chamber in darkness. The Magos saw a flash of light, followed by a slicing sound mere inches from where he was standing. The head of one of the attending Skitarii fell to the floor, its body following moments

after. Autilous spun round, his flamer held high. The second Skitarii disappeared in to the dark as if violently yanked back by an invisible rope tied to its waist.

The Magos spun again, his mechanical brain frantically calculating the best course of action. An emotion he had not felt for a long time resonated from what little was left of his human body. Fear...



The Appendices

The Appendices have been written solely as a Gamesmaster's tool for use with playing games in the Cirian Adventurescape. It contains five main sections: The Gamesmaster's Notes, Further Campaign Hooks, Secrets to Good GMing – in which I explain my take on how to GM a game, Henchman Profiles – giving GM's useful stats for the denizens of Cirian Auxilla and on the back cover is a Players Information sheet. This is a good resource for handing out to players before they undertake a campaign. The information sheet is available as a printable PDF from the Exterminatus.com website.



GAMESMASTER'S NOTES

In this section I'll reveal some of the secrets of the Cirian system. This book is really just a melting pot of ideas and there is plenty of stuff I've hinted at but have not developed any further, so please feel free to go nuts! Here's what I do know that you may have guessed already.

Organan is somehow linked to the alien catacombs hidden beneath Cirian Auxilla. It is deeply tainted by Chaos and will gradually corrupt constant users. Heavy users will feel the need to share Organan with friends and co-workers and so spread its taint. If used in high quantities for a long period of time, it will open the mind to the Warp allowing daemons to possess the user's body, with disastrous consequences.

Cirian III is also connected in some way to the tainted ore and the alien catacombs but the time is not yet right to reveal all, so I'll leave that one for you guys to work out for now.

Inquisitor Scarn has provided Sorgan Vorg with the phial of Sanguinius' blood. However, even though the Magos believes it to be the real thing, it is not. Which is one of the reasons why the Cloned Winged have not turned out as expected. All Scarn needed was a suitable monster and so is not bothered that they have not turned out right, but he needed the Biologis to work for him and this was a method to manipulate the Magos through his obsession with the Primarch's blood.

Even though it is not Sanguinian blood a legion of Blood Angels did pass through the Sector on their way back to Baal from Terra shortly after the Horus Heresy. Whether they were actually carrying the corpse of the Primarch is unknown. The Legend of the Winged did originate from this event. Like all legends, with time the truth was stretched, so while the ships of the Blood Angels did pass through it is extremely doubtful they landed or entombed their beloved founder on a planet in the Scarla sector.

The last campaign leaves Cirian Auxilla in a bit of a state. With Scarn and his disrupting influence gone, the installation will soon stabilise. Reinforcements of Skitarii will be shipped in from a nearby Forgeworld and the rebellion will be quelled. The Adeptus Mechanicus do not give up on such rich deposits of knowledge so easily. However, with Magos Autious gone, there will be a power vacuum in the Conclave but the infighting and politics will soon swallow any such problems up quite quickly.

The Unbelievers have not been totally wiped out and cults are still active all around the Scarla sector – it has been many years since the sundering of The Winged One. The cults have been covertly operating ever since their goal to resurrect him at the Cirian Needle on the moon of the sixth planet in Cirian System. There is a large cult based on Cirian Auxilla as it is the closest habitable location near to the Cirian Needle. They are still decades away from their goal, and so will make sure they are not discovered at all costs. At present they control one of the Magi in the Conclave but through the seductive power of Tzeentch, they fully intend to gain dominion over all of them.

I've tried to format the campaigns in as transparent and free flowing a way as possible. As discussed in the following sections, players are an unpredictable lot and so things won't always go as planned – so don't stick too rigidly to the plot

trees if it doesn't seem to be working. Let the players go their own way and then write another scenario that puts them back on track.

Really go to town with the chapters. This is your chance not to be constrained with the models on the tabletop. Be brave when presenting the information in the chapters, put on the evil voice when talking as the villain! Think laterally – a plain brown envelope, with the Inquisitorial 'I' drawn on it and a tape inside posted through a player's letterbox is cool. Reading the passage straight out of the book in a monotone voice is dismal. It may take a bit of effort, but it'll be worth it.

Don't feel you have to use the campaigns as written. I'll admit that some of the better ideas are actually in the Alternatives sections at the end of the campaigns so don't be afraid to use them or (even better) find a way yourself. But whatever you do make sure you have fun!

As for what Inquisitor Scarn's great plan is? I'm not ready to tell you yet but I'm sure you'll find out in the near future.

FURTHER CAMPAIGN HOOKS

The three campaigns only scratch the surface of the Cirian Adventurescape. You've made all your scenery and painted all those Skitarii, so let's not waste them.

The Return: The alien species that created Organan and the catacombs below Cirian Auxilla return, much to the annoyance of the Adeptus Mechanicus. Can the Inquisition stop a full sector going to war? And why did the aliens evacuate Cirian V in the first place? How and why did an ore become tainted by Chaos?

Revenge of the Magos: We last left Magos Autilous at the mercy of the Hand of Scarn, however we don't know for sure he's dead? Does he make a comeback with vengeance planned for the members of Conclave, the Inquisitors who wronged him and, of course, Inquisitor Scarn?

Payment Due: We know the Conclave stopped paying tithes to Mars but did they also stop paying the greedy Miners Guild? The Guild has supplied the Conclave with a large workforce, a considerable investment on their behalf. They will make sure they get some kind of compensation at all costs.

The Chasms of Cirian III: The Adeptus Mechanicus have sent yet another explorer team to Cirian III, they lost contact with it upon arrival. Long-range mind probes and scans clearly show the planet to be barren. What's really happening there?

Secrets of the Spire: Once a year, the workers have feast days to celebrate the opening of the spire – to them it is a mystical event. However this year, the spire does not open and all bulkheads leading up to the spire have mysteriously shut and will not give under any circumstances. Who or what now inhabits the spire?

Hull Breach: Auxilla is rocked as the walls to one of the lower-habs collapses flooding and destabilising the lower areas. Many workers drown and the whole installation is in danger of crumbling under the enormous pressure. A second explosion breaches another part of the facility, which could only mean a terrorist threat. What do the terrorists want and can Auxilla be saved in time?

The Glowering: The forbidden zones start to generate dangerous amounts of radiation. The caverns of the catacombs begin to resonate some kind of dire keening sound, which agitates the usually calm giant flatworms to attack the installation. Have the Tech-Priests drilled too far?

There are of course loads more possibilities. Check out Exterminatus.com for some more fully written campaigns.

SECRETS TO GOOD GM'ING

In the roleplaying world, a good Gamesmaster is the difference between a good and excellent gaming experience. In Inquisitor it is no different. It is the GM that makes the game and it will often be him preparing and working behind the scenes hours and even days before the gaming session begins. So in my mind a good GM has two main qualities: the ability to improvise, and a sense of commitment.

The three campaigns printed in this book have naively been written in thinking that everything will go to plan and that each scenario will be played in turn. There is one problem with this: players! If there is a way to break your carefully crafted scenario the players will find it, they will cut off your evil villain mid-speech by shooting him in the head just before he's about to blab the vital bit of information their Inquisitor needs. Similarly, players will often be staring the most obvious of clues right in the face and still fail to do anything about it! It is freedom the players, and therefore their characters, have on the gaming table that makes Inquisitor such a great game and so scenarios will not often go the way you want them. However, a good GM will not panic, hold up the game by looking for a certain obtuse rule or say "That's not in the book!". A good GM will improvise making off-the-cuff rules and tests that will cover any situation the players throw at him. Additionally, if he can get the players back on track without them realising they ever came off the rails, then that's a bonus!

It is all very easy for me to write complex scenarios with casts of 30 or more NPCs and great elaborate pieces of scenery, but the fact of the matter is all that cool stuff needs to be organised and made. In most situations, stand-ins can be used, but a committed GM will often go all the way, making sure there is enough Skitarii models for the scenario and bringing out that cool piece of scenery. It is important that the GM does not work in isolation in the preparation stage, players should be willing and on hand to help where possible as they'll be getting a large amount of enjoyment out of the game too. Maybe all the players in the gaming group could all put together and paint a Skitarii. Or they could all pool their scenery so the GM has a good resource to draw upon. An important thing to remember is that it's a hobby, and if you've taken on too much, and don't forget we all have busy lives outside of gaming, it is sometimes best to pull back – have a short break or else it might not feel like a hobby anymore!

The ship entered warp as soon as it left the Cirian system. The Inquisitor reclined into his baroque chair and managed a withered smile. All had gone to plan, he thought, he was even surprised at how easily it had been executed! The Order was not as it used to be, he confided to himself.

He would worry about it no longer – it was time to proceed to stage two of his plan, again he smiled to himself. Soon, he thought.

The piloting servitor – a heavily augmented head and torso connected directly into the ship's console turned to receive his orders.

"Take me to Karis Cephalon," rasped Inquisitor Scarn.

HENCHMAN PROFILES

SKITARI

WS	BS	S	T	I	Wp	Sg	Nv	Ld
55	50	60	50	60	45	45	60	60

Equipment: Lasgun (TP); Frag Genades; Variable Average Bionics; Flak Armour.

Special Abilities: None.

ELITE SKITARI

WS	BS	S	T	I	Wp	Sg	Nv	Ld
65	55	70	60	70	50	50	60	70

Equipment: Lasgun (TP); Frag Genades; Variable Advanced Bionics; Flak Armour.

Special Abilities: None.

TECH-PRIEST

WS	BS	S	T	I	Wp	Sg	Nv	Ld
65	50	45	60	65	70	75	60	60

Equipment: Variable Advanced Bionics.

Special Abilities: None.

MAGOS

WS	BS	S	T	I	Wp	Sg	Nv	Ld
70	55	55	65	75	80	90	85	85

Equipment: Variable Highly Advanced Bionics.

Special Abilities: None.

GUN SERVITORS

WS	BS	S	T	I	Wp	Sg	Nv	Ld
70	70	80	80	40	100	5	100	5

Equipment: Variable Advanced Bionics. Heavy Armament – usually Plasma or Melta Weapons.

Special Abilities: None.

INDENTURED WORKERS/MINERS

WS	BS	S	T	I	Wp	Sg	Nv	Ld
40	30	45	50	40	35	25	20	40

Equipment: Possible Beachers and other mobile mining equipment.

Special Abilities: None.

CITIZEN OF CIRIAN AUXILLA

WS	BS	S	T	I	Wp	Sg	Nv	Ld
25	20	25	30	25	25	20	15	30

Equipment: Knife or Club; Possibly a Pistol (auto or las).

Special Abilities: None.

POSSESSED

WS	BS	S	T	I	Wp	Sg	Nv	Ld
60	5	80	90	30	50	5	50	50

Equipment: Multiple Appendages.

Special Abilities: Terrifying; Wyrd - Warp Strength.

RED SERPENT THUG

WS	BS	S	T	I	Wp	Sg	Nv	Ld
50	45	50	50	45	30	30	40	40

Equipment: Autogun or Pistol; Knife or Club.

Special Abilities: None.

VORG'S MUTIES

WS	BS	S	T	I	Wp	Sg	Nv	Ld
65	40	60	60	45	50	50	50	50

Equipment: Revolver or Stubber; Knife, Cleaver or Club.

Special Abilities: None.



EST 02/8301 INQUISITORIA REF 0064736-f≈

AUTHOR: Inquisitor Covenant

SUBJECT: The Cirian System - an overview

THOUGHT: The Emperor measures us in deeds not intent

System Commentary: Located in the galactic south-eastern spiral arm, the Cirian system is part of a cluster of twelve planetary systems creating the Scarla sector. The Cirian system consists of six small planets orbiting a noxious yellow star. Four of the planets are classed as Dead worlds, and are little more than inhospitable orbiting rocks.

There are three planets in the system worthy of note; one is Cirian III. It is mostly unexplored and uncatalogued, although there have been a few failed expeditions in recent years.

Cirian V is an all-encompassing ocean world. It is currently controlled by the Adeptus Mechanicus who, in league with the Miners Guild of Scarla Nyses, mine the planet's seabed for valuable ores and minerals.

Cirian VI is a lifeless rock with an equally barren satellite orbiting it. However, sitting on the moon of Cirian VI is the ancient building known as the Cirian Needle, the location of a great battle between the Inquisition and forces of Chaos.

Population Centres: The Adeptus Mechanicus installation of Cirian Auxilla was founded over 6,000 years ago after a Mechanicus exploratory team found high deposits of valuable ore and minerals on the seabed of Cirian V. With funding and labour supplied from the Miners Guild, the underwater installation of Cirian Auxilla was built. The complex took many decades to build and cost many lives due to the extreme pressures of the deep ocean and insurrections from the slave labourers tasked with building such a structure.

Over the centuries Cirian Auxilla has continued to grow across and above Cirian V's seabed. The complex currently has roughly six million residents, including the ruling elite of Tech-priests, but consisting mainly of labourers and miners of the Guild. Large portions of the installation have been taken up by the need to accommodate the large work force, much to the annoyance of the Techpriests who see it as a necessary evil. Over the years, ghettos have sprung up as the work force has naturally factionised and segregated itself. Some ghettos on the lower levels have a very dangerous reputation where even the Skitarii rarely venture.

Politics: The twelve most senior Magi frequently meet in the main halls to form what the inhabitants call the Conclave. To the indentured workers and personnel not affiliated to the Adeptus Mechanicus, the Conclave is seen as a cruel, aloof administration whose will is enforced by the heavily armed and often brutal Skitarii. This has caused a great deal of civil unrest recently and tensions between the Adeptus Mechanicus and Cirian Auxilla's labourers and inhabitants continue to grow. Although the Conclave is seen to speak through the one voice of its leader, Magos Dargon Autilous, the inner politics of the Conclave are just as fraught as its relationship with the populace.

Recent Investigations: The criminal empire known as Red Serpent dominates the sector, distributing a dangerous narcotic known as 'gas'. Past investigations [see files 22357/α & 96238/α] seem to promote the theory that 'gas' is derived from an ore that originates from Cirian V.

History: Shortly after the Great Heresy the Scarla system fell into a brutal civil war over the differing belief systems of worship of the Emperor and his beloved Primarch, Sanguinius. The schism was perpetuated by two factions: the Mortuians and the Unbelievers. After many centuries, during the Time of Rebuilding the tendrils of the Imperium rediscovered the Scarla sector and found it to be in the midst of war. While battalions of Imperial Guard were shipped in to stabilise the worlds, the Inquisition was charged with stopping the war at its source. Thus followed a climatic battle between the forces of the Inquisition and the Chaos-infected Cult of the Unbelievers [see ref file 24536/β: The Unbelievers] on the moon of Cirian VI.



Cirian V

Sector: Scarla. Sub-Sector: Scarla Nyses

Sub-class: Ocean World

Tithe Grade: Adeptus Mechanicus override ++

Navigation: 234675-9864536-ΔΔ



Inquisitor: Conspiracies - The Cirian Legacy

The ocean planet of Cirian V holds many secrets that are jealously guarded by the Tech-Priests of the Adeptus Mechanicus.

The presence of the Inquisition is unwelcome and treated with suspicion. Can the recently arrived Inquisitors unravel the mysteries of the Cirian Legacy?

This supplement contains:

3 complete campaigns comprising of 17 unique game scenarios

A detailed overview of the Cirian Adventurescape

Descriptions of important characters, organisations and history of the Scarla Sector.



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