

The Gift of the Heavens

Campaign Introduction

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Through the icy darkness of the void, the rock hurtled towards the ocean blue planet below, trailing all manner of dust, a tail of water and gas being left in its wake. Orbital satellites had tracked it from its initial entry into the star system, and now mapped its trajectory as it began its final descent into the atmosphere. The meteor began to glow red-hot as hit the upper atmosphere, and the thin layer of gases surrounding it were burned off in an instant. With a fiery trail behind it, it hurtled through the skies, losing altitude at a phenomenal rate. The inconceivably vast oceans beneath it reflected the red glare as the rock grew closer and closer to sea level, until the projectile was scant metres above the surface.

Huge volumes of superheated steam were launched into the atmosphere as the boulder punched through the water and continued to descend. Had there been any ocean life nearby, the shockwave of impact would have left them dead. Though still travelling quickly, the water robbed the meteorite of the majority of its speed. While huge tidal waves swept over the water surface above it, the meteor approached its final resting place in a more stately fashion. The sea bed rushed to meet it, and the body of cosmic rock embedded itself in the bedrock of the ocean world.

A few of the huge ocean-dwelling flatworms slowly approached the foreign intruder into their realm, inspecting it with an animal curiosity. Hovering above the scene, a small metallic probe observed the final resting place of the meteorite, before turning on its axis and heading the few short kilometres back to the huge looming shape on the horizon.

The gargantuan underwater city and mining complex of Cirian Auxilla.

INTRODUCTION

Gift of the Heavens is an Inquisitor Campaign set in the Cirian Adventurescape. Before embarking on the scenarios presented here, it is strongly advised the gamesmaster familiarises himself with the events of portrayed in the Inquisitor: Conspiracies supplement, The Cirian Legacy. The format used in that book is the same as that presented here, so the players should be familiar with the layout and workings of the Inquisitor: Conspiracies series. It is assumed that players have a copy of The Cirian Legacy before they play Gift of the Heavens, so that they may use the profiles provided within for the NPCs in the scenarios.

Gift of the Heavens comprises three campaigns, and a total of 14 scenarios, as well as the attendant narrative chapters. It is initially designed for a Gamesmaster and one or two players, but with a little thought and interpretation can be used adapted for more.

As with all Inquisitor material, players and gamesmasters should view what is written here as a framework and/or inspiration only. Feel free to modify Gift of the Heavens as you see fit, and lift the bits you like for use in your own campaigns. Cirian Auxilla is your playground – have fun!

RECENT HISTORY OF CIRIAN AUXILLA

In the aftermath of the departure of the renegade Inquisitor Scarn, the factory-city of Cirian Auxilla was thrown into chaos. The twisted schemes of Scarn, and the deluded work of the Magos Biologis Sorgan Vorg, had caused the attention of the Imperial Inquisition to fall upon Cirian Auxilla, but as is often the way when Inquisitors are forced to hunt one of their own, the situation they left behind was highly unstable.

The Conclave of the Adeptus Mechanicus, the ruling body of Cirian Auxilla, was thrown into chaos with the discovery of the body of Arch-Magos Dargon Autilous. The corpse of the Arch-Magos was found by maintenance servitors in darkened and disused service passages near the Council chambers of the Conclave, three weeks after the departure of the Inquisition. Cirian Auxilla had been under an enforced martial law since that time regardless – the Skitarii had brutally suppressed uprising by the indentured workers in the aftermath of the Affair of the Winged. These rebellions appeared to be organised by elements of the Miners' Guild, but with the disappearance of Gorrin Moore, they were poorly led and badly organised. The Skitarii killed several hundred traitors and stamped order back down on the ghettos of Cirian Auxilla, and maintained an atmosphere of near-normality in the Flayed Deviant District, allowing business to continue as usual.

However, the confirmation of the death of Autilous sparked off a new and more dangerous threat, as the differing factions of the Adeptus Mechanicus began to compete within themselves for control of the Conclave. While the Tech-Priests engaged in these combats on a political and intellectual level, their followers and attendant Skitarii fought on a more physical level. Now engaged in battles against one another, the Skitarii were unable to police the resentful workers, and civil unrest began to reign once more.

Two months after the discovery of the body of Autilous, a meteor was tracked streaking through the atmosphere of Cirian V, and its trajectory was calculated as coming to land within a few kilometres of Cirian Auxilla itself. As a result of the civil problems wracking the installation, little attention was paid to this astronomical event after it was determined that there would be no significant danger to Cirian Auxilla – there were more pressing matters at hand for the warring Tech-Priests. However, one of them did take notice – a fairly minor player on the Adeptus Mechanicus Conclave by the name of Magos Kirov Vostok. Holding control as he did of a substantial portion of the oceanic research facilities of Auxilla, Vostok dispatched a probe to examine the resting site of the meteor and take samples from the surrounding area to assess the impact of the area. The results came back indicating that the impact damage from the meteors descent had caused some most interesting transformations in the surrounding mineral beds that were a huge source of Organan for the Conclave. The core samples were initially analysed under the supervision of Lexmechanic Prime Gregor Yurinovich, and it was at his urging that Magos Vostok began to use all of his resources to obtain the Organan around the impact site.

The withdrawal of Vostok's forces was largely ignored by the other members of the Conclave – if a player wanted to apparently capitulate the majority of their territory and drill around a worthless crash site then they would happily carve up what he had just abandoned. However, the intelligence of this decision was questioned when the Organan mined by Vostok's operation turned out to be even more highly addictive than the usual form of the mineral. Thanks to a highly efficient distribution network set-up by Lexmechanic Yurinovich, Magos Vostok soon had thousands of Organan-dependant soldiers and workers in his forces, and with these he began to make a move to push for control of the Conclave, and become ruler of Cirian Auxilla. This was to prove highly successful, and eventually several of the other Magi had to unite their forces to prevent Vostok's forces over-running their own. A futile effort was made to attack the drilling site where the Organan was being produced, but it was

too well defended. After a month of political and military stalemate, the members of the Conclave came to an agreement. The Conclave would be run as a collective organisation in the interim, with no leading figure. This situation would be allowed to continue for three months, in which time the production of the facility could hopefully return to normal now that workers and Skitarii would be able to resume normal duties. Whichever Magos controlled the most productive facilities at the end of this time period would be elected to lead the Conclave.

Although few wanted to admit it, Vostok's commanding position and numerous affiliated minor members of the Conclave put him in a strong position to most satisfactorily fulfil these criteria, and so he heartily agreed to the Conclave's terms.

IMPORTANT PERSONALITIES

Outlined below is a selection of the most important personalities encountered during the Gift of the Heavens campaign. The GM should peruse the following descriptions in conjunction with reading the scenarios that follow and assess just what and what not to tell his or her players.

Arch-Magos Kirov Vostok

During the immeasurably long reign of Dargon Autilous, Kirov Vostok remained little more than bit-player in the affairs of the Adeptus Mechanicus on Cirian V. The Conclave acknowledged his expertise in the field of mining technologies, but never allowed him to build up a substantial power base, meaning that Magos Vostok survived the political games of the Conclave by throwing his lot in with whichever political alliance was currently the closest to the favour of Autilous. It was this minor standing which likely saved him after the death of Autilous, as he withdrew his forces from the main areas of combat which sprang up throughout Cirian Auxilla and concentrated on defending his installations as opposed to gaining territory. Once the dust had settled, Vostok could ally himself with the victor, and the status quo would be resumed.

The planetfall of the meteor brought about a reversal of Vostok's fortunes – after securing the area around the impact site and beginning mining the vast quantities of altered Organan, Vostok quickly began to rise to power as his forces swelled with those addicted to his potent new drug. Relishing the new power, Vostok began to take revenge upon those who had persecuted him in the past, and soon other tech-priests were throwing their lot in with him, recognising the new power at his command. Vostok has accepted the Conclave's decision on the future rulership of Cirian Auxilla, and is confident of victory in the game they are playing, but is still more than willing to do what is necessary to make sure it finally comes his way.

Lexmechanic Prime Gregor Yurinovich

Gregor Yurinovich has been a long-time servant of the soon-to-be Arch Magos, Kirov Vostok, providing vital logistical and technical support to the Magos during the vital drilling operations which often formed the only reason the other Magi did not eliminate Vostok during Autilous' reign. It was Yurinovich who was assigned by Vostok to lead the expedition that secured the meteor impact site, and it was he who made the first analyses on the core samples obtained. As a direct result of his observations and computations, Kirov Vostok ordered the mining of the Organan seam affected by the crash, and so Yurinovich cemented his power-base within Vostok's organisation.

It is he who fully understands the properties of the mineral in its new state, and he who oversees the supply to other factions. It is even rumoured that his understanding of the Organan is so great that he has begun work on effecting the same alterations on Organan samples originating from other sources other than the meteor impact site, so supply can continue indefinitely. How these transformations are carried out is a secret known only to Yurinovich and, most likely, Vostok himself. Yurinovich now acts as the public face of the Vostok cartel, and is rarely encountered without an attendant Skitarii bodyguard.

Gorrin Moore, Leader of the Miners' Union

After the traumatic experiences thrust upon him by the renegade Inquisitor Scarn during the Affair of the Winged, Gorrin Moore withdrew the Miners' Union from the public eye, which the Adeptus Mechanicus hailed as a great success, despite the fact they had had little to do with the crushing of the group. Disillusioned with their leader, many sections of the Miners' Union formed splinter factions that continued to trouble the tech-priests, but lacking in any central organisation these were never going to truly worry the Conclave.

In truth, the psychic manipulations of Inquisitor Scarn have instilled in Moore a deep paranoia, and he is now highly reluctant to appear in front of public gatherings or to admit strangers into his inner circle. He does, however, still possess control over a large fraction of the Miners' Union, which he directs from his hide-away deep in the ghettos of Cirian Auxilla. At the present time, much of Moore's activity centres round attempting to keep the Miners' Union away from the largest conflicts in the inter-Conclave firefights, and chipping away at the power base of the weaker Mechanicus factions. This somewhat passive strategy is held up by his opponents as a prime example that their leader has lost the singular driving force which brought him to power, and Moore's leadership of the Miners' Union is now under greater threat than ever.

Brother Thomas, Ward of the Chapel of St. Lucius

Brother Thomas is an aged Ministorum clergyman, preaching to the poor masses in the ghettos of Cirian Auxilla. As a younger man, Thomas was a pious follower of the Faith of the Martyred Saint – the Ecclesiarchy cathedral of which gives its name to the Martyred Saint district of the Mechanicus complex. Saint Lucius, the Martyred Saint in question, was a Ministorum preacher who preached against the growth of the Cult of the Winged, and was killed in the Scarla sector wars which followed. He was posthumously beatified by the Ministorum after his death as a symbol of strength of belief in the Emperor in the face of false religious belief.

As Brother Thomas grew old, he became increasingly disillusioned with concessions made by the Ecclesiarchy towards the Adeptus Mechanicus, seeing such capitulation before the religion of the Machine as being contrary to the teachings of St. Lucius. His outspoken criticism of such reforms saw him banished to form a small mission in the ghettos, the Chapel of St. Lucius. His dislike and distrust of the Adeptus Mechanicus has seen him become confessor and friend to many within the Miners' Union, who rely upon his words and wisdom to soothe them through these difficult times.

