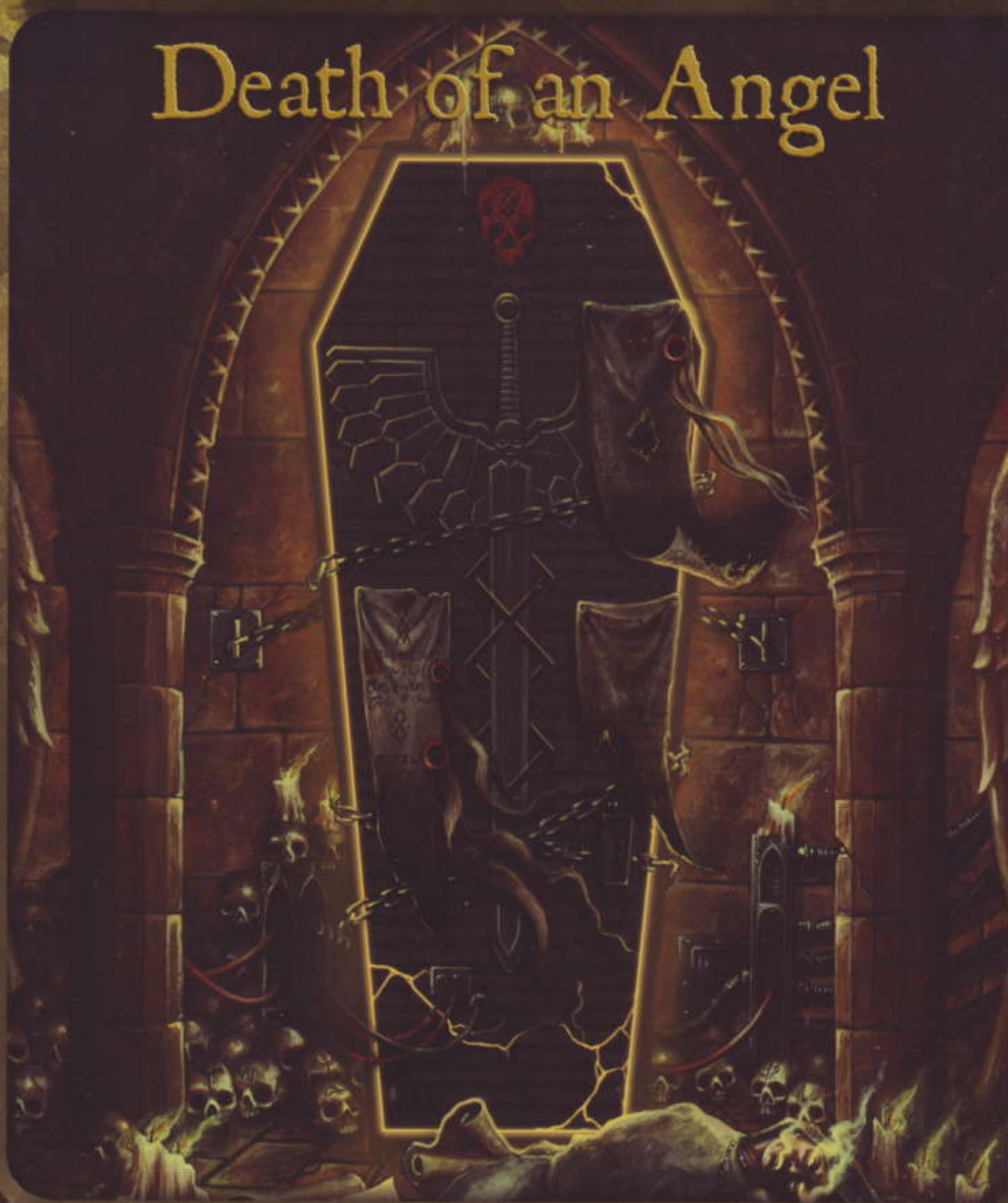


INQUISITOR

Death of an Angel



INQUISITOR: CONSPIRACIES

GAMES
WORKSHOP



- | | |
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| <ul style="list-style-type: none"> Mining Community Forge Mine Ecclesiastical Significance Population Centre 100-3,999 Ancient Ruins Population Centre 10,000+ Inquisitorial Investigation | <ul style="list-style-type: none"> 1. Mining Site 4371BX 2. Paganus Reach 3. Imperator Rex 4. Taberna Ostium 5. Sanamon Mines 6. Index: Expurgatoris 7. The Xeno Crater 8. Xenamis Vertex 9. Pilgrim's Rest 10. Shrine of Pelegia 11. The Miracle of St Josmane 12. First Landing 13. Basilica Dominastra 14. Chapel of the Summit 15. Marachis 16. Coriolus 17. Liberatia 18. East Cephalon 19. Morganis Peak 20. High Fortian 21. Corben's Delta 22. Outer Cephalon 23. Owsen's Ford 24. Mountain's Bagor 25. Cathedral of Dorias 26. Dunwitch 27. Name not Recorded 28. The Lucid Emancipation 29. Martyrpyre of Cephalon 30. Neverglades Cathedral 31. New Cephalon (Mutie City) 32. Port Cephal 33. Cephalon (Capital) 34. North reach Sound 35. Cephalon Spaceport 36. Amethyst Palace 37. 'Red' Ivan's Warehouse 38. Main Transit Terminal 39. Old Treasury Building 40. Mutant Ghetto 41. Site of Mutie Riots 42. Finnegan's Wares 43. Chirgen Monque's 44. Mama Pollyana's |
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Death of an Angel

by Gav Thorpe & Graham McNeill



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What is Inquisitor: Conspiracies?

Welcome Inquisitor. You hold in your hands the second in a series of enlightened tomes; a guide to one of the many dark areas of the galaxy that merits the attention of the Holy Orders of the Emperor's Inquisition. Each Inquisitor: Conspiracies book concentrates on a certain

world, planetary system or hive, detailing its political structure and history, prominent geographical areas, climate and its significant continents and cities. Important characters such as planetary governors, politicians, sect leaders and so on are also profiled. Most significantly, each Inquisitor: Conspiracies 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 Gamesmasters to create their own worlds and 'adventurescapes'. As we'll explain later, you shouldn't consider the campaigns detailed here as set in stone, but as exciting games that can be used in a setting you have already thought out. Perhaps only one of the scenarios is suitable, and if so feel free to steal it for your own use! We hope that the campaigns will inspire Gamesmasters to write their own adventures and we've provided a universal format that is (hopefully!) easy to use and understand. Remember, the most important aim of Inquisitor: Conspiracies is to inspire, not dictate.

The Inquisitor: Conspiracies series will not end with these 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 both the Karis Cephalon and the previously published Cirian Legacy Adventurescapes. But we can always use more, so if you've written a campaign based on the world described in either of these books (or even a campaign that can be easily converted to be played within their settings) then pop over to Exterminatus.com and check out the writer's guidelines.

This is the second Inquisitor: Conspiracies book and deals with the planet of Karis Cephalon. It is divided into a few main sections, some of which you shouldn't read if you plan to play in the campaigns. If you are the Gamesmaster and intend to set 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 discovered (some) of the secrets of Karis Cephalon. Obviously, we can't physically stop players reading these sections, but suffice to say, it will spoil their enjoyment of the game if they intend to play in the campaigns.

So, enjoy unlocking the deadly secrets surrounding the Death of an Angel.



The Cephalon Adventurescape

Cephalon is located in the Coptis sector, on the edge of Segmentum Solar and Segmentum Tempestus, roughly five and a half thousand light years from Terra. It has five orbital bodies, of which two are habitable. Imperial Command for the system resides with the governor of the primary world of Karis Cephalon, the third planet of the system. The two worlds closest to the Cephalon star are uninhabitable, as is the fifth world orbiting in the icy reaches of the outer system.

KARIS CEPHALON

Karis Cephalon is comparable to Ancient Terra in size and appearance. It consists of three major continents spread across its temperate zone, and two icy poles which are home to small Adeptus Mechanicus facilities but little else. The major population centre is on the largest continent of Cephas, where the capital city, Cephalon, can be found. The majority of the wealth and power resides here and the scattered vast farmsteads that can be found on the roads and locomotive network branching out from the capital.

To the northwest of Cephalon can be found the Xeno crater, a site that has been under Inquisitorial Quarantine for as long as there has been an Imperium, while the mountains are riddled with smaller mine workings and several vast Forge Mines.

For long distance travel across Karis Cephalon, most goods and people are transported using its archaic mon-conveyor. This is an ancient steam-driven monorail network that crosses the land on high pylons driven deep into the soil, passing over farmsteads and mines, and converging on a terminus located inside Cephalon.

CEPHALON PRIMIS

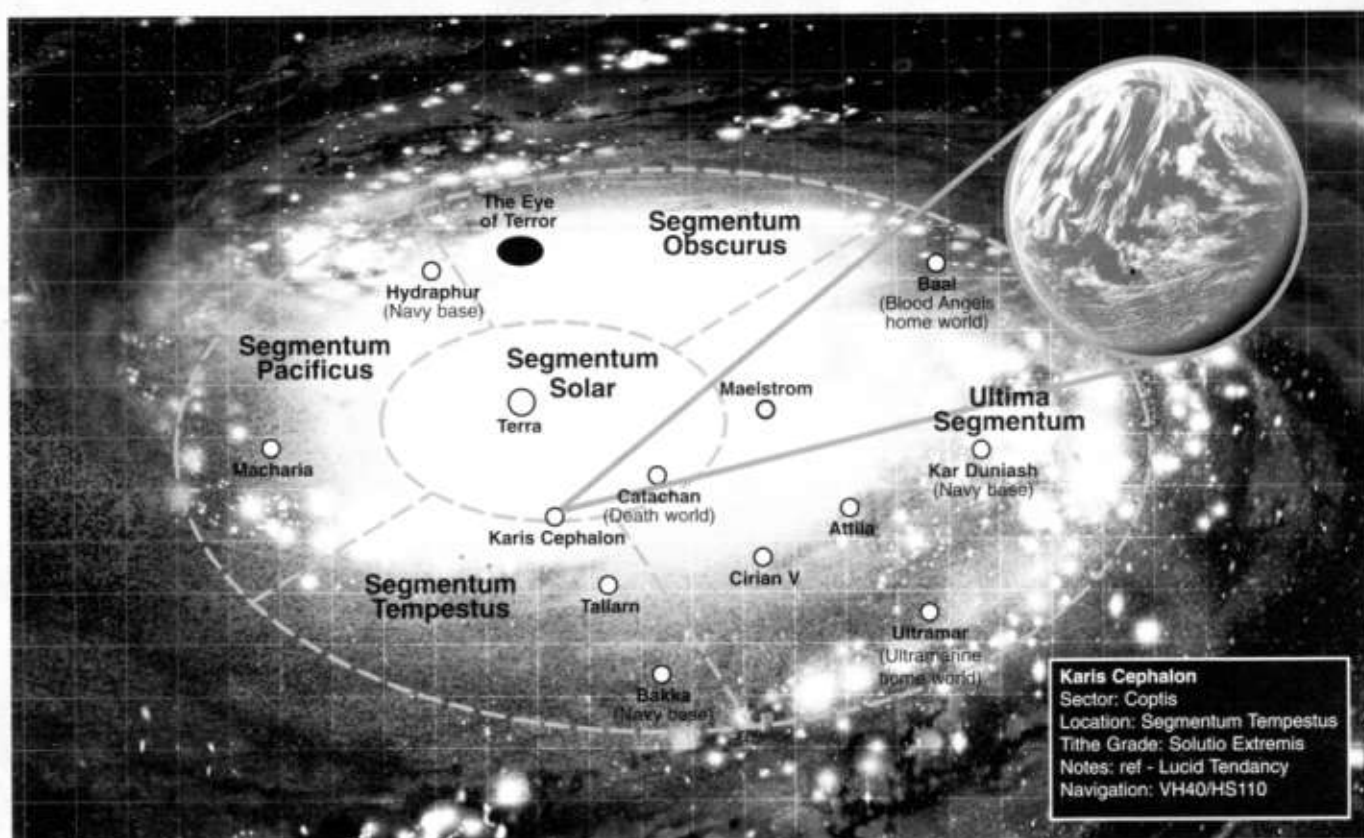
Although Karis Cephalon has two space ports on its surface, most space traffic lands at the docking facilities on the moon of the world. Little more than a large, stable-orbit asteroid, Cephalon Primis acts as a shuttle relay to the planet below, its thin atmosphere retained by pre-Imperial technology located beneath the surface.

As well as the starship dock, Cephalon Primis is also a principle holding facility for the Special Security Agency, where convicted felons work hard hauling cargo to and from the space port.

CEPHALON VAULT

A much colder, inhospitable world than Karis Cephalon, Cephalon Vault is an ancient mining world, rich in minerals and ore, but little else. Most of its kilometres-deep mineworkings are now exhausted and only a few of Cephalon's trader families maintain facilities on the planet. There is rumour that some of the unused mines are home to pirates and dissidents as there is only a small SSA presence on the world but most dismiss these stories as romantic fantasies.

The surface of Cephalon Vault is bleak but tolerable, though rebreathers are recommended for those who wish to spend an extended time on the surface. Many of the older mines are dangerous; with cave-ins, gas pockets and other hazards a common occurrence for those who delve too deeply within their winding tunnels. The antiquated air filter systems are often poorly maintained, or have stopped functioning altogether, and local life forms have begun to adapt to their environment over the last few centuries, breeding vicious predators that stalk the old passages and chambers.



THE CITY OF CEPHALON

The financial, political and spiritual hub of the Coptis sector, Karis Cephalon's capital is a large city, almost as old as the Imperium itself. It has grown up around the immense edifice known as the Amethyst Palace. The Amethyst Palace itself is the size of a small town, and home to a veritable army of workers, clerks, priests and soldiers. Here agents of the Administratum collate, sort and decipher data from all across Koptis and beyond, and it is also in the Amethyst Palace that a visitor would find the Ecclesiarchal Palaces, the Adeptus Arbites precinct, outposts of the Adeptus Astra Telepathica and homes of the Navis Nobilite Navigator families.

The West Wing of the Amethyst Palace lies in ruins, neglected for thousands of years it is now a warren of collapsed rooms, sloping rooftops, and entrances into the catacombs beneath the city. These catacombs are said to stretch far beyond the great walls surrounding Cephalon, and perhaps even as far as the Ptarmigan Ridge to the southeast and the Xeno crater in the North-West.

At the centre of the Amethyst Palace soars the Sarannis Needle. Its origins are unknown and it predates Imperial settlement on the world. All analysis of the material prove inconclusive and it is virtually impossible to scratch, chip or otherwise damage. Those with a psychic disposition claim that the Needle appears in their dreams and visions, and there are many superstitions surrounding its presence.

Most of the eastern reaches of the city are dilapidated if not outright ruins. This was once the richest quarter of the city, when the world was ruled over by a successionist monarchy, and the Amethyst Palace was simply the place of the workers and slaves. However, following the overthrow of the royal family four thousand years ago, the much-maligned area was abandoned and allowed to fall into decay. It is a statue of Karis Cephalon law that it is treason to do so much as rebuild a brick on another brick in the Royal Quarter, as this is seen as anti-revolutionary and an attempt to restore the monarchy.

THE LUCID TENDENCY

The most powerful organisation on Karis Cephalon, and indeed throughout the Coptis sector, is the Ecclesiarchy. Although not officially a Cardinal World, many thousands of years of history and tradition grants members of the Ecclesiarchy immense privileges and rights.

The strength of the Ecclesiarchy in the region is owed in part to its spiritual cohesion. Across the sector, the sect known as the Lucid Tendency holds unparalleled dominance, and its teachings and creed are as strong as Imperial Law on many worlds.

A harsh, puritanical faith, the Lucid Tendency grew to power before the devastating Age of Apostasy, and through those cataclysmic wars of faith managed to tighten its hold on the populace. Its strict beliefs, prosecution of Imperial dogma and resoluteness allowed the Lucid Tendency to avoid the backlash against the Ecclesiarchy that followed Lord Vandire's Reign of Blood. Emerging as a guiding influence within the Ecclesiarchy, several Ecclesiarchs, including the esteemed Deacis IX, were of the Lucid Tendency.

As a major power on Karis Cephalon, the Lucid Tendency is also one of the largest land holders, and lays claim to as much wealth as the greatest merchant families combined. Much of its tithes are sent to the Synod Ministra of Ophelia, to support the Lucid Tendency's efforts there to define ecclesiarchy doctrine and sponsor cardinals sympathetic to their cause and ideals.

The cardinal of Karis Cephalon wields more influence than the governor, although by law and their own doctrine, they exist to serve the Imperium rather than rule it. However, it is a brave governor or merchant leader who defies the will of the Cardinal, while those who curry favour for their own political ends will ensure that they pay their tithes on time and make regular donations to the Ecclesiarchy coffers.

The presence of the Lucid Tendency means that, across Karis Cephalon, priests are held in the highest esteem by the whole populace. Their word is treated as the word of the Emperor himself, and it is custom, though not law, that no priest be charged for any goods or service he may require. To do so would bring about the scorn of the Emperor and ill fate for the person who did such a thing.

THE SPECIAL SECURITY AGENCY

Funded by the governor and the other trading families, the Special Security Agency enforces the laws of Karis Cephalon. It has many divisions, from the armed and armoured enforcement agents who patrol the streets and guard the Amethyst Palace, to the undercover operatives and spies who work unseen to combat threats to the planetary rulers.

The SSA also serves as the planetary defence force of Karis Cephalon, able to muster hundreds of thousands of militia, organised into battalions across the world. It is from the ranks of the SSA that Karis Cephalon raises Imperial Guard regiments, on the few occasions it has been required to do so – though this is rare, as the Departamento Munitorium is reluctant to make such requests of a world so heavily controlled by the Ecclesiarchy.

Depending on whether you are in front of their guns or behind them, the SSA are seen as either murderers and bullies, or noble protectors of Karis Cephalon's ideals. In particular, the SSA are used to brutally repress the mutant population and quell any thought or deed that might lead to insurrection.

There is also a small presence of the Adeptus Arbites located within the Amethyst Palace, though their primary duty is to protect the quarters of the other Imperial organisations such as the Astropaths and Navigators. On the whole, the Arbites rarely involve themselves with the SSA, and both parties prefer it that way.

The SSA training grounds and headquarters are situated in the northern wing of the Amethyst Palace, and here they also have extensive detention cells and interrogation facilities. Answerable directly to the governor and his council, the head of the SSA is always selected from one of the most powerful merchant families.

Though their methods are often questioned by some, there are few who doubt that without the SSA, Karis Cephalon would cease to function. The immense slave population of mutants would be uncontrollable without them, and pro-royalist factions are also believed by many to still be a threat, although it is unlikely that any remain after 7,000 years.

THE MUTANT SLAVES

Karis Cephalon is one of the few planets in the Imperium where mutants have not been eradicated out of hand. Under close scrutiny from the Inquisition to watch for mutants with psychic potential, the ruling elite of the planet have allowed mutants to breed and spread.

The mutants form the basis of Karis Cephalon's economy, as a slave underclass who work the plantations and mines. There are strict laws regulating their behaviour, and they

have no rights as Imperial citizens. The mutants live in large shanties and ghettos, the most extensive located on the edges of the city of Cephalon, and in some parts of the Royal Quarter.

Though tolerated by the Inquisition, many Inquisitors and other Imperial agents see this state of affairs as an affront to Imperial Law. However, the infrastructure of Karis Cephalon is founded on the slaves, and to remove them would cause widespread instability, and anti-Imperial sentiments would be fanned. The ruling elite of the world are plantation and mine owners, and their entire livelihood and future is based on the exploitation of the mutants. The Imperial Commander is the most wealthy of the landowners, but his position is conditional on their continued support, and thus a crude democratic council controls Karis Cephalon.

The backing of the Lucid Tendency for this slave labour is also a powerful movement for it to be kept. Though puritanical and hardline in its beliefs, the Lucid Tendency preaches that the mutants perform a vital role, allowing the true faithful of the Emperor to spend their lives in less menial, more worthwhile endeavours. It is the belief of the Lucids that mutants are the vessels of souls sent back by the Emperor for sins in a former life. For this reason, to kill them out of hand is to deny them the chance to serve the Emperor faithfully in this life. Thus, the mutants must pay a penance for their unremembered heresies by serving those who are pure.

In keeping with this, the mutants of the Cephalon ghetto have even constructed their own Shrine to the Emperor, and it is tended by Preacher Constantine Yakov. Yakov, not a believer in the Lucid ideals, was sent to Karis Cephalon for speaking out against certain Ecclesiarchy policies, and does not agree with allowing the mutants to continue to co-exist with humans. However, his congregation is faithful to the Emperor, despite the hardships heaped upon them, and he is an important figure in their society.



The quality of life enjoyed by the mutants varies from place to place, but is invariably low. They live in squalid conditions, on food they must scavenge for themselves. The SSA routinely perform cleansing sweeps of the shanty towns, ostensibly to look for possible mutant terrorists, though more usually to reinforce the rule of the merchant families.

THE MUTANT REBELLION

Though most mutants are resigned to their lives, if not content, there are those who wish to see their twisted kind liberated from slavery. These dissidents, aided by anti-Imperial factions, have formed several terrorist or revolutionary groups over the centuries. These rebellions are invariably put down by the SSA after a few years, with much bloodshed, and severe purges are heaped upon the slaves who have helped them, if not actually joined them.

It has been nearly two and half centuries since the last major mutant uprising, but tensions have grown again. Inspired by the fiery rhetoric of the mutant terrorist called Lathesia, the mutants have begun to stage protests against their owners. Better armed than previous insurrections, the mutant rebels have struck at convoys, mono-carriages and SSA patrols to disrupt the lives of those who rule Karis Cephalon.

In particular, the ghettos have recently been scourged by a devastating plague. The governor has refused to recognise the plight of the mutants, though the merchant families have placed pressure on him to aid the workforce – after all, if they mutants die, who will farm the fields and mine the ore? As yet though, there has been no move to provide medical supplies or those with any kind of expertise, and the unsanitary conditions in which the mutants live continue to worsen.

Lathesia has made it her primary goal to force the governor to change his policy, by attacking the wealth of those who keep him in power. She hopes that by disrupting the flow of wealth into the capital, eventually the governor will have to accede to her demands. This had led to a certain amount of politicking in the capital, as the lower echelon rulers accuse one another of being pro-mutant in attempts to discredit their rivals. Amongst the turmoil that currently envelopes Karis Cephalon, there is plenty of scope for even more sinister groups to operate.

Mutant terrorists and sympathisers of the rebellion are traitors to Karis Cephalon and can be executed without recourse to any kind of trial or appeal. It is also illegal for a mutant to bear any kind of weapon. This has led to the terrorists constructing all manner of improvised firearms, bombs and blades to fight their oppressors with, and the SSA search for any such items in the homes of the mutant slaves, executing those who are found in possession of components that could be used to make such illegal arms.

It is the nightmare of the governor and his aides that the mutants should ever realise the potential they have. They are scattered across the world, but estimates say that the mutants outnumber Imperial citizens by more than three-to-one. Should this fact ever become known to the mutants, no one can predict what might happen.



History of Karis Cephalon

Being situated close to the centre of the ancient pre-Imperial galactic human civilisation, Karis Cephalon survived the turmoil of the Age of Strife in relative peace. Rediscovered by the Dark Angels early in the Great Crusade, the ruling kings of Karis Cephalon welcomed renewed contact with Terra, and for several centuries the world became a staging post for armies moving to the southern regions of the galaxy.

In the dark days of the Horus Heresy, the entire Coptis sector remained staunchly loyal to the forces of the Imperium, and Imperial Guard regiments raised from Karis Cephalon were praised by the war marshals and generals for their loyalty and dedication to the Emperor's cause.

Thus it was that, when the Emperor sacrificed himself to defeat Horus and secure the future of the Imperium, the people of Karis Cephalon were easy converts to the growing Imperial Creed, worshipping the Emperor as a god. When Ophelia was recognised as the secondary seat of power for the Ecclesiarchy, this served to strengthen ties between Karis Cephalon and the newly created Adeptus Ministorum.

THE COMING OF THE LUCIDS

It is uncertain who was the founder of the Lucid Tendency, but it is claimed by many that he hailed from Karis Cephalon. Roughly a thousand years after the end of the Horus Heresy, as the Ecclesiarchy grew in power and stature across the galaxy, it was felt by many that there was a danger of the Ministorum's teachings becoming obscured in the politics of the Imperium.

The basic principle of the Lucids is to emulate the sacrifice of the Emperor. Only by purging themselves of worldly comforts can Humanity survive the tribulations that await it. This proved to be a popular cause in Ophelia, and it was the ascension of Cardinal Voraszus to the chair of the Synod Ministra that confirmed the Lucids as a dominant philosophical movement.

As their reputation and power grew elsewhere in the Imperium, so too did their influence on Karis Cephalon. There had been long-running disputes between the Ecclesiarchy and the royal family, centring on the divinity of the Emperor himself.

In the end, the two factions vied for the hearts and minds of the people of Karis Cephalon. It was in this silent war for power that the royal family instituted the first use of mutant slaves, to free their loyal subjects from the drudgery of life. The Lucids jumped onto this new strain of thought, and began to propagate their reincarnationist theories of mutant origins.

This popular stance grew all over on Karis Cephalon, and soon the royal family were forced to heavily tax the merchant families who had grown up with the support of the Lucids. They hoped to prevent this new class from gaining power by ensuring that they lacked the resources to pose a serious threat. Unfortunately, the slave labour trade that they themselves had instigated proved to be the undoing of the royals, more and more slave farms and mines opened, and they were forced to increase duties even more to compensate.

In the end, war was inevitable.

THE GREAT REVOLUTION

Around the end of the 33rd Millennium, the seven most powerful merchants, led by a man history simply calls the Visionary, formed a secret anti-royalist movement called the Revolutionary Council. The ruling body of Karis Cephalon still bears the name, and Visionary is often an honourific used to describe the governor.

The Revolutionary Council had powerful ties with the military of Karis Cephalon, and the chronicles name the king's chancellor, Edthin Vurzh, as the brother of the Visionary. Over several years, they built support for their cause, detailing the future for Karis Cephalon that was controlled by the workers rather than the royal family.

They found Karis Cephalon ripe for their plans, a hotbed of anti-royalist feeling and an undercurrent of injustice permeated all levels of Karis Cephalon's society. The masterstroke of the Visionary, however, was to promise seats on the ruling body that would replace the royals with the generals of the king's army. Of the five generals, three accepted and two refused, and warned the king of the impending revolt.

Within a few days, the Revolutionary Council struck. General's loyal to their cause, ordered their soldiers to attack the Royal Quarter, and many of those who were under the command of the royalist generals sided with the rebels. However, the fighting lasted for many weeks, and it seemed as if the passion of the revolutionaries would be exhausted before the king was seized.

It is an irony of history that it was the mutant slaves themselves who helped the revolt overthrow the royal family. Gathering in their tens of thousands, they joined with the Revolutionary Council forces and stormed the palaces and treasury of the royal family, dying in their thousands. None can say why they did this. Perhaps the king was a common foe, or perhaps the mutants hoped to improve their lot by siding with the revolutionaries.

Unfortunately, with power secured, the Revolutionary Council turned on its mutant allies. They were rounded up into massive encampments and it was then that their true enslavement began. With the king overthrown, there was no need to ensure the slaves did not side with the royalists, and it was the first law passed by the Visionary that no mutant could ever claim citizen status of Karis Cephalon, nor bear arms or own their own possessions.

Seven thousand years of brutal oppression had begun.



THE AGE OF APOSTASY

The Age of Apostasy was perhaps the most perilous time for Karis Cephalon, more so than even the Horus Heresy. As schisms fractured the Ecclesiarchy, and Lord Vandire indulged in ever more bloodthirsty and wanton acts, the position of the Lucid Tendency and the planet that supported them became very fragile.

Many Lucids renounced their sect and puritanical ways, but others went into hiding. The Templars of Vandire and his followers hunted them out where they could, and executed them for heresy. However, the more oppressed the more fugitive the Lucids became, the more popularity they gained.

When Vandire was finally overthrown, and Sebastian Thor became Ecclesiarch, it was time for the Lucid Tendency's star to become ascendant again. Vandire's dogged persecution of the Lucids led to them becoming more powerful after his demise. Vaunted as saints who had opposed the Reign of Blood, the Lucids were hailed as spiritual saviours of the Imperium. Though more puritanical and extreme than the beliefs of Thor, the Lucids shared many common ideals with the new Ecclesiarch and this secured their power around Karis Cephalon to the present day. Although the hysteria of the Age of Apostasy has long passed, the Lucids are still seen by many as the protectors of the true faith, and it is from the support of their faithful congregations that they remain so strong, when other creeds have come and gone over the centuries.

"For crimes of Unbelief committed against our most holy and revered Lord Vandire I pronounce you guilty of Heresy.

Your spirit will be cast out of your corrupt body and shunned by His holy light. To prevent further taint, your children and your children's children will also be purged of your sin..."

A Templar of Vandire sentencing a Lucid.

The Codices of Alurha

The earliest history of Karis Cephalon is recorded in a series of volumes known as the Codices of Alurha. Translated from pre-Heresy records by Cardinal Alurha in the 34th Millennium, the codices have been variously described by different Inquisitors as utter heresy or invaluable knowledge.

Even the Adeptus Mechanicus would dearly love to gather an entire set of the Codices, as they make many references to the Dark Age of Technology. Of most important note amongst the thirteen books, which have been copied with a greater or lesser degree of accuracy over the millennia, there are scattered passages that refer to a weapon known as the Angel.

Quite what the Angel is, nobody is sure. It was said to, 'burn with the fire of a sun', and 'smite the darkness with a sword of light.' There is one obscure reference to the Angel destroying an entire army after it was created, although most put this down to fanciful exaggeration by the chroniclers.

No single man has read all of the original codices to discover the full truth about the Angel, but common theory amongst those Inquisitors who have studied the lore is that the Angel was created on Terra by the Emperor himself.

The Codices of Alurha tell that the Angel was never meant to leave Terra, and in fact was supposed to be destroyed, but somehow it was smuggled out of the system and hidden away before the Emperor could do away with it.

The Angel is believed to be one of the Emperor's greatest weapons against Chaos, and yet it was never used. Learned Inquisitors believe this was because the Emperor deemed it too dangerous to unleash, while others argue that perhaps it was stolen from him by the agents of Chaos before it was ready.

To those versed in Angel lore, it is an intriguing story, but there are some who would follow the legends to their roots. Inquisitor Kessel, no stranger to controversy, tracked the Angel to the catacombs of Karis Cephalon, but its discovery has still not been made.

Recent Events



As Karis Cephalon swelters in one of the hottest summers in recent memory, tensions are rising along with the temperature. Conditions in the mutant ghettos, rank and squalid at the best of times, are now at intolerable levels, with violence and disease reaching epidemic proportions. Indeed, a contagion of such virulence is killing mutants at such a fearsome rate that many among the mutant population claim that there is more to this plague than meets the eye. The more militant elements of Cephalon's mutant underclass claim that the steadfast refusal of the authorities to authorise the release of medical supplies only proves that the those in power in Cephalon are behind the plague or are, at the very least, only too happy to see it decimate the mutant population.

Needless to say, this has resulted in violent clashes between mutants and enforcers of the SSA. Much blood, both mutant and Imperial has been spilt in dozens of riots that have set the city aflame with fear and anger. Vedast Fomarda, the head of the SSA, has come down on such miscreants with his customary sledgehammer tactics, dispatching dozens of heavily armed Scythe squads into the ghettos to round up and exterminate those he believes to be the ringleaders of the mutants' uprisings. His network of informers have been extremely efficient in identifying these individuals and many influential members of the mutant resistance have been taken into custody – though their leader, Lathesia, still remains at large.

In response to these increasingly violent retaliations, units of SSA troopers have been ambushed with greater and greater frequency. Nine SSA Rhinos and sixty-three SSA agents have been killed thus far, and survivors have reported that these attacks have been carried out with weapons of a greater sophistication than have been seen before – plasma weapons, fully automatic assault weapons have all been used and one hideously burned trooper (before he died of his wounds) claimed that his Rhino was hit by a blast from a melta weapon. The black marketeers of Cephalon have been unable, or more likely, unwilling, to reveal the source of these weapons, though a recently deceased informer named a smuggler going by the name of Cornelius Barden. Investigations into this individual are underway, though nothing has thus far come to light, save scattered reports of an individual who matches his description instigating a gun battle at Mama Pollyanna's brothel.

Incidents like these are symptomatic of a greater malaise that lies heavily over the city. The dreams of the common people and the

fever visions of the libertine are filled with a dread malice and portents of doom. A palpable sense of menace fills the city, gunfire is endemic on the streets and the fearful faithful fill the pews of every Ecclesiarchy temple, praying for an end to the violence and terror. Gangs of criminals and thugs brazenly defy Imperial authority and graffiti decrying the God-Emperor has begun to appear on the walls of Administratum buildings. Further clampdowns by the SSA and a culture of fear bred by the prevalence of Vedast Fomarda's informers have turned Cephalon into a simmering powder keg, just waiting to explode.

But it seems that these waking nightmares experienced by the people of Cephalon are not without some foundation, as members of the Emperor's Holy Orders of the Inquisition have also been drawn to Cephalon. Some have arrived in secret, working in the shadows and continuing their secret war against the foes of the Emperor, while others arrive with great pomp and ceremony, their entourages like processions following in their wake. Never more has the whispered schisms between the various factions and splinter groups within the Inquisition been so obviously displayed than now. Warrior bands of the Inquisitors have clashed repeatedly in and around Cephalon as they pursue their own, unknowable, agendas. When SSA agents attempted to intervene in a furious gun-battle taking place in the old Treasury Building, they were confronted by no less a personage than Witch Hunter Tyrus himself and ordered to stand down.

Cardinal Kodazcka appeals for calm on a daily basis from his pulpit, but so far his pleas have fallen on deaf ears. Prosperous mercantile cartels petition the Planetary Governor to end the troubles by whatever means are necessary – even calling for military aid from higher sector authorities. Thus far the governor has not responded to their demands, and there are those who claim that he is no longer in residence within the Amethyst Palace. Rumours abound that he has fled Karis Cephalon or been kidnapped by mutant sympathisers. Whatever the truth, there has been no official response from the governor or his staff, save to deny that the Governor is in absentia.

Fear and mistrust fill the air and never more has the light of the Emperor been needed to guide his people through this time of coming darkness. Zealots and flagellating doomsayers roam the streets, decrying the city's wickedness and screaming that the battle for the soul of the planet is at hand.

They don't know how right they are...

YAKOV CAUGHT himself dozing as his chin leaned to his chest, lulled by the soporific effect of the warm sun and the steady clatter of hooves on the cobble street. Blinking himself awake, he gazed from the open carriage at the buildings going past him. Colonaded fronts and tiers of balconies stretched above him several storeys, separated by wide tree-lined streets. Thick-veined marble fascias swept past, followed by dark granite facades whose polished surfaces reflected the mid-afternoon light back at him.

Another mile and the first signs of decay began to show. Crumbling mosaics scattered their stones across the narrowing pavements, creeping plants twined around balustrades and cornices. Empty windows, some no longer glazed, gaped back at him. With a yell to the horses, the carriage driver brought them to a stop and sat there waiting for the preacher to climb down to the worn cobbles.

'This is as far as I'm allowed,' the driver said without turning around, sounding half-apologetic and half-thankful.

Yakov walked around to the driver's seat and fished into the pocket of his robe for coin, but the coachman avoided his gaze and set off once more, turning the carriage down a side street and out of sight. Yakov knew better; no honest man on Karis Cephalon would take payment from a member of the clergy, but he still hadn't broken the habit of paying for services and goods. He had tried to insist once on tipping a travel-rail porter, and the man had nearly broken down into tears, his eyes fearful. Yakov had been here four years now, and yet still he was adjusting to the customs and beliefs that held sway here.

Hoisting his embroidered canvas pack further onto his shoulder, Yakov continued his journey on foot. His long legs carried him briskly past the ruins of counting houses and ancient stores, apartments that once belonged to the fabulously wealthy and the old Royal treasury, abandoned now for over seven centuries. He had already walked for half a mile when he topped the gradual rise and looked down upon his parish.

Squat, ugly shacks nestled in the roads and alleys between the once-mighty edifices of the Royal Quarter. He could smell the effluence of the near homeless, the stench of unwashed bodies and strangely exotic mélange of cooking swept to him on the smoke of thousands of fires. The sun was beginning to set as he made his way down the long hill, and soon the main boulevard was dropped into cool shadow, chilling after the earlier warmth.

Huts made from corrugated metal, rough planks, sheets of plasthene and other detritus butted up against the cut stones of the old city blocks. The babble of voices could now be heard, the screeching of children and the yapping and barking of dogs adding to the muted racket. The clatter of pans as meals were readied vied with the cries of babes and the clucking of hens. Few of the inhabitants were in sight. Most of them were indoors getting ready to eat, the rest still working out in the fields, or down the mines in the far hills.

A small girl, perhaps twelve Terran years, came running out from behind a flapping sheet of coarsely woven hemp. Her laughter was high-pitched, almost a squeal, as a boy, slightly younger perhaps, chased her down and bundled her to the ground. They both seemed to notice Yakov at the same time, and instantly quelled their high spirits. Dusting themselves down they stood up and waited respectfully, heads slightly bowed.

'Katina, isn't it?' Yakov asked as he stopped in front of the girl.

'Yes, preacher,' she replied meekly, looking up at him with her one good eye. The other was nothing more

than a scabbed, red mass which seemed to spill from the socket and across her face, enveloping her left ear and leaving one half of her scalp bald. She smiled prettily at him, and he smiled back.

'Shouldn't you be helping your mother with the cooking?' he suggested, glancing back towards the ramshackle hovel that served as their home.

'Mam's at church,' the girl's younger brother, Pietor, butted in, earning himself a kick on the shin from his sibling. 'She said we was to wait here for her.'

He looked at the boy, his shrivelled right arm and leg gave him otherwise perfectly human body a lopsided look. It was the children that always affected him the most, ever cheerful despite the bleakness of their future, the ghastliness of their surroundings. If all the Emperor's faithful had the same indomitable spirit, He and Mankind would have overcome all evil and adversity millennia ago. Their crippled, mutated bodies may be vile, he thought to himself, but their souls were as human as any.

'Too early for church, isn't it?' he asked them both, wondering why anyone would be there at least two hours before mass was due to begin.

'She says she wants to speak to you, with some other people, Preacher Yakov,' Katina told him, clasping her hands behind her back as she looked up at the tall clergyman.

'Well, get back inside and make sure everything's tidy for when your mam returns,' he told them gently, hoping the sudden worry he felt hadn't shown.

As he hurried on his way, he tried to think what might be happening. He had heard disturbing rumours that in a few of the other shanties a debilitating plague had begun to spread amongst the mutant population. In those unhygienic close confines such diseases spread rapidly and, as slaves from all over the world congregated in the work teams, could leap from ghetto to ghetto with devastating rapidity.

Taking a right turn, Yakov made his way towards the chapel that was also his home. Rained five years ago by the mutants themselves, it was as ramshackle as the rest of the ghetto. It leaked and was freezing in the winter, baking hot in the summer. Yet the effort put into its construction was admirable, even if the result was deplorable, if not a little insulting. Yakov suspected that Karis Cephalon's cardinal, Prelate Kodaczka, had felt a perverse sense of satisfaction when he had heard who would be sent to tend the mutant parish. Coming from the Armormants, Yakov strongly believed that the edifices raised to the Emperor should be highly ornamented, splendid and glittering works of art in praise of the Holy Father of Mankind. To be given charge of something he would previously had declared unfit for a privy was most demeaning and even after this time the thought still rankled. Of course, Kodaczka, like all the native clergy of Karis Cephalon and the surrounding systems, was of the Lucid tendency, preferring poverty and abstinence to ostentation and excessive decoration. It had been a sore point between the two of them during more than one theological discussion, and Yakov's obstinate refusal to accept the prevailing beliefs of his new world did his future prospects within the Ecclesiarchy no favours. Then again, he mused ruefully to himself, his chances of any kind of elevation within the hierarchy had all but died when he had been assigned the shanty as a parish.

As he walked, he saw the rough steeples of the chapel rising over the squat mutic dwellings. Its battered, twisted roofs were slicked with greying mould, despite the aggressive efforts of the voluntary work teams who maintained the shrine. As he picked his way through a labyrinth of drying lines and filth-strewn gutters, Yakov

saw a large crowd gathered outside the chapel, as he expected he would. Nearly five hundred of his parishioners, each mutated to a greater or lesser degree, were stood waiting, an angry buzz emanating from the throng. As he approached, they noticed him and started flocking in his direction, and he held up his hands to halt them before they swept around him. Pious they might be, but kind on the nose they were not. They all started hubbubbing at once, in high-pitched squeaks down to guttural bass tones, and once more he raised his hands, silencing them.

'You speak, Gloran,' he said, pointing towards the large mining overseer whose muscled bulk was covered in a constantly flaking red skin and open sores.

'The plague's preacher, has come here,' Gloran told him, his voice as cracked as his flesh. 'Mather Horok died of it this morning, and a dozen others are falling ill already.'

Yakov groaned inwardly but kept his craggy, hawk-like face free of expression. So his suspicions were correct: the deadly scourge had arrived in the parish.

'And you are all here because...?' he asked, casting his dark gaze over the misshapen crowd.

'Come here to ask Emperor, in prayers,' replied Gloran, his large eyes looking expectantly at Yakov.

'I will compose a suitable mass for this evening. Return to your homes and eat; starving will not aid you against this plague,' he said firmly. Some of the assembly moved away but most remained. 'Gof' snapped Yakov waving them away with a thin hand, irritated at their reticence. 'I cannot recall suitable prayers with you taking up all my attention; can I?'

After a few more murmurs the crowd began to dissipate and Yakov turned and strode up the rough plank stairs to the chapel entrance, taking the shallow steps two at a time. He pulled aside the sagging roughspun curtain that served as a barrier to the outside world and stepped inside. The interior of the chapel was as dismal as the outside, with only a few narrow gaps in the planking and crudely bent sheets of metal on the walls to let in light. Motes of dust drifted from the rough-cut ceiling, dancing lightly in the narrow shafts of the ruddy sunlight. Without thought he turned and took a candle from the stand next to the entrance. Picking up a match from next to the pile of tallow lights, one of the few indulgences extracted from the miserly Kodaczka, he struck it on the emery stone and lit the candle. Rather than truly illuminating the chapel, the flickering light created a circle of puny light around the preacher, emphasising the gloom beyond its wavering light.

As he walked towards the altar at the far end - an upturned crate covered with an altar spread and a few accoutrements he had brought with him - the candle flame flickered in the draughts wheezing through the ill-built walls, making his shadow dance behind him. Carefully placing the candle in its holder to the left of the altar he knelt, his bony knees protesting at the solidity of the cracked roadway that made up the shrine's floor. Cursing Kodaczka once more - he had taken away Yakov's prayer cushion, saying it was a sign of decadence and weakness - Yakov tried to clear his turbulent thoughts, attempting to find that place of calm that allowed him to bring forth his litanies to the Emperor. He was about to close his eyes when he noticed something on the floor in front of the altar. Looking closer, the preacher saw that it was a dead rat. Yakov sighed: it was not the first time. Despite his oratories against it, some of his parishioners still insisted on their old, barbaric ways, making such offerings to the Emperor in supplication or penance. Pushing these thoughts aside, Yakov closed his eyes, trying to settle himself.

Dramatis Personae

'RED' IVAN CONSTANTINE

Ivan Constantine, or 'Red' as he is commonly known due to his many burn scars from an explosion several years ago, is one of the few merchants licensed to sell weaponry on Karis Cephalon. He has access to a wide variety of equipment, and is not above risking his licence on occasion to provide arms with no questions asked, or to seek out more exotic wargear.

Ivan can be found in Cephalon, the planet's capital, where he has a large warehouse protected by a veritable army of guards, his irregular shipments from off-world arriving at the local spaceport. Ivan is a harsh businessman and bears a grudge like no other. If crossed, he will do everything in his considerable power to ensure that one morning his enemy doesn't wake up, whether he's a scabrous mutie rebel or an Inquisitor.



LATHESIA

Lathesia is a fiery teenager, who recently took control of the mutant resistance fighters, which until then had been operating in scattered bands. She is wanted by the Imperial authorities for a long list of charges, but has yet to be captured. Her latest hideout, in the old Royal Quarter, was raided recently and several of her underlings were killed and others captured. Their interrogations describe Lathesia as a pretty young woman, whose only visible mutations are a slight scabbing of the skin around her joints and jet black eyes. Some claim she is a prophetess and that her strange eyes allow her to see into the souls of others, but many discount this as wild speculation and legend-building.

Lathesia is a potent enemy and has connections throughout the mutant community. She has stockpiled many firearms over recent months, but is always looking for more. She is a little flighty, however, and likely to charge off on some noble crusade without thinking through the consequences properly this has given rise to some people believing that she craves martyrdom.



CHIRURGEON MONQUE

Once physician to the Imperial Governor, Monque mysteriously went into hiding several years ago. The reasons for this remain unclear, and many rumours abound concerning his hurried departure. These theories range from escaping the Governor's wrath after an unsuccessful operation, to fleeing for his life after trying to blackmail the Governor with information that shows he is a mutant.

Monque now runs a secret ad-hoc surgery in the old Royal Quarter, and is believed to provide medical assistance to the mutie terrorists known to be operating in the area. He is highly skilled, but has little equipment and so his results can be erratic at times. Chirurgon Monque manufactures his own pharmaceuticals, and for the right price can provide pretty much anything his paying customers want, including his own (highly addictive) pain suppressor known as Ease.



CARDINAL KODAZCKA

A major official amongst the Lucid Tendency faction of the Ecclesiarchy, Kodazcka is pretty much joint ruler of Karis Cephalon, although technically he has only spiritual authority over the populace. The Lucids are a minimalist, puritanical sect, opposed to indulgence of any kind. Karis Cephalon is one of the heartlands of the Lucids, with a stranglehold over religious belief in the surrounding systems that has lasted for hundreds of years. It is a brave Inquisitor who crosses Kodazcka on his home ground without good reason.

The Cardinal Palaces of Kodazcka are part of the much larger Amethyst Palace, protected by his own elite guard. Recently, more practical weapons have supplemented the purely ornamental arms of this guard – a sure sign of the growing tension across the capital and beyond. Should he be called upon to provide forces, he will delegate authority of his personal guard, and may even supply one of the four Arco-flagellants kept within the palace dungeons. It is rumoured, though has never been confirmed, that he can also call upon a squad of Battle Sisters that are supposedly hidden somewhere within the meandering corridors and rooms of the Amethyst Palace.



INVESTIGATOR MALOVICH

A servant of the Inquisition, Malovich does not have the powers of a full Inquisitor, although he has been given dispensation to act as he sees necessary by Inquisitor Scarn. Acting on information given to him, Malovich has recently eliminated the Governor of Karis Cephalon, who was in the process of wiping out the mutants with a plague as a mass sacrifice to Chaos. Malovich has found the resting place of the device known as the Angel and is under orders to deliver it to Scarn.



CORNELIUS BARDEN

An utterly amoral thief, killer and overall bad seed, Cornelius Barden has trafficked in all manner of illegal enterprises in his thirty-three years. Some say he was once a rogue trader, others a disgraced army officer. Whatever the truth, he is a cynical and determined individual, with no compunctions about using deadly force to get what he wants. He has come to Karis Cephalon (or ended up there) to make some quick cash and take advantage of the current mutant problems on the planet. Wherever there are troubles, there's money to be made. Together with his now deceased partner, he recently heisted a load of weaponry from Cephalon's spaceport and sold them to the mutant resistance fighters, which resulted in a free exchange of ideas (and bullets) with Ivan Constantine and the local SSA forces.



VEDAST FOMARDA

The Head of the Special Security Agents, a ruthless and pious man who sees his duty to keep the peace on Karis Cephalon as his divinely ordained task. Fomarda is a zealot worthy of any Redemptionist cult. Blessed with an inability to entertain other viewpoints, no matter how logical, his regime is both bloody and effective. Mutant troubles are met with force and a rounding up of the 'usual suspects'. His daily primers to his soldiers (as he calls the SSA enforcers) from the Book of Indoctrinations are fiery sermons worthy of any Missionary.

Vedast Fomarda is a cunning individual, with a network of informers and spies throughout the capital city of Cephalon, and there is not much that goes on that he doesn't know about. Many of these informers are forced to inform on their fellows through a combination of threats and bribes and once an informant's usefulness is at an end, Fomarda will not hesitate to dispose of them. After all, any act performed in the Emperor's name is justifiable...



PHARAA'GUEOTLA

A daemon from the most ancient times, Pharaa'gueotla roamed free throughout the galaxy laying waste to everything in his path in an unthinking rampage. As the newly emergent race of Man evolved into a thinking creature, this new species' capacity for treachery and guile appealed to the daemon's destructive aesthetic and it cultivated these creatures as pawns in its games of mass destruction. An eternity of slaughter ravaged the world of Mankind, its teeming millions nothing more than playthings to be manipulated to satisfy the daemon's insane whims. The daemon's undoing came about when the greatest warrior-leader of Mankind arose and, together with his first armies of genetically engineered super warriors, drove the daemon from humanity's homeworld. Finally cornered on the world that would become known as Karis Cephalon, this mighty warrior and one of his mightiest Angels finally imprisoned the daemon in the very bedrock of the planet.

But imprisonment was not to be the daemon's ultimate fate. Though driven to the depths of insanity by its aeons-long imprisonment, it dreamed constantly of freedom and through the actions of a misguided Inquisitor named Lichtenstein, a fragment of its consciousness was freed from its prison, thence to roam the surface of Karis Cephalon in search of a host body...



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 conclave and has not been seen since. Many have concluded that he is dead, though this is precisely what Scarn would have them think. For the last six decades Scarn has been developing his ultimate plan, the objective of which only he knows, but which he believes will solve all the problems the Imperium faces. Once Scarn's great scheme has begun, he will stop at nothing to see it through to completion and if anyone gets in his way, even fellow Inquisitors, then they risk the full might of Scarn's wrath.



THE INQUISITORIAL WARBANDS

Drawn by the mystical convergences centred on Karis Cephalon, a number of Inquisitorial warbands have come into confrontation with one another in recent months. In his obsessive search for the Librarium Hereticus, Inquisitor Lichtenstein inadvertently released a portion of the daemon Pharaa'gueotla from its imprisonment, an act for which he has been just as obsessively hunted by Witch Hunter Tyrus, the scourge of Epsilon Regalis. Working in the shadows, Inquisitor Kessel has tried to curb the worst excesses of the impetuous Lichtenstein and successfully prevented him from opening a gateway to the Immaterium that Pharaa'gueotla had fraudulently told him would grant him access to the Librarium Hereticus.

The three warbands were to clash once more in the mining settlement of Paganus Reach, where minions of Pharaa'gueotla had secured a young, but powerful psyker for their master to possess. Once more the daemon was thwarted, Kessel destroying the host body before the transmutation was complete. During the battle, Tyrus grievously wounded Kessel and took him prisoner, though once again Lichtenstein escaped his clutches, vowing to rescue Kessel from the Witch Hunter.

How to Run the Campaigns



There are many ways to run an Inquisitor campaign, from a total free-form narrative campaign (i.e. making it up as you go along) as described in the campaign section of the Inquisitor rulebook, to the intricately structured – everything described down to the last statistic – kind of campaign. The way campaigns are formatted and written in Inquisitor: Conspiracies falls somewhere between the two. As already mentioned in the introduction, the Inquisitor: Conspiracies 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'd like, 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, and 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, chapters 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. Remember that GMs will need to make sure they have some relevant models to use as the NPCs that 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 e-mail 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, 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 we're 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 we've divided each scenario into three main sections. *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. Maps are often included if they are needed. 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 so 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 players' characters. The Threat level has five ratings – a Threat Level of one 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 five would have to be taken very seriously by the players as they may lose some or even all members of their warband. For example, entering a nest of Purestrain Genestealers. It is up to the GM whether they tell 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 way 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 we'd suggest asking a member of your gaming group, as trying to describe the sheer scope of roleplaying would take up a lot more space than we have available here! Suffice to say, roleplaying takes place in the GM's and players' imaginations rather than on the tabletop. Of course, this is not the only way a chapter can be presented, and GM's 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's described in *italics* at the end of that chapter's section. Again, remember these are only suggestions, some may take quite a bit of effort to organise, so feel free to disregard them or do it any way you feel comfortable with.

The campaigns have been written in a way that warbands can start any campaign as their first. However, the events in the campaigns are linked and so should be played in order if possible. The Briefings contain ideas on how warbands from previous campaigns can play in the current one.

The Mutants are Revolting

The higher authorities within the Inquisition have decided that Karis Cephalon's slave trade be put under scrutiny once more. Inquisitors with varying agendas have travelled to the world to take part in a secret conclave to discuss what should be done about the world's burgeoning mutant population, attacks from mutie rebels and the reliance of the planetary elite on mutant labour to support their world. The problem is brought home as soon as they arrive – an ambush by the mutant freedom fighters engulfs them straightaway.

It soon becomes clear that there is more to this rebellion than random attacks, and the Inquisitors set out to locate the driving intelligence guiding the mutant threat. Using information gleaned from capturing one of their ambushers, the Inquisitors are tempted down into the sewers beneath Cephalon to locate the mutant terrorists. However, they are not the only ones down there, and they soon get caught up by a sweep performed by the SSA. Whether they wish to aid the mutants or the forces of the Emperor will gain them allies (or enemies!) for later in the campaign.

Having made contact with the mutants, one Inquisitor warband is sent a guide to lead them to Lathesia, who is interested in striking a deal. However, the opposition are tipped off, and trail the contact back into the sewers. The radicals must escape with the informant intact, while their enemies are trying to capture the terrorist for their own ends.

Guided by information given to them by Inquisition agents, the SSA swoop on the mutant rebels' headquarters in an attempt to seize Lathesia. If she is captured by them, then it is likely that the Inquisitors will never find out who is masterminding the mutant uprising behind the scenes.

Although he only makes a fleeting disappearance in this campaign, events in this campaign are being manipulated by Investigator Malovich. He has been using the mutant underground as a front for his own activities, and is in the process of tying up a few loose ends – trying to get the

mutants killed so he can take their guns and use them as bait for another cult! He also wants to make sure that Lathesia, who knows who he is and some of the bigger picture, doesn't survive long enough to tell other interested parties.

BRIEFINGS

These briefings kick off the adventures on Karis Cephalon, and have been spilt into the Puritan and Radical factions. This is for simplicity's sake and is merely a way to divide the players into pro-mutant or anti-mutant factions for the time being. As with everything, circumstances and agendas may change, and the briefings can and should be modified to better reflect the personal goals of the players' characters.

Puritan Brief: It is a great honour to be requested to join the Karis Cephalon conclave to represent Inquisitor Lord Vertian at the debate. He has impressed upon you the need to stamp the authority of the Imperium on this world, and has asked for nothing less than the cessation of all trafficking in mutants, a co-ordinated pogrom to wipe out mutant terrorists and a long-term strategy to purge the entire mutant presence on the world, thus bringing it back into the Emperor's light. Have the courage of your convictions, do not flinch from speaking plainly, and ensure that all present at the conclave are aware of the threat posed by any kind of liberal attitude towards the debasement of humanity.

Radical Brief: A perfect opportunity has arisen to show that adherence to the strict letter of the Credo Imperialis is not necessarily the best way forward for the Inquisition. The mutant situation on Karis Cephalon, and the conclave you have been invited to attend to discuss the matter, will give you a chance to show how mutants, xenos and other anti-Imperial forces can be harnessed for the betterment of Mankind's future. These opportunities occur rarely and you must not allow stubbornness and dogma to stand against your arguments.



CAST

Mutants! The warrior bands will come across many and varied mutants over the course of their battles, and so you will need quite a few models to represent them. Profiles for mutants can be found in the reference section at the back of this book. In addition, you will need a number of enforcers to represent SSA officials. Again their characteristics and skills are included later. You will also need a Tau Water Caste for scenario two. As mentioned earlier, Malovich is involved with the events in this campaign although makes no direct appearance yet. You will need a suitable model for Lathesia. Suggested Stats are included below.

Lathesia

WS	BS	S	T	I	Wp	Sg	Nv	Ld
47	65	55	61	80	85	70	95	80

Equipment: Two laspistols; pump action combat shotgun w/ 8 normal, 2 executioner and 2 inferno rounds (stolen from dead SSA enforcers!); short sword (actually, a long knife); 3 pts armour on legs, groin, chest and abdomen.

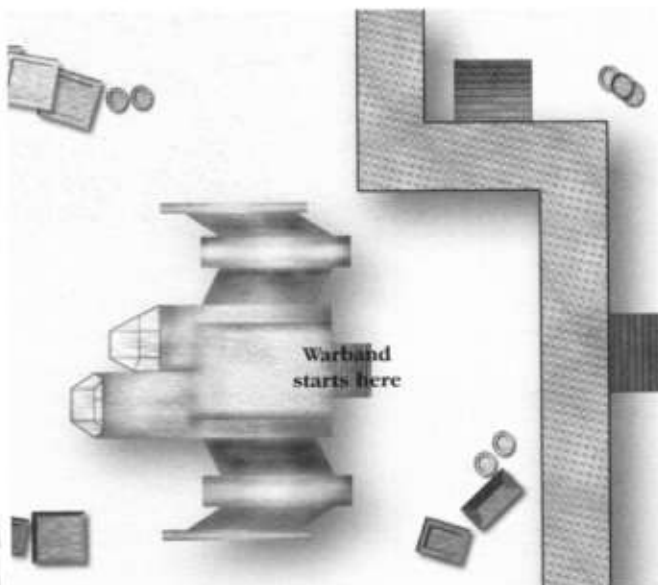
Special Abilities: Leader (only for mutants); Force of Will; Heroic; Lightning Reflexes; Nerves of Steel; Wyrd - Demoralise; Wyrd - Embolden (mutants only); Wyrd - Mesmerism.

Right-Handed.

SCENARIO 1 - KNOW THINE ENEMY

Threat Level 1

As the Inquisitors arrive, they are set upon by agents of Lathesia. Thinking that they are an important dignitary, the mutants have made the mistake of trying to kidnap the Inquisitor to hold for ransom in return for aid against the mutant plague.

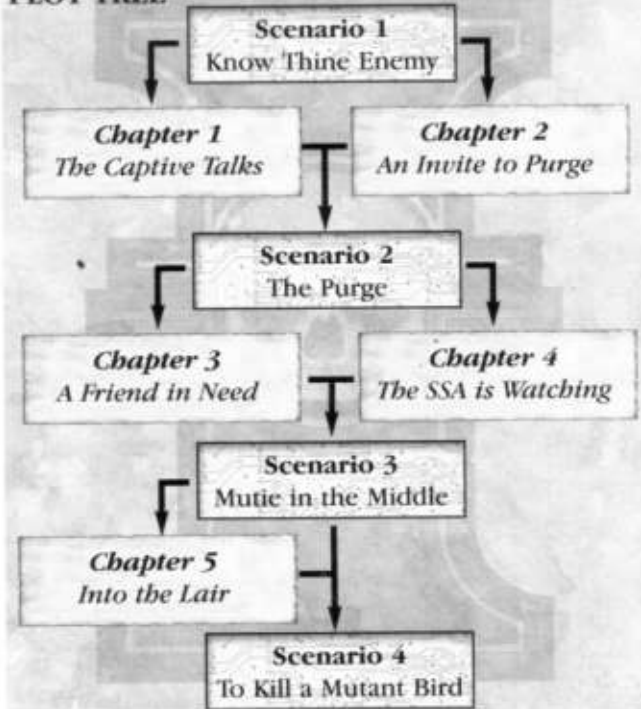


CHAPTER 1 - THE CAPTIVE TALKS

The Inquisitors should, if they've been thinking, have captured one of their mutant attackers. If by sheer stubbornness (or perhaps a monodominant philosophy!) they haven't got a captive, then play out Chapter 2 instead (and remember to give them disapproving looks for their lack of foresight).

The captive will confirm that he is working for the mutant rebellion, and was ordered to kidnap the Inquisitor. Though he has never met Lathesia herself or visited her base, he does

PLOT TREE



Setting: You can be quite free and easy with this scenario, but it should represent an area within or close to the spaceport. The important thing is to show the player that the mutants have been forewarned of their arrival and are ready. A good place to set this, as shown on the map, is a holding dock where the Inquisitor's shuttle is being held after landing - the attack happens almost as soon as they step off the vessel! The Inquisitor and his companions start in the middle of the board, while the mutants should not be placed on the table until they open fire or move into a position where they can be seen.

Objectives: Drive off the mutants, preferably capturing one for interrogation along the way. If it looks like the mutants are going to all get killed, have one of them throw down his weapons, beg forgiveness of the Emperor and promise to tell the Inquisitor everything he wants to know...

Special Rules: Due to the surprise nature of the mutant attack, the Inquisitor and any other character are at half Speed in the first turn, and remain at half Speed until they can pass an Initiative test taken at the start of each subsequent turn.

Note: This is a GM vs one player scenario that should be played out against each Inquisitor in the campaign before continuing, as each arrives separately on Karis Cephalon. It is a good way to ease the players into the Death of an Angel campaign and refresh everyone's memories of the rules!

know something that might be of use. He and his comrades had been told where to handover the hostage to one of Lathesia's inner circle. Apparently, there was going to be some kind of other meeting, taking place at the same time.

This chapter is best roleplayed. The mutant should be sufficiently profuse and apologetic, and if the Inquisitor spares his life, he will gladly offer to lead the warrior band to the rendezvous himself. Remember to snivel a lot, and offer far too much petty information and personal history than the players will ever want to know!

CHAPTER 2 – AN INVITATION TO PURGE

If a warrior band ends up not capturing a mutant in Scenario 1, then they will simply receive a communication from the local SSA sergeant, who has tracked them down after the ambush at the spaceport. He kindly mentions that the planned purge of the sewers would benefit greatly from the presence of such an esteemed member of the Imperial hierarchy. Even if the Inquisitor is trying to stay covert, the SSA will find him. Finding people is what they're very good at, after all.

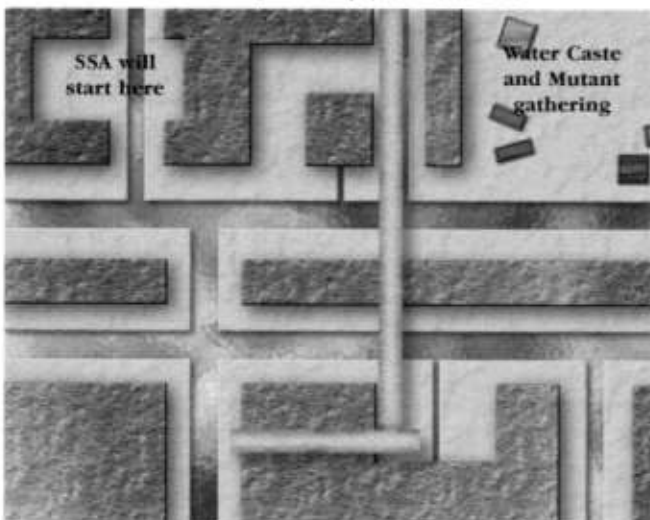
Present the players with a note from the sergeant explaining the above, and listing a time and place that the purge will occur. They can contact the Sergeant if they wish, but he doesn't know much else except that he's been ordered into the sewers with orders to kill or capture anything he encounters.

SCENARIO 2 – THE PURGE

Threat Level 1 if accompanying the SSA, 3 against them!

By whatever fashion they have found out about the purge, the warrior bands have come down to the sewers. The purge is ongoing and we play out the part when three things coincide – the purge closes in on the initial weapons deal between the mutants and the Tau Water Caste, the SSA sweep, and, of course, the warrior bands nosing around to find out what's going on.

Setting: The sewers of Cephalon. If possible, try to create a maze of tunnels with smaller adjoining rooms. The map below shows one example set-up you could use.



Objectives: Puritans will be aiding the SSA in their clearance of the sewers, while Radicals will be attempting to evade detection and make contact with the mutants to show their good faith.

Special Rules: The SSA enforcers will move systematically from one end of the table to the other, working in teams to clear out any opposition. The Inquisitors, of course, are free to do what they like. Don't place the mutant gathering and the Tau Water Caste until one of the characters can see into the main chamber. At this point, intimate that they can see a shadowy figure talking to the Water Caste. As soon as any character enters the chambers, this figure disappears, abandoning his allies.

The Water Caste will not fight, but will try to hide behind the crates. He will, however, be discovered by the SSA and be captured.

CHAPTER 3 – A FRIEND IN NEED

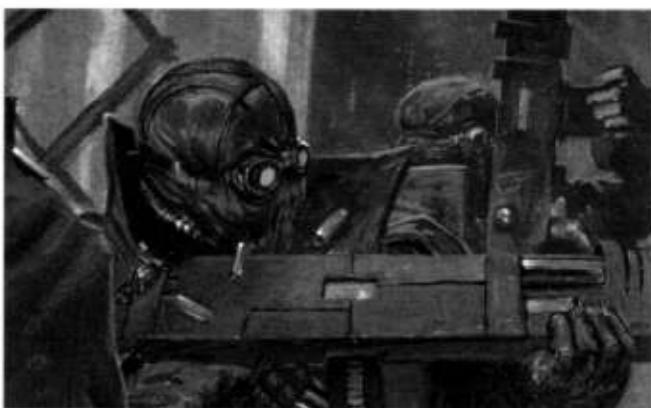
After the purge, the mutants have been placed onto the back foot and are desperately seeking help. One of Lathesia's lieutenants approaches the Radicals with an offer of a truce. Lathesia wants to meet them and is willing to call a ceasefire if the Inquisitor persuades/orders the SSA to cut back on its repressive tactics. He is willing to take them to Lathesia there and then.

Roleplay this encounter. The benchman will refuse to give any more information unless put under physical duress, and even then will only go as far to say that their previous 'ally' seems to have abandoned them.

CHAPTER 4 – THE SSA IS ALWAYS WATCHING

Shortly after Chapter 3, the Puritans are approached by the same Sergeant of the SSA from Chapter 2 (even if they haven't met him yet). He tells them that a mutant suspected by the SSA of being a rebel collaborator, who they have been tailing for some time, has just made contact with another shadowy group. The SSA operative lost them in the sewers, unfortunately, but if the warrior band hurries they will still be able to catch up with the enemy. Unfortunately, the SSA is still busy in this area with their sweep, and dealing with the captives taken, so cannot spare any forces at the moment.

This should be roleplayed as a face-to-face encounter with the Sergeant. He is overworked at the moment, and would really appreciate the help.



SCENARIO 3 – MUTIE IN THE MIDDLE

Threat Level 3

The warrior band accompanying the mutant envoy must escape with him, while the enemy are attempting to capture him. Of course, the Radicals may decide it is better to cut and run than risk themselves for the mutant...

Setting: More sewers. Mutants like sewers.

Objectives: The warband with the guide must exit the board from the far end, while their enemies are attempting to cut off their retreat and/or capture the mutie to interrogate themselves. Alternatively, the pursuing group may decide to tail their adversaries and hope to find out where the mutant hideout is for themselves.

Special Rules: Both groups begin totally unaware of each other, and the noise of slushing sewerage and the hubbub from the city above halves all hearing-based Awareness tests in this section of the sewers. The mutant envoy will cut and run as soon as trouble starts. Only he knows the secret exit that the Inquisitor must leave by. However, if any other characters see him leave the board, they will know where the hideout is.

CHAPTER 5 – INTO THE LAIR OF THE MUTIE

The Puritans have a choice now. If they saw where the mutie hideout is, they can either attack immediately on their own, or they can return to the surface, where it will not be difficult to persuade the SSA Sergeant to lend them some enforcers for a full-scale assault.

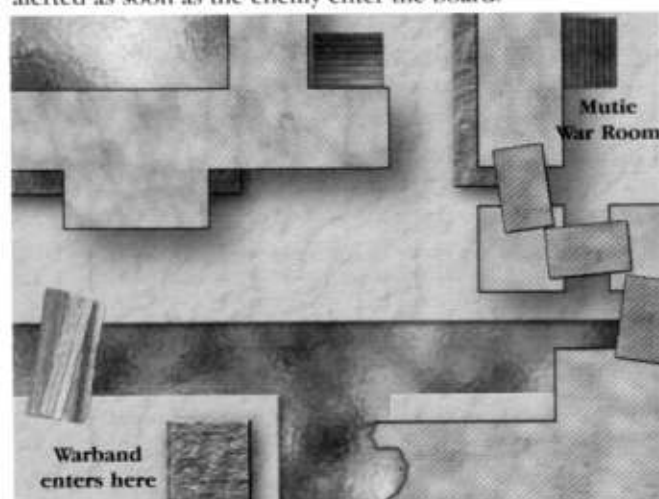
If they did not see where the hideout is, then they will have to give up their pursuit for now. However, the SSA will receive the information from another source.

SCENARIO 4 – TO KILL A MUTANT BIRD

Threat Level 4

This is the big one! The hideout of the mutant rebellion leadership is attacked, and it's every man (or mutie) for himself (or itself).

Setting: The scenario starts with the attackers breaching the outer defences of the mutie lair. Lathesia is in the central war room planning with the other warrior band. They will be alerted as soon as the enemy enter the board.



Objectives: The warbands are trying to kill or save Lathesia.

Special Rules: The mutants are fanatical in the extreme and will go down fighting. They all count as having the following skills in addition to any they may already have: Nerves of Steel, True Grit.

The mutie hideout is also littered with booby traps for the unwary. The mutants know where they are, but even their new allies will not know their location unless specifically warned by the mutants (who will forget to tell them until asked...). There should be roughly one booby-trap per square foot of table, as shown on the map above. The three types of booby trap are:

Shotgun – The character who sets off the booby trap must make an Initiative test or be hit by both barrels of a double-barrelled shotgun firing scatter shot.

Grenade – A frag grenade explodes D3 yards away in a random direction from the character.

Blade – A vicious blade swings down from the ceiling or up from the floor. Unless the character can dodge/parry the attack, they are hit by it, suffering damage as if it by a falchion wielded by a Strength 100 character.

The traps are at -10% on any Awareness test to spot them.



ALTERNATIVES

For reasons of space, there's quite a lot that goes on in the chapters of this campaign that can be turned into fully-fledged scenarios. For example, you may want to actually play out the chapter with the SSA agent tailing the mutant envoy and the warrior band, to see if they spot him and manage to stop him escaping (which they shouldn't...). The SSA purge could also be split into two scenarios, the first being a fairly regular sweep of the sewers with one warrior band trying to evade detection, and then split off the fight in the main chamber into a scenario of its own.

If you want to involve more than two warrior bands, then it is quite straightforward to introduce them at key moments as they too have been brought to Karis Cephalon for the conclave. In fact, the Conclave itself provides some great ideas for chapters and scenarios, with the players having to explain their actions to their peers, or even escape the attentions of GM-controlled Inquisitors who've been sent to find out why they haven't attended yet! In particular, it might be nice to give the Puritans a hard time for becoming known to the SSA and therefore betraying the presence of the Inquisition on Karis Cephalon.

You could also make a bit more of Malovich if you like, though he should always manage to get away before anything too bad happens to him. In particular, you may want to fight out a scenario where he and his mutant helpers are transporting a large, clumsy box through the sewers to a hiding place. His companions will fight a valiant rearguard action, with reinforcements turning up as necessary, until he gets off the board with his cargo (to find out what's in the box, read on!).

The Dweller Beneath

Following the violence of the SSA sweeps in the sewers, areas of Cephalon are in flames and rioting is a commonplace occurrence, as the mutie rebels attack symbols of Imperial authority all across the city. The streets of the city are no longer safe for honest citizens as mutant activists stir up all sorts of trouble, and even the most blinkered cannot fail to see that something terrible is going to happen. Following the capture of the Tau Water Caste in the sewers below Cephalon, two diametrically opposed Inquisitorial warbands have realised that they may hold the key to the many mysteries on Karis Cephalon. To solve these mysteries, it is sometimes necessary to deal with aliens and one of these bands sets out to rescue this individual from the cells of an SSA holding facility, while the other realises that the information he carries may lead to more trouble than is healthy and sets out to silence him.

Meanwhile, Cardinal Kodazcka, in an ill-advised attempt to restore a measure of calm to the city, is holding an outdoor sermon by the shrine of one of the Lucid Tendency's most revered saints. Mutant resistance fighters attack the Cardinal's guards, and Lathesia takes to the stage to scream fiery rhetoric. Needless to say, Imperial authorities are swift to respond and as the warbands make their escape from the holding facility and the vengeful SSA, they are caught up in this riot. But the riot serves a deeper purpose; agents of the Daemon Prince Pharaa'gueotla take advantage of the fighting to kidnap the Cardinal – knowing that he will make a perfect host body for their diabolical master.

Having escaped the riot, information gleaned from the Tau allows the Inquisitors to follow the trail to an abandoned warehouse in the ghetto where an arms deal is taking place between shady individuals. A battle between the gunrunner and the warbands erupts and the buyers are revealed to be Chaos cultists. The 'seller' of these guns is the Inquisitorial Investigator, Malovich, and after interrogating one of the dying cultists, the lair of the daemon is finally revealed. The warbands journey into the mountains where they find the entrance to the daemon's lair and fight their way inside. Once inside, they discover a ritual underway to allow Pharaa'gueotla to possess the body of Cardinal Kodazcka. The warband's battle cultists and (perhaps) each other, but they are too late and the Daemon Prince escapes in its new flesh after grievously wounding Malovich. The investigator is badly hurt, but he reveals a clue as to the location of a powerful weapon known as the Angel. Only with its power can the newly birthed Daemon Prince be defeated...

BRIEFINGS

The briefings below will allow you to begin playing *The Dweller Beneath* as a stand-alone campaign or as part of the ongoing Death of an Angel campaign. They've been split into a Puritan and Radical brief, though this is purely for ease of presentation and the warbands can be of any faction. If you're playing this campaign as a follow-on from Campaign 1, then there's any number of ways you can involve the players. Perhaps they saw the capture of the alien ambassador or Lathesia herself has approached them to rescue him/kill him before he talks. Or perhaps there have been murmurings from senior Inquisitorial levels that this xeno must be fully interrogated before ritual vivisection.

Puritan Brief: A xeno creature has been discovered in the lower reaches of Cephalon and may possess a great deal of information that could potentially be damaging to our Ordo. Currently this creature is being held in an SSA holding facility near the Lucid Temple. To openly demand its handing over would alert our enemies to our presence on this world and thus its extermination must be made to look as though it is part of the troubles that plague Cephalon. You are to infiltrate the holding facility and kill the xeno creature after finding out exactly why it is here on Karis Cephalon, who its contacts are and where they may be found. All other considerations are secondary and you are authorised to kill anyone who stands in your way.

Radical Brief: Elements of the puzzle are coming together now and the xeno creature in the SSA holding facility must have some of the answers you need. The SSA clearly do not realise the importance of this individual or they would have placed him in a more secure location. To reach the bottom of what is happening on Cephalon, you must break into the holding facility and rescue the xeno creature to find out what it knows. Only by understanding what lies at the heart of the mystery can you attempt to defeat it, and thus you must be prepared to kill any who attempt to stop you.

CAST

You'll need mutants, civilians, SSA enforcers and Chaos cultists for these scenarios (stats for which can be found at the back of the book) as well as a model for Investigator Malovich. You could use any of the Desperado models for him, the more mysterious and threatening the better. You'll also need a Tau Water Caste model for Scenario 1. Suggested stats for Malovich are: (And, yes, he's supposed to be that nasty!)

Interrogator Malovich

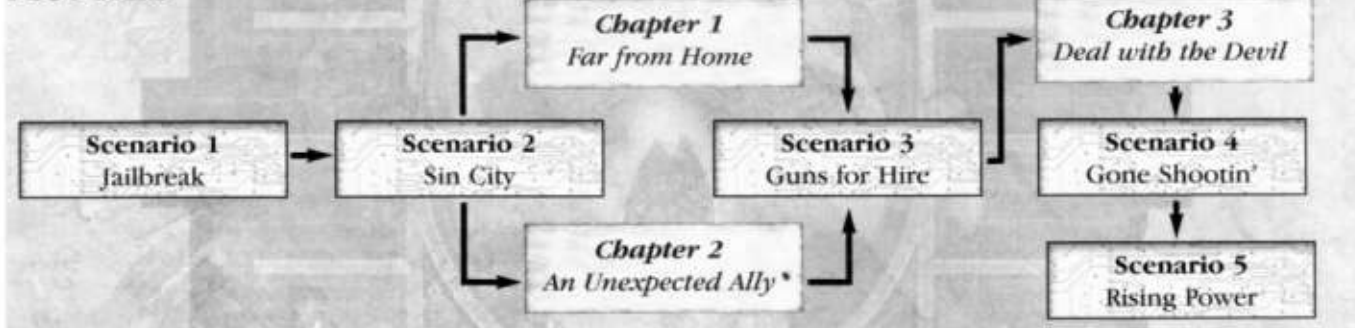
WS	BS	S	T	I	Wp	Sg	Nv	Ld
84	92	69	71	75	88	92	94	81

Equipment: 2 Las pistols, Automatic combat shotgun – 5 Scatter shells and 3 Inferno shells, Power sword, knife, 2 smoke grenades, 2 Photon Flash grenades, 1 psyk-out grenade, Flak armour on all locations except head, Bio-scanner.

Special Abilities: Subdue (See Inquisitor Annual 2003), Ambidextrous, Blademaster, Deflect Shot, Fast Draw, Gunfighter, Heroic, Hipshooting, Quickload, Rock Steady Aim.



PLOT TREE



SCENARIO 1 – JAILBREAK

Threat Level 3

The Inquisitors must break into the holding facility to reach their prey within.

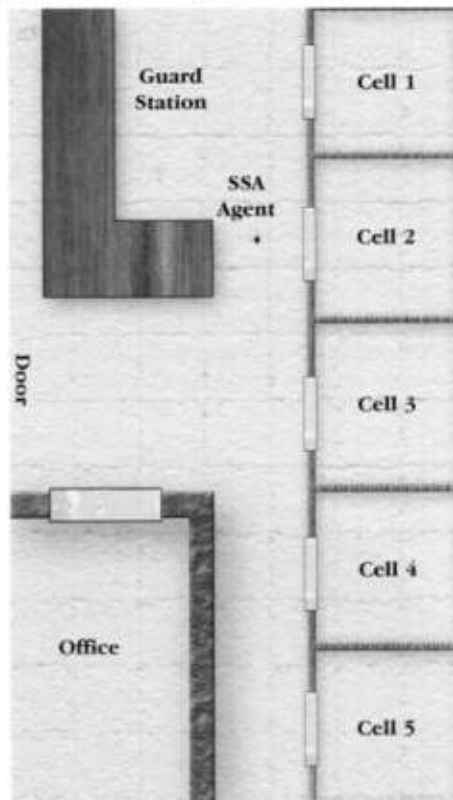
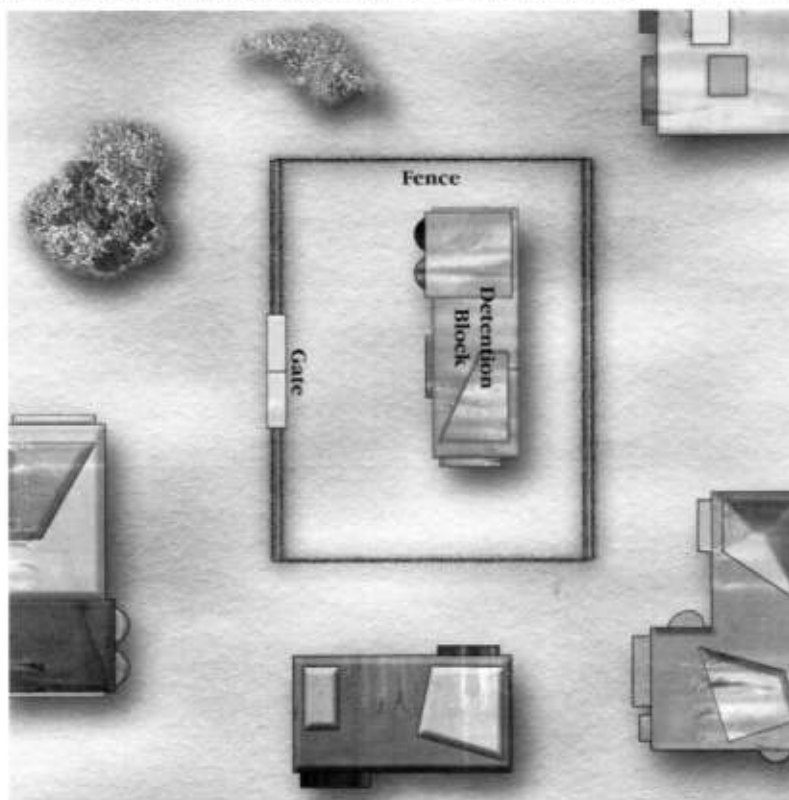
Setting: An SSA holding facility. There should be a central detention block, surrounded by fencing with a gate somewhere along its length. Other than this, place a few random assorted buildings, bits of rubble and detritus as you see fit.

Objectives: Both warbands are attacking an SSA holding facility, stealthily or by force, to reach the captured xeno creature. Depending on the warband's ideology, they are attempting to torture and interrogate the Tau or rescue him. To succeed, the Radical warband needs to get the Tau off any of the board edges. The Puritan warband needs to spend a full three turns interrogating the Tau and recording his information onto a data slate before putting a bullet through its xeno skull.

Special Rules: The Tau (whose name is Por'la Vior'la Kais'uam) is in cell 3 of the detention block. Unless you have scenery with removable roofs, it might be an idea to portray this on a side table laid out as the inside of the detention bloc. 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. If this is beyond your means then simply assume that the characters in the building can move in and out once the wall or door has a suitably sized hole in it!

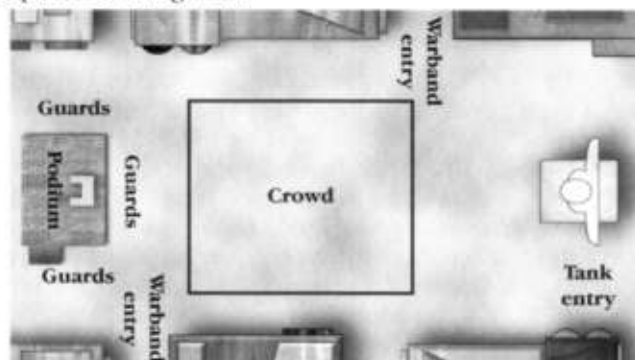
There are a few other undesirables in the other cells, but they're of no concern to the Inquisitors – though the GM can have them escape as well as the Tau to add to any confusion. The detention bloc has four patrolling SSA enforcers, one inside (with the keys to the cells) watching the prisoners and three others patrolling the perimeter. Use the Awareness rules to maximum effect to get the warbands sneaking around! Once an alarm is raised, by gunfire or the enforcer within the detention bloc spotting someone with a gun, reinforcements will soon begin to arrive. Use your judgement on this and feed in SSA reinforcements in dramatic numbers. Don't have a hard and fast rule for this, see how the warbands are doing and if one particularly needs help or is having too easy a time of things, don't be afraid to have some shotgun-toting enforcers led by an SSA Captain materialise to help/hinder them! Make it exciting for your players, but don't make their escape from the detention bloc impossible. If you can arrange it so that they're pursued from the board with SSA enforcers hot on their heels, so much the better. Regardless of who wins, play Scenario 2 next.



SCENARIO 2 – SIN CITY

Threat Level 4 if the tank's involved, otherwise level 3
Violence erupts as an outdoor sermon of Cardinal Kodazcka degenerates into a riot and the escaping Inquisitors are caught up in the mayhem.

Setting: One of the main thoroughfares of Cephalon with a guarded podium at one end and buildings to either side and lots of little alleyways that lead off into the depths of the city. You'll need models for civilians as well as ones for Cardinal Kodazcka and his guards. Use the stats for SSA enforcers to represent these guards.



Objectives: The objective of this scenario is simple: stay alive long enough to escape from the SSA. If the Radicals escaped the holding facility with the Tau, then the Puritans must attempt to snatch him from the Radicals and get him off the board. If the Puritans won Scenario 1, then the Radicals must attempt to steal the Puritan's data slate containing the information gleaned from the Tau and then escape.

Special Rules: Being stuck in the middle of a riot is not a healthy place to be, and while that may seem obvious, it's amazing how often heroes get caught up in them. Set up as many models as you can for this scenario, all manner of civilians, mutants, mutant fighters and thugs. Any model is fine; just make sure you can tell who's who in the middle of the game. Start the warbands on opposite sides of the table and have as many civilians running around in a panic between them as you can.

A few turns after the game is underway, SSA troops arrive to break up the riot and if you've got access to the Vehicle Rules that were printed in *Exterminatus* issue 2 and a suitably imposing model, then this takes the form of the Arbites Patrol Tank. This is a nasty piece of hardware, so use it with caution as you may end up wiping everyone out with it if you're not careful! Failing that, send in heavily armed teams of SSA troopers led by a Captain with some cyber mastifs.

Midway through the game, the leader of the mutant resistance, Lathesia, and her trusted band of fighters takes to the podium. Her fighters kill the Cardinal's guards and she starts screaming pro-mutant slogans and demanding ethical treatment of mutants. She carries on for a while and when one warband looks like winning, have a group of mysterious, robed figures arrive next to the podium and grab Cardinal Kodazcka. Without a word, they bundle the screaming Cardinal off the table...

Play the game for as long as you like, having the civilians disperse and the riot cool off when things look like they've gone on for long enough. Once the riot is over, the warbands vanish into the streets of the city. If, after these two scenarios, one of the warbands has not learned what the Tau knew, then that warband must play Chapter 2. Any warband that does discover this information should play Chapter 1 before both go on to play Scenario 3.

CHAPTER 1 – FAR FROM HOME

The Tau Water Caste is an envoy from the Tau Sept (system) of Vior'la, here on Karis Cephalon to learn more of human society in regions further from Tau space. Knowing the humans' love of violence, he brought many weapons with him for trade and, unfortunately, fell foul of Humanity's other loves of double-dealing and xenophobia. He had arranged a meeting with a man who seemed very eager to help him sell on his weapons when the SSA captured him and stuck him in the holding facility. He was supposed to meet the buyer for his weapons in a deserted warehouse in the old Royal Quarter and fortunately the date for that meeting is very close. Dusk tomorrow...

If the Tau has survived the last two scenarios, then you should roleplay this, portraying the Tau as a bureaucrat who's been pushed too far, indignant, but a little frightened. He won't accompany the warband and just wants to return home. If (as is more likely) he's been horribly killed, and the information has come from the data slate record of his interrogation, just tell the players the very basics and don't embellish it. Just the facts.

CHAPTER 2 – AN UNEXPECTED ALLY

If one of the warbands was unlucky enough not to learn anything from the Tau, then they have hit a bit of a dead end. Luckily, they have a guardian angel who contacts them via a courier-servitor. It has no traceable source and delivers a simple message – a place and a time. A deserted warehouse in the old Royal Quarter at dusk.

You should roleplay this and make it sound very mysterious. Who has sent this message and why do they want to meet in such a suspicious place? Tell the players nothing and let them sweat it out, wondering if they're walking into a trap or not. Malovich has sent the courier-servitor to make sure the characters arrive, but don't tell them that!



SCENARIO 3 – GUNS FOR HIRE

Threat Level: 3.5

When an arms deal goes wrong, it's going to be bloody for all concerned!

Setting: This scenario is set in an abandoned warehouse in the old Royal Quarter of Cephalon. It's a big place and the entire table is the interior of the warehouse. There should be an exit from the building on each table edge and plenty of crates, rubble piles and so on for the characters to take cover behind.

Objectives: Led by information from the Tau (or the courier-servitor) the Inquisitor warband crash an arms deal between an Inquisitorial Investigator and a group of men who are Chaos cultists, minions of the Daemon Prince, Pharaa'gueotla. The Puritan warband is here to kill off anyone who had dealings with the xeno creature, and if that means killing everyone in the warehouse then so be it. The Radicals on the other hand want to talk to the Investigator and find out what he's up to.

Special Rules: This one's going to be messy, with lots of nasty weaponry being used, so it's not for the faint-hearted. Investigator Malovich is in the centre of the warehouse with ten or twelve cultists around him and a bunch of crates (you might want to vary the number, depending on how many characters are in each warband). Start the two warbands a good distance apart and unless they do something stupid like throwing a grenade or firing a

weapon, those in the centre of the warehouse won't be aware of them for one turn. If any Inquisitor can draw a line of sight to the cultists and pass an Sg test, then he will be aware that these people are Chaos worshippers. Basically, this is one big shoot-em-up and should be played in the spirit of a John Woo gunfight, with lots of two handed gunplay and slo-mo. If anyone thinks to check the crates, then they'll find some rather nifty Tau weaponry inside. There are five pulse rifles and four pulse carbines, which have the following stats given in the box below.

Note: Once these weapons have run out of ammo, that's it unless the players can somehow get across to the Tau Empire on the eastern fringes of the galaxy...

Play the scenario until the Chaos cultists are wiped out or run off, at which point the sound of SSA sirens fills the air. Leave the players in no doubt that there's a whole lot of trouble coming their way and that staying isn't an option. If they faced off against the tank in scenario 2, then tell them that they hear it coming and that should get them moving quickly enough. Of course there will be one barely alive cultist who Malovich will drag off for 'questioning'. He'll disappear into the shadows and no matter how skilled the warband are, he'll evade capture and elude any followers.

Tau weapons	Type	Range	Mode	Acc	Dam	Shots	Rld	Wt
Pulse Rifle	Basic	H	Single Semi (2/3)	-	3D6+5	40	2	20
Pulse Carbine	Basic	F	Semi (3/4) Full (8)	-	3D6+5	30	2	15

CHAPTER 3 – DEAL WITH THE DEVIL

In the days following the battle in the warehouse, the city of Cephalon becomes a virtual armed camp, with trigger-happy squads of SSA on every street corner. As the warbands lick their wounds, Malovich surprises them by entering the lodgings/secret base of each warband regardless of their precautions and tells them that he needs their help. Roleplay Malovich as a confident, deadly man, easily able to handle himself, yet intelligent enough to know when he needs help. To convince them, he tells them the following information:

"I was dealing with the Tau because I knew that the temptation of these powerful xeno weapons would lure the cultists into the open. I knew I could capture one and... persuade him to tell me where their hidden lair was. I know

where they are now, they're in the caves below the mountains to the south-east, but I need your help to move on them. I've read the Tarot, and it indicates that there is a creature of immense power somewhere nearby and as Inquisitors of the Emperor you have a duty to help me."

Malovich will not reveal whom he works for, but has an Inquisitorial electoo he can show as proof of his words. As to what the creature of immense power is, he suspects it is an extremely dangerous and cruel daemon, but he does not know which one. Whether the players choose to believe Malovich is up to them, but he really needs their help and will make it clear that a refusal will not be looked upon kindly by higher authorities. Hopefully, he won't need to get too threatening and everyone can move on to Scenario 4.

SCENARIO 4 – GONE SHOOTIN'

Threat Level 3

Led deep into the mountains to find the hidden lair of the Daemon Prince, there's no way in save through the front door. And it's going to be guarded!

Setting: This game takes place in the hot, dusty mountains to the south-east of Cephalon. Place the entrance to the caves in one corner of the board and make sure there are lots of clusters of rocks, scrub and rubble for the players to use as cover on their approach to the caves.

Objectives: Simple. The warbands must get past the Chaos cultists protecting the entrance to the caves that lead to the underground lair of the Daemon Prince and its minions. How they do this is up to them, they can fight their way past or try to bluff their way past – remember, these guys are goons and not too smart. Also, they're expecting some of their number to come back from the city with Tau weaponry, with the right disguise someone could potentially sneak past!

Special Rules: The GM can play the role of Malovich or can give him to another player if you're feeling generous. This is the only opportunity in this campaign that this can happen, as the GM is going to have to control Malovich in the final scenario.

There are six Chaos cultists guarding the entrance to the caves, though more will come to help them if they're not dealt with quickly. One of the cultists is armed with a Heavy Stubber and will remain at the cave entrance to fire on the warbands once he's aware of them. Depending on how the characters approach this scenario, they'll have four turns after the cultists become aware of them before more appear. Each turn after this, D3 cultists will come to the surface to defend their base. Of course, depending on the state of the warbands or how they're doing in the battle, you may want to vary this. To succeed, the warband must get through the cave entrance to the base below.

SCENARIO 5 – RISING POWER

Threat Level 5

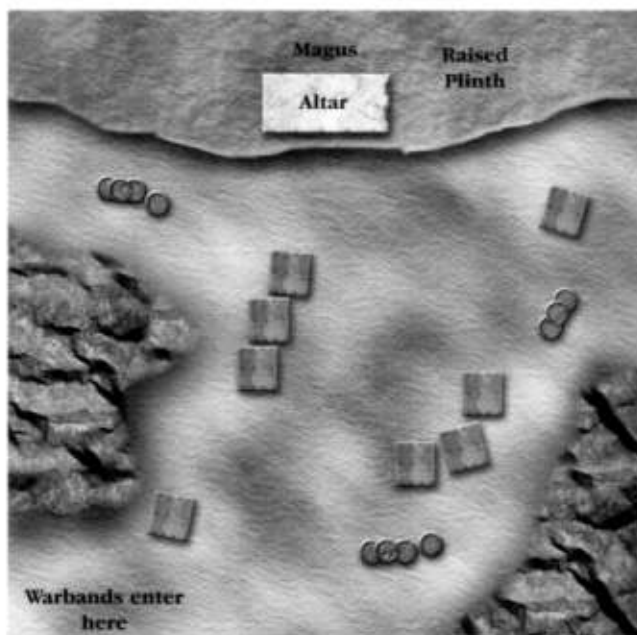
Deep within the mountains, a ritual of diabolical power is coming to fruition and a daemon from the Elder Days is soon to be let loose on the galaxy once more.

Setting: Set in the caves deep below the mountains of Cephalon, this is a typical villain's underground lair. Imagine the set at the end of the movie where the bad guys are just about to open the Ark of the Covenant and you've got it. There's plenty of rocky outcrops, boulders, crates of supplies and, of course, an altar at the end of the cave. It's also filled with Chaos cultists and some cult leaders. Exactly how many will depend on how battered the warband is after the last scenario. A rough guide would be three cultists to every character in the warband, with at least two Cult leaders as well. There's also a Magus here, performing the ritual debasements on the prone figure of Cardinal Kodazcka who's lying on the altar.

Objectives: The objective of this scenario depends on whether you're planning to carry on to Campaign 3. If this is a stand-alone scenario or campaign then the objective is simple, fight through the cultists to rescue the Cardinal before the Greater Daemon possesses him. If, however, you plan to move onto campaign 3, then things get a little trickier. In this case, the objective is still to try to save the Cardinal, though unfortunately, no matter how well they do, the warband will be just that fraction of a second too late. Don't tell them this though, always give the impression that if they'd moved that little bit faster they might have done it. If this seems a tad unfair, remember that Inquisitor is a narrative wargame where the most important thing is the story. And anyway, the Inquisitor universe is a harsh place after all and no-one ever said it had to be fair...

Special Rules: This is a tricky scenario, and you should make sure you're adequately prepared for it before you begin. Charts for everyone's Speed value will make it easier to keep track of who's supposed to be acting when and handy reference sheets are the GM's friend in this scenario.

The cultists are in the presence of their master here and to fail a Daemon Prince is to invite terrible retribution. As a result, all the cultists count as having the Nerves of Steel special ability. Try to keep a sense of tension going throughout the game. Impress upon the players that they are against the clock and must reach the Cardinal before the fruition of the ritual. Dark energies swirl around the cavern and there's a terrible



sense of something immensely powerful just waiting to break through the barriers of reality. Anyone using psychic powers will find themselves more able to tap the dread power of the warp to use their abilities and have a -25% modifier to the dice when taking Wp tests to use a psychic power. However, extra power comes at a risk and any roll of a 1 on the character's Action rolls when using psychic powers counts as though they had rolled more 1s than 6s – in other words, the psychic power has gone wrong.

Use the profile for a Cult leader for the Magus, though he has the following powers in addition to any you may roll up: Blood Boil, Regenerate, Psychic Shield and Teleportation. Just before the players can reach the Cardinal (or Magus if the Cardinal has been killed by over-zealous characters) the following scene happens:



A blistering heat fills the cavern and your vision fills with dark static, as though a million flies had flown through from some hellish plague dimension. Visions of torment and an age of slaughter fill your senses and you fall to the ground, overcome with awe at the presence of a thing older than the race of Man. The Cardinal's body is lifted from the altar by invisible hands and glows with an evil yellow light that surrounds him. Power blazes from his eyes and drips from his fingers. Then, with a malicious grin of utter malice, he turns its gaze upon you.

This is the Daemon Prince Pharaa'gueotla, manifested in all its dark glory. Older than time, it is able to do anything it desires. Any psychic power you feel it needs, it can use. Allow the characters and Malovich a few turns of desperately fighting the laughing Daemon, but with the power of the warp surrounding it, it cannot be harmed in any way. It spends these turns playing with the characters (hurt them and scare them, but don't kill them – at least not yet) before turning its attention to Malovich. With a gesture it draws the Investigator closer and purrs, "You've seen it, haven't you? The Angel of the Enlightened One. You know where it is, don't you?"

Then the maniacal face of the possessed Cardinal laughs and says, "You'll never tell them though. Too bad..." Malovich twists in the Daemon's grip as violet fires pulse from the Daemon's hands and envelop the screaming Investigator in a dark conflagration. All looks lost for the investigator, when the Daemon Prince drops Malovich suddenly, its face twisting in rage.

"Filthy magicks!" it cries, and before the players can do anything, folds space and time around itself and teleports away. In the sudden silence that follows, the only sound is the sizzling of Malovich's burnt flesh and his moans of pain. Though badly hurt, he is resolutely not dead. If anyone moves to help him they will see why. Pentagrammatic wards are inscribed on every square centimetre of his exposed flesh. Though most are almost completely destroyed, enough have remained to save his life. Though he's still alive, he's on the verge on unconsciousness and there's nothing anyone can do about that. But, as is the way of such things, he has one last secret to impart before passing out.

"...the Angel...all that can stop...Daemon. Scarn...he wants it, but must never find it...it was designed to fight the darkness, but he wants it for his own...the mutant graveyard in Cephalon. The gravedigger, the Governor, I killed them...he'd seen it. Must find it. All that can stop..."

And with that, Investigator Malovich slumps into unconsciousness.

In the bloody aftermath of this, if any of the cultists or the Magus is still alive, they may be interrogated by whatever means the characters have at their disposal. All they will get are insane fragments of raving zealots, with them spouting phrases such as 'the many angled one, the destroyer of worlds, the bane of Man, the first and last, the alpha and omega, the shining one, the ultradimensional lord of Chaos.' Basically enough to make sure the players know they're dealing with something infinitely dangerous and ancient.

At the end of the game, the characters should hopefully limp back to Cephalon with Malovich to follow up the leads he gave them and begin the hunt for the Angel. Or, if you're playing this as a one-off game and they've successfully prevented a Daemon Prince from manifesting, give themselves a hearty pat on the back and head back to Cephalon for some more adventures.

ALTERNATIVES

There are many ways you can alter this campaign to suit your own games. Perhaps the Daemon Prince possesses one of the characters (or their daemonhosts if they have any) and the others have to find a way to free their companion. Perhaps the characters are in fact trying to aid the passage of the Daemon Prince and the GM can use Malovich as the leader of a rival band out to stop them.

The size of this supplement precludes us from putting in every scenario we'd thought of, but perhaps you'd like to play scenarios where the characters are attacked on their way to the mountains (between scenario 3 and 4) or one where they have to shadow the cultists back to their base after witnessing the arms deal. There could be a lot more made of the character's time in Cephalon itself before they head out to the mountains; the SSA are sure to be investigating the disappearance of their prisoner from the holding facility. The disappearance of the Cardinal so close to where the characters were last seen is also bound to arouse suspicion. Perhaps the mutant rebellion are also interested in the characters, having seen them at the riot. Imperial authorities are blaming the mutants for the Cardinal's kidnap and Lathesia will be just as interested as to his whereabouts – more for blackmail purposes of course, but such motivations are the meat and gravy of any Inquisitor campaign.



Death of an Angel

The Daemon Prince Pharaa'gueotla is loose once more. Having possessed new flesh, this creature of ultimate darkness is growing in strength with every passing day. Though powerful, it is still but a fragment of its true potential and soon only the same force that once overcame it in ancient times will have any chance to stand against it. After making its escape from the caverns beneath the mountains, Pharaa'gueotla made its way back to the city of Cephalon. Rather than simply taking its leave of the planet, the Daemon could sense the spoor of its ancient nemesis somewhere in Cephalon and resolved to see it destroyed before escaping to wreak its terrible vengeance throughout the galaxy once more. For now, it settles for burning whole swathes of the city and killing all who get in its way. Cephalon burns in the fires of its vengeance.

After returning to the city in flames, the warbands find old rivalries resurfacing and part company. Unless there are skilled medics in the party, it is likely that they will need to seek medical attention for Malovich. There is an Order Hospitaller temple in Cephalon as well as other, less salubrious medical establishments, such as that of Chirurgeon Monque. Either way, during a moment of clarity in his delirious ravings, Malovich points one warband (most likely the Radicals) in the direction of the Cephalon Institute of Ecclesiastical Antiquities. He had traced several tomes that talk of the Angel to this place and had planned to steal them. He is in no state to do so, and charges the warband to get them.

Meanwhile, any Puritans warbands, no doubt disgusted by Malovich's dabblings with daemonancy, are contacted by a mysterious hooded stranger (Inquisitor Scarn). He never shows his face, but carries an Inquisitorial Rosette and bears senior level electoos that prove that he is an Inquisitor of high standing. (Given that there is an Inquisitorial Conclave on Cephalon, his presence should not be that surprising.) Without revealing his identity, Scarn also speaks of the existence of the tomes in the Institute and demands that the warband gets them for him.

Both warbands converge on the Institute to retrieve the books. Given the chaotic state of the city, the Institute is guarded and a fierce battle ensues as the warbands fight to get the books. Each book contains fragments of information concerning the Angel and Pharaa'gueotla, and only by retrieving the tomes will the warbands discover the truth. Armed with the information gained from the Institute, the

warbands now go in search of the Angel itself. Malovich has told one warband the location of the Angel and they must now secure it, in readiness for defeating Pharaa'gueotla.

The Angel is hidden deep in the ruins of the Amethyst Palace and as one warband closes with its location, they are ambushed by the minions of the Daemon Prince who have been following their progress while their master destroys whole districts of the city. As this battle rages, the other warband may be able to sneak past to the Angel's resting place. Depending on how the warbands are disposed to one another, there is every possibility of a battle to see who will control the Angel. At the height of the fighting, Scarn makes his play for the Angel, stepping in to secure it for himself.

But as he does so, Malovich appears and interrupts proceedings to prevent Scarn from getting his hands on the Angel. Scarn is furious, his former henchman having now turned on him. As things get even more tense, a blazing pillar of light erupts from the ground and Pharaa'gueotla steps from the flames. The Daemon begins slaughtering Scarn's minions and, deciding that discretion is the better part of valour, Scarn makes his escape. Battle ensues as the warbands are forced to co-operate in order to hold the daemon and its minions at bay while attempting to figure out how to use the Angel. Eventually, if they've figured out the clues from the tomes stolen from the Institute, they'll be able to open the Angel's coffin and set it upon the Daemon Prince. A terrifying battle erupts as the Angel and the Daemon battle, unleashing powers not seen since the dawn of the Imperium. Finally, Pharaa'gueotla is defeated, but there's more to come.

Millennia of imprisonment and a fatal flaw in its creation have led to the Angel becoming much more than was ever conceived. Far from being the champion of Humanity as was intended, it has come to the conclusion that all humans will eventually turn to Chaos and that it is better that all be exterminated before they can do so. With the daemon defeated, the warbands must now fight to stay alive long enough to get the Angel back in its coffin. Easier said than done, but if the warbands are able to co-operate for long enough (and survive long enough) then they may figure out how to get the creature back in its prison.

Assuming they do, when the dust settles, a crack team of Inquisitorial troopers led by senior Inquisitor Lords arrive to secure the Angel and drag the battered warbands off for a full debriefing. In the aftermath of this, the warbands are eventually released and given strict instructions to reveal nothing of what occurred on Karis Cephalon.

And of the Angel, there is no sign. It is in the hands of the Inquisition and that is all anyone will be told.

BRIEFINGS

If you have played through the previous campaigns, then it's a simple matter to make the transition from campaign 2 to campaign 3. The warbands make their way back to Cephalon and how they have co-operated (or not!) will dictate what happens when they get back there. However, if you haven't played the previous campaigns, then the briefings below will allow you to begin playing Campaign 3 as a stand alone campaign, in which case you should run Chapter 1 for a Radical warband and Chapter 2 for a Puritan warband.



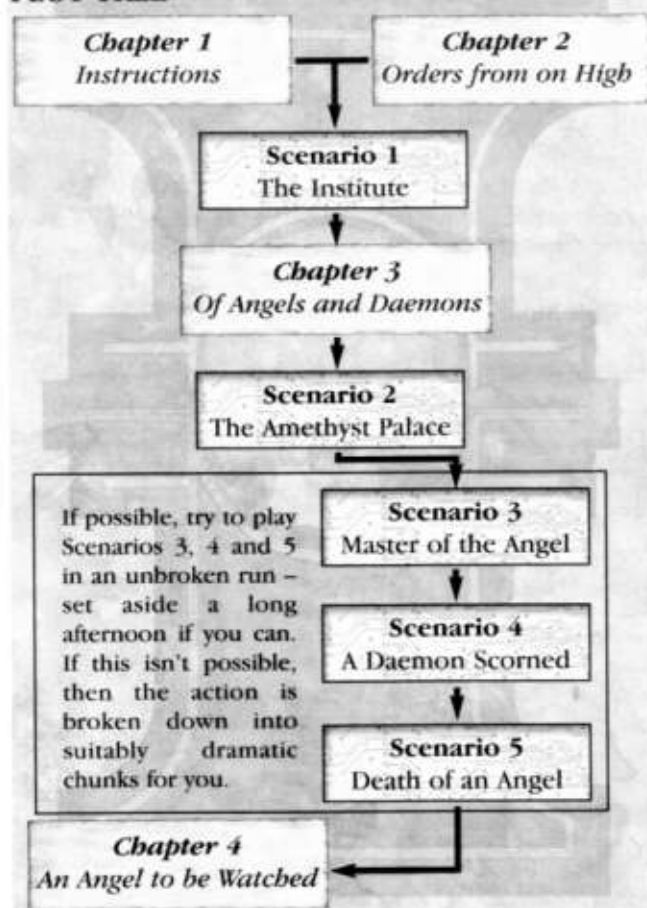
Puritan Brief: A creature of immense power has been let loose in Cephalon and the consequences of this are too terrible to contemplate. As part of the Inquisitorial Conclave on Karis Cephalon, your masters have dispatched you to identify and destroy this daemon entity. The Karis Cephalon Institute of Ecclesiastical Antiquities is said to contain many priceless and ancient tomes that contain information regarding a weapon to defeat the beast, something known only as the Angel. Your masters have provided you with the names of these tomes and you must now retrieve these works and learn all you can about the foe. The city is in anarchy as this creature wreaks havoc on the streets, so time is of the essence. It is too late to go through the lengthy channels normally required to consult these books and thus they must be acquired by any means necessary. No-one must prevent you from obtaining them.

Give the players the titles of the books as detailed in Chapter 1 and proceed to Scenario 1.

CAST

You'll need SSA enforcers, Chaos cultists and assorted models to represent the guards of the Institute for these scenarios. You'll need models for Investigator Malovich and Inquisitor Scarn as well as something suitably impressive to represent the Angel itself. Given that Pharaa'gueotla has possessed the body of Cardinal Kodazcka, you won't need a gigantic daemon for him, but by this time, the Cardinal's flesh is warping under the strain of containing such a powerful entity, so the more gribbly and mutated you can make him look the better – the Unbound Daemonhost would be perfect for this.

PLOT TREE



Radical Brief: A daemon of incredible power has been unleashed on Karis Cephalon and your masters are only too aware of the dire consequences of this. It has long been rumoured that there exists a powerful weapon with which to combat the denizens of the warp hidden on this world, a weapon known as the Angel. It must be discovered and used against the daemon, then returned to Inquisition hands that it may be studied and more learned about such things. The Karis Cephalon Institute of Ecclesiastical Antiquities is said to contain many priceless and ancient tomes that contain information on the Angel. Your masters have provided you with the names of these tomes and you must now retrieve these works and learn all you can about the foe. The city is in anarchy as this creature wreaks havoc on the streets, so time is of the essence. There is no time to go through the lengthy channels normally required to consult these books and thus they must be acquired by any means necessary. No-one must prevent you from obtaining them.

Give the players the titles of the books as detailed in Chapter 1 and proceed to Scenario 1.

CHAPTER 1 – INSTRUCTIONS

Having returned to the capital city, the warband has first to make sure that Malovich is tended to. There are a number of places in Cephalon where this can be done, Chirurgeon Monque's, the Temple of the Order Hospitaller or any number of backstreet sawbones. Whichever option they choose, Malovich appears to be in a delusional state, muttering doggerel and some incomprehensible language. Malovich has survived his encounter with the daemon, but he lapses in and out of consciousness over the next few hours. Outside on the streets, flames and anarchy reign supreme as the daemon prince rampages through the streets of the city. In a moment of lucidity, Malovich tells them the following:

"We were too late, Pharaa'gueotla is free again. I thought Kessel had stopped it, but I should have known it was too powerful for that. There are works, ancient tomes – secreted here thousands of years ago – perhaps for this very day, that speak of the Angel, a weapon forged at the dawn of the Imperium. You have to find it. It's the only thing that can stop the daemon now. The books are held in the Karis Cephalon Institute of Ecclesiastical Antiquities and you'll need them all if we have a hope of defeating Pharaa'gueotla."

The books are: 1 – The Cirian Codex, 2 – Of Daemons and their Abominable Manifestations, 3 – The Liber Angelicus Lux and 4 – Codices of Alurha, vol.5

Each is located in a different section of the Institute and the warband must recover as many of them as possible. Malovich can tell them no more as he lapses once more into unconsciousness.



SCENARIO 1 – THE INSTITUTE

Threat Level 2

The Karis Cephalon Institute of Ecclesiastical Antiquities becomes the scene of an ideological confrontation as the warbands fight for possession of the ancient tomes.

Setting: This game is set in the main librarium of the Institute and is a warren of ancient, sagging bookcases. Darkened and musty, the shelves are full of tomes, data crystals and vox-holos explaining (in minute detail) the history of Karis Cephalon. Glow globes float at various points throughout the librarium and quill servitors shuffle from shelf to shelf. A number of augmented sages and lexmechanics wander the aisles as well as several Ecclesiastical Guards. Use the stats for SSA enforcers to represent these guards. You might want to vary the number of guards, depending on the deadliness of the players' characters, but a good number to start with would be five or six.

Objectives: The warbands must discover the four books within the librarium and escape with as many as they can before the SSA arrive or they are too badly hurt to continue. Given that each warband is mistrustful of the other, they'll have to do their best to prevent each other getting away with the books as well.

Special Rules: Since the librarium is so dim and musty, characters without some form of augmented vision will only

be able to see clearly for 20 yards. Beyond that, it is impossible to see anything more than dim shadows. Before the game, the GM should spread ten counters face-down across the board, with four of these counters numbered 1 to 4 representing the sought after tomes (place the true books roughly equally between the two groups). Needless to say, only the GM will know which of these counters are the true books. Each warband should start at opposite corners of the board and are unaware of each other at the beginning of the game. It's now up to them to hunt down the books. Any character that moves onto a counter can spend an entire turn searching the shelves at that location, and if they pass a Sg test, may turn over the counter to see if it is one of the books they are hunting for. Should they fail the Sg test, they may spend further turns until they are finally able to turn over the counter.

If anyone thinks to make use of the lexmechanics, sages or quill-servitors, they will move at a walk to the nearest of the correct counters and after a turn searching, automatically find one of the tomes. This can be repeated again and again – unless someone intervenes of course or until all the books are found. If any damage is done to a lexmechanic or quill-servitor this will effectively take them out of the game and render then non-functional. Once a warband has as many books as it thinks it's likely to get away with, it can make its escape from any of the board edges.

CHAPTER 2– ORDERS FROM ON HIGH

Cephalon is burning and the daemonic entity known as Pharaa'gueotla is wreaking a terrible vengeance. As the warband recovers and rearms, a mysterious stranger arrives at their base of operations. Swathed from head to foot in dark robes and bearing an Inquisitorial rosette, he is obviously a senior member of the Emperor's Holy Order of the Inquisition. Rippling electroos on his arms further prove his standing, though he will refuse to give the warband his name. Instead he tells them the following:

"The Daemon Prince Pharaa'gueotla is free again thanks to the traitor Malovich. Inquisitor Kessel almost stopped it some months ago, but it was too powerful for that. The Karis Cephalon Institute of Ecclesiastical Antiquities contains many ancient tomes, penned thousands of years ago by dedicated followers of the Emperor, which speak of a weapon forged at the dawn of the Imperium, a weapon known only as the Angel. You must find this weapon for me. It is the only thing with which I may defeat the daemon now. I have many enemies on this world and I must, by necessity, act through agents and underlings. You must act as my agents in this matter and recover these tomes for me. I must have them all if we are to have any hope of defeating Pharaa'gueotla."

(The list of books is in Chapters 1 & 3.)

CHAPTER 3 – OF ANGELS AND DAEMONS

After making their escape from the Institute, the warbands will need a few days to recuperate and study the texts they took from the librarium. Depending on which tomes they've managed to get away with, they will learn some or all of the information presented below. When you tell the players this information, be sure to point out that it's all fragmentary and very vague. They're looking for information on events that occurred over ten thousand years ago after all! Remember, be suitably portentous when reading these passages out, as they're ancient and impossibly archaically rendered texts.

1 – The Cirian Codex: This tome speaks of how the Angel was first set loose to destroy the enemies of the Emperor. There is a short incantation entitled, the Sleeper Awakens and a curious reference to its recital and the spilling of the vital fluid of life (which is blood – though let the players figure that out for themselves) upon the Angel's resting place. The incantation is as follows:

*From the darkness of time I wake thee
For the radiance of your being I call thee
Blood calls, Fire walks and Darkness rises
The time of the Angel is once more at hand
Rise, my favoured son and smite with fire of purity*

2 – Of Daemons and their Abominable Manifestations: This is a diabolical tome that details all manner of foul beings from the realm of the warp. After some gruesome history, the players will know a little more about their nemesis. The GM can reveal the details of Pharaa'gueotla as presented in the Dramatis Personae section of the book on page 13, all delivered in a suitably grave and sinister fashion.

3 – The Liber Angelicus Lux: An ancient and hand written manuscript that speaks of a city named Coranis that was reduced to ashes by the Angel. Judging the population unworthy of the Emperor's love, it wiped out the entire population of Coranis in a single night of blood and fire before setting on a path of destruction that led from city to city until the world was emptied of life. The manuscript also talks of how its master was able to quell the Angel's thirst for vengeance and cause it to fall into a slumber from which it must never waken. Flesh corrupted by its ancient foe must be laid within its resting place to so anger it that it will immediately return to its prison to cast it out. Once back in its prison the locks and wards must be re-established before the Angel destroys the corrupt flesh and escapes once more. In game terms, this means that once (or if) the warbands are able to defeat Pharaa'gueotla, then they must place the dead body of Cardinal Kodazcka within the Angel's coffin and seal all the locks and bindings on the coffin before it can escape.

4 - Codices of Alurha, vol.5: This tome speaks in very obscure, vague terms of the powers of the Angel. It talks of an incredibly powerful weapon from the dawn of Mankind that can lay waste to cities in a heartbeat should it be necessary - 'And the Angel of Destruction was brought forth and the light of death razed the sinful city to ruins.'

There is mention of the Angel destroying an entire world at one point and then the book talks of how it was shut away by its creator. The reasons for this are not mentioned, but the GM should be sure to plant a few seeds of suspicion that perhaps the Angel is something best left alone, a cure that is worse than the disease!

Once the warbands have discovered the information within the tomes, it's now time to find the Angel before there is

nothing left of Cephalon. By this time, Malovich has recovered a great deal (though he's still not at his best and isn't able to accompany them) and the GM should roleplay him discussing the location of the Angel with the Radical warband. He tells them that after retrieving the Angel from the Chaos-tainted governor, he hid it deep in the ruins of the Amethyst Palace and gives them a data slate with a detailed map of the Angel's location. Use this Chapter as a way of impressing upon the players that they're in a real race against time here. They need the Angel and they need it quickly! The Puritans, without the benefit of Malovich's information, must learn its location by subterfuge, following the Radicals as they set off to recover the Angel.

SCENARIO 2 - THE AMETHYST PALACE

Threat Level 3

The ruins of the Amethyst Palace harbour many perils, and unknown dangers lurk in every shadow and around every corner.

Setting: This section of the palace is a sprawling ruin, crumbling and decrepit with ancient architecture smashed and cast down. It's a labyrinth of rubble, stone and all manner of pitfalls for the unwary. The board should be as full as you can possibly make it of ruins, enough so that there are only very narrow passages and routes through. There shouldn't be any straight routes across the board, but perhaps the odd open space that was once a room in the palace.

Objectives: The Radical warband has to make its way through the ruins of the palace to reach the resting place of the Angel. To succeed in this scenario, they must get off the opposite edge of the board while taking as little damage as possible on the way. The Puritan warband are following them and must be able to see at least one member of the opposing warband as they leave the table edge to succeed (and thus discover where they're heading). At the start of the game, the Radical warband are unaware of the Puritans, though they may become aware of them as per the normal rules for Awareness - though given the density of the rubble and weird echoes, all Awareness tests suffer a -25% modifier.

Special Rules: There are a number of cultists lying in wait for the warband, with orders to kill them before they reach the Angel. There are seven cultists and a cult leader waiting in ambush here and they will stop at nothing to fulfil their mission. For the purposes of this scenario only, all the minions of the Daemon Prince are considered to have the Nerves of Steel special skill. Don't place the cultists on the

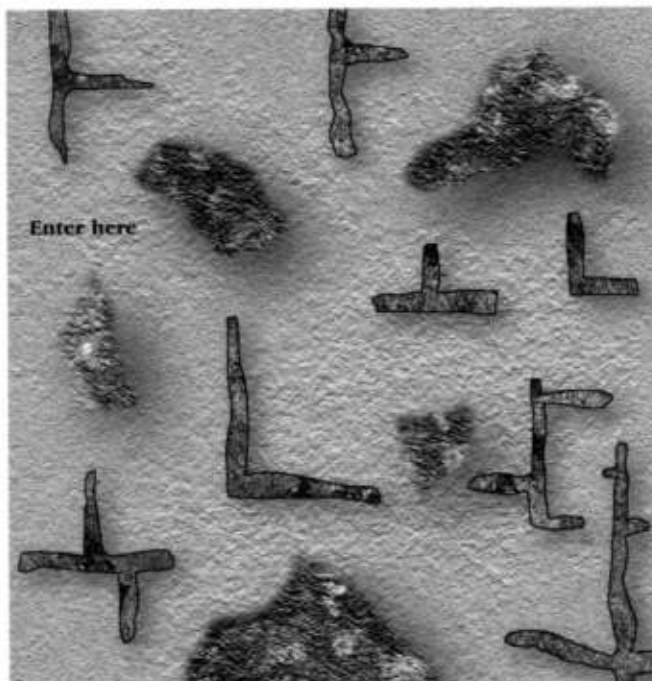


table at the start of the game. Rather, note down where they are hidden and only reveal them once the Radical warband is in a prime ambush position. Once the first shots have been fired, or the first cultist has charged from cover, place the rest of the villains on the table.

Once the shooting starts, the ball is now in the Puritans court. Do they go to the aid of their fellow servants of the Emperor or use the distraction to sneak past and get to the Angel's resting place first? Be sure to subtly suggest both options to the Puritans...



SCENARIO 3 – MASTER OF THE ANGEL

Threat Level 3

There are many great prizes in the galaxy, but those who wish to claim them risk far more than just their lives.

Setting: This scenario takes place in the Amethyst Palace, where the stasis-coffin containing the Angel is hidden. It is littered with debris, piles of rubble and ancient archways. Despite the stasis field, so strong is the presence of the Angel that any psyker on the table will become immediately aware of its location. Any other character that draws a line of sight to the Angel's hiding place will not be able to mistake the glowing coffin for anything else! If the Puritans decided to cut and run in the last scenario, then they start the game ahead of their opponents as shown on the map. If they helped out the Radicals, then both warrior bands enter the table from the Radicals' entrance point marked on the map.

Objectives: Confirm the location of the Angel and reach it before the enemy. Of course, they may not think there is an enemy until Scarn appears!

Special Rules: Scarn and his henchmen will appear at the marked locations as soon as a character approaches the

Angel (about ten to fifteen yards away is a good distance). He strides into the chamber while his followers and duped SSA enforcers try to cut off the warbands from leaving. It is time for Scarn to make his presence felt to all concerned, and narrate some exposition so that the players can figure out what's been going on all this time:

"I would suggest that you leave that artefact alone. The weapon it contains is more powerful than you can imagine, and is not to be meddled with by the likes of you." He indicates his Puritan 'allies' and points at the radical warrior band.

"Detain these interlopers while I secure the device for further investigation. I have not laboured these past months, manipulating events to this conclusion, only for meddlers to interfere with my great works."

Let play continue for three more turns before Malovich makes his entrance, to see if the Puritans jump to it or start asking awkward questions. If it looks like the Radicals are getting too bullied, then have Malovich make his reappearance sooner. He has patched things up with the mutants (and himself!) and so is accompanied by four mutant henchmen, who will immediately attack the SSA officers. These thugs will basically be settling their own differences while the warbands sort themselves out. Malovich hobbles into sight from the opposite end of the chamber and musters all his strength to bellow:

"Not! You mustn't let him take it!" Scarn is incensed by Malovich's 'treachery' and launches into a tirade:

"You! Traitor! And to think I trusted you with this noble task. Who are you to dictate to me, a lord of the Inquisition? You, a lowly investigator, do you believe you know better than I the threat we face? Your arrogance is only matched by your lack of loyalty. Would you have me discard my life's work, because of legends and rumours?"

Scarn himself will not fight, and will simply keep out of harm's way. If any characters seem to be in danger of actually getting close to him, have more enforcers turn up to intervene, or simply have him fumble inside his robes and teleport away!

Eventually, Scarn's minions will be defeated. At this point, the daemon prince, Pharaa'gueotla intervenes. One of the walls explodes inwards in an immense fireball (knocking down anyone nearby) and the twisted, distorted form of the daemon enters, surrounded by a hellish glow. Use any suitably imposing, daemonic-looking model from your collection! In a voice that cuts like a thousand razors, the daemon speaks:

"Here it is! The Daemonbane, its murderous dreams have plagued my own these last millennia." The scenario ends here...



SCENARIO 4 – A DAEMON SCORNE

Threat Level 4

There are some evils that mortal men cannot combat, no matter how powerful or faithful they are.

Setting: The same setting as Scenario 3.

Objectives: Survive long enough to release the Angel.

Special Rules: Refer to Scenario 5 of Campaign 2 for details of how to handle Pharaa'gueotla's actions. Any surviving SSA will blast away at the daemon prince and distract it for a while, but it is obviously intent on reaching the Angel and destroying it while it is dormant. During the fight, Scarn kills

Malovich and escapes while the other characters are distracted.

The warbands need to perform the ritual outlined in the Cirian Codex to awaken the Angel. They will see the blood spread on the coffin into the pattern of an angel's wings, and the glow begins to pulse and then fade. Nothing happens. Make it look as if they've done it wrong at first and have the Daemon Prince descend on the coffin, scattering them as it does so.

The scenario ends with Pharaa'gueotla looming over the confined Angel, cackling as only an insane, ten-thousand year old daemon can cackle.

SCENARIO 5 – DEATH OF AN ANGEL

Threat Level 5 and the rest!

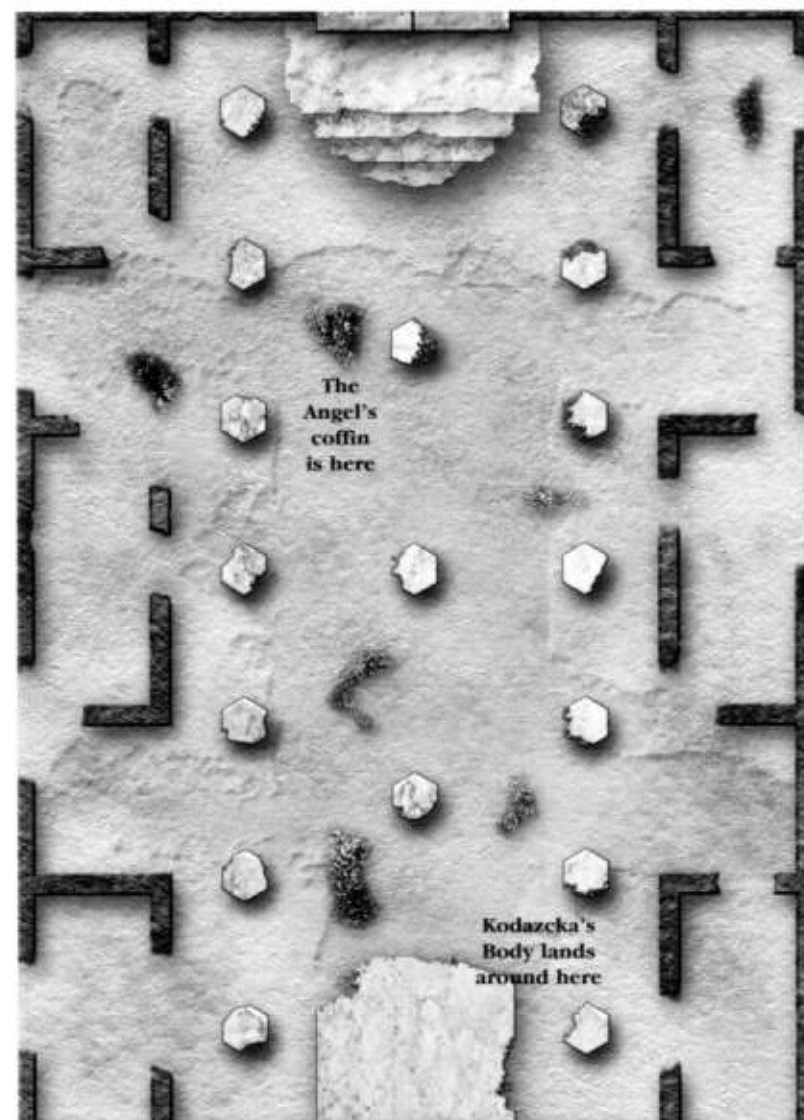
A saviour becomes executioner...

Setting: We're still in the chamber where the Angel was hidden.

Objectives: Survive long enough to trap the Angel back in its coffin.

Special Rules: As Pharaa'gueotla gloats over the trapped Angel, the coffin explodes in a blaze of light and fire (treat as a photon flash flare going off). Trailing blue fire, the Angel erupts from its prison, glowing with a halo of energy. It literally is an Angel, twice as tall as a man, with a massive sword in its hand. Every psyker on the table must roll a D100 and subtract half their WP. If they score over the distance between them and the Angel then they are knocked to the floor, stunned for D3+1 turns and add D6 to their Injury Total. If they manage to score under the distance between them and the Angel, they are simply knocked to the floor and stunned for one turn.

The Daemon prince screams as the Angel lifts it high into the air and throws it to the ground 10+D10 yards away in a random direction. The impact counts as a demolition charge exploding! The characters can join in as much as they like, firing shots, trying to blast the Daemon Prince, and you should let them rip with everything they've got because it ultimately won't make any difference to Pharaa'gueotla...



In the meantime, the Daemon Prince will be hurling fireballs at the Angel, causing plenty of property damage along the way. The Angel and the Daemon Prince will be wrestling with each other, hurling themselves around the place, crushing any innocent muties, SSA enforcers or characters unlucky enough to be in their path. Ensure that they split up on occasion for long enough for the players to feel they can do something useful!

When the characters are starting to run out of ammo and smart ideas, Pharaa'gueotla and the Angel will smash together in one last cataclysmic confrontation, until the Angel drives its sword through the body of the daemon. Rising into the air, the Angel carries the daemon up into the sky and then hurls it down. If you have a modelled crater handy, that would be really cool!

The Angel hovers there for a moment, drenched in daemonic blood, its wings beating slowly. At this point you should make sure the players are feeling really good about themselves. They've defeated the Daemon Prince after all, it's time for some celebrations surely?

Just as they're getting cocky about it, the Angel points its flaming sword at the characters and speaks, its voice booming down from above:

"The Judgement continues!"

If you've had an NPC survive until this point all the better. If not, then pick the weediest, least important character on the tabletop. The Angel swoops down, and with one mighty blow of its sword, cleaves the character in two, scattering smoking blood across the floor! It will start to stalk the other characters then.

The Angel will pick on the most powerful daemonic characters first, then move on to the other daemonic characters, then the most powerful psyker, and so on until it's wiped everything out (or hopefully been stopped by then...). Like the Daemon Prince, it is pretty much invulnerable, although severe damage will slow it down, perhaps even stun it for a turn or two. If you have a player who's constantly whining that he never gets to use his lascannon or multi-melta on something proper, give him a wink and a nudge now.

Any psyker foolish enough to try to cast a psychic power directly at the Angel will automatically suffer psychic feedback as if he had fumbled the attempt. The Angel is nominally Speed 6, but will always walk towards its target in suitably dramatic fashion. It attacks with WS100 and Strength 100 and is armed with the equivalent of a daemon sword with Daemonbane, fiery blast and warpflame (see pages 78-79 of *Inquisitor*). The Angel, unsurprisingly, is also Terrifying and has Word of the Emperor.

The only way to defeat the Angel is for a character (or characters) to drag the remains of Kodazcka's body to the sarcophagus and place it inside. The Angel will pay not attention to what any other characters are doing, focussing entirely on its target, so this isn't as tricky as it seems as long as the current object of its hatred can run fast. If the players are really clever, one of them might think of moving both the coffin and the body at the same time. The coffin counts as a person for the purposes of how far it can be dragged each Action.



As soon as the corpse is placed in the sarcophagus, the Angel screams in rage, and heads directly to the spot, scattering anyone in its path. The players have two turns to complete the ritual and trap the Angel again. Each of the following must be performed in order and take one Action each. If the players aren't sure what to do, allow the character to take a Sagacity test to make a guess at the next action. If any of them actually saw the coffin activating, then they get a +20 bonus to their Sg for the first 3 Actions, as it is simply doing the same in reverse. If passed, tell them what it is, if failed, tell them something false instead. The Actions do not have to be uninterrupted – a false Action won't invalidate the reactivation ritual.

1. Reactivate the stasis field: This is easy, because as soon as the Angel steps into the coffin, a big glowing green rune lights up and starts to pulse and a metallic voice asks the characters, "Recommence stasis generation?". A simple "yes" from anyone will suffice. At this point, the Angel will realise what is happening and try to break free. However, this will happen very slowly as it is now caught in a stasis field. Energy will crackle and the Angel appears to be frozen in time.

2. Place lid back on box: Easy enough!

3. Lock it up: There are four rune-locks to secure. They simply snap back in place. Each takes one Action to lock.

4. Speak the magic words: Oh, didn't the books they looked at contain these? That's a bit unfortunate. Luckily for the characters, it's actually written on one of the purity seals attached to the stasis-coffin:

*To the darkness of time I send thee
Against the radiance of your being I consign thee
Blood cools, Fire dies and Light rises
The time of the Angel is ended
Sleep, my favoured son and dream of purity*

Once this is done (with you encouraging them along the way to hurry up or it's going to get loose again) the scenario is finished. Move on straightaway to Chapter 4.

CHAPTER 4 – AN ANGEL TO BE WATCHED

Just as the characters' pulses begin to slow a little, they hear the roar of engines and the clump of boots. The place is soon swarming with SSA and assault vehicles pass overhead. Use the models if you have them. At the same time, three Inquisitor Lords enter, and they direct the SSA to remove the Angel's coffin. Make it clear that absolutely no-one is going to interfere with them.

Leading them is Inquisitor Lord Vertian. He will tell them the following, then will turn away and follow the Angel without answering any further questions.

"Some things are better bidden, for they cannot be destroyed and yet they cannot be used. To quell one evil, you unleashed an evil just as great. The evil of pride. This creature should never have existed, and yet it does. It will be kept safe, away from prying eyes."

Just as he is about to leave, he turns to them and says:

"You gentlemen (and ladies if present...) would do well to get some rest. I expect you to report in full to the Conclave tomorrow, and there is still the mutant matter to discuss."

Congratulations, you've just finished the Death of Angel campaign.

ALTERNATIVES

One of the factors that can be played up to add some extra tension to the campaign is the possibility that any daemonhosts in the warrior bands will not necessarily be totally willing to aid in the destruction of one of their own. Or maybe one of them becomes the vessel for the Daemon Prince's re-emergence rather than the Cardinal!

Of course, there is always the possibility that the Angel is not victorious! Rather than Pharaa'gueotla being destroyed by the Angel, perhaps it is the Angel that is thrown down. These will leave the warrior bands in the position of trying to defeat the daemon prince themselves, or seek some other means for defeating it – possibly only by appealing to the other members of the conclave.

Also, there is no reason to end the campaign with the mysterious removal of the Angels' casket. Are the warrior bands willing to just let this go, or will more conflict erupt over who possesses the ancient weapon?

Scarn stormed into the chamber, for the first time in his ancient memory things had not gone to plan.

If only that fool Malovich had done as he was meant to then all would have stayed on course. The Angel is an important piece of the puzzle. No matter, thought Scarn. Vertian was bound to impound the it, so it would be an easy task to relocate. He smiled, his great scheme had merely been delayed.

On that thought he placed a withered hand into his robes and produced a small pebble-shaped device, ivory in colour with a single glowing rune in the middle. He depressed the rune and after only a few moments a tall wraith-like figure emerged from the shadows.

"Do you have the Angel?" enquired the Farseer.

"No, I was betrayed by one of my agents, but I assure you it is only a matter of time"

"We cannot move forward without the device" Stated the alien.

"That is my concern, but come, we have much to discuss..." with that Scarn and the alien figure disappeared back into the shadows.

The Appendices

The Appendices are a Gamesmasters tool for use in the Cephalon Adventurescape. It is split into three sections. Further Campaign Hooks, Henchman Profiles and a Players information handout that is on the inside back cover. This is also available as a PDF from the Exterminatus.com website.

FURTHER CAMPAIGN HOOKS

Death of an Angel is just three possible campaigns run on the world of Karis Cephalon. Located at the centre of a converging metaphysical event, the planet is a hotbed of intrigue and possibilities for further adventures. In particular, there are plenty of areas of Karis Cephalon that would bear further investigation:

Mutic Madness: As well as the rebellion in the capital itself, led by Lathesia, the muties have also been running away from the plantations and mines and have gathered into a sizeable army over the mountains. This army needs to be supported/crushed, or at least investigated.

Getting the Needle: At the centre of the Amethyst Palace rises the magnificent needle of Sarannis. Is it some kind of warp portal key? Perhaps a psychic beacon? Or is it something even more malevolent in its origins?

Where Gods Walked: The Xeno Crater of is not natural, that much is certain. Under Inquisitorial authority for millennia, perhaps it is time to delve its secrets one and for all? Is this the result of a great explosion in pre-Imperial times? What are the strange deposits found in the crater's wall and floor? And what did happen to the last two dozen Inquisition and Adeptus Mechanicus investigation teams?

The Governor is Dead, Long Live the Governor: Unbeknownst to many outside the Inquisition, and to only a few within, the Governor of Karis Cephalon is dead – executed as a Chaos worshipper by Investigator Malovich. How will news of this be received? Who were his accomplices? And just what was it that forced Chirurgeon Monque to become a fugitive from the SSA?

A Long Way From Home: Karis Cephalon is a long, long way from the Tau Empire, and certainly beyond the means of Tau star travel. So how did a member of the Water Caste come to be on Karis Cephalon, and what was his true purpose? This adventure may start locally, but its reach goes across the Imperium to the Eastern Fringe.

On the Trail of Scarn: Inquisitor Scarn is not averse to making enemies and he may well have made some on Karis Cephalon in his attempts to grasp the Angel. So it may well be that the Inquisitors feel that Scarn should be brought before Imperial justice, but where has he gone?

The Legend of Lake Thor: For as long as anyone can remember there has been tales of the monster that lurks under Lake Thor. Most see these as petty old legends designed to bring the wealthier patrons of Cephalon to the nearby market towns. However, recently sightings of the creatures have risen considerably, does the creature really exist? And if so why has it now decided to prey on the inhabitants of Karis Cephalon?

The Lost Miracle: The shrine of St Josmane has been desecrated and ancient relic of the Lucid Tendency stolen. Who would commit such a heinous crime?

HENCHMAN PROFILES

SSA ENFORCER

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

Equipment: Pump-Action Combat Shotgun with 6 Executioner rounds; Shock Maul; Frag Grenades; Carapace Armour; Fully Enclosed Helmet with Rebreather.

Special Abilities: Subdue (See Inquisitor Annual 2003).

SSA CAPTAIN

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

Equipment: Pump-Action Combat Shotgun with 6 Executioner rounds; Shock Maul; Frag Grenades; Carapace Armour; Fully Enclosed Helmet with Rebreather; D3 Cyber Mastifs.

Special Abilities: Subdue, Leader

KARIS CEPHALON CITIZEN

WS	BS	S	T	I	Wp	Sg	Nv	Ld
40	45	45	50	60	50	60	55	50

Equipment: None. Wealthier or more paranoid citizens will probably carry a concealed firearm, most likely a revolver, laspistol or even a duelling pistol.

Special Abilities: None

KARIS CEPHALON THUG

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

Equipment: Autogun or Pistol; Knife or Club.

Special Abilities: None

MUTANT GHETTO DWELLER

WS	BS	S	T	I	Wp	Sg	Nv	Ld
45	45	55	65	60	50	45	60	50

Equipment: None, though these days most will carry a knife.

Special Abilities: Each Mutant will have D3 mutations. See Inquisitor Annual 2003 for details.

MUTANT RESISTANCE FIGHTER

WS	BS	S	T	I	Wp	Sg	Nv	Ld
65	55	65	65	65	65	50	80	65

Equipment: A mix of Autoguns, Revolvers and Shotguns. They will also carry a vicious assortment of long axes, and spiky clubs. Count these as Halberds.

Special Abilities: Each Mutant will have D3 mutations. See Inquisitor Annual 2003 for details.

CHAOS CULTIST

WS	BS	S	T	I	Wp	Sg	Nv	Ld
65	55	65	65	70	70	70	75	60

Equipment: Autopistol; knife and/or spiky club (Count as a Halberd).

Special Abilities: None.

CHAOS CULT LEADER

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

Equipment: Eviscerator; Revolver.

Special Abilities: Leader; Nerves of Steel; 65% chance of D3 random psychic powers.

REF: Inq/01159704311/BR
AUTHOR: Inquisitor Raxus
SUBJECT: Karis Cephalon: an overview
THOUGHT FOR THE DAY: "Apathy makes fools of us all"

>>ATTACHED SYSTEM DATA DOWNLOAD<<
>>TRANSMITTING<<
>>RECEIVED<<

Name: Cephalon
Sector: Coptis
Location: Segmentum Tempestus
Attitude: VH40/HS110
Distance from Terra: 5,300 light years
Primary type: 3M
Orbital bodies: S; d-class; d-class; Cv-class; M-class; D-class

>>ATTACHED PLANETARY DATA DOWNLOAD<<
>>TRANSMITTING<<
>>RECEIVED<<

Planet: Karis Cephalon
Mean Orbital Distance: 145,900,000 km
Mass: 1.02
Orbit: 1.24
Rotation: 1.45
Equa. Diam.: 10,900 km
Gravity: 1.12
Satellites: 1

>>PLANETARY DATA DOWNLOAD COMPLETE<<

Founding: Karis Cephalon was originally settled during the Golden Age, and was rediscovered during the Great Crusade circa 350.M30.

Notable Historic Events: Until the late 33rd Millennium, Karis Cephalon was ruled by a Monarchy. A popular revolt, led by trade and farming leaders and aided by much of the planetary army, overthrew the ruling elite and established a semi-democratic process. The new regime was officially recognised by the Adeptus Terra in 881.M33.

Notable Features: Karis Cephalon possesses a large mutant population which forms a slave labour force for the planetary economy. Local laws segregate such slaves, and they have no legal rights. There have been several abortive slave revolts in the planet's history but none have seriously threatened the power of the ruling classes.

Karis Cephalon is the centre of the Lucid tendency, a highly puritan faction within the Ecclesiarchy. The Cardinal of Karis Cephalon has great influence at the Synod Ministra on Ophelia, and also much local authority on Karis Cephalon itself.

Past Inquisitorial Involvement: See separate sub-files on [a76h] Slave-trading; [um872] licensed mutants; [y76bg] Ministorum power blocs

Recent Investigations: None within last thirty years.

Unsubstantiated Data: The Capital of Karis Cephalon is built around the Amethyst Palace, which itself is centred on a pre-Imperial construct known locally as the Needle of Sarannis, possibly of non-human origin. Some Inquisitors have speculated that the Needle acts as a psychic conductor, and that it has a warp resonance. However, this has never been detected or measured by conventional means.

The Amethyst Palace has extensive catacombs which are believed to house numerous Dark Age technologies, including a weapon known as the Angel [ref: Codices of Alurha, vol. 5, 'The Angel of Destruction was brought forth and the light of death razed the sinful city to ruins.']

The family of the current Imperial commander has been investigated several times over the last three centuries for connections with diabolic cults, irregular practices and possession of unholy artifacts and materials. No conclusive proof was discovered in all cases.



Karis Cephalon
Sector: Coptis,
Location: Segmentum Tempestus
Tithe Grade: Solutio Extremis
Notes: ref - Lucid Tendency
Navigation: VH40/HS110



Inquisitor: Conspiracies - Death of an Angel

The Mutant slaves are revolting and Karis Cephalon stands on the precipice of descending into all-out anarchy. Unknown cults begin to take full advantage of the current situation. Can the forces of the Inquisition stop these shadowy organisations before it is too late?

This supplement contains:

3 complete campaigns comprising of
14 unique game scenarios

A detailed overview of Karis Cephalon
including its history, recent events and
major players

Further revelations to the ongoing
machinations of Inquisitor Scarn



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