

ROGUE TRADER™

CITADEL OF SKULLS™



PART II OF THE WARPSTORM
ADVENTURE TRILOGY

WARHAMMER
40,000
ROLEPLAY

ROGUE TRADER™

CITADEL OF SKULLS™



ROLEPLAYING IN THE GRIM
DARKNESS OF THE 4¹ST MILLENNIUM

CREDITS

LEAD DEVELOPERS

Sam Stewart and Ross Watson

WRITTEN AND DEVELOPED BY

Jason Marker and Benn Williams

EDITING

Alex Davy

PROOFREADING

Charles May

GRAPHIC DESIGN

Kevin Childress, Dallas Mehlhoff, and Brian Schomburg

COVER ART

Matt Bradbury

INTERIOR ART

Amy Ashbaugh, Matt Bradbury, John Blanche, Adam Burn, Mauro dal Bo, Zach Graves, Nuala Kennedy, Pat Loboyko, Peter Mohrbacher, David Nash, Ben Zweifel

ART DIRECTION

Zoë Robinson

ART ADMINISTRATION

Kyle Hough

PRODUCTION MANAGER

Eric Knight

EXECUTIVE GAME DESIGNER

Corey Konieczka

EXECUTIVE PRODUCER

Michael Hurley

PUBLISHER

Christian T. Petersen

GAMES WORKSHOP

LICENSING MANAGER

Owen Rees

HEAD OF LICENSING

Andy Jones

HEAD OF INTELLECTUAL PROPERTY

Alan Merrett

SPECIAL THANKS

"The Librarians" Pim Mauve with Keesjan Kleef, Jan-Cees Voogd, Joris Voogd, and Gerlof Woudstra, "You Bid Babies?!" Jordan "Milly" Millward with Keri Harthoorn, Kyle Harthoorn-Burton, Kieren Smith, and Julia Smith.



**FANTASY
FLIGHT
GAMES**

Fantasy Flight Games
1975 West County Road B2
Roseville, MN 55113
USA

Copyright © Games Workshop Limited 2011. Games Workshop, Warhammer 40,000, Warhammer 40,000 Role Play, Rogue Trader, Citadel of Skulls, the foregoing marks' respective logos, Rogue Trader, and all associated marks, logos, places, names, creatures, races and race insignia/devices/logos/symbols, vehicles, locations, weapons, units and unit insignia, characters, products and illustrations from the Warhammer 40,000 universe and the Rogue Trader game setting are either ®, ™, and/or © Games Workshop Ltd 2000-2011, variably registered in the UK and other countries around the world. This edition published under license to Fantasy Flight Publishing Inc. All rights reserved to their respective owners. No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior permission of the publishers.

ISBN: 978-1-58994-798-6 Product Code: RT07 Print ID: 972APR11

Printed in China

For more information about the Rogue Trader line, free downloads, answers to rule queries, or just to pass on greetings, visit us online at

www.FantasyFlightGames.com



CONTENTS

Introduction	4
Game Master's Background	4

Chapter I: The Dioskouri System

In the Realm of a Dying Sun	7
Iniquity	8
Reaver Shipyards	9
Skaarsdelve	9

Chapter II: The Citadel

Adventure Background	14
Synopsis of the Citadel of Skulls	15
Setting up the Adventure	16
Act I: The Deserted World	17
Chorda's Folly	17
Discovering Signs of Life	21
Drexus Skar	21
Act II: Travelling to Iniquity	25
Travelling	26
Heading to Iniquity	26
The Trials of Iniquity	27
Orbiting Iniquity	31
Act III: The Damned World	33
Den of Iniquity	33
Crossing Iniquity	36
Arriving at the Citadel of Skulls	37

Escape and the Final Battle	46
Aftermath	49
Conclusion	50
Rewards	50
The Vault of Secrets	51
Vault Description	51
Contents	52

NPC Appendix

Beasts and Daemons	62
Vehicles	66
Ships of the Chaos Reavers	67



INTRODUCTION

"He's a madman, hell bent on scourging the Expanse of those with the will to stand up to him. Even his name elicits the sign of the Aquila and prayers to the God-Emperor."

—Darius Xerxes, Helmsman (referring to Karrad Vall)

THE WARPSTORM TRILOGY is an epic series of adventures for the **ROGUE TRADER ROLEPLAYING GAME**. Beginning with the events of the adventures *Vaults of the Forgotten* (found in *EDGE OF THE ABYSS*) and *THE FROZEN REACHES*, and continuing through this book, *THE CITADEL OF SKULLS*, the story centres on the Explorers as they seek to uncover the mystery behind a powerful force that has awakened from its slumber somewhere deep within the Hecaton Rifts. Those who know of this force have chosen to seek it out, either to seize it for themselves, or to attempt to put it down once and for all. Regardless, this powerful force has visited the Koronus Expanse—and the Imperium—before, and if not stopped will spell doom for the hapless people of the nearby sectors. If this evil is unleashed again upon the people of the Koronus Expanse and Calixis Sector, there could be no stopping it this time.

As the story progresses, the Explorers discover an ever-increasing number of clues that point towards some evil growing within the Expanse. Each instalment of *THE WARPSTORM TRILOGY* serves as part of a Meta-Endeavour (Common Endeavours that are chained together, as explained in the **ROGUE TRADER** supplement *INTO THE STORM*) and the Explorers may prosper from their part in the completion of this massive undertaking. Each adventure within the trilogy, which can be played on its own or as part of the larger whole, explores the various themes that are central to the **ROGUE TRADER** Roleplaying Game: exploration, combat, acquisition of wealth, the accumulation of power, investigating the unknown, and glory for both one's self and Household. By taking on this massive undertaking, the Explorers have the great honour of participating and sharing in the events that shape the future of the Koronus Expanse in the 41st Millennium.

GAME MASTER'S BACKGROUND

A great beast has awakened from beyond the edges of the Koronus Expanse. This creature hungers and thirsts from its long torpor spent across the millennia, and it searches for sustenance and dark purpose. Rumours of colonies and settlements devoid of all life, as if the inhabitants simply vanished, now circulate throughout the Expanse—and they're getting worse. In addition, xenos sightings on the fringes of human settlements are increasing, and rumours abound. Most of these sightings describe lithe figures wearing the tall crested helms associated with the enigmatic Eldar, yet some are reported to be members of the notorious Wolfpack—a group of pirate vessels loyal to the Reaver Lord, Karrad Vall. Reports of increased confrontations between Rogue Traders, vessels of the Battlefleet Koronus, and these mysterious raiders circulate amongst the crowded warrens of places such as Footfall and even Port Wander. While it's

NOTES FOR RUNNING THE CITADEL OF SKULLS

THE CITADEL OF SKULLS can be run on its own the other instalments of *THE WARPSTORM TRILOGY*; it may also be run out of order from the previous adventure, *THE FROZEN REACHES*. In order to run this instalment as a stand-alone adventure, the GM needs to make some adjustments, especially regarding the back-story information that the Explorers need to have. Additionally, whether the adventure is run as a stand-alone or not, the GM may want to consider customising this adventure to fit his group.

Like other adventures in *THE WARPSTORM TRILOGY*, it's extremely important that the GM read through the entire adventure first. There are many encounters that require knowledge of events to come. This adventure will not hold the same enjoyment for a group if the GM simply sits down and begins to run it without knowledge of what's to come.

As an epic adventure that will have far-reaching consequences across the Koronus Expanse, *THE CITADEL OF SKULLS* is designed to be run over several sessions (typically three to four).

This adventure is intended for a group of at least four Explorers of any Career, Ranks 5–6. Should the GM wish to run this adventure for a more (or less) experienced group of Explorers, then he needs to adjust the encounters based on their current Ranks and experience.

unknown what these events mean, it does point to the fact that something big is brewing within the Koronus Expanse—and those who are savvy enough to capitalise on it will prosper.

WHAT HAS COME BEFORE

THE CITADEL OF SKULLS is the second book in *THE WARPSTORM TRILOGY*, and while it can be played as a stand-alone adventure, players will get the most from playing through all of the adventures connected to the trilogy. In the previous instalment, *THE FROZEN REACHES*, the Explorers assist the beleaguered world of Damaris. This world, dominated by a large moon installation called the Citadel, came under attack by an Ork Warlord named Snokgritz and his mass of greenskin followers. For over a standard month, the Explorers managed to hold off the onslaught and finally defeated Snokgritz above his hastily-created installation within the system's outer reaches. At the conclusion of *THE FROZEN REACHES*, the Explorers were left with several questions—the most important being why the Orks chose to attack Damaris, and why a Chaos Reaver vessel was seen amongst their ships.

By the conclusion of the adventure, the Explorers managed to determine that the Orks' path originated on a world far from Damaris called Chorda's Folly. Something, or someone, caused the Orks to suddenly change direction from their original course towards Undred-Undred Teef. In an effort to stem the tide of a possible second invasion and investigate the reason the Orks decided to attack an out-of-the-way planet, the Explorers have set course for Chorda's Folly when the events of *THE CITADEL OF SKULLS* begin.



THE DIOSKOURI SYSTEM

INIQUITY

•

REAVER
SHIPYARDS

•

SKAARSDELVE

INIQUITY

SPACEPORT

BAZAAR

SKAARSDOLVE

SLAVE HABS

OUTLYING FORGE

MANUFACTORUM

CITADEL OF SKULLS

CHAPTER I: THE DIOSKOURI SYSTEM

"A right dangerous place, to be sure. Only a madman would make it a habit to travel there...but as the saying goes, only the insane truly prosper!"

—Sarvus Trask, Rogue Trader

The Dioskouri System lies amongst the Foundling Worlds region just rimward of the Tempest of Scorn, bathed in the flickering, baleful light of The Void Dancer's Roil. In earlier times, it was a lovely and easily-navigable system where thick, multi-coloured dust clouds drifted among dozens of super-massive gas giants that glowed like painted ornaments in the light of the system's twin stars. This was ages ago, however, well before mankind walked upright. Now, this once-lovely system is in its death throes. Corrupted by the touch of Chaos and slowly tearing apart under the baleful influence of its dying stars, there is little here but destruction for anyone foolish enough to enter. It is here, on accursed Iniquity, that Karrad Vall has made his home among numerous warring clans of Chaos Reavers. Using his might and will, he is slowly bringing these disparate bands together in a loose, fractious confederation, and has created a haven for the Chaos Reavers of the Koronus Expanse.

IN THE REALM OF A DYING SUN

Long before mankind travelled to the system, the once-powerful, brilliant blue-white orbs bloated and swelled into baleful red giants. Eventually, the heart of the largest star ceased to beat, and in an instant, ruptured into a powerful nova.

The explosion caused incredible damage to its sister star, and the ensuing shock wave ripped through the system, tearing the closest planets to pieces, knocking planets from their orbits, and crushing moons. Its fury spent, the star collapsed in on itself, becoming a deadly black hole. Now the dead star is slowly unravelling the very fabric of space itself, and will eventually swallow the entire system.

The crushing gravity of the black hole is siphoning away what little fire its sister star has left, drawing long tendrils of living plasma into its depths. Lethal gravity tides continue to rock the system like earthquakes, each time smashing another planet into dust and further dispersing the already faltering gas giants. These dying gas giants create massive gravity tides

NAVIGATING THE DIOSKOURI SYSTEM

Thanks to the destruction wrought by the nova and consequent formation of the black hole, safely navigating the Dioskouri System is nearly impossible for the uninitiated. Indeed, what few navigable spacelanes remain within this seething system are littered with the shattered hulls of unwary and unlucky voidships. The Chaos Reavers who make this place their home (and their far-flung compatriots who come for recreation and resupply) are inured to the system's strange ways, and their navigators are aided by a blasphemous mockery of the Astronomican called the Beacon of the Damned. A constant sacrifice of slaves and prisoners to the Dark Gods by the Daemonettes known as the Sisters of the Sybaritic Host fuels the beacon, which is housed in Vall's stronghold, the imposing Citadel of Skulls.

Although the Beacon has a much shorter range than the holy Astronomican, its tortured howl can only be divined within the Dioskouri System. Due to the pained shrieking and the malefic nature of the Beacon, it is dangerous for any Navigator to use it. Any Explorer using the Beacon of the Damned to navigate to Iniquity must make a **Hard (–20) Willpower Test**. Those who succeed can use the Beacon relatively safely, although it is a harrowing experience, and gain 1d5 Corruption Points. Those who fail the Willpower Test gain 1d10 Corruption Points and must roll on Table 10–4: The Shock Table on page 294 of **ROGUE TRADER**, adding +10 to the result for every ten points by which the Willpower Test failed. Navigating by the power of the Dark Gods is a dangerous and, frankly, heretical business and should not be attempted lightly.

as they dissipate, causing shock waves of their own as they collapse and spew their gasses and planetary matter into an already-littered system. Thick swarms of molten meteors course erratically throughout the system, remnants of the shattered cores of dead gas giants, battering what few planets and moons remain into broken shards.



INIQUITY

"A hellish world where millions toil like ants in the endless mines, bent double under the weight of Chaos and the lash. I'd never before seen its like, and God-Emperor preserve me, I hope I never see its like again."

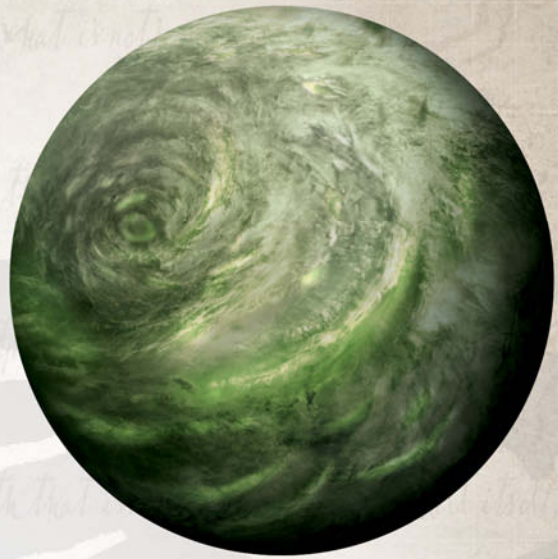
—Martius Horvath, Rogue Trader

Iniquity is a ragged, rough-hewn, planet-sized moon orbiting one of the Dioskouri System's disintegrating gas giants. It was once a pleasant world rich in resources. Thanks to its long exploitation, it is now a shell of its former self, a blasted world of vertiginous mountains and boiling, caustic seas. Settled aeons ago by a loose conglomerate of mining and Manufactorum guilds, Iniquity has long been an industrial world. While the long degradation of strip mining and industrial development did lasting damage to the planet's surface, it was the deep, greedy shafts driven into the very bowels of the world that ultimately caused its undoing. In their haste for wealth, the original settlers unleashed an unnamed daemonic horror from deep within Iniquity's core. As whatever evil they set free boiled to the surface, it brought with it choking brimstone, molten rock, and ores. The planet's entire population was consumed in the space of hours, either killed, driven mad, or corrupted past recognition by both natural and daemonic forces.

For millennia, Iniquity lay dead. Daemonic forces festered in the valleys and the echoing tombs of the hive-factories until the very stones of the planet were twisted by corruption. It is said that numerous expeditions were mounted to reclaim the mines and dormant industry by interested parties, but no records can be found, and they presumably met with the same fate as the initial settlers. So there Iniquity spun in its orbit while its sister worlds were crushed or pulled apart one by one. Then, drawn as though sharks to blood, bands of Chaos Reavers came calling to claim the damned planet as their own.

Now fully in the grip of Chaos, Iniquity is a seething, bellowing, industrial hell. Its core is riddled with countless thousands of kilometres of mines and tunnels, and where the surface isn't barren rock or sheer cliffs, it is littered with massive, hive-sized foundries and manufactoria where countless throngs of slaves toil and die to feed the voracious war machine of the Chaos Reavers. Thanks to both its natural atmospheric proclivities and the greater upheaval within the system, Iniquity rarely sees the light of its remaining sun. When it is not swathed in continent-spanning dust storms or thick, caustic mists, the planet is lashed by savage tempests that bring dangerous lightning and steaming sheets of acid rain.

Iniquity has but one massive continent, tens of thousands of kilometres wide, that encircles its equator. The sprawling mountain ranges that cover the majority of the continent were plagued by over-active tectonic forces even before the system began to disintegrate. Now, massive earthquakes tumble mountains like dominoes, and long dormant peaks erupt in plumes of magma and ash as the planet suffers the brunt of the gravitational anomalies caused by the black hole. The planet has two great seas at either pole, long ago turned



into caustic, poisonous soup by pollution and the constant venting of sulphurous gasses from great rents in the sea floor caused by the coming of the daemons. Other smaller seas and lakes can be found on the continent, equally poisoned and ringed with scalding mud flats, gas vents, deadly marshes, and sulphurous springs. The planet's natural flora and fauna, such as it is, is composed of small, hardy reptiles, venomous insects, and even harder plant life that has evolved to survive not only the harsh environment but also the predations of the aforementioned reptiles.

Despite the dying system and harsh conditions on the planet, Iniquity teems with untold millions of souls. Whether in the slave pits, the entertainment quarters, aboard the massive orbital shipyards, or within the darkly lavish halls of the Citadel of Skulls itself, one is never far from the press of humanity. The population of Iniquity is largely a transient one, composed of wandering Chaos Reavers and an ever-refreshed pool of slave labour. There is, however, a small permanent population made up of Vall's retainers, the overseers of the mines and manufactoria, and the various entertainment providers that cater to the vile whims of the debauched pirates and followers of Chaos.

Numerous factions vie for power, land, and resources here. Both the shipyards and the planet itself have been carved into fiefdoms with constantly-changing leadership and shifting borders. The most powerful of these is the fiefdom carved out by Karrad Vall and centred around his fortress—the Citadel of Skulls. The pirates and Chaos Lords who rule over these little kingdoms are, to a man, bloodthirsty killers and devoted adherents to the Dark Powers. While Vall persists in his attempt to bring all the rulers together under one banner, they remain fractious and resistant. Each wants only to rule over his lands and make war with his enemies, with no eye toward a larger vision.

While no sane or pious person would ever visit this scabrous world, it is important for those foolhardy enough to attempt a landing to know where they're going. The following are some locations of note on and around Iniquity.

REAVER SHIPYARDS

A number of dangerous looking, slapdash shipyards orbit Iniquity, owned by the various ruling factions that cater to the needs of the Chaos Reavers. Cobbled together from old ship hulls and scraps of wreckage brought to Iniquity from every corner of the Expanse, the shipyards sprawl across hundreds of kilometres, held in place by powerful plasma engines and gravitic generators. Dozens of ships of every description, both Reaver ships and captured prizes, can be found in the slips here, and the leaky pressure habs that pass for shelters throng with parties of unwashed, wild-eyed Reavers on shore leave.

The shipyards offer the kinds of facilities that one would expect to find anywhere in the Expanse. There are cargo loading and unloading services, dry docks for the repair and overhaul of voidships, warehouses, supply yards, outfitters, entertainers, and other, less savoury businesses that cater to the endless flow of nomadic Reavers passing through the system. While there is little law other than the law of might makes right, each section of the Shipyards is claimed by one of the disparate Reaver and pirate clans that call Iniquity home. Within their sections, each clan is sovereign and can pass and enforce any laws they see fit. This makes for a confusing patchwork of laws, dictums, decrees, and rules that can cause trouble, sometimes lethal trouble, for the unwary or inattentive.

Along with the numerous heavily armed and well-seasoned voidships that are in port at any given time, the different shipyard factions maintain small fleets of inter-system patrol craft that ply the known safe navigation routes through the dangerous Dioskouri System. Due to the interfering radiation that limits communication within the system, these ships rely on raw speed and the attentiveness of their auspex operators to monitor the shipping lanes and relay messages. The Shipyards themselves are studded with numerous ship-scale weapon emplacements, auspex and augur arrays, and void shields that are manned by the different factions aboard. These offensive and defensive systems are more than capable of handling any interlopers, and combined with the constantly refreshing fleet of Reaver ships, few forces short of an Imperial Navy Battlegroup could stand against the Reavers of Iniquity in their home.

SKAARSDOLVE

Sprawling like a corpse at the foot of one of the planet's tallest peaks, Skaarsdelve is Iniquity's largest city. A dense mass of warehouses, port facilities, commercial districts, and hab sectors that make Scintilla's underhive look posh by comparison, this deadly city is the throbbing heart of Karrad Vall's burgeoning fiefdom. The site of one of the most ancient original industrial sites founded on Iniquity aeons ago, Skaarsdelve has grown over the centuries into a seething, deadly home to countless corrupt souls. Hemmed in on all sides by knife-shaped ridges and towering mountains, the millions who call Skaarsdelve home toil endlessly away, slowly being poisoned by the very air they breathe and ground as grist in the mill of the massive military-industrial machine that feeds the pirates and reavers of the Expanse.

Skaarsdelve also supplies Vall's Citadel of Skulls with a constant stream of supplies and war materials. However the



SHIPYARD DEFENCES

Detailing the entirety of the Shipyards' defences would be a book in itself. If and when the Explorers run afoul of the shipyards, the GM should feel free to make the encounter as difficult as he sees fit according to the general prowess of the Explorers. A good rule of thumb for the Game Master running this adventure is that at any one time the shipyards can bring 3 Mars-pattern macrobatteries (or their equivalent) to bear on an enemy ship and have an NPC Crew rating of Competent (30). Again, the GM can increase or decrease this as he sees fit.

Citadel is some distance from the city, to ensure its security.

SPACEPORT

Located near the centre of the city, the spaceport is a mirror image of the orbiting shipyards that it serves. With landing and loading capacity for hundreds of shuttles and lighters, endless rows of loading cranes and shipping crates, and countless slaves and servitors bustling about, the spaceport is a hub of dense activity. Lit by the guttering sun during the day and harsh floodlights during the long night, Skaarsdelve's spaceport is the one part of the city that truly never sleeps.

THE CITADEL OF SKULLS

Rising like a dark cathedral in the mountains far to the south of Skarrsdelve, Karrad Vall's Citadel of Skulls is the dark heart of his empire. Burrowed deep into the side of a mountain and over two kilometres high, the face of the Citadel is made of an iridescent black stone shot through with a blue and green crystal native to Iniquity. The entirety of this grim edifice is covered in elaborate, gruesome bas reliefs depicting the events of the Horus Heresy and declaiming the glories of the Dark Gods. Leering gargoyles perch in corners and atop the numerous turrets and spires, and at the base of the fortress stands a heavily-guarded gate half a kilometre high made from the armoured bow plates of a voidship.

Behind its grim façade, the Citadel is a warren of corridors, halls, armouries, and chambers dedicated to the worship of the Dark Gods. In vast library vaults, hundreds of retainers, scribes, and minor functionaries sift through ancient data, searching endlessly for clues to a mystery that not even the most learned among them understands. Richly appointed and dimly lit chambers are set aside as places for sorcerers dedicated to Slaanesh to gather for their debauchery, places constantly refreshed with esoteric pleasures of a thousand worlds. Weapons fill the munitariums, and in secluded training halls, men are honed through training and augmetics into remorseless killing machines, loyal solely to Vall and the dream that burns in his mind.

At the very tip of the highest spire, high above the toxic smog and the suffering of the city's masses, Karrad Vall has placed his private sanctum. Vall's chambers are filled with incredible finery, rare works of art, xenos artefacts, ancient

NOTABLE FACTIONS ON INIQUITY

The following pirates, heretics, and malcontents are merely a few of the countless warring factions who lay claim to Iniquity.

CHILDREN OF THE PATTERN

Led by a Heretek known as Master Balthus, the Children control a significant portion of Iniquity's manufactoria. The largest consumer of slaves and raw materials on the planet, this faction is more industrial concern than pirate rabble. When not keeping a tight grip on his numerous interests, Balthus can be found aboard his ship, the debased Lathe-class Monitor-Cruiser Mechanus Ex in which he scours the Expanse for heretical xenos and ancient human tech.

CRIMSON SKULLS

A ring of slavers and human traffickers, the Crimson Skulls are one of the larger groups who claim control of the Slave Quarter. Their leader is a former slave, a cruel-eyed scarecrow of a woman named Narine Pox. Her small fleet of slavers operate mostly in Winterscale's Realm and the Cauldron, and excel at lightning strikes against ships and space stations.

THE COVENANT OUTRIDERS

The Covenant Outriders are, if such a thing exists, a typical pack of Chaos Reavers. Led by a maniacal brute named Havelock Sorrel, they roam the Expanse taking part in commerce raiding, smuggling, slaving, and general piracy. The majority of the members of this gang are void born nomads, and they control a small shipyard in orbit and an even smaller section of the planetside spaceport.

sculptures, and the wealth of the entire Expanse. Indeed, so rich are the appointments of the Chaos Lord's chambers that they beggar those in all but the wealthiest spires on glittering Scintilla. It is here that Vall conducts his business and plans his next mysterious moves, surrounded by servants and slaves and toadies of every kind. Here too does he worship his dark gods, attended by daemons and minions in a blasphemous chantry so large that the walls and ceiling disappear into long shadows.

Deep in the bowels of the mountain, far from the dying light of Iniquity's remaining star, lies a twisting labyrinth of tunnels, caverns, and torture chambers. Through these halls stalk feral psykers, powerful sorcerers, daemons from beyond the pale, and countless other dangers both of the material universe and the warp. Here, Vall's daemonic torturers ply their trade on captives and slaves, using exquisite pain and excruciating pleasure to extract needed information for their master. Deeper still lies the blood-soaked Chambers of the Sacrificial Host where hundreds of slaves and captive psykers are slaughtered daily in an effort to keep Iniquity's heretical imitation of the sacred Astronomicon burning—an infernal beacon of passage for incoming ships.

Past these bloody chambers, past the crematoria and the

ossuaries full of bones that give the Citadel its name, at the very heart of the mountain, lies the fabled resting place of the Casket of Secrets. Here, in a vault so secret and hidden that only a handful of Vall's closest advisors know of its existence, are hidden the true treasures of Vall's long career as a pirate and renegade. Priceless artefacts from the Dark Age of Technology rest here alongside dangerous artefacts from a hundred dead xenos races and librarium vaults full of texts so ancient and profane that it would drive a man mad just to glance at them. In these chambers, obsessively cataloguing her collection and combing through her ancient texts, lives the Archivist and her attendants, the Guardians of the Vault. It is sheer folly to venture here, and even Vall takes care when he descends to confer with the dangerous and deranged Archivist.

Currently, Vall and his vast retinue are at large in the Expanse on an errand known only to him. Although their master is not at home, his spirit lingers, watching and ever judging his servants and slaves. So pure is the terror that the wrath of the Chaos Lord inspires that, even with him countless trillions of miles away in a different region of the Expanse, the men and women who toil in the Citadel do so with unmitigated zeal.

SLAVE HABS

This filthy sprawl lies on the opposite side of the city from the Citadel and is where the slaves and indentured workers who toil in Skaarsdelve's manufactoria live. Grim and squalid, the architecture here ranges from poorly constructed prefabricated hab units to tents and hovels put together from shipping containers, tarps, and assorted industrial salvage. With streets littered with garbage (and the occasional corpse) and little in the way of clean food and water, this area is rife with illness, crime, and mutation. A poisonous smog of pollutants and smoke from the neighbouring manufactoria mixed with caustic fog constantly hangs in the unpaved streets, screening all manner of dangers from native beasts driven into the sprawl by hunger to even more dangerous human and mutant predators.

The slaves here have constructed a sort of society with its own laws, rituals, and castes. As they are oppressed by the slavers and overseers, so they oppress their fellow slaves. They have banded into loose tribes mainly determined by the mines or manufactoria in which they work. These tribes are constantly striving with one another for favour from their masters in the form of food and work assignments. Life for Iniquity's slaves is harsh and—on the whole—brutally short. Natural death is vanishingly rare, and most are either killed in industrial accidents and skirmishes with other tribes or dragged away to the Citadel of Skulls to be sacrificed to the Chaos Gods.

CITADEL OF SKULLS

STAIRS TO
FORGE LEVEL

CHERUB AERIE

VAULT OF SECRETS

STAIRS TO
CATACOMBS

CATACOMBS LEVEL

FORGE LEVEL

CITADEL LEVEL

PRODUCTION
CHAMBER
ZVZ32

GENATORIUM

TORIENTUM

ABATTOIR

SERVITOR
PREPARATION
THEATER

BEACON
ROOM

IDOL
ROOM

EXPERIMENTATION
ASYLUM

VENT
ACCESS

SECONDARY VOID
SHIELD STATION

SECONDARY
CARGO/SHUTTLE
BAY

I: THE DIOSKOURI SYSTEM

MANUFACTORIA

Skarrsdelve's industrial centre lies between the spaceport and the slave habs. Here, kilometres of foundries, factories, refineries, and fabricators labour away day and night. Overseen by Heretekes and fallen Dark Mechanicus, this hellish district pumps out a steady stream of raw and refined ores, weapons, machine parts, and ship components to supply the numerous pirates and Chaos Reavers who come here to refit and resupply. Wreathed constantly in a thick haze of smog, the streets of the manufactoria are in constant twilight, and it's said that some of the lower levels have never known the light of any star.

The main entrances for many of Iniquity's largest and most prolific mines are located here as well. Shafts as deep as five kilometres burrow into the planet, and no one is sure how many tunnels are beneath the surface, their length, or where they all lead. Indeed, it is said by miners that a man with a thorough knowledge of the mines and a good sense of direction can get anywhere on the planet without ever seeing the sun. It is also rumored that some forgotten secret tunnels may even grant access to the Citadel of Skulls, but no one has been brave or foolish enough to find out.

Working in the mines beneath Iniquity's surface is no safer than toiling on its surface. Tunnels can collapse without warning, pockets of explosive gas lurk everywhere, and forgotten or poorly covered shafts present to a miner the constant threat of falling to his death. In the mines closest to the surface, pools of poisonous silt seeping down from the surface nurture a luminescent fungus that feeds on warmth and releases choking, hallucinatory spores in the presence of warm-blooded creatures. In those shafts furthest from the surface there are threats greater than those posed by accidents or dangerous flora. It is rumoured that in the darkest depths the beasts or daemons unleashed by Iniquity's first settlers still lie, asleep and dreaming and waiting for man to come again and wake them.

THE BAZAAR

The Bazaar is Iniquity's primary commercial district. Wedged between the spaceport and the Manufactoria, its crooked streets are lined with all manner of outfitters, vendors, and kiosks catering to the esoteric tastes of the visiting pirates and Reavers. It is said among those who frequent the bazaar that with enough Thrones a man can find whatever his heart desires, from exquisite pleasure and rare artefacts to assassins and heresy of every stripe. At all hours, this sector is a cacophony of blaring klaxons, loud music, and the shrill voices of vendors hawking their wares. Thieves and killers stalk the streets along with press gangs from the orbiting voidships in search of fresh hands for their crews.

FROSTCLOUD FUNGUS

These bizarre and deadly fungi have grown in Iniquity's mines as long as anyone can remember. They are delicate, blue-white mottled spheres nearly a metre across that grow in dense groups in the pools of toxic silt found throughout the mines. They emit a watery, pale blue light and the air around them is always colder than the clammy ambient temperatures. In spite of their lovely appearance and beneficial light, these fungus are a deadly hazard for anyone working the mines. Frostclouds derive their nutrients from both their polluted silt beds as well as from decomposing biological matter. To get their required nutrients, they lure prey to them by emitting clouds of spores whenever a warm-blooded creature gets within ten metres. Anyone inhaling the spores of a Frostcloud must make a **Hard (-20) Toughness Test** or succumb to vivid hallucinations. In this state the victim is compelled to lie down among the fungus and once he has done so he must make a **Very Hard (-30) Willpower Test** or fall fast asleep. Once a victim is asleep the fungus begins to absorb the heat from his body, dealing 1d10 points of Toughness Damage every round until he freezes to death. If found in time, a victim can be pulled from the fungus bed with the proper precautions and revived. However, the hallucinations induced by the fungus are potent in the extreme, and anyone who inhales Frostcloud spores gains 1d5 Insanity Points from the experience.





THE CITADEL

ACT I: THE
DESERTED WORLD

•
ACT II:
TRAVELLING TO
INIQUITY

•
ACT III: THE
DAMNED WORLD

CHAPTER II: THE CITADEL

"And the Warp spat it out as bilious poison, trees of silver, weeping blood, screaming with the voices of the damned. They are dead yet they live, but the skeletal caravan drifts ever on. It forever brings doom in its wake."

—Writings found aboard the *Gaunt Triumph*, 796.M41

One of the most infamous and dreadful pirates in all the Koronus Expanse, Karrad Vall, the Chaos Reaver, strikes fear at just the mention of his name. His stronghold, thought to be on the world of Iniquity, is known as the Citadel of Skulls. It is not only a bastion of black-hearted men and women; it is also a temple to the Ruinous Powers.

This chapter of **THE WARPSTORM TRILOGY** takes the Explorers to the heart of this domain—to the Citadel of Skulls itself. The Explorers take on this dangerous ordeal in order to discover what it is that threatens the Expanse, what is scouring whole worlds clean, and what Karrad Vall's connection to this menace is.

As mentioned previously, **THE CITADEL OF SKULLS** is designed to be run over several gaming sessions. Like the other instalments of **THE WARPSTORM TRILOGY**, it can also be run on its own, or integrated into an existing campaign with little adjustment by the GM.



ADVENTURE BACKGROUND

The roots of this adventure begin some time ago, prior to the events of **THE FROZEN REACHES** (if the players completed that adventure). Long ago, the infamous Chaos Reaver Karrad Vall learned of a great and dangerous power in the Expanse. The power vanished millennia before Rogue Traders discovered the Koronus Passage, but Vall has reason to believe it has recently returned. Vall desires this power above all things, and believes he can tame it. First, however, he must find it, for this power has a physical presence, and exists somewhere within the Expanse. Who (or what) this power really is won't be revealed until the third instalment of this trilogy.

In the course of his search, Vall learned of a relic somehow linked to the power he coveted. This relic was located on the planet of Damaris, where it was closely guarded by those who believed it to be a relic of the Angevin Crusade. However, Damaris was heavily defended, and even if his Reaver fleet could crush their forces, Vall saw the war would expend his forces and leave him dangerously weakened.

As Vall's closest lieutenants searched for this power amongst the Expanse, one, Drexus Skar, discovered a world scarred by its passing. In addition, he encountered a warband of Orks above the same world. Learning of this, Vall saw opportunity. He demanded that Skar convince the Ork Warlord, Snokgritz, to move on and attack Damaris.

Thinking that this attack would weaken the people of Damaris to the point where his forces could overwhelm them and claim the key, Vall's plans didn't account for the interference of several Rogue Traders and their crews. After a vicious war, the people of Damaris were victorious and managed to push the green tide to the frozen reaches of their system and destroy the warlord and his armies. Needless to say, the key remained closely guarded and the people more resolute than ever.

Skar himself missed the invasion. While orbiting the world touched by this mysterious power's passing, he saw firsthand the desolation it could bring. This brought doubts already brewing in Skar's mind to a boil. Whatever this power was, it was clearly more than Vall could handle, and Skar wanted no part of his plan when it failed. Daring to voice his opinions and concerns to his liege, Skar's reward was mutiny. His crew attempted to slay him in a bid to curry favour with the Faceless Lord. Fighting to get free of the turmoil taking place on his vessel, Skar ducked into a saviour pod and ended up marooned upon the surface of Chorda's Folly.

Skar has so far managed to eke out an existence upon this barren world for the past month, but he knows that he won't last indefinitely. Skar is consumed with revenge against Karrad Vall, and he has a foolproof plan to gain his vengeance against the Faceless Lord. That is, if he can find a way off of Chorda's Folly.

SYNOPSIS OF THE CITADEL OF SKULLS

THE CITADEL OF SKULLS adventure opens with the Explorers entering the Chorda's Folly system in response to one of several possible events. If the players took part in the events from **THE FROZEN REACHES**, then the Explorers are following the trail of the Orks that attacked Damaris in an attempt to discover what made them make such an abrupt course change. If they did not, then they have come for some other reason (perhaps in response to the mining colony being silent for several months). Arriving in orbit over the desolate world, the Explorers discover no response to their hails, no vox traffic, nothing to indicate anyone below is aware of their presence—with one exception, a salvation beacon on the other side of the planet (see below). Regardless of the reason, it warrants investigation.

ACT I: THE DESERTED WORLD

Upon arrival at the settlement, the Explorers discover a horrifying event has taken place: the settlement appears abandoned. Once home to over 50,000 people, it appears the people left in haste as remnants of their activities can be found. There is no sign of struggle or combat—the people are simply gone. Investigating the settlement, the Explorers make their way to the centre of town. Here, the Explorers breach their way into the sealed fortress-bunker. Inside they discover another horrifying clue: several dozen of the settlement's population lie dead. Nothing indicates what killed them, except their positioning, which suggests they may have killed each other.

Continuing their investigations, the Explorers' vessel detects a signal coming from a salvation beacon on the far side of the planet. Someone may be alive and in need of assistance where this beacon is located.

At the beacon's location, the Explorers discover a strange and eccentric renegade marooned on this world. Once they manage to get a good look at him, they discover that he is actually a Chaos Reaver—one who serves the infamous Karrad Vall. This man is Drexus Skar, former captain and lieutenant of the feared Karrad Vall... a fact that he keeps very much to himself. Skar pretends to be merely a pirate officer who was serving aboard one of Vall's vessels when a mutiny occurred. Keeping the details as vague as possible, Skar tries to convince the Explorers to spare his miserable life in exchange for the location of a lucrative treasure trove. It's also the location of an artefact that may help provide additional clues to the mystery of Chorda's Folly. Skar also mentions that this trove not only belongs to Karrad Vall, but is also the fabled "Vault of Secrets"—a near-mythical treasure cache said to contain most of the powerful artefacts and relics Vall has managed to capture over the decades.

In exchange for sparing his life, Skar agrees to lead the Explorers to the location of the Vault of Secrets. However, he stresses, the road won't be easy. The Vault of Secrets is in the deepest levels of Karrad Vall's demesne: the infamous Citadel of Skulls.

THE ADVENTURE'S ENDEAVOUR

Like the previous instalment of **THE WARPSTORM TRILOGY**, **THE CITADEL OF SKULLS** adventure is in itself, an Endeavour. As the Explorers complete various portions of the adventure and make their way to the climax, they earn Achievement Points which are applied to the adventure's Endeavour. Page 50 of this book explains the details of the Endeavour and what amount of Achievement Points to award. Explorers can also earn additional Achievement Points that are outside the structure of the adventure. In these cases, the GM is encouraged to reward the Explorers per the guidelines described on page 278 of the **ROGUE TRADER** core rulebook. At the end of each Act is a list of possible Achievement Point awards for the Explorers as they go through the adventure.

ACT II: FINDING INIQUITY

Plotting a course to the seat of Karrad Vall's power—the moon of Iniquity—the Explorers face potential hazards crossing through the warp. Emerging from the Empyrean, the Explorers find themselves within a dying star system; one that's being slowly ripped apart from within by a black hole at the system's centre.

Locating Iniquity within the swirling miasma of debris and planetary remains is a nigh-impossible task. Here Skar reveals one of the secrets of Iniquity—why all the Reavers loyal to Vall are able to find it, but those who dare intrude upon his realm perish: a psychic beacon. Generated from the hundreds of sacrifices to the Ruinous Powers, this beacon is only detectable by those who know what to look for. Casting his senses out into the warp, Skar helps direct the Explorers to their destination.

However, the Dioskouri system is not without peril. Aside from the chunks of planetary debris and swirling gravity tides, raiders, slavers, and reavers come and go on various missions for their liege. Before the Explorers get too far into the system, such a ship accosts them: a slaver vessel called *Gift of Despair*.

Eventually, the Explorers defeat the pirate vessel and continue on their journey. Making their way through the system, possibly encountering other hazards along the way, the Explorers finally find themselves orbiting the moon—disguised as pirate reavers who have come to join Vall's crusades.

Preparing provisions for an extended trek across the blasted, Chaos-touched moon, the Explorers are directed to land at the outskirts of a settlement known to Skar. It's an aptly-named pirate settlement named Perdition. Here, the Explorers move on to the final leg of their journey.

ACT III: THE DAMNED WORLD

In *Perdition*, the Explorers must locate a guide who can take them across the blasted wastes of Iniquity and lead them to a way into the Citadel. After trekking across the Chaos-swept lands, the Explorers eventually arrive at their destination, and desperately find a way in. Once inside, they begin their quest in earnest.

After making their way through to the lowest levels of the Citadel, the Explorers eventually locate the Vault of Secrets. However, the Vault is neither unoccupied nor unguarded and minions of Chaos oversee its protection. A horribly-mutated servant of the Chaos god Slaanesh known as the “Archivist” slithers forth to stop the Explorers from plundering the Vault’s secrets. Within the Vault there rests a piece of archeotech that she desperately tries to protect: the core cogitator of the *Gaunt Triumph*.

Lost in the warp, the vessel *Gaunt Triumph* was found adrift with few survivors in 796.M41. The survivors had their minds twisted and broken and spoke of strange things, ramblings that were recorded in the event they could serve as a clue to what happened to the mighty vessel. However, as the salvage crew went over the entire vessel, they were unable to locate the ship’s navigation logs and data stacks. More importantly, they failed to locate the vessel’s core cogitator. The report was closed with the entry that the cogitator may have somehow become prey to the warp—perhaps causing the vessel to become trapped within it for so long.

Capturing this valuable piece of history and technology, the Explorers manage to escape with their treasure in tow. Yet, the endgame is not complete. Making their escape, the Explorers are found out for what they are and several reaver ships give pursuit. A massive battle in space leaves the Explorers’ own cogitator damaged—leaving them to face a choice: attempt to run with no ability to translate to warp, or attempt to connect the ancient (and possibly corrupted) core cogitator of the *Gaunt Triumph*. Either result leaves the Explorers in a dire predicament as Karrad Vall desperately turns over the entire star system in pursuit. The Explorers end the adventure having barely escaped with their lives, with a deadly enemy in hot pursuit.

RUMOUR MILL

While setting up for this adventure, the GM should consider adding in the following rumour:

Groups of xenos have been reported outside many of the known settlements across the Expanse. These xenos “scouts” appear in all respects to be Eldar. Who or what they are searching for is still a mystery. The GM should present these rumours as messages sent across the void and as missives sent to the Explorers by their agents handling the Dynasty’s affairs abroad. Additionally, sightings of pirates and Imperial ships have also increased over the past few months.



SETTING UP THE ADVENTURE

THE CITADEL OF SKULLS begins on the mining world of Chorda’s Folly. The Explorers may have travelled here for several reasons, depending on whether they took part in the action of the previous adventure: **THE FROZEN REACHES**.

These reasons may include the following:

- If the Explorers participated in **THE FROZEN REACHES**, they may have arrived at Chorda’s Folly due to the clues discovered at the end. The records of the Ork warlord may have led them here, or they may have backtracked their trail of destruction across the Expanse.
- The settlement of Chorda’s Folly has been out of contact for several months. No vox communications, no astropathic messages, nothing. It’s as if the planet went completely dark. While this may be due to something mundane, it bears investigation.
- The Explorers, or one of their allies, has holdings here on Chorda’s Folly and they have come to investigate them. Within the last few months, there has been no profit, materials, or other items coming from the planet. Bulk tenders and transports have reported arriving in orbit and hearing nothing from the settlement.
- The Explorers have come here to negotiate a trade compact on their Household’s behalf for the various minerals and promethium that are pulled forth from the ground.

ACT I: THE DESERTED WORLD

A desolate planet home to naught but a single deserted mining settlement, Chorda's Folly is anything but inviting. From orbit, the brownish land masses drift by languidly under a thin veil of cloud cover. The oceans appear to be shallow and dark green in colour.

There are several reasons why the Explorers have come here (see page 16). Once they translated from the warp at the edge of this system, standard procedure would be to send the Rogue Trader's compliments ahead, notifying the populace of their intentions to enter orbit and land. However, there have been no replies. When the players are ready to begin, read aloud or paraphrase the following:

Ever since you entered this star system, the world of Chorda's Folly remains stubbornly silent. There are no vox signals from the planet's surface, no augur sweeps, and no tracks from moving starships. The entire star system seems deserted.

Augur sweeps reveal no humanoid life in the vicinity of the settlement, nothing, in fact, to indicate anyone is alive below. However, there does not appear to be anything dangerous on the surface to account for the settlers' absence.

Regardless of whom they send and how they choose to arrive on the surface, the trip down is completely uneventful. The GM should use the information found in the sidebar below when describing Chorda's Folly.

CHORDA'S FOLLY

Arriving in the mining settlement, the Explorers have a variety of places they can choose to explore. One thing is apparent, however. The settlement is completely deserted. The GM should play up the feeling of the desolation and emptiness of the place. No signs of struggle or battle are found here, and all around are signs that the people simply vanished while in the middle of their activities.

The following is a list of locations found in the main settlement of Chorda's Folly. There is no map provided, as there are no combat encounters here, so the GM can arrange the locations as he sees fit. The GM is also encouraged to expand and add to the locations listed here.

SPACEPORT

The spaceport is where the Explorers get their first look at the Chorda's Folly settlement. Able to accommodate shuttles, guncutters, and similar craft, the permacrete pad is cracked and marred from the comings and goings of shuttles and haulers over the centuries. At the far end of the spaceport is a section where rail cars from the refinery stop to unload their carts. The bodies of several dead servitors lie strewn about.

CHORDA'S FOLLY

Founded in the distant and clouded past of the initial expansion into the Koronus Expanse, the desolate mining world that would be named Chorda's Folly was promptly claimed by the Chorda Dynasty in 326. M41. The Dynasty did not send serfs to exploit it until almost a century later. The planet was originally called Chorda, and named after the Dynasty's patriarch at the time, Alyxander Chorda. Alyxander's voracious appetites and deep delusions convinced him that the planet's crust was filled with mineral wealth. It didn't help that early explorers discovered some reservoirs of promethium and ore veins, seeming to confirm his beliefs. Mining expeditions were sent to procure the riches Alyxander so firmly believed were present. As time went on, however, the ore veins turned out to be common ores only, and the promethium reservoirs, though sizeable, were not large enough to generate true profits. Eventually, the planet was renamed: Chorda's Folly.

Chorda's Folly was once home to more than seventy thousand souls. Most worked in the various mines and pumping stations scattered about the area. The indentured workers received payment for the ore and mineral wealth they extracted from the planet, in return, the Dynasty charged them outrageous amounts for food and shelter. This ensured that no one would ever be able to buy out their contract with the family and leave the planet.

The planet itself is a desolate, dry, and dusty world dominated by rocky land masses and shallow seas filled with brackish water. Small scrub plants cling to the various rocky edifices sheltered from the wind storms that dominate the plains. The only thing that keeps anyone interested in this world are the numerous pools of crude promethium scattered across the landscape. These bubble to the surface every few years and their appearance heralds an intense race to capture the valuable liquid for processing. There are also veins of semi-precious ores deep beneath the planet's surface.

While technically under the protection of Aspyce Chorda and her dynasty, Chorda's Folly has its share of so-called "independent" miners who hope to strike it rich with an easy find. These poor and wretched souls flock to this world in the hopes of easing their suffering with the faint glimmer that they might find a rich strike of ore—or a bubbling pool of crude promethium.

When the Explorers arrive at the port, read aloud or paraphrase the following:

Stepping off your craft expecting to see the hustle and bustle of a working spaceport, you are surprised to see that not a single soul stirs about. Loaders, fuel pumps and hoses, and other bits of gear lay strewn about the ferrocrete. Several desiccated bodies of dead servitors can be seen—unmoving as the wind and dust blows over their still figures. It appears as though the workers simply dropped what they were doing and fled the scene.

Like many of the other locations (with the exception of the bunker) there are no signs of life, and no signs of battle or a struggle. Examining the remains of the servitors reveals that they simply dropped due to a lack of the proper maintenance rites performed on them. The GM is welcome to determine if there is anything of value at the spaceport, such as working fuel cells, spare parts, replacement ammunition for guncutter weapons, and so forth.

Rail tracks leading to and from the spaceport, head out into the wastes, around the outer perimeter of the settlement towards the refinery. However, since the death of the settlement, they sit here awaiting trips to mass-conveyors that may never come. Canny Explorers may wish to salvage what they can from these carts. In this case, they will need a crew to come down from their vessel and begin loading it. This merits them additional bonus Achievement Points towards the adventure's Endeavour (see page 50).

REFINERY

The refinery is where the ore from the nearby mines goes for processing for off-world use. Chief members of the labour force of the settlement, menial labourers, and mono-tasked servitors oversaw the refinery. In addition to processing the various ores ripped out of the ground, the refinery also processed the crude promethium pumped out from wells scattered across the landscape. A massive mag-rail system moved the processed materiel from the refinery to the spaceport on the other side of the city.

Searching this area reveals nothing: no sign of any bodies (other than the occasional dead servitor), battle, or other clues to the whereabouts of the workers. The processing equipment has been shut down, and it can only be reawakened by someone knowledgeable in the rites of reawakening—something a Tech-Priest, Explorator, or similar Adept of Mars would know. Tons of unprocessed and processed ore remain, waiting for the workers to move them onto the rail system to transport them to the Starport. Should the Explorers decide to bring the refinery back online, they will need to bring down and direct enough crew to do so. For the duration of their stay, the crew is able to process and load the remainder of the processed and unprocessed minerals. This merits them additional bonus Achievement Points towards the adventure's Endeavour (see page 50).

THE COMMERCIAL DISTRICT

When the settlement was occupied by the living, this district was the hub of commerce. All the stalls and stores now stand open, with creaking signs blowing in the wind. In some cases, Throne Gelt coins sit on counters and in till-boxes waiting for merchants that no longer exist. The main types of items found here are common tools and sundries such as dried foods, alcohol, and clothing. Only tools with a Common

Availability or lower are here, and there is nothing in great abundance (1d10+5 of the more-common items may be found). No weapons or armour may be found here (Chorda didn't want an armed rebellion on her hands).



WHAT HAPPENED HERE?

The central element to **THE WARPSTORM TRILOGY** involves the mystery of what happened to Chorda's Folly. At this point in the campaign, the true nature of that element has yet to be revealed. However, the following bullet points describe the events that occurred roughly eight months prior to the explorers' arrival.

- Millennia ago, a dire construct of alien origin was lost in the Hecaton Rifts. There it remained, for uncounted ages of time, before mysteriously returning into the Expanse. This construct has been named *Dresil'ach* by the Eldar of Craftworld Kaelor, a term that means "The Forgotten Ruin."
- When the Forgotten Ruin returned from the Rifts, many forgotten Eldar webway gates were reactivated, annihilating everything nearby with a powerful tide of warp energy.
- Borne upon the tides of the immaterium, the Forgotten Ruin appeared nearby Chorda's Folly without warning. The mining facility's augurs and sensory equipment failed to detect the intruder, and by the time anyone was aware of the threat, it was far too late.
- The malign presence of the Forgotten Ruin cast a dark shadow across the souls of the miners. Most of the facility's residents were driven insane in a matter of moments, and set upon each other with murderous, methodical precision. Those who survived the tide of madness were slain by the Forgotten Ruin's minions and consumed, leaving naught but dust. The survivors in the central bunker were ignored, but they eventually succumbed to the madness and murdered one another with the same cold-blooded slaughter that had afflicted the others outside.
- Several hours after it arrived, the Forgotten Ruin vanished once more, leaving the empty colony behind.

ENFORCER BLOCK

Since Chorda's Folly was home to only a small number of residents, it didn't warrant a full-blown precinct fortress or prison. All but the most petty or heinous offenders were sentenced to work in the worst part of the mines or labour in the refinery. This small building houses several jail cells, and a court where citizen-judges heard cases once a month.

Exploring the jail house (requiring a **Hard (-20) Security Test** or **Challenging (-30) Security Test** to bypass the locks) reveals it to be empty. Scattered remnants of servo-skulls and servitors litter the floors. Sets of body armour and shotguns are found in several weapons lockers. If the Explorers are willing to take the time, they can manage to gather up 1d5+3 of each of the following: pump-action shotguns, power mauls, riot shields, flak coats, and flak helmets. There is also one Orthlack-pattern heavy stubber (complete with 500 rounds of standard ammunition). Stats for all of this equipment may be found on pages 118-147 in the **ROGUE TRADER** Rulebook.

MILITIA BARRACKS

Unable to support a fully-functional Planetary Defence Force, the settlers were organised into a small militia. Every able-bodied adult in the settlement had to serve for two months out of the year. When they were here serving, the barracks is where they were housed, trained, and outfitted. Outside the massive barracks are three large defence laser emplacements aimed out at various points into the air. These in turn, were powered by the settlement's main reactor, housed within the Manufactorum District.

When the Explorers come to investigate this area, they need to bypass the barracks' security locks. This requires either a **Challenging (-30) Security Test**, or a **Hard (-20) Tech-Use Test**. Once inside they find various types of military equipment typical to these types of settlements (lasguns, flak armour, autoguns, and more). However, they find no signs of the militia troops, and no indication of what happened. Investigating the defence lasers shows that they are powered down into a "standby mode," with their war-spirits slumbering.

MANUFACTURUM DISTRICT

Located near the refinery, this district is where the majority of the settlement's manufactured goods are made. This is also where the various hydroponic farms, algae tanks, and food processing facilities are located. Since Chorda's Folly is a virtual wasteland, feeding the large population is a logistical nightmare. To help offset local efforts to feed the populace, various Chartist captains make this world one of their stops, where they would drop off food and other supplies in exchange for processed ores and minerals (and the occasional lot of manufactured goods). With the disappearance of the settlement's inhabitants it is unknown if any of these intrepid vessels have dared to investigate the silence that greets them in the void above.

Like the rest of the settlement, this district is completely abandoned. Not even vermin can be found. Without expertise, knowledge, and time the Explorers may not have, there is no way to bring the various manufactorums and other systems

back online. The settlement's sole fusion reactor also resides here. Due to the lack of maintenance rites made to it, its spirit has gone into torpor where it awaits re-awakening.

The Pict-Skull (Optional Encounter)

Sifting through the remains and ruins of the settlement, the Explorers manage to reactivate a damaged servo-skull fitted with pict-recording equipment. There may be some record of what actually happened here stored in the skull's memory coils. The servo-skull follows one of the Explorers (if more than one passed by it) around.

Accessing the pict-record stored within it requires a **Difficult (-10) Tech-Use Test**. Should the Explorers succeed, read aloud or paraphrase the following:

The image crackles and fades in and out, as you make some fine-tuned adjustments. Suddenly, the image resolves itself. You can see that the point of view is somewhere in one of the manufactorums; a processing plant of some type. The skull appears to be following a man dressed in flowing robes in the colours of House Chorda. You see him speak to a few other workers and functionaries in the manufactorums. The audio is poor and you can barely make out some of the conversation, which seems to mostly involve production quotas.

Somewhere off-camera, a flash of light briefly throws the entire scene into stark relief. The man stops conversing with a factory foreman and looks towards the windows along the wall. You hear him say "What was that?" Suddenly the entire room goes dark. Although the picture is black, you hear panicked shouts and crashing sounds. Then a piercing, wailing shriek erupts from the speakers, drowning out all other sounds.

There is complete silence for several long moments, then a faint light returns, illuminating everything in a pale, greenish monochrome hue. The servo-skull has fallen on its side, but its pict-viewer can still make out the figure of the man, standing motionless. Slowly he reaches into his belt and pulls out a small laspistol, which he raises to his head. There's a burst of static, and when the picture returns, the man is gone. Another burst of static, and the recording ends.

The GM should feel free to let the Explorers draw their own conclusions about what happened here. Regardless, the answers to what happened here on Chorda's Folly won't be fully revealed until the third instalment of **THE WARPSTORM TRILOGY: FALLEN SUN**.

THE BUNKER-FORTRESS

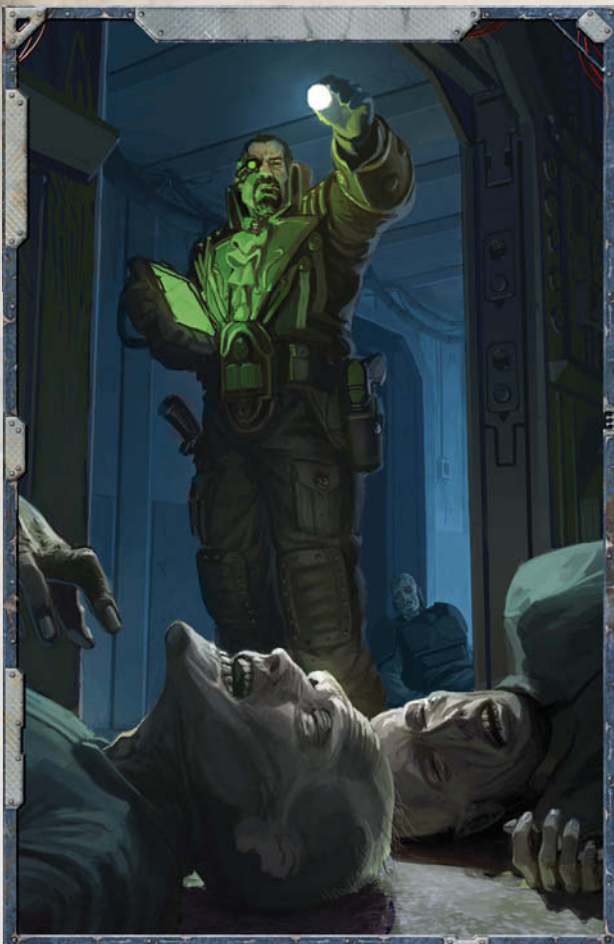
When the colonists who settled Chorda's Folly first came to this world, they lived out of a single massive fortification. When more permanent structures could be built to protect them from the elements and predators of the world, they eventually moved out and converted the original bunker-fortress into a state hall for formal functions and a place to shelter them in the event of an emergency.

Outside the bunker, there are several heavy defence laser batteries pointed at the sky. In addition, massive vox masts and other types of communications and augur arrays are

REPLENISH AND RESUPPLY

Having made the lengthy trip from either Damaris or another destination, the Explorers' vessel may have to be resupplied. Obviously, with the lack of settlers to aid the Explorers, the Rogue Trader and his crew are on their own in order to accomplish this. There are plenty of supplies within the settlement.

The most obvious way of accomplishing this task is by bringing down crew via shuttle and mass-lifters (such as Arvus Lighters; there are a few available at the spaceport if the Explorers' vessel doesn't have any) and set them to task. The amount of time it takes to complete the resupply is left up to the GM, but it shouldn't take too much time. The GM can opt to roll 1d5+5 to determine the number of days it would take to resupply the ship.



mounted at the apex of the building. A set of beautiful white marble stairs ascends to the adamantium doors, although they are now covered in dust and debris from the months of exposure to the elements.

The bunker itself is made of a heavy-duty alloy that could withstand several impacts from orbital assault. It also contains enough food, water, and other essentials to last out a year-long siege. However, whatever devastated this colony, the protection the bunker afforded was apparently not enough.

When the Explorers attempt to enter this location, read aloud or paraphrase the following:

This thick metal structure is corroded from the centuries of exposure to the planet's atmosphere and pollution. Thickset metal doors with no obvious method of opening bar the way; they appear to be sealed from the inside. There are no windows or other obvious means of entry from any other location except these massive doors.

Each of the three doors have an AP 16 and can withstand up to 30 points of damage. Per the rules on page 246 of the **ROGUE TRADER** Rulebook, when damage exceeds the AP of the door, reduce the AP by 1 point as well as the amount of "wounds." For every 10 points of damage each door suffers (after reducing for AP), a one-metre-wide hole is blasted through it.

Once the Explorers manage to breach one of the doors and enter the Fortress, read aloud or paraphrase the following:

Entering the darkened bunker, your senses are immediately assaulted by the stench of death and decay. Making your way further into the bunker, you find the source of the odour. At least a dozen corpses lie strewn about the centre chamber. Each one appears to have a rictus grin on their face as if they died in agony. Several of the settlers appear to have killed each other with their bare hands.

The bodies are all local residents of the mining settlement. However, the reason for their death isn't readily apparent. There is plenty of food, water, and air in the bunker. There are no signs of weapon damage, and no poison can be detected. Mixed in with the bodies are the remains of several servitors and servo-skulls—each in a similar state.

Explorers examining the bodies further can make a **Challenging (+0) Scrutiny Test**. Success means they determine that the bodies are arranged in such a way that they appear to have killed one another. Additionally, Explorers wishing to attempt to determine cause of death may make a **Difficult (–10) Medicae Test**. Success means that they are only able to determine that the settlers weren't killed by poison, asphyxiation, or any other natural causes. There is no evidence that allows the Explorers to determine what killed these people, except for the few that appear to have killed each other. However, should the Explorer manage to score two or more Degrees of Success on the Medicae Test, they learn that while the bodies appear to have been dead for some time. Whatever killed them did so several months prior to the Explorers' arrival.

The Destructor of Chorda's Folly

The colony was wiped out by same as-yet-unidentified power that Karrad Vall seeks, though there's no reason for the Explorers to know this. In fact, there is really nothing to indicate what exactly happened, and the few clues present are likely to generate more questions than answers. These clues are summarised below, along with the Tests needed to discover them. The GM should feel free to allow the Explorers free-reign when going through the settlement to discover these clues for themselves:

Basic Data—while rummaging through the empty buildings and debris left behind, the Explorers come across data pads, recording devices (such as the pict-skull encounter, see page 19), and other items used to record information. Any recordings of the event contain similar depictions to that shown in the pict-skull encounter; darkness, shrieks, and a pale-green light. However, none of the other recordings show what happened to the residents. As the Explorers go through the recordings, the Explorers can make a **Challenging (+0) Tech-Use Test**. Success means that they are able to determine a rough date of when the event occurred (roughly two months prior to the Explorers' arrival).

Faint Psychic Resonance—By making a **Very Hard (–30) Psyniscience Test**, the Explorer can hear a faint sound, like a far-off scream that comes and goes. The resonance isn't restricted to any particular part of the settlement.

WHY CAN'T WE HAVE IT?

Canny Explorers may wonder why they simply can't take Chorda's Folly for themselves. The short answer is that it already belongs to Aspyce Chorda and her Dynasty, and she would not take such an intrusion lightly. However, negotiating with her for control of the world (or attempting to claim it for their own) may make for an exciting adventure in its own right, although beyond the scope of this book.

The Shriving—While it's obvious that the few bodies within the settlement are dead, it isn't readily apparent that the plants, animals, and insects—all forms of life—are dead as well. Explorers sifting through the ruins can make a **Difficult (–10) Awareness Test** to discover that while the plants may still be standing, they are completely lifeless, and there are no animals in the vicinity either. The radius of this effect is hard to determine due to the planet's nominally barren environment, but it seems to stretch for hundreds of miles in every direction. Something powerful shredded their life force as it ripped through the settlement and out across the planet.

Downed Servitors—the Explorers may come to the (false) conclusion that somehow the servitors that remain were either responsible for the catastrophe, or somehow connected to it. They may even go so far as to prevent their own servitors from coming down to the planet for fear of them becoming “infected” or tainted. However, whatever killed the servitors on this planet no longer affects mechanical devices, and any servitors brought down to the planet's surface functions as normal.

DISCOVERING SIGNS OF LIFE

If the player characters wish to scan the planet, they may make a **Challenging (+0) Scrutiny + Sensors Test** to detect a faint transmission from a downed saviour pod located on the other side of the continent from the initial landing site. As this is important information, failing the Test does not mean that the characters do not find the transmission—instead, finding the transmission takes longer. Succeeding at the test means that the transmission is located within one hour, and every Degree of Success reduces the time required by ten minutes (to a minimum of ten minutes). Each Degree of Failure means that it takes one additional hour to locate the signal. If the player characters do not think of scanning the planet themselves, the GM may have the group receive a message from their orbiting craft during their search of the landing site, informing them that the ship's augurs have detected the transmission.

The signal is weak, and every indication points to it running for a very long time (or the device's machine-spirit is damaged). Either way, their ship wasn't able to detect the signal until it was nearly on top of it. Should the Explorers order detailed scans of the location, augurs are unable to determine whether or not there are life signs nearby. Either way, it warrants investigation.

DREXUS SKAR

As the Explorers make their approach to the site of the beacon, they can see the remains of what appears to be a crashed saviour pod—similar to the ones on their vessel. A makeshift camp has been erected over the front of the pod. Canvas and cloth flaps in the wind, and until they actually enter the camp, there appears to be no signs of life.

Once the Explorers enter the campsite read aloud or paraphrase the following:

Arriving at the site your vessel shows to be the location of a weak rescue beacon, you can plainly see the remains of a saviour pod that has impacted upon the surface of the planet. Judging by the condition of the pod, you estimate that it has been here for at least a month, if not more. The makeshift tent and other crude facilities appear to have been constructed from local materials. A tinkling sound is heard from the wind blowing through a spirit-charm that sits outside the entrance to the tent.

Outside the tent, roughly in the middle of the camp is a promethium cook pit—its sides blackened and filling the area with the stench of oil. Bottles of foul-smelling liquor lie strewn about near the entrance to the tent.

As the Explorers close in on the entrance to the tent, their noses are assaulted by the stench of an unwashed body mingled with less-savoury odours. From within the darkness, a grumbling noise is heard: clearly the voice of a human male talking to himself, though the topic of conversation cannot be discerned.

Before the Explorers can actually walk into the tent itself, the flap snaps open and a dishevelled and gaunt man stumbles out. He's dressed in ragged finery reminiscent of a ship's officer, yhough the insignia has been removed. He has a bald pate, and is unshaved, unwashed, and bleary-eyed. The man stumbles about and seemingly ignores the Explorers around him until one of them tries to speak to him. Until then he goes about his business, rummaging through various boxes and containers in the camp. Once he finds a bottle amongst the detritus, he shakes it, listening for the sloshing contents within, and then with a satisfied grin, he gets back up and begins to drink the swill while stumbling back into the tent.

Aside from the faded and threadbare greatcoat and trousers, the man appears to be armed with only a single bolt pistol tucked into his belt. His face and hands are covered with a variety of ritual scars and tattoos, and his skin appears to be waxy with a greenish cast to it—possibly due to exposure to the elements of Chorda's Folly, or the foul brew he continues to imbibe.

SPEAKING WITH SKAR

As soon as the Explorers decide to speak with the man, he stops and then looks at the closest one to him (GM's choice). He has a haunted and mad look to him. He goggles at the Explorer, as if he's only seen him for the first time, and then he speaks. Read aloud or paraphrase the following:

At the sound of your voice, this strange castaway looks up at you with alcohol-reddened eyes, smiles with rotted teeth, and then speaks to you. His amasec-soured breath is vile. "Ah, the great whom-ever-you-are has arrived to rescue me from my plight. Is that it, eh?" He continues to stare at you for a moment longer cocking his eyebrows in expectation of a reply, and then sits down on a metal stool and gulps the sour concoction within his coveted bottle. "Well, out with it! I have no time for tomfoolery. There is no one alive on this planet; therefore if you're not here to rescue me, then you're not here. Just a figment of my imagination, really, or perhaps the ghosts of me ancestors come to torment me some more..."

Skar's Story

This man is Drexus Skar. He's the former captain of a Wolfpack ship, and was a lieutenant of the feared and faceless Karrad Vall. It is important to note that at no time, unless he feels it will save his life, will he reveal this part of his past. He is also a minor but proficient sorcerer, and even attempting to read his thoughts is likely to reveal only what he wants the Explorers to know. Being a Chaos Reaver, Skar knows he's in a precarious position; should he do anything that is considered hostile, his life is forfeit—a fact he is very much aware of. When the Explorers speak to him about his past and how he came to be on Chorda's Folly, Skar reveals the following:

"Aye, my ship was the victim of a terrible mutiny. We were to meet with a downright vile monster of an Ork warlord named Snokgritz in an attempt to parley for his services, when the captain and a few of us had a change of heart. Pure folly, says I, to deal with the likes of an Ork. Well, as you can imagine, that didn't sit too well with the rest of the crew—'specially that treasonous First Mate! I can't really fault the crew, but that dog Brakkus, he was following orders of Karrad Vall, he was. Needless to say, violence ensued and I found myself clambering aboard this here saviour pod and rocketed away to this wasteland of a planet with naught but the clothes on me back and the pistol on me hip. Fortunately, the locals had the good graces to brew up a generous supply of libations before expiring. Downright generous of them, says I."

Once it becomes apparent that Skar is a Chaos Reaver, pious Explorers may want to execute him. Skar's overwhelming goal is to stay alive. He cooperates with the player characters towards that end and will do nearly anything they require. Skar knows quite a bit about the Orks he and his crew persuaded to attack Damaris (see **WARPSTORM TRILOGY BOOK 1: THE FROZEN REACHES**), and knows a little bit about Vall's plans. He suspects there's a connection between the missing people of Chorda's Folly, and the power Vall seeks. Skar doesn't mention the original reason he and his crew came to Chorda's Folly.

This is one of the things he holds back on unless absolutely necessary; even then, he won't mention anything about the item Vall is searching for, as he believes it would bring about the doom of everyone. Should the Explorers attempt to press him on this issue,



Skar says that "Vall is scouring the Expanse for something big"—although he claims he has no idea what it really is. Skar actually knows that it's some lost power and that there are several items that have taught Vall much about its identity (including the core cogitator found within the Vault of Secrets, see page 46) Should the Explorers continue to lean on him about this, he attempts to redirect their attention to the Vault of Secrets; stating that he's heard of something within it that may have the answers the Explorers are seeking (see below).

Listed below are the more common questions that the Explorers may ask of Skar, and his answers. However, no adventure is capable of predicting every single question asked. Thus, the GM can extrapolate the answers to questions not listed below based on Skar's personality, history, and the information presented below.

Do You Know What Happened Here?—"Ah, yes. You noticed that too, eh? See when we got here several months ago, Cap'n got himself the idea to try and contact the settlement. See if he could squeeze a bit o' tribute out of that crone Chorda. When we tried to contact the people, all we got was static. While we was talkin' to the Orks, Cap'n sent down a crew to try and stir things up. All we heard back was that the whole place was silent as the grave. Heh, they thought maybe the folks was hiding on them. Searched the whole place, they did. Nothing, and that's damned disturbing. In the few days we waited for the Orks to make a decision, we learned that not a single person was around. All gone. Maybe Chorda came and took 'em all to her Nephium mines, eh?"

The Explorers can attempt to make an **Opposed Scrutiny Test** versus Skar's Deceive Skill. Should the Explorers manage to succeed, they get the feeling that Skar is holding something back. Should the Explorers manage to score at least two Degrees of Success on the Test, then they know that not only is

Skar hiding something, but whatever that something is has him terrified. As captain, Skar learned that not a single soul could be found on the planet, and the settlers were unlikely rounded up by Chorda for slave labour. However, he knows little more than the Explorers do about the fate of the settlers. What he holds back is the fact that he was privy to this information. If pressed (a **Hard (-20) Charm or Intimidate Test**, or through roleplaying) then Skar reveals this information, but lies about how he came by it.

How Did You Get Here?—“Well, see when the mutiny got into full force, I realised that my little lonesome couldn’t make a difference one way or the other. Since I had thrown in my lot with the Cap’n, well I knew that I wouldn’t be too popular, savvy? Better to scurry off, and live to fight another day, eh? So, I crawled into that there pod. After a bumpy ride that I would not care to repeat again, I arrived at this wonderful paradise. I’ve been living off the supplies that were here in the pod, and what I managed to scrounge up from a nearby mining camp. Not much there, but they were well-versed in the arts of fermenting things. Been spending my time trying to stay alive until you showed up.”

Skar gladly shows the Explorers the location of the mining outpost. Set up by independent operators, the outpost is little more than a small camp. Aside from a homemade still, there were ample supplies here for one or two people to live on for several months. The pod itself is a wreck. All the supplies have been used up and Skar has converted it into a shelter. “The power cells are down to their last dregs of energy, which is why the salvation beacon is barely detectable.

Where Are the Orks Now?—“Never did sit well with the Cap’n with Vall’s idea to parley with them greenskins. Vall had some great idea—a grand plan to motivate the Orks to move on the planet of Damaris. Now the Orks have sacked Damaris and the captain is no more.” What Skar says about this is true (from his point of view, as he is no longer a captain). As Skar and his crew were investigating Chorda’s Folly for clues to the location of Vall’s prize, they came across the Orks. Transmitting this fact back to Vall, the Faceless Lord had a great idea. He ordered Skar and his crew to convince the Orks to sack Damaris, and thus weaken the planet enough for Vall and his Wolfpack to take the key he is seeking. Skar dared voice his concern and a mutiny erupted, leaving him in his current state—marooned on a dead planet. Afterwards, his first mate parlayed with the Orks instead (for more information on Damaris and the Orks, see **THE WARPSTORM TRILOGY 1: THE FROZEN REACHES**).

You’re a Chaos Reaver. How Can We Trust You?—“Yes, I am. There’s no denying or hiding me nature, eh? Yes, I swore an oath to Karrad Vall and the Cap’n, just like all the others who served aboard me ship. I plundered, pillaged, and otherwise pilfered my weasely black guts out like all the others. For all I know you and I crossed blades once or twice. But Vall and Brakkus turned on me and the Cap’n, and I never forgive that kind of treachery. You expect it with a crew of scallywags, but at the end of the day you know you still have a place amongst them. But what he did to the Cap’n and those who threw their lot in with him...I have this one shot left in me pistol, and I’ve been saving it for the day I meet either Vall or that treacherous, turncoat, son-of-a-Ghilliam First Mate Brakkus.” Skar goes on to say that while the Explorers will probably never be able to fully trust him, they can trust him enough to get close to Karrad Vall and hurt him. A successful **Ordinary (+10) Scrutiny Test** shows that he’s telling the truth.

THE FABLED VAULT

Just what is the Vault of Secrets? For decades, there’s been a rumour that deep within the catacombs of Karrad Vall’s Citadel of Skulls on Iniquity lay numerous treasure vaults. Some are filled with riches, others with esoteric and arcane lore, and still more hold treasures that can only be guessed at. These vaults house most of the wealth Vall and his Wolfpack have amassed. However, there is one vault amongst the dozen others that is talked about only in hushed tones (lest Vall somehow hear of it). Within this vault are all manner of arcane artefacts, relics, and more. Those who speak of such things call it the Vault of Secrets. It’s said to be the heart of Vall’s treasure trove, guarded by foul and despicable creatures vomited forth from the warp. Those Explorers with the appropriate Lore Skills—Common Lore (Koronus Expanse), Forbidden Lore (Pirates), and Scholastic Lore (Legend and Occult)—may know about the Vault of Secrets as well.

Interacting with Skar

Additionally, while Skar is less than truthful about his true vocation, the Explorers may get a general sense of the man once they interact with him more. The Explorers begin to get the feeling that there’s something “odd” about him—something he’s not telling them. While they may figure out right off the bat that Skar is a Chaos Reaver (he all but blurts out that fact), the Explorers will begin to get the feeling that something is wrong. The simple fact is that Skar is terrified of what may happen to him should it be discovered that he was the captain. He knows there’s no way he can take on a Rogue Trader’s crew and hope to win. Thus, he figures he can try to manipulate them into helping him seek his revenge against Brakkus and Vall.

The Vault of Secrets

No doubt, the Explorers have questions about the state of Chorda’s Folly—where to go from here, and what to do with Skar. While Skar does everything in his power to keep himself alive and in the good graces of the Explorers, he’s not without an ace-up-the-sleeve. Once the Explorers reach an impasse or start contemplating what to do next, read aloud or paraphrase the following:

Contemplating your next move, Skar looks directly at you and speaks, “I know exactly how you feel, mate. You’re looking for answers, and it just so happens that I know where said answers can be found. The people of Chorda’s Folly, missing settlers from across the Expanse, the attack on Damaris—all of it. I know there’s a connection between these events and Karrad Vall; I feel it in me bones! I also know where Vall keeps his deep secrets, and darkest lore: the mythical Vault of Secrets. Oh, aye, tis real—not so mythical now, eh? What say you to that? I leads you to this Vault, you get your goodies, and I get my revenge. Who knows, may run into me ol’ pal Brakkus...”

Skar is telling the truth. Karrad Vall keeps much of his acquired lore and relics within his coveted Vault. There's just one catch: the Vault is located deep within Vall's infamous Citadel of Skulls. Skar is able to relate the following points of information to the Explorers.

- The Vault of Secrets is a treasure vault rumoured to contain all manner of relics and lore. In fact, it's somewhat of a mythical location spoken of in hushed whispers where spacers gather. No one knows for sure if it actually exists (at least those who aren't close to Karrad Vall).
- Skar's offer and information are genuine; although he has his own reasons for wanting the Explorers to raid the Vault. He asks that in exchange for leading the Explorers to the vault, that the Explorers take him along with them. Being a member of Vall's inner circle, Skar knows a great deal about the defences and layout of the Citadel. He also knows that Vall will be extremely livid when he learns of the theft. However, his wrath will be directed at the Explorers and not Skar (or so he hopes).
- Skar knows that the Citadel of Skulls is located in the dying Dioskouri system, on the moon of Iniquity. He also knows how to navigate through the various hazards contained within the system (which is why none of the so-called "Crusades" against Karrad Vall have ever succeeded). Additionally, Skar knows that there are various ways to gain entry to the Citadel beyond the direct approach (vents, shafts, secondary bays, and such).

Methods of Persuasion

Since there's no way to write an adventure that takes into account all different types of groups, the GM may need to craft the interaction between the Explorers and Skar based on his group's play style. Listed below are some possible ideas to motivate the Explorers into going to Iniquity and tackling the Citadel of Skulls. The GM can take these suggestions and use them to help roleplay out the interaction between Skar and the Explorers.

Wealth

Since most Rogue Traders are motivated by sheer greed and avarice, Skar quickly points out that there's an extreme amount of wealth to be had within the Vault of Secrets, and more still if they should happen to lift anything from any of the other treasure vaults. Skar knows the Vault contains not just wealth, but esoteric items and arcane relics. While he doesn't know the entire contents of the Vault, Skar knows that even if the Explorers manage to take only a fraction of what's within, it's enough to make them all very wealthy indeed. Skar wants the Explorers to raid the Vault, as this facilitates his scheme of revenge against Vall for ordering the mutiny that left him marooned on Chorda's Folly. Working out the logistics of transporting the contents of the Vault takes time, but it's not something that's beyond the ability of any Rogue Trader. Should they manage to take even a

few items from the Vault, the Explorers can raise their Profit Factor through the Achievement Points earned for this adventure (See page 50 for details).

WHAT HAPPENS IF THE EXPLORERS KILL SKAR?

Players being players, it's impossible to predict what they may end up doing. Given that Skar is a Chaos Reaver, the Explorers may just kill him out of hand. Despite everything the GM does to prevent this from happening, Skar may end up dead. Should the worst befall this wretch, then the GM has several options if he wishes to keep the adventure running. It should be stated that at this point, the adventure becomes very difficult for the Explorers to accomplish (but not impossible).

Searching around Skar's makeshift camp, the Explorers discover a deactivated cyber-skull inside the saviour pod. It appears to have been used recently and the power cells on it are good. Making a **Challenging (+0) Tech-Use Test**, the Explorers are able to get it running and determine that a recording has been placed within the memory coils of the device. Skar didn't know if he would ever get off Chorda's Folly, so he made a pict-record in the hopes that someone would carry out his plan for revenge against Karrad Vall.

Contained within the memory coils is the information the Explorers need to get through the warp to Iniquity, the location of the Citadel of Skulls, and some details on the Vault of Secrets. However, since Skar isn't around to aid the Explorers in any of this, the GM should adjust the difficulty of any Skill Tests or other tasks so they are more difficult to accomplish.

Power and Glory

Along with wealth, Rogue Traders crave two things: power and glory. Without the one, there is no sense in having the other, or at least that is what many Rogue Traders believe. Accepting Skar's offer is more than mere theft. If accomplished, word of the deed spreads across the Expanse and eventually makes its way past Footfall, on to Port Wander, and into the Imperium at large. If even fractions of the rumours are to be believed about what Karrad Vall has stored in the Vault of Secrets, the amount of power that could be wielded should stagger the Explorers; propelling them into a class of distinction far above what they are used to. Wealth is transitory and always in flux. Glory is something that lasts for generations—if not eternity. With glory comes respect, and new avenues open up which lead to power. By completing the Endeavour through taking on this task, the Explorers increase the amount of power they can wield. The ability to purchase additional ships, increase current holdings, and forge new compacts from a position of strength are all things that a Rogue Trader cannot afford to ignore. After all, how many can say that they robbed the infamous, faceless Karrad Vall?

Answers

When the Explorers arrived on Chorda's Folly, they discovered that it had been scoured of all life. If they participated in the adventure **THE FROZEN REACHES**, they are pursuing the question of why the Ork warband suddenly changed course to attack an out-of-the-way planet. Something happened aboard Skar's vessel, and from their conversation with him it appears that he's holding something back. Skar claims that many of the answers the Explorers seek could be within the Vault of Secrets. Perhaps Vall's activities threaten more than the handful of planets the Explorers are concerned with. Exploring the Vault could go a long way towards answering these questions.

Act I Achievement Point Awards

At the completion of Act I, the GM should award the following Achievement Points (or subtract from the group's total):

- Salvage processed materiel from ore carts: 50
- Bring Refinery back online: 100
- Retrieve record from pict-skull: 25
- Replenish and resupply starship: 100
- Learn fate of the residents inside the Bunker: 25
- Finding Drexus Skar: 100
- Killing/Abandoning Skar: -100
- Discover Skar's connection to the Orks: 10
- Learn Skar is a Chaos Reaver: 10
- Discover Skar's previous role as Vall's Lieutenant: 10
- Agree to seek out the Vault of Secrets: 10

ACT II: TRAVELLING TO INIQUITY

"It is a cursed place. Full o' dead worlds and worse... you can hear the wail of the dying. They scream out for mercy that will never come!"

—Navigator Anton Aleene

The Explorers have made a deal with the marooned Reaver Drexus Skar. The basics of the deal are that he's to lead them to the world of Iniquity, to the catacombs beneath the dreaded Citadel of Skulls. From within, the former Reaver is to take them on to the mysterious and fabled Vault of Secrets.

To get there, however, they must first make their way through the Warp to the Dioskouri system. Once in the system, they then need to navigate through the planetary wreckage and reaver ships coming and going within this Chaos-touched region.



TRAVELLING

Once the Explorers are ready to move on to Iniquity, they need to make all the necessary preparations to get under way. This mainly involves having the ship's navigator plot the course they are going to take through the warp. Plotting the course to Iniquity isn't as difficult as navigating through the system's tortured space, but like travelling to many of the worlds within the Koronus Expanse, is not without risk. Once there, Skar can guide the Explorers to Iniquity through the use of the psychic beacon generated from the moon.

SKAR'S PLAN

Up to this point, Skar may not have yet revealed everything to the Explorers regarding the plan to raid the Vault of Secrets. If he has yet to do so, when the Explorers are preparing to make warp transit, he chooses to let them in on the rest of his plan. Of course, the Explorers are welcome to come up with their own plans for getting to the Citadel of Skulls—and Skar welcomes any other ideas.

Once the Explorers translate to the edge of the Dioskouri System, Skar tells them that Iniquity doesn't have any orbital defences that most "civilised" worlds have. Instead, Vall relies upon the system's myriad of crushed worlds and debris to shield his moon from attack. His ships, often called the Wolfpack, come and go whenever they please, and there are often several vessels in orbit around Iniquity at any given time. As the Dioskouri System is blanketed in intense radiation from the black hole that is slowly destroying the system, long-range vox is impossible to use—likewise, it makes using techno-arcanic devices like teleportariums difficult at best (see below). Ships' augurs and weapons are similarly affected, as are less-protected systems. Skar insists that the best way to avoid detection once they get into the system is to pose as a pirate reaver ship and make for the gas giant around which Iniquity orbits. Once they secure a high orbit, they can slip in undetected in a guncutter or similar craft.

As Skar has never been to the Citadel except by shuttle craft, he has only a general idea of the route they should take. This is a fact he reveals to the Explorers after they are underway. Skar suggests that the Explorers set down outside a settlement he knows of that caters to the likes of pirates and raiders. The settlement, known as "Perdition" is roughly three to four days on foot away from the dread Citadel. It is a den of villainy, and those who dare brave setting foot within had best be prepared to deal with such.

Skar proposes that the Explorers try and locate a proper guide in Perdition—he knows that there were several the last time he visited the town, as they serve the local tribes crossing the blasted wastes of the moon. He seems to recall that one or two of the routes passed close to the Citadel of Skulls, and intends to use them. Iniquity is an unpleasant world that's not only home to bands of blood-thirsty pirates, but also the broken and craggy terrain is difficult to navigate.

Additionally, the lands are tainted by Chaos, and while not a true daemon-world, the moon is host to a wide variety of Chaos-bred creatures.

Once they secure the entry to the Citadel and defeat any guards or creatures along

the way, Skar hopes to lead the Explorers to the location of the Vault of Secrets—a place he has only seen once in all his visits to the Citadel. Skar tells the Explorers that Vall has a hag who guards the Vault. Known as the "Archivist." It is she who oversees and catalogues all the arcane knowledge and items within. Again, how much or how little of this information Skar chooses to share with the Explorers is up to the GM.

HEADING TO INIQUITY

Plotting a course to the Dioskouri System is no different than plotting a course to any other system within the Koronus Expanse. The problems begin when ships try to navigate through the system of smashed and destroyed worlds. Iniquity is where Karrad Vall keeps one of his most secure strongholds—and it has the protection of all the powers of Chaos he can muster. The difficulty of getting to the Dioskouri system mainly lies in its distance from the Astronomican, the holy beacon which all Navigators use as a fixed reference point.

PLOTTING THE COURSE

As mentioned previously, one of the things that makes travel to the Dioskouri system difficult is its distance from the Astronomican beacon on Holy Terra. There is no real fixed point in the warp that a Navigator can use as a reference if he cannot locate the Astronomican, and therein lies the real danger and difficulty of travel within the Expanse.

Plotting a course through the Warp uses the rules beginning on page 183 of the **ROGUE TRADER** Rulebook. In addition to the rules and modifiers suggested in that section, the steps a Navigator must go through to plot a course have been modified for this trip. Taking into account the uniqueness of this location, the steps are outlined below. In the event the Navigator is an NPC, the GM can simply gloss over these steps and make the trip as eventful as he feels is necessary.

Step One: Determining Duration of Passage

Determining the amount of time it takes the Explorers to travel from Chorda's Folly (within the Cinerus Maleficum) to Iniquity (located in the Foundling Worlds) is similar to crossing from one sub-sector to the next. The base amount of time it takes for the Explorers to travel from Chorda's Folly to Iniquity is $14 + 1d10$ days (average time 18 days in the warp). This time is modified based on the results of the Navigator's Test is Step Four: Steering the Vessel, on page 184 of the **ROGUE TRADER** Rulebook (and also below).

Step Two: Location of the Astronomican

Getting to Iniquity from Chorda's Folly requires the Navigator to either locate the Astronomican beacon or attempt travel without locating it. Due to the distance of Chorda's Folly from the Astronomican, the Navigator must make a **Difficult (–10) Awareness Test** (instead of the normal Ordinary Difficulty). For every Degree of Success achieved, add +10 to any Navigation (Warp) Skill Tests for this voyage (see Step Four on page 27), whilst every Degree of Failure imposes

a -10 modifier instead. Should the Navigator score three or more Degrees of Failure, then it is impossible to locate the Astronomican—the Koronus Expanse of the Halo Stars is notorious for such difficulties. Should the Astronomican be obscured, then the Navigator needs to pass a **Hellish (-60) Navigation (Warp) Test** in order to plot a successful course. The details of this step are on page 184 of the **ROGUE TRADER** Rulebook.

Stage Three: Charting the Course

At this point, the Navigator makes an **Ordinary (+10) Perception Test** to peer into the Warp and extend his extraordinary perceptions to try and determine if there is any turbulence, warp storms, or other strange phenomena in the ship's path. The results of this Test are kept secret from the Navigator. Passing this Test means that the Navigator is able to detect any likely disturbance along the route plotted. Failure means that he is not. In either case, the results of this Test influence the chance of avoiding any serious Warp encounters during the voyage. The list of possible encounters in the warp can be found on pages 185 and 186 of the **ROGUE TRADER** Rulebook.

Once the Navigator has plotted his course, and is ready to translate to the warp, read aloud or paraphrase the following:

The various stations and decks of your vessel report secured. On the bridge, upon the Command Plinth, the lights switch from normal to red, indicating that the ship is about to enter the realm of madness that is the Warp. Armoured shutters slide into place covering the vista portals; keeping out all but a fraction of the swirling maelstrom you're about to enter. A faint tingling sensation crawls across your skin and a voice rings out across the bridge from gargoyle-shaped voxes: "Gellar Field activated, prepare for warp translation."

Once this signal has been received, your helm station officers report that they have slaved control over to the Navigator's ocularium. Locked into the controls of the vessel via thick cables and wires, the Navigator is purified with sacred incense to cleanse away all evil entities that may cling to him. Settling into his trance, the circlet settled upon his brow begins to glow where the fabled Third Eye resides—allowing him to view the maddening horror of warp-reality. Giving the signal, the Navigator begins to enter information into his station as the ship shudders; barely-controlled energies colliding to rip a hole into the Empyrean as the ship's warp vanes extend from hidden recesses outside the ship. Then with a flash and violent spasm, your ship crashes into the tides of the Realm of Chaos.

Stage Four: Steering the Vessel

Once all of the above steps are completed, it's time for the Navigator to determine the accuracy of his course. At this point, the Navigator makes his **Navigation (Warp) Skill Test**, modified by the results of the Test from Step Two: Location of the Astronomican. Refer the results of this Test to **Table 7-3: Navigation Chart**, on page 184 of the **ROGUE TRADER** Rulebook. Page 185 of the **ROGUE TRADER** Rulebook also mentions the possibility of going off course

BREAKING DOWN THE TRIP

The trip from Chorda's Folly to Iniquity, as mentioned previously, takes the Explorers through the area near the Cinerus Maleficum, through the God-Emperor's Scourge, and on into the Foundling Worlds region. To make it easier for the GM to break the trip down, each "leg" of the journey is broken down below. Each segment has a number of average days it takes to travel through the warp (it can be assumed that the Navigator takes the ship out of warp to realign his navigations between each segment). Of course, these durations should be modified based on the results of the actual time that is determined by the skill of the Navigator plotting the course.

- **Chorda's Folly to God-Emperor's Scourge:** 4 days average
- **Travel through the God-Emperor's Scourge:** 8 days average
- **God-Emperor's Scourge to Iniquity:** 6 days average

or facing encounters in the warp. The chances of either of these happening, and the results of such events, are up to the GM. However, it's not recommended that the GM allow the ship to travel too far off course, as the Explorers should arrive without too much injury to their persons (their ship is another matter entirely). Getting to Iniquity once they have arrived should be the bigger challenge.

THE TRIALS OF INIQUITY

When the GM feels that the Explorers have reached their destination and are ready to continue on with the story, read aloud or paraphrase the following:

The moments tick by after your emergence from the warp. The various augurs of your mighty vessel collect data about the area of space around you. Servitors in the command pits chatter endlessly and crew move about with purpose. As the main viewer comes back online, and the shutters of the vista panels pull back to reveal the system to your eyes, your blood runs cold.

Despite the distance, you can still see the powerful maelstrom of swirling gasses and debris where once a mighty star burned. Rocks, debris, space hulks, and other detritus swirl about the giant black hole. Its twin, a massive red giant companion star, appears as a misshapen eye. The tremendous forces of gravity tugging it will eventually win out and draw the doomed star into its neighbouring twin.

As mentioned previously, the moon of Iniquity is a world touched by Chaos. Vall sacrifices hundreds regularly to appease the capricious Chaos lords he is in league with. The psychic screams of all of these damned souls has created a unique phenomenon on Iniquity: a short-ranged (but potent) warp beacon. However, all of this psychic activity blots out the true Astronomican (if it can be found this far

EFFECTS OF THE DIOSKOURI SYSTEM

Aside from the debris swirling around the system ready to tear apart any ship at a moment's notice, the Dioskouri System is virtually blanketed in radiation of one kind or another. Starship hulls, by design, are capable of blocking out the worst of the radiation. However, many of the vessel's sensitive systems are affected. Additionally, anyone venturing out in anything less than a shuttle or guncutter risks severe radiation exposure and eventual death (armoured space suits may provide some protection, as determined by the GM).

The radiation reduces the Detection Rating of all vessels by half their value (round up), and any Tests using the vessel's augur arrays are two steps more difficult. Additionally, ranges for macrobatteries and lances are likewise reduced by half. Long-range vox transmissions are impossible (anything over 5 VUs) and teleportation will be difficult at best (see page 33 for using teleportariums in this adventure).

Ships making a Silent Running Manoeuvre gain a +30 bonus to their Manoeuvre Tests.

out into the Halo Stars) once a vessel is within the bounds of the Dioskouri System, making it difficult (if not impossible) to locate. The beacon itself helps those who are attuned to it to navigate through the treacherous system and damns those who are unable to sense its presence by blocking out the Astronomican's signal.

Navigating the Dioskouri System is perilous, due not only to the clouding of the Astronomican, but also because the system is literally swirling with so much debris and hidden hazards. Catastrophe is nearly assured—despite being able to lock on to the dread beacon of psychic screams. As they pass through the Dioskouri system, the Explorers see that most of the planets have been shattered; their debris being inexorably drawn into the waiting maw of the massive maelstrom at the centre of the system. The Dioskouri System also hosts several gas giants. However, all but one of them is distorted in one way or another due to the intense gravity of the black hole. The ones closest to the black hole appear lopsided and egg-shaped—the hungry maw beyond drawing off their gasses and vital atmospheres.

Getting to Iniquity once the Explorers have arrived in the system is a huge undertaking, as the Explorers' vessel braves gravity tides, radiation flares, spinning chunks of planetary remnants, asteroid swarms, and other celestial hazards. In addition, the intense gravity of the maelstrom disrupts most of the augur arrays, worsening the closer they get. Skar could provide some assistance in this regard. His knowledge of the system and its hazards far outstrips that of everyone else on board, and he states, *"It is neither easy nor simple. But it can be done—provided you listen to me."*

NAVIGATING TO INIQUITY

Due to the extreme hazards the system presents to those not experienced with them, the Explorer piloting the ship (if not an NPC) may wish to work closely with Skar. Skar provides the necessary psychic guidance needed to direct the ship's Navigator, and the Navigator provides information on the best course to Iniquity. In the event that one or both the Navigator and Astropath roles are NPCs, the GM will need to make adjustments to this section as appropriate—glossing over their parts as needed.

By entering a psychic trance, Skar can sense the location of the psychic beacon generated from the surface of the Chaos-infested moon. In addition, those Explorers who have at least 30 Corruption Points begin to feel a faint pull the closer they get to Iniquity: as if something is calling out to their soul (if Skar is not with the group, any character with 30 or more Corruption Points may take his place for the purposes of the Navigation Test, below). Once Skar has located the beacon, the Explorers can proceed into the depths of the star system.

If for some reason Skar isn't with the group, then the Explorers will have a more difficult time. The ship's resident psykers report they can hear a wailing through the void. The beacon can be located without the assistance of Skar, but requires an **Arduous (–40) Psyniscience Test** instead (since Skar isn't there to guide).

Once the beacon is located, the Navigator makes a **Very Hard (–30) Navigation (Warp) Test**. Succeeding this Test, the Navigator is able to relay the coordinates to the helmsman. Every Degree of Success on this Test applies towards the Exploration Challenge (see below) to get to Iniquity. If the Navigator fails the Navigation (Warp) Test, he can still relay the correct coordinates to the helmsman. However, the strain of utilising the beacon corrupts him—the Navigator gains 1d10 Corruption Points, plus an additional 2 Corruption Points for every two Degrees of Failure.

GETTING TO INIQUITY

In order to arrive at Iniquity, the Explorers need to complete a **Taxing (6) Exploration Challenge**. As mentioned above, the Degrees of Success on the previous Navigation Test apply to this Challenge. Should the Explorers manage to fail the Exploration Challenge, then the GM may choose or roll on **Table 2–1: Iniquity Encounters**. Because similar hazards exist within multiple places throughout the system, it's acceptable if the Explorers face the same hazard multiple times. However, the GM should feel free to modify the number or types of encounters his players face, depending on the pacing of the group and how the adventure is progressing.

Some hazards have penalties to using the ship's augurs or require the ship's Detection Rating to be used in a Test. The GM should remember that all of these penalties are cumulative with the ones mentioned under the **Effects of the Dioskouri System** sidebar. As the Explorers gain more and more ground navigating their way through the system, the GM should describe the condition of the system as they get closer to Iniquity. Using the information on Iniquity on pages 8–10, he should paint a vivid picture of planetary remains being sucked into oblivion, gas giants with wisps and tendrils of atmosphere being drawn

off, and other phenomena not typically seen. Iniquity is a truly unique star system and should be treated as such.

TABLE 2-1: INIQUITY SYSTEM ENCOUNTERS

D10 Roll	Event
1-3	Asteroid Field
4	Gravity Tide
5	Radiation Flare
6	Ion Spread
7-8	Ship Debris
9-10	Ice Cloud

Asteroid Field

Scattered throughout the system are the shattered remains of planets and moons. Some exist in dispersed pockets, while others are spread out across large swathes of space. Inexorably, they are all being drawn into the gaping maw of the black hole. The rules for handling Asteroid Fields are on page 226 of the **ROGUE TRADER** Rulebook.

Gravity Tide

Because of the massive black hole at the centre of the Dioskouri System, most of the system's planets have been ripped to pieces under the stress. This has created an unusual phenomenon whereby many unseen and unknown gravity tides exist in one place. The rules for handling Gravity Tides are on page 227 of the **ROGUE TRADER** Rulebook.

The Explorers may also mark the location of known tides and attempt to lure enemy vessels into them. To do this the captain of the vessel (or helmsman) makes a **Difficult (-10) Tech-Use + Detection Test** as the ship floods the area with erroneous signals in order to mask the anomaly. For every Degree of Success, the enemy vessel suffers a -5 penalty to their Tests to try to detect the riptide.

Radiation Flare

While deadly radiation blankets the dying star system, there are pockets where the radiation spikes and flares. This is mainly due to dying planets ripped apart by the maelstrom and by the gas jets exiting the black hole at high velocities.

While many sensoria and devices aboard star ships are designed to detect stellar radiation, the interference generated by the phenomenon can prevent its detection until it is too late. A **Hard (-20) Scrutiny + Detection Test** is required to detect a possible radiation flare. Should a vessel stumble into a flare without detecting it, the ship's helmsman needs to make a **Difficult (-10) Pilot (Space Craft) + Manoeuvrability Test** to avoid it. Failing this Test means the vessel suffers 1d5 damage to the Crew Population and Crew Morale as waves of nausea and headaches run rampant through the crew. Medicae staff must dose the crew with anti-radiation potions and unguents. Additionally, 1d5-1 random Components become Unpowered from the sudden electromagnetic pulse. It takes an Emergency Repairs action to restore power to the Unpowered Components. The GM is also welcome to come up with other interesting side effects of radiation penetrating the ship's hull.



PACING THE ADVENTURE

One of the most important elements of any adventure is its pacing, meaning that the encounters and opportunities for roleplaying should keep the game moving and not let it bog down unnecessarily. The Iniquity Encounters in this section should be carefully considered by the GM; if he feels the adventure needs an additional encounter, he should proceed to roll or choose an encounter from Table 2-1. Otherwise, he should feel free to have the group simply proceed to the next part of the adventure.

Ion Spread

Jets of ionised gas float through the Dioskouri System like ribbons or streamers. A cross between a nebula and ionised clouds, the particles within ion spreads have the ability to short out unprotected electrical systems and other nuisances. At times they seem to be almost sentient—suddenly changing course to strike at nearby vessels. The reality is that they are simply drawn to the electrical fields generated by void shields, plasma reactors, and other energy-hungry systems.

Avoiding an ion spread is difficult because their movements are so unpredictable. A successful **Difficult (-10) Navigation (Stellar) + Detection Test** is required to safely navigate around an ion spread without being struck by the baleful energies being released. Success means that the vessel passes unharmed. Failure means the ship suffers 1d5 damage (ignoring armour). In addition, for every Degree of Failure, one random Component shorts out and becomes unpowered. The Component can be repaired and powered by having the Explorer directing the repairs make a **Challenging (+0) Tech-Use Test**. It takes 1d5 hours to restore power to the damaged Component (each Degree of Success on the repair Test can reduce that time by 1 hour to a minimum of 1 hour).

Ship Debris

Over the centuries since this system was corrupted by Chaos, numerous vessels have tried to make their way to Iniquity—either to present themselves to Karrad Vall or to attack him. Most fail in this endeavour, but a few manage to make it through. The remnants of those who have failed drift about the stellar void until they are either pummelled by the drifting debris, stripped for any useful components, or succumb to the maelstrom.

The danger these space hulks present are left up to the GM. They could simply present a collision hazard, or they could be infested with something far worse. Sometimes they are volatile—their reactors waiting for the right moment to detonate. In some cases, they may have valuable components and supplies that may be crucial for the Explorers to conduct emergency repairs to their damaged vessel.

The Explorers may discover survivors—and they aren't entirely grateful at being "rescued." Many have gone mad due to the trauma and conditions that they have endured; others may become hysterical or catatonic. Regardless, the GM should feel free to reward the Explorers with additional bonus Achievement Points for rescuing any survivors of these derelicts.

Ice Cloud

Much like an asteroid field, these fields of ice can damage a ship by slamming them with frozen chunks of detritus. Navigating through an ice cloud is similar to navigating through Ice Rings. Use the rules for Ice Rings, presented on page 227 of the **ROGUE TRADER** Rulebook, when attempting to navigate through Ice Clouds.

THE GIFT OF DESPAIR (MANDATORY ENCOUNTER)

This encounter is mandatory, and occurs shortly after the Explorers enter the Dioskouri system from the warp. As the intense radiation covering the star system plays havoc with their augurs, the Explorers are unable to detect this enemy vessel until it's almost too late. The various scum and pirates that flock to Karrad Vall's banner tend to supplement their meagre earnings with other more lucrative pursuits. Every year, numerous vessels attempt to make it to the Dioskouri system only to end up as floating debris. Occasionally there are survivors on board, and the pirates take it upon themselves to board these derelicts and "rescue" these hapless victims. Once secured safely aboard their pirate vessel, the captains of these ships then return them to Iniquity to sell to the various mine overlords and as tribute to Vall (who rewards their efforts). Additionally, there are other slave markets throughout the Expanse, as well as other sources of slaves, and these slaver ships travel to and from the Dioskouri system with their living cargo in tow.

The Explorers encounter one such vessel shortly after they translate to real-space. This vessel is known as the *Gift of Despair*, and is captained by a despicable Chaos mutant renegade known as Darexor. The *Gift of Despair* is a modified raider turned slaver vessel, captured during a battle with a now-defunct Rogue Trader House.

Read aloud or paraphrase the following:

Your vessel has managed to gather what little information it can about the space surrounding it. Intense radiation blankets the entire region, preventing your augurs from scanning beyond a limited range. From what you can see the entire system is in tatters; chunks of rock and ice swirl about with debris from other vessels that made the attempt to enter this system. Suddenly, klaxons begin to wail. Servitors in their sockets begin to transmit data to the command plinth, generating a hololithic image of a vessel that has suddenly appeared in close range. Your vox officers indicate that the ship is hailing you, but augurs insist the vessel is armed with its weapons bays locked open.

The Explorers have several options at this point: they can answer the hail, ignore it, beat to quarters, or conduct some other action. Skar (if available) states that he knows this vessel. He suggests if the Explorers don't have a definite plan of action, that he respond to the hail disguised as the vessel's master—and for the Explorers to follow his lead. Should the Explorers balk at this suggestion, Skar shrugs, unwilling to press the issue. Should the Explorers handle themselves well, he'll be grudgingly impressed, although if they take significant



damage or suffer some other setback in a battle, he'll be insufferably smug. If they agree to this course of action, read aloud or paraphrase the following:

Skar moves to stand in front of the Command Throne on the bridge and then signals for the channel to be opened to the hailing vessel. Within seconds the image on the main viewer changes to reveal a pug-nosed man whose face is pierced in multiple places and marked by tattoos similar to Skar's. An ugly scar runs down his face, making it into a permanent sneer. His smile turns to surprise momentarily at the apparent recognition of Skar.

"Ah, Captain Skar. You finally found you a ship. What, you steal this one too?" the dog-faced captain begins in a slurred speech like a drunken voider.

Skar replies, "Well, well. Captain Darexor, my dear lump of waste. Still playing the part of Vall's lapdog? I trust your foray was fruitful? What fills your holds this time? Old men and the infirm, eh? Well, no matter. I have come to rejoin my brothers and ask that you move aside and allow us to pass unmolested."

The banter goes back and forth, and the GM is welcome to play this up. How this turns out depends on the size relationship between the Explorers' vessel and the *Gift of Despair*. Should the *Gift of Despair* equal or exceed the Explorers' ship in size, Darexor demands tribute in order to pass unmolested, a thousand slaves for his hold. Should the Explorers refuse, or otherwise balk, at his request, Darexor attacks their ship with the intent to board and take whatever slaves he can by force.

If the Explorers' vessel is larger than the *Gift of Despair* (or



GETTING THE EXPLORERS INVOLVED

Although Skar's suggestion is a good one, the player characters have numerous other options to get involved with the encounter with the *Gift of Despair*. Impersonating Skar is not particularly difficult (it has been some time since Darexor last saw or spoke to Skar) for anyone with the Disguise Skill, nor is a vox-only conversation with anyone who has the Mimic Talent. In both cases, the Difficulty for seeing through the disguised appearance or voice should be **Hard (-20)**.

Additionally, a **Difficult (-10) Tech-Use Test** can add some distortion to either vox or pict, further increasing Darexor's Difficulty to see through any deception to **Very Hard (-30)**.

It is recommended that the GM should consider any ideas from the other Explorers if they wish to contribute.

for some reason they have more than one ship) then Darexor backs down. He wishes them luck in getting to wherever it is they are going, and quietly vanishes into the void on his slaving run. It's possible that the Explorers will face the *Gift of Despair* again—either at the end of this adventure during the final space battle, or the GM can bring Captain Darexor and his cutthroat crew into another adventure later on.

Should combat break out, Skar can assist the Explorers by providing information on the *Gift of Despair* and her captain. While this information does not provide any game bonuses, it gives the Explorers an idea of who and what they face—perhaps giving them some additional ideas about how to defeat their foe.

The ships begin at 5 VUs apart, and the GM should consider placing the two ships near some of Iniquity's stellar phenomena, such as a gravity tide or meteor swarm. If they managed to scan or encounter any gravity riptides or other hazards before encountering the *Gift of Despair*, they can even try to lure the ship into them. The GM should also keep in mind that the effects of the Dioskouri System's radiation affect the Reavers as well as the Explorers. The profile for the *Gift of Despair* can be found on page 67 of this adventure.

Darexor makes all attempts to take the Explorers' vessel, but if his ship begins to suffer too much damage he attempts to disengage. Use the profile for the Chaos Reaver Captain found on page 59 to represent Darexor. Additionally, once he has loosed several salvos at the Explorers, he attempts to close the range and board. Once he is able to, Darexor unleashes his crew of Reavers to try and board the Explorer's vessel.

Fighting the Gift of Despair

Many options are available for this encounter, and it would be impossible to present them all. Should Captain Darexor order a boarding attempt, he will launch several boarding craft at once. This is considered to be a Hit & Run Action (see page 218 of the **ROGUE TRADER** Rulebook). However, due to the number of boarding craft the ship launches, the enemy ship makes a **Routine (+20) Pilot (Space Craft) Test**. Should the *Gift of Despair* close to within 1 VU of the Explorers' craft (and it's

roughly equal in size, as mentioned above), they launch their boarding action—with the intent of capturing slaves, not just sabotage. Captain Darexor directs the assault (but doesn't lead it, he leaves that to his slavers) by sending in waves of Chaos Reaver pirates. Profiles for the Chaos Reavers are on page 58 of this adventure.

Use the rules on page 215 of the **ROGUE TRADER** Rulebook to handle the boarding action. Should the Reavers manage to board the Explorers' ship, then it should be a short and brutal affair.

Should the Explorers' ship outclass the *Gift of Despair* (in terms of size and firepower) and simply open fire on her without first speaking to Captain Darexor, the *Gift of Despair* looses several salvos and moves to the extreme range of its weapons. After firing on the Explorers, she will then attempt to break off and flee (either deeper into the star system, or into the warp). If this happens, and the Explorers wish to pursue, then the GM should make use of the Stern Chase rules found on page 216 of the **ROGUE TRADER** Rulebook.

Because it's impossible to predict what different groups of players are going to do, the GM will have to play out this part based on his group's style. For example, some groups may decide to board the Chaos vessel, free the slaves penned up on board, and then use that ship to make their way to Iniquity. This is entirely plausible and the GM should encourage such actions. They may also cripple the raiders before they even get close enough to board, or launch their own Hit & Run attack in an attempt to destroy the offensive craft and free the slaves.

It should also be noted that freeing the slaves from their fate nets the Explorers additional bonus Achievement Points towards their Endeavour's completion (see page 50). The Explorers may free the slaves any way they wish, whether from boarding the ship, from using guile to make a deal with Darexor, or any other suitably creative (and sneaky!) method.

If the GM wishes to make the fight with the *Gift of Despair* more challenging, he can add more identical ships (usually 1-3, depending on how strong the Explorer's vessel or vessels are) under Darexor's command.

ORBITING INIQUITY

Once the Explorers successfully complete the Exploration Challenge to get to Iniquity, they enter the orbit of the small moon orbiting Dioskouri's only remaining intact gas giant. Read aloud or paraphrase the following:

As your vessel closes in on the gas giant harbouring your goal, you slowly begin to make out the small dot orbiting it: the moon Iniquity. The swirling green, orange, yellow, and white gasses glow with intense luminosity. Your augurs report nothing threatening in the immediate area, but due to the intense radiation covering the system, those readings are unreliable at best.

Skar explains that Iniquity has several ramshackle shipyards orbiting the moon; this is where the pirate vessels come to re-arm, refuel, and repair. Forges filled with slaves on the moon below, work night and day to smelt down the raw ores from the

mines into munitions and parts for Vall's ever-increasing fleet of raider ships. Skar also mentions that the Citadel itself is protected by an array of void shields and has several defence laser emplacements—making it a formidable target, able to strike back against any attackers who make it that far.

Orbiting Iniquity is a shattered moonlet that was once a small satellite of the moon. The Explorers have several options open to them: they can proceed, acting as if they are pirates come to serve under Vall, or they can attempt to hide their vessel within the shattered remnants of Iniquity's satellite (hoping to avoid detection).

CLOSING ON INIQUITY

Once the Explorers have entered orbit around the gas giant protecting the Chaos-ridden moon, they can take whatever small craft they have at their disposal. The Explorers should also consider taking an Astropath along with them (assuming there isn't one in their group already) due to the fact that the radiation put out by the dying star system interferes with all long-range vox. Rogue Trader vessels typically have more than one Astropath on board (although there are exceptions) and it should be no problem for the GM to have an NPC Astropath accompany the Explorers, if needed.

Once they close in on the moon, read aloud or paraphrase the following:

Closing in on the baleful eye that is Iniquity you see before you a pale and sickly green orb streaked with wisps of thin clouds. Jagged peaks of basalt-black rock stretch up to the storm-wracked sky, and scouring sands shift and blow beneath. Seas of vitriol-green acid dot the landscape, and all around you can make out the played out and abandoned mines that were once the only reason anyone would ever come here. Plumes of thick, dark smoke stretch up to the sky all around, the product of the many forges Karrad Vall uses to build his war machine. However, as you pass into the atmosphere, you can detect something dark and menacing lives here now. Its presence can be felt all around, as if it is watching you.

Following the coordinates given to you by the marooned Reaver Drexus Skar, you see that it leads you to a ragged settlement of makeshift buildings, shanties, and worse. Fortunately nothing has locked onto your approach, but you feel apprehensive about leaving your vessel in hiding, without the ability to vox you in an emergency. Your only lifeline to it now lies in the tenuous psychic connection between your Astropaths.

Touching down on the packed earth ramp, you say a prayer to the God-Emperor, and make your way off the shuttle.

Before they make their descent to the surface, the Explorers have a choice to make. It would be best if they went in disguised as Chaos pirates, newly vetted and sworn to Karrad Vall's crusade. They may also decide that disguises are beneath them (or forgo them for some other reason) and choose to go in as who they are: a Rogue Trader and crew. They may devise a cover story for their visit, or they may not. The best course of action would be for the group to disguise themselves, as Skar suggests; the people of Perdition don't take

IF SKAR ISN'T PRESENT

While the servo-skull found in Skar's shelter on Chorda's Folly may have provided the location and impetus needed to get to Iniquity, it mentions nothing about the settlements here. One way the GM can deal with this problem is to have one of the characters (either an NPC or one of the Explorers) mention that they once heard of Perdition—they thought it to be a myth spoken of in a cloud of obscura smoke. Another idea is to have one of the gang-pressed crew members know of this place, and the information eventually reaches the Explorers' attention (perhaps through the Master of Whispers, or some other role).

kindly to those who aren't one of Vall's bunch. Should the Explorers take Skar's suggestion, then their disguise should be enough to fool all but the most comprehensive scrutiny. The Explorers only need worry when someone is trying to see through the disguise (in this case, the use of the Disguise Skill from page 81 of the **ROGUE TRADER** Rulebook is very useful to keep the denizens of Iniquity ignorant of the group's true nature—one character with this skill can effectively use it for the entire group). Stepping off their shuttle on a hard-packed landing pad, the Explorers find themselves looking on a run-down and horrid looking settlement full of squalor and vice—not too far off from many of the places they may have visited in the past. However, unlike those places, this run-down town doesn't cater to Rogue Traders, or recognise their Warrant of Trade and the authority it carries. This settlement, as Skar explains, is Skaarsdelve, the largest settlement on the planet.

Act II Achievement Point Awards

At the completion of Act II, the GM should award the following Achievement Points (or subtract from the group's total):

- Decide to go with Skar's plan to infiltrate the Citadel of Skulls: 25
- Explorers come up with their own plan to infiltrate Citadel: 50
- Plotting course and arriving in Dioskouri system: 100
- Using psychic beacon to locate Iniquity: 50
- Reaching Iniquity (reduce by -50 for each encounter suffered along the way, save mandatory encounters, to a minimum of 0): 200
- Giving Captain Darexor 1,000 slaves: -200
- Defeating/Getting past the *Gift of Despair*: 100
- Rescue any number of slaves from *Gift of Despair*: 75
- Destroy/defeat *Gift of Despair* without making attempt to rescue slaves: -100
- Arrive in orbit around Iniquity: 100 (50 if using Skar's assistance)

ACT III: THE DAMNED WORLD

"There is no place more dreadful than the Citadel of Skulls. Vall's bastion is a nigh-impregnable fortress full of riches undreamt of, but those who manage to find it discover that their fate is now in the hands of the Faceless Lord."

—Captain Drexus Skar

The Explorers have made planetfall upon the Chaos-infested moon of Iniquity. Bringing along the "reformed" Chaos Reaver, Drexus Skar, the Explorers now find themselves landing in the chaotic spaceport of Skaarsdelve. Inhabited by a myriad of cutthroats, slavers, and other nefarious scum, the Explorers hope to find a guide who can lead them to their goal: the Citadel of Skulls.

From Skaarsdelve, the Explorers trek across the wilderness of the Chaos-infested moon and into Karrad Vall's stronghold. After defeating the guards and traps placed in their way, the Explorers face their destiny within the fabled Vault of Secrets.

DEN OF INIQUITY

As the final act of this adventure opens, the Explorers have touched down outside a den of vice and deception that was once where Skar and his band spent most of their time while on Iniquity. They have come here on his recommendation, and as previously mentioned, this is where they hope to locate a guide who can take them to the dreaded Citadel of Skulls—source of the Vault of Secrets. Word has yet to reach the residents of Skaarsdelve regarding Skar's mutiny—not that it would matter to most, as long as his Gelt is good.

As the Explorers step off their transport outside the settlement, read aloud or paraphrase the following:

The moment you land, the sights and smells of this den of vice assault your senses. The city fills a large valley like a mould, growing and stretching its streets and habs over every surface. Towering habs lean drunkenly against cracked and pitted blast-bunkers. Masses of degenerate humanity pile through the streets, and the sounds of gunfire echo through the alleys every so often. Even the spaceport around you is a scene of barely controlled anarchy, with shuttles taking off and landing randomly and at least one fist-fight going on in a nearby landing pit.

As Skar explains, the entire settlement is geared towards serving the various cutthroats and pirates who make their way here, and the few tribes of locals that deign to bring their meagre offerings for sale. If it's a vice, then chances are good it can be found in Skaarsdelve. Everywhere the Explorers go, they can see the haunted looks of those who have spent too much time amid this degenerated society. Fights are constantly erupting, and spill out onto the streets.



Skaarsdelve is where the Explorers can find many illicit and proscribed items and services. They may make Acquisitions here, but should find it difficult to get quantities in Scales of Standard or higher. Much of the resources of this city have been diverted to supply Vall's mobilizing war machine. As the Explorers walk around the city, they see brawlers, drunken pirates, and weapon fire in the distance. Various disreputable individuals skulk through the town, staying mostly in shadows and alleys. The Explorers are constantly being watched for any sign of weakness. The entire city should have an aura of desperation and violence.

USING A TELEPORTARIUM

Using a teleportarium or similar means of transportation is difficult because of the interference of the radiation covering the system. Because a teleportarium is a device that can be easily abused (especially in this adventure), the GM should consider allowing the device to operate reliably only once during this adventure—either the Explorers can use it to get to the surface of Iniquity, or they can use it to get back to their ship. This and several other methods are discussed in more detail on page 150 of the supplement **INTO THE STORM**. However, the GM doesn't require that supplement to run this adventure. Likewise, he should be cautious not to deny the Explorers the chance to use this device that they may have obtained in lieu of other options.

However, one of the best chances the Explorers have of going unnoticed is the sheer anarchy of the city, and the teeming masses found there. So long as they are careful and do not draw attention to themselves, they may be able to pass through unnoticed.

GOING THROUGH SKAARSDELVE

Aside from their main goal of trying to locate a scout who can take them to the Citadel of Skulls, the Explorers may wish to explore and investigate the town. Skar is an apt guide to the ins and outs of the settlement—knowing many of the locals. He also knows of the best places to try and locate a guide the group needs to get to the Citadel.

How the Explorers wish to handle going through the settlement is up to them. They may opt to explore a bit, purchasing “services” and items, or they may wish to head straight to the Crow’s Nest: a place where pirates and slavers tend to congregate, as well as hunters, trackers, and other types of scum. One thing they should keep in mind is that most people here don’t care for outsiders. In the majority of cases, this can be smoothed over with a liberal application of Throne Gelt. However, there are a few who not only despise outsiders; they are downright hostile towards them. Unless the Explorers maintain some sort of disguise as pirates or reavers, any NPC they interact with has a starting disposition of **Hard (–20)**. See page 293 of the **ROGUE TRADER** Rulebook for more information on Interaction.

Below are some of the locations that the Explorers come across while in Skaarsdelve. The GM is free to expand upon the brief descriptions of each location and add his own in order to better customise this locale to his group’s tastes.

Gladiatorial Pits

The fighting pits are scattered across the Bazaar and the Manufactura. It is here where slavers bring in their prize fighting slaves to battle one another for money, favours, and the glory of the Blood God. Those who are interested can place bets on the outcome of the bouts. Some are to first blood or are fought until one or the other is incapacitated, but most are fought to the death. Should the Explorers wish to place bets, use the guidelines under the Gambling Skill (page 82 of the **ROGUE TRADER** Rulebook) to determine the outcome. Assume the “house” has a Gambling Skill of 50—although the GM is free to adjust this as he sees fit.

The Sanctum of Sin

Located within a cracked blast-bunker deep in the dark heart of the Bazaar, this is a pleasure den where one can find all manner of illicit drugs and company. Everything from obscure to pleasures of the flesh can be had here. A statue of an odd-looking androgynous brass creature that resembles an emaciated goat with large horns dominates the interior. Those who know of such things may make a **Challenging (+0)**

Forbidden Lore (Daemonology) Test to realise that this is one of the many idols crafted in the image of the warp god Slaanesh, the Prince of Pleasure.

VALL’S DISCOVERY

The GM should keep track of each time the Explorers fail an Interaction Skill Test during the Social Challenge. Additionally, he needs to also track the number of times the Explorers fail a Social Challenge. Each time one of these events occur, there’s a chance that Karrad Vall’s agents may catch wind of what the Explorers are up to through various sources that are loyal to him within Perdition. Each time the Explorers fail a Social Challenge, the GM should make a d100 roll. There is a base 10 percent chance that Vall’s agents will learn of the Explorers’ plot. This percentage is modified as follows: for every Interaction Skill Test the Explorers failed in that Challenge, +5 percent is added to the base chance. Every time (after the first) the Explorers fail a Social Challenge, +20 percent is added to the base chance.

Once Vall’s agents learn of the upstart Explorers, they decide it is best to eliminate them in a bloody manner. Using their vast skill with Chaos Sorcery, sorcerers loyal to Vall summon up a pack of Flesh Hounds of Khorne and dispatch them to tear the Explorers into tiny shreds of blood and gore. When the Flesh Hounds attack the Explorers is left up to the GM, but it’s recommended that they attack them before they leave Skaarsdelve (so a number of the population may see Vall’s wrath). The number of Flesh Hounds in the pack should be equal to three or the number of Explorers divided by 2, rounding up, whichever is higher.

The Razor’s Edge

What appears to be a run-down industrial foundry on the edge of the Manufactura and the spaceport is actually an altar to the Blood God, Khorne. Here one can find all manner of dread melee weapons, from saw-toothed swords to spiked cleavers. The warsmith Grolchek runs this place and makes elaborate suits of plasteel armour. Grolchek always demands some form of strange component as part of the price for his services. Some of these requests are litres of blood, a pound of flesh, or other body parts—typically taken from the buyer. What he does with these disgusting offerings is anyone’s guess.

SKAARSDELVE

Skaarsdelve is rough and sprawling settlement with an uncounted population; most, slaves, mutants, and reavers. The location has grown organically since its founding (the circumstances of which are lost in the mists of time) and under a constant state of anarchy. Anyone can do anything in Skaarsdelve, so long as they have the power to do so. The only law is that nobody crosses the interests of Karrad Vall. More information on Skaarsdelve can be found on page 9.

Breaker's House of Chance

One can find all manner of games of chance in this gambling hall and den of vice. In addition, the proprietor has a small room in the back where one can purchase obscure and other proscribed drugs. The place is named for the large bouncer who guards the door. Some think that he's half Ogryn, others assume he is simply horribly mutated. The GM can come up with his own variations on classic gambling games that the Explorers can experience within this place. Use the rules under the Gambling Skill in the **ROGUE TRADER** Rulebook to help with this.

The Crow's Nest

According to Skar (if he's available), the Crow's Nest is a good place for the Explorers to find a suitable guide who can take them to the Citadel. The problem isn't locating a guide; it's finding one who won't reveal their plans to Vall. Many more denizens of Skaarsdelve fear the Faceless Lord than despise him. However, as fate would have it, a recently arrived scout, assassin, and tracker by the name of Fallon Marquese has made Perdition his base of operations while he's on Iniquity.

Having walked on just about every world within the Expanse, Fallon is a depraved and low individual who has managed to survive by his wits. He arrived on a slaver ship hoping to sell his services to the highest bidder. Unfortunately, his dealings with Vall didn't turn out in his favour. Now he's looking to get off this moon, but not before he sinks a dagger into Vall's proverbial backside. Locating Fallon isn't all that difficult; it's getting him interested and securing his none-too-cheap services that is the challenge.

As the Explorers put the word out that they are in need of a guide to take them to the Citadel, they need to be concerned about attracting the attention of those who are loyal to Karrad Vall. Getting the interest of Marquese and securing his services requires the Explorers to pass an **Easy (+30) Inquiry Test** to find him. Instead of failure meaning the Explorers are unable to hire a guide, it could also lead them to spend far more than they hoped to, or even attract unwelcome attention from the locals. This could range from a simple ambush by opportunists to the Citadel being forewarned of their intentions and dispatching agents to slay them. Alternatively, if the GM has the supplement **INTO THE STORM**, he can construct a Social Interaction Challenge to locate and hire Marquese. The Social Interaction Challenge rules are on page 206 of the supplement **INTO THE STORM**. Of course, having this supplement isn't required for this adventure.

Entering the Crow's Nest

Eventually, the Explorers make their way to Perdition's best-known tavern: the Crow's Nest. A raucous tavern that is one of the "finer" establishments in Perdition, the Crow's Nest is a place where the locals come to drown their sorrows and discuss business opportunities. It is an establishment that appears to be open regardless of the time of day. Even Skar recommends this tavern (and the drinks aren't nearly as watered down as the other places).

When the Explorers enter the place for the first time, the GM should describe it as full of thirsty and degenerate cutthroats: rowdy laughter, sultry dancers, private booths,

arguing pirates, and more. This is a rough establishment and every night a brawl breaks out. Once the Explorers proceed into the bar area itself, read aloud or paraphrase the following:

Entering the smoke-filled room, you are assaulted by the scent of obscura mingled with the odour of unwashed bodies, sour ale, and tabac. Several patrons line the bar itself, where a portly man spit polishes an odd array of mugs and tankards. An ancient-looking servitor whirs beside him, gurgling with an obscene-sounding noise as it attempts to poorly distribute drinks to the shadowy dregs sitting around. A pile of broken chairs and splintered tables grows outside; standing as mute testament to the fights that break out regularly here. You also notice that the floor is covered with a dark, red-brown crust, left from years of unwashed bloodstains. The smell is truly horrendous.

Scanning the tavern, you see at the bar a man wearing a hooded cloak, obviously armed, and drinking quietly between two rough-looking slave drivers.

Jadak is the barman. He's a self-professed "chemical specialist" as well as a bartender; he's also the owner. Jadak has a variety of drugs and narcotics should the Explorers lean in that direction. Any of the various drugs found in the **ROGUE TRADER** Rulebook (and other supplements) can be had here, for a price of course (treat the Availability as one degree better, as these items are easier to procure here than elsewhere). In addition to the pirates and locals drinking at the bar, the GM should feel free to describe several xenos (such as Kroot and Orks) drinking here, as well as mutants and other, more hideous abominations. Additionally, the GM can choose to interject a fight that breaks out over some trivial matter. The Explorers can then choose whether to involve themselves in the matter, or simply try to enjoy their drinks as the fracas goes on around them. There is a gambling wheel and several card games going on towards the back of the tavern; several rowdy cutthroats try their hand at spinning the wheel—with laughter and jeers erupting in equal measure regardless of the outcome.

Should the Explorers wish to try and gamble here, treat the "House" as having a Gambling Skill of 65.

Eventually, the cloaked man at the bar detaches himself and wanders over to the Explorers. He introduces himself as Fallon Marquese, the guide they have been asking about. If the Explorers don't suggest it, Fallon will suggest getting a private booth where they can discuss business. Once seated and introductions have been given, read aloud or paraphrase the following:

This hooded man has rough features and the look of a veteran of countless battles. There's something about him that doesn't sit right with you, but for now you're willing to hear him out. "I understand you are looking for a guide to take you to the Citadel of Skulls, yes? I can take you there, but I wonder why you don't fly there like the other Reavers do. Perhaps you are afraid, yes? Fear that Vall will wear your skins and eat your eyes, yes? I spit on Vall! My name is Fallon Marquese and I am many things. For you, I am guide and scout...if you can meet my price."

Hiring Marquese

Before departing Iniquity, Marquese has one request: that he get his revenge upon Vall and his minions for his ill treatment at their hands. However, his services are not free (even revenge has a price). This is represented as an Achievement Point penalty, starting at 150 Achievement Points. The Explorers can make an Opposed Barter Test, every Degree of Success reduces the cost by 20 Achievement Points, while every Degree of Failure increases the cost by 10. In addition, he wants the Explorers to take him with them when they leave Iniquity (he really doesn't care where they go from here). This is the condition of his help. Should the Explorers refuse, then he won't help them: it's non-negotiable.

Once the Explorers have settled things with Fallon, he will agree to meet them outside the settlement the following morning. He indicates that the Explorers should be prepared for a three to four day hike through the wastelands of Iniquity—a world with harsh climates.

Fallon Marquese's profile is on page 57 of this adventure.

CROSSING INIQUITY

The terrain of Iniquity is very inhospitable. There are lakes of acid, harsh winds, pelting rain, and jagged mountains. On top of all of this, there are some incredibly vicious creatures roaming the countryside—many touched by Chaos.

Making their way across the wilderness of Iniquity to the Citadel of Skulls requires the Explorers to make an Exploration Challenge to reach the Citadel. The Challenge is Involved (12), requiring 12 Degrees of Success. With Fallon, each Test the Explorers make to accomplish this challenge gains an additional +10 bonus, representing Fallon's guidance.

The journey should take close to a week in narrative time. If the Explorers are unable to complete the Challenge, failure does not present an insurmountable obstacle. However, it does create challenges and possibly life-threatening dangers. If they fail the Challenge, the GM should have them encounter something from the Iniquity Encounters table—the Explorers have gone astray and run afoul of some of Iniquity's more dangerous denizens. Once they resolve the encounter, they must undertake a new Challenge, which should require half the previous Challenge's number of successes to successfully complete (representing the Explorer's forward progress, even in the face of setback). Should the new Challenge require two or less successes to complete, the GM should simply allow them to reach the Citadel (they're close enough at that point).

The GM should use this opportunity to narrate the scenery and describe the efforts the Explorers make as they trek across the inhospitable wastes of this Chaos-touched moon. As the Explorers make camp at night, he should describe the shadows as deep and taking on sinister shapes (such as claws or eyes), and the Explorers having strange and disturbing nightmares (especially those who have Corruption Points). In addition, even if the trip is going well and the Explorers succeed on their Exploration

Challenge handily, the GM may want to throw an encounter at them to drive home the danger found on Iniquity. In this case, the GM might consider giving the Explorers an advantage in the fight.

TABLE 2-2: INIQUITY PLANET ENCOUNTERS
d100 Roll Encounter

01-15	1d5 Khadem + 1 per Explorer
16-35	Toxic Bog
36-40	1d5 Thermodrakes
41-60	Groundquake
61-65	1 Tunnel Horror (strikes from hiding)
66-75	Acid Rain
76-80	1 Strangler
81-85	Militant Squad (1d5 Mercenaries + 1 per Explorer)
86-90	Slaver Band (3 Slavers + 1d10+10 slaves)
91-95	1d10+3 Escaped Slaves
96-00	1 Heretek and 2 Combat Servitors

Notes About the Encounters

Each of the above encounters has some additional information that the GM may find useful in fleshing out the encounter so it's better suited to his group:

Khadem (see page 60): A pack of revenge-killers, the Khadem shun sunlight, preferring to attack at night. They are armed with a variety of melee weapons and strike from ambush. Their leader is armed with an autogun.

Toxic Bog: The surface of Iniquity sometimes collects pools of vile chemicals (effluent from the Citadel and other settlements, or naturally-occurring pockets of toxic materials in the planet's crust). If the Explorers must cross such a bog in order to press onwards, each explorer must succeed at a **Challenging (+0) Toughness Test** or suffer 1d5 Damage, ignoring Toughness and Armour. Environmentally sealed armour (such as power armour) renders one immune to this effect, and respirators or other appropriate gear adds a +20 bonus to the Test.

Thermodrakes (see page 64): Wallowing around their lair, a rancid pool of effluent from a run-down forge nearby, these aggressive and territorial creatures continue to attack until the threat is either dead or leaves their territory.

Groundquake: The environment of Iniquity is particularly hostile, sometimes manifesting as powerful groundquakes that fling about flurries of razor-sharp rock shards. Each explorer must succeed at a **Challenging (+0) Agility Test** or suffer 1d10 Damage with a Penetration of 4.

Tunnel Horror (see page 65): This lone arachnid lies in wait underground. It will typically strike (using its special ability) once the first or second Explorer (if they are travelling in single file) passes over it.

Acid Rain: The environment of Iniquity is particularly hostile, sometimes manifesting as a rain of toxic sludge. This event has the same effect as Toxic Bog (see above), except that the only sure way to avoid the rain is to seek substantial cover, such as a rock outcropping or cave. To do this, one of the Explorers may make a **Challenging (+0) Survival or Navigation (Surface) Test**. Succeeding at the test means that the explorers suffer damage from the rain for only one round. If the test is failed, the Explorers find shelter from the rain only after a number of rounds equal to 1d5 plus the Degrees of Failure.

Strangler (see page 65): Attacking from the dark of night, this creature waits to ambush the Explorers when they have made camp for the night. It attacks whoever is on watch. If no one is on watch, then it randomly attacks one of the Explorers (GM's choice).

Militant Squad (see page 60): This group of mercenaries is moving on to greener pastures. While they won't attack out of hand, they are dangerous and brutal killers. The Explorers can talk their way out of the situation, bribe them (losing 25 Achievement Points), fight their way free, or even hire them. If fighting occurs, use the Chaos Reaver profile on page 58.

Slaver Band (see page 59): Bringing a catch of slaves freshly off slaveships back to Iniquity's mines, the slavers offer to sell the slaves to the Explorers for outrageous prices. The Explorers can ignore the slavers, purchase slaves, or even free them. If they free them, they end up with 1d10+10 grateful individuals, and must figure out what to do with them.

Escaped Slaves (see page 59): Having recently killed the mine overseer where they were put to work, these slaves are desperate to escape. The slaves ask the Explorers who they are, and if the slaves think they mean to re-enslave them or harm them, the slaves attack. The Explorers could decide to help the slaves escape or return them to the mine's owners for a reward.

Heretek and Servitors (see page 61): The Heretek is heading to Perdition to sell his services to the townsfolk. Depending on the Explorers' reactions, he may either treat with them or attack them (although the presence of an undisguised Explorator in the group means he attacks without discussion or warning).

ARRIVING AT THE CITADEL OF SKULLS

Once the Explorers complete their Exploration Challenges and reach the outskirts of the Citadel of Skulls, read aloud or paraphrase the following:

The towers of the Citadel stretch up towards the turbulent sky. The entrance appears to be shaped into the skull of some enormous fanged creature. The rest of the structure is similarly gruesome in aspect—one clawed hand forms the parapet of a smaller tower, and a saurian skull forms the peak of the topmost tower. Lightning flashes across the darkened sky to accentuate the stark, bleached-bone appearance of the entire building.

As you make your way closer to the massive structure, you see goutts of flame and noxious gasses jet forth from hidden vents in the ground around the perimeter of the palace. Small shuttles and bulk-lifters flit about as flies around a decaying carcass. You can plainly make out the sealed portcullis of the main entrance—guarded by well-armed guards with a forbidding appearance. Anti-aircraft turrets flank squat-looking bastions that surround massive defence laser cannons—deterrents to any enemy ship that manages to orbit over the Citadel. This is the supposed home of the most infamous and bloodthirsty of pirates in the Koronus Expanse. This is the Citadel of Skulls—demesne of Karrad Vall.

The Citadel of Skulls is more than a simple bastion from which Karrad Vall sets out to rule the stars. It's a complex customised to Vall's twisted whims, and accommodates his vision for the future. Beneath the ground is a massive forge that Vall uses to build his mighty war machine. According to Skar, there are several vents surrounding area of the Citadel from which the forge expels waste gasses and takes in necessary air. While the shafts themselves lead directly to the forge, they are a dangerous way of accessing the Citadel, as many of them exhaust goutts of burning flame and corrosive effluvia.

By accessing one of these shafts, the Explorers can bypass a majority of the guards, and avoid alerting Karrad Vall and his minions. Should they desire, the Explorers can choose to enter the Citadel via other means (such as the front gate or through the shuttle bay). However, it should be stressed that these approaches are extremely risky ventures that have a greater chance of alerting Vall's minions within. If the Explorers have brought a number of minions with them (i.e., planetary defence force, ship security troops, and so on), Skar mentions that is impossible to get a large group into the Citadel without attracting unwanted attention and strongly suggests that only the Explorers themselves go inside.

Encounters in the Citadel

The Citadel of Skulls is a vast complex that extends high above the ground and deep beneath it. It would be impossible to map every single room and passage the Explorers could encounter. Rather than attempting such an arduous task, a series of encounters is provided to give the GM a toolkit to create his own version of the various levels of the Citadel that he feels are most appropriate for his campaign.

Divided into levels, the Citadel encounters provided can be strung together as needed to create a map of the interior of the complex. The GM is also encouraged to create his own encounters as well; ones that are more customised to his group's play style. A basic map is included in the Appendix to help the GM with visualising the layout of the lower levels to better aid creating the impression of the sprawling levels deep beneath the ground. There is also enough room for the GM to flesh out the more "common" areas of the map with such additions as extra rooms, passages, gantries, and other areas between the encounters.

Each encounter has been marked with the appropriate level for which it is suited (from upper to lower levels): Citadel Level, Forge Level, Catacomb Level, and Crypt Level. These are to help guide the GM as to where the encounter is best suited. These encounters can be run in any order the GM feels works best, and should be arranged in the order of the path the Explorers choose to take. It can also be useful for the GM to create a "note-map" of where each encounter was used for reference.

The Citadel of Skulls is a strange and twisted place that is the locus of Chaos power on this moon. It's okay if the map doesn't make sense to the players—the power of Chaos is unpredictable and ever-changing.



FINDING THE VAULT

There are a number of ways the Explorers may locate the Vault. Based on the makeup of the Explorers' group and their actions, the GM should consider one of the following:

- The location of the Vault may be contained within a cogitator, accessed by a successful **Difficult (-10) Tech-Use Test**.
- One of the encounters (see below) may contain a fragment of a map that reveals where the Vault can be found, deciphered with a successful **Challenging (+0) Navigation (Surface) Test**.
- The Explorers may interrogate or coerce one of the NPCs (i.e., Skar, Fallon, or any captives discovered along the way) with a successful **Difficult (-10) Interrogation or Charm Test** to gain a vital clue as to where to find the Vault.

Resting Within the Citadel

Due to the sheer size and complexity of the Citadel of Skulls, the Explorers may explore it for several days. They need to stop and rest, eat, recover, and perhaps even attempt to sleep. These seemingly mundane events can be as dangerous or nerve-wracking as the GM wishes. Remember, this is a place of Chaos. Shadows seem darker, moans and sounds of torture are commonplace, and even sleep is fitful and interrupted.

Should the Explorers decide to sleep within the Citadel, each must make a **Challenging (+0) Willpower Test** when they wake. This Test can be aided by any Talent or ability that protects against Fear. Should they fail the Test, they suffer 1 Insanity Point. Should they score 3 or more Degrees of Failure, then they also gain 1 Corruption Point. Psykers have a more difficult time, unless they are pledged to the Ruinous Powers (such as Skar). Psykers need to make a **Difficult (-10) Willpower Test**, and failure means they gain 1d5 Insanity Points.

THE ENCOUNTERS

The possible encounters the Explorers may face are detailed below. These events are not arranged in any particular order, and the GM is free to rearrange them as he sees fit. The GM is welcome to insert "random" encounters that the Explorers may stumble upon as they progress through the Citadel. Keep in mind that the deeper the Explorers go within the Citadel, the less people they encounter. The Explorers find the Catacomb and Crypt Levels virtually devoid of Vall's guards and minions.

Several of these encounters and locations are marked as "mandatory." These are key to the adventure's progress and should be run in the order they appear.

The Access Vent (Special—Mandatory)

Should the Explorers choose to enter the Citadel through one of the vent shafts that lead to the forges (as Skar suggests), they see a shaft cleverly concealed within the outcrop of a jagged cliff. The entrance of the shaft belches out flames of cyanide gas and other vile chemicals. Getting to the mouth of the shaft involves scaling to the top of the cliff and then lowering down to the shaft entrance. Once inside, the Explorers need to time their entry in between the blasts of flame to avoid painful burns. Once they gain entry to the shaft, they need to move swiftly to a maintenance chute before another belch of flame blasts up and out.

Descending to the mouth of the vent requires the Explorers to make a **Challenging (+0) Climb Test**. Should the Explorers manage to have climbing gear, then they receive a +10 bonus to the Climb Test.

The vent shaft itself is 20 metres long, but there is a maintenance chute roughly 10 metres down. The flames release every minute, allowing one Explorer per turn to descend over the shaft entrance, time the flame burst, release from climbing gear (if they have any with them), and then scramble over the vent. Failing the Climb Test means the Explorers suffer 1d5 damage (not reduced by Armour or Toughness Bonus) as they fall partway. Failure by at least four degrees or more means the Explorers land on the vent by mistake, taking 2d10+2 E damage to their Body (as well as 1d5 damage from the fall). Armour and Toughness Bonus apply as normal.

Within the maintenance chute, an industrial servitor awaits. This drone's upper torso is mounted on an odd-looking set of spider-like legs—allowing it to scuttle around the interior of the shaft performing its cleaning and maintenance rites. The servitor is programmed to become alert should intruders enter the chute or vent.

Once they have made their way to the maintenance chute and dealt with the servitor, the Explorers are able to exit the chute and enter the Forge Level of the Citadel.

The Explorers are encouraged to find alternate means of gaining entry through this shaft, and this section couldn't hope to cover them all. The GM is the final authority on what will and won't work when it comes to gaining entry to the Citadel.

Stats for the Industrial Servitor are on page 60 of this adventure.

USING PSYCHIC POWERS WITHIN THE CITADEL

Explorers such as Astropaths or other psykers risk a great deal when using their powers while within the Citadel. With the veil between Chaos and reality so thin, the Explorers run the risk of possession or worse. When using psychic powers within the Citadel, the psyker uses the "Renegade Psykers and Sorcerers" line on **Table 6-1: Psychic Strength**, on page 157 of the **ROGUE TRADER** Rulebook. Naturally, any ability, Talent, or Trait that protects against possession can be used to aid the psyker.

CITADEL LEVEL

The Citadel Level consists of areas that are occupied by guards, Chaos Reavers, and slaves going about their various tasks. This is a very dangerous area for the Explorers to be in unless they are somehow disguised. There are routine patrols of militants through the corridors and passages of the Citadel and Chaos Reavers from various ships come and go to receive assignments based on some nefarious whim of the Faceless Lord. Should the Explorers be found out for who they are, the entire complex is put on alert. Many of the rooms and areas are dedicated to the running of the Citadel, rooms for the comfort and relaxation of the Reaver Captains, and other minions of Karrad Vall.

Note: Karrad Vall is not present at the Citadel of Skulls during this adventure. Vall makes his appearance in the future instalments of **THE WARPSTORM TRILOGY**.

Also note that any combat that occurs on this level alerts a cadre of 5+1d5 Iniquity Militants, who arrive within 5 minutes of the incident (unless otherwise noted). The GM is also welcome to come up with other encounters for the Explorers to face. The profile for the Iniquity Militants can be found on page 60 of this adventure.

Secondary Cargo/Shuttle Bay (Citadel Level)

There are roughly a half dozen of these bays accessed by various platforms. Each bay houses several dozen Arvus Lighters—a specialised cargo shuttle. Industrial servitors and slaves move about the bay as shuttles land and depart with supplies and parts for both the orbiting repair yard and Karrad Vall's other interests abroad. Several Slave Overseers and Chaos Reavers stand guard and supervise the slaves.

One thing that may immediately grab the Explorer's attention is that there are several Imperial heavy-lift craft recently stolen by Vall: Valkyrie Skytalons. The Skytalons should prove particularly useful for extracting vast quantities of treasure from the Vault of Secrets.

The Shuttle Bay is one of the locations the Explorers can use to enter the Citadel should they choose not to use one of the vent shafts scattered around the perimeter of the Citadel. Landing a craft here, such as a guncutter, is no mean feat (although it does offer the element of surprise). The entrance to the bay leading to the outside is guarded by a pair of autocannon emplacement turrets (see page 62). These emplacements have battle servitors hardwired into them. While they can't move about, they each have a 180 degree fire arc. Conversely, the Explorers can also make their way to this location from inside the Citadel and steal one (or more) of the vehicles parked here—especially if they try to make off with one of Vall's treasure vaults (which are removable modules) planted deep underground.

At any given time there are at least forty slaves and twenty industrial servitors, working about the bay. For every ten slaves, there is one Slave Overseer. Additionally, there are two Chaos Reavers who oversee the entire operation and make sure the shuttles get to where they need to go. Should a fight break out within this location, at least half of the slaves attempt to flee. Those that stay and fight are armed with various hand tools that can be used as makeshift melee weapons.

Profiles for the Slaves are on page 59, and the profile for the Industrial Servitors are on page 60. Profiles for the Slave

Overseers are on page 59, the profile for the Servitor-controlled Autocannon Emplacements on page 62, and the profile for the Reavers are on page 58. The profile for the Arvus Lighter and Valkyrie Skytalon is on page 66.

Abattoir (Citadel Level)

A few of these chambers exist throughout the various levels of the Citadel. Here, menial cooks and slaves prepare the meals for the rest of the bastion's workers and residents (none of the food prepared in these kitchens ever reaches Karrad Vall). The walls are covered with splatters of blood, and a massive, bladed machine dominates the centre of the kitchen, where meat is rendered down into various types for use as food. Slaves are given slurry of meat cast-offs and tainted grains to help keep them pliant and docile. A Bloodskinner (see page 370 of the **ROGUE TRADER** Rulebook) oversees each of the Citadel's abattoirs along with several Iniquity Militants, who stand watch.

The smell from one of these kitchens is so strong that any Explorer entering them must make a **Challenging (+0) Willpower Test** or spend 1 minute retching and purging themselves involuntarily. Clouds of black flies dominate the upper reaches and unattended scraps of flesh. Toward the back of the kitchen is a meat locker that contains several skinned carcasses of grox, carnosaur, and some that suspiciously appear to have been humanoid (possibly recalcitrant slaves or enemies of the Wolfpack). A scrap pile of cast-offs—what eventually becomes sustenance for the slave population—sits off to the side of the locker. Blood and other fluids run down into a small drain.

Such is the grisly nature of the situation in the abattoir that any of the Explorers who lack the Jaded Talent or who have not worked in such an environment before (GM's decision) need to make a **Fear (1) Test**.

Profiles for the Iniquity Militants are on page 60 of this adventure.

Idol Room (Citadel Level)

Chambers such as this one are found all over the Citadel of Skulls. They are built to worship the various Ruinous Powers. Many of the rooms also provide more than a place for simple prayer and supplication; this room is one example. When the Explorers enter this room, read aloud or paraphrase the following:

From outside the entrance you hear alluring music, soft chimes, and other pleasing sounds. Looking within, you can see that a giant brass idol dominates the centre of the room. It is sculpted to resemble a strange and twisted female with multiple arms (some ending in crab claws) and with the head of a strange-looking horned goat or other emaciated animal. Littered all around the base of the idol are satin pillows and divans.

This room is dedicated to the worship of Slaanesh, the Prince of Pleasure. The men and women who are prostrating and debasing themselves around the base of the evil idol are no longer in control of their will, senses, or souls. They have given themselves up to the eternal pleasure-torment of Slaanesh.

Explorers who enter this room and attempt to interact with the perverted creatures splayed out on the pillows and divans must make a **Difficult (–10) Willpower Test**. If the Explorer has the Talent Chem Geld or some other ability to resist seduction and/or daemonic attacks, the Willpower Test automatically succeeds. If the Test fails, the Explorer suffers 1d5 points of Insanity for every Degree of Failure. Additionally, for every 10 Corruption Points the Explorer has, he suffers a –5 penalty to the Willpower Test.

The leader of these cultists is a Warp Witch. She tries to seduce the Explorers into joining her perverted coterie of demented Slaanesh worshippers (the Explorers should know better, but if any of them do decide to join in, then they suffer 2d10 Corruption Points). Should the Explorers spurn her, the Warp Witch screams out in anger. Her shouts rally the languid worshippers into action and they attempt to make sacrifices out of the Explorers. In addition to the Warp Witch, there is one worshipper per Explorer, plus an additional 1d5 worshippers who join in. Fighting the worshippers and the Warp Witch has a chance of attracting the Iniquity Militants that guard this level (see above). There is a 30 percent chance of alerting a cadre of guards each round the combat continues. If an Explorer decides to participate in the worship, the Warp Witch may eventually discover their true identities. However, a more pressing issue might be what the Explorer's fellows think of having an open Slaanesh worshipper in their midst.

Aside from fighting off the worshippers and their crazy leader, the Explorers can also attempt to destroy or defile the obscene idol dominating the centre of the room. The idol is made of brass and has 15 Wounds and Armour of 5. Destroying it destroys the Warp Witch outright (if she isn't already dead), but also alerts any Sisters of the Sybaritic Host (see Catacomb Level for more information)—who come looking to see what's going on. Should the Explorers decide to wait around in the area after that event is triggered, then two Sisters arrive within 5 minutes to investigate the disturbance. The GM is also welcome to come up with other consequences for destroying the idol (i.e., the Explorers may have to face a Keeper of Secrets that materialises), but they will certainly gain favour with organisations such as the Ecclesiarchy and the Inquisition, once word of their deed becomes known.

For the profile of the Warp Witch, see page 374 of the **ROGUE TRADER** Rulebook. For the worshippers, use the profile for the Slaves on page 59 of this adventure. The GM should arm them with whatever melee weapons he feels is appropriate. Profiles for the Sisters of the Sybaritic Host are on page 63 of this adventure.

If the GM wishes, this encounter is an excellent opportunity to provide the group with directions to the Vault (see page 44).

Secondary Void Shield Station (Citadel Level)

Protecting the Citadel of Skulls from attack is layer upon layer of void shields. Rooms such as this one control the raising and lowering of the Citadel's shields. Filled with control and monitoring stations, this room acts as a backup control room in case the primary stations become overloaded or destroyed.

Though this room is merely a secondary backup station, the void shields for part of the Citadel can be raised and adjusted from here.

Combat servitors guard the sealed, steel pressure doors leading into this room.



SKAR CUTS LOOSE

Once the Explorers arrive at the Abbatoir, Skar takes the opportunity to leave the Explorers behind and seek his own fortune. If he is being closely watched or restrained in some way, Skar will instead bide his time until the next combat encounter, at which time he will take action to escape.

Depending on how the group has interacted with Skar, the GM should consider the method of Skar's leavetaking:

- If the group has treated Skar reasonably well, Skar shouts a farewell and a warning about the guardian of the Vault: "Ware the Archivist, Rogue Trader! She'll kill you in a heartbeat if you're not prepared!"
- If the group has treated Skar poorly, Skar says nothing, but locks eyes with one of the Explorers and glares balefully at him before escaping. Clearly, an enemy has been made.
- The GM should also feel free to have Skar respond to any specific moments from roleplaying with the Explorers (i.e., gifts, sworn oaths, and so forth).

Within are several controllers and servitors who monitor the systems at all times in case of attack (or the occasional meteor shower that threatens the Citadel). Two demented Hereteks also oversee the various rites of supplication to their twisted machine god. The only way to get past the doors is to deal with the servitors and make a **Difficult (–10) Security Test**. Success opens the doors. Should the Explorer manage to generate at least two or more Degrees of Success on the Test, they are able to open the doors and surprise the Hereteks within.

Explorers who wish to bring the void shields online need to make a **Hard (–20) Tech–Use Test**. Six void shield layers protect the Citadel. With a successful Test, the Explorers can bring up one of them from this station. However, the Explorers can also attempt to overload the void generators, causing a massive explosion. Setting the overload requires a **Very Hard (–30) Tech–Use Test**. The Explorers need to generate at least 2 Degrees of Success in order to bypass the override that prevents such things from occurring. Should the Explorers fail to generate enough Degrees of Success to overload the system, they can make a second attempt. After that, the system locks them out and they have to explore some other means of sabotage. Failing the first attempt also alerts the guards in the area, and 5+1d5 Iniquity Militants arrive within 1d5 minutes. Overloading the shield generators will vaporise a large section of the Citadel within 30 minutes; once the sequence begins, the only way to stop it is to shut down the Citadel's reactors. A shield room sits almost directly above the Vault of Secrets—cached deep underground. Therefore, if the void shields overload, the explosion will allow the Explorers access into the Vault!

Profiles for the Iniquity Militants are on page 60 of this adventure. Profiles for the Chaos Hereteks are on page 61 of this adventure.

Experimentation Asylum (Citadel Level)

Being a follower of Karrad Vall is a dangerous proposition. However, this doesn't prevent hundreds from flocking to his banner regularly. While there are several wings set aside for the treatment of wounded Chaos Reavers, this particular location is a house of horrors that many try to avoid.

Within this place, twisted Heretekks perform flesh-work on unfortunate slaves and the occasional Chaos Reaver who wanders into their midst. Explorers searching for drugs or other medical equipment may be able to scrounge it up here (GM's decision) but they will almost certainly have to deal with the Heretek "doctors" and their twisted creations.

Within this room are two Heretekks and three of their monstrous creations. One appears to be hapless Ork—multiple arms and legs grafted onto the howling creature. Another is a two-headed human/cyborg conversion; one of the heads lolls as if unconscious (or dead). The last abomination is a screaming male with dozens of wires piercing his skull. Stimulant tubes run the length of his arms pumping in combat drugs and enhancement elixirs to power his artificially created "psychic" powers. They attack the Explorers on sight (unless the Explorers manage to sneak their way in and out of the ward). The GM is also welcome to come up with other types of awful and horrifying experiments within suspension tubes or awaiting activation.

For the Ork, use the profile for the Ork Freebooter on page 377 of the **ROGUE TRADER** Rulebook, but remove the weapons and gear except for the Choppa (it has two of them). The two-headed cyborg uses the profile for the Battle Servitor on page 375 of the **ROGUE TRADER** Rulebook. The "psyker" uses the profile for the Warp Witch found on page 374 of the **ROGUE TRADER** Rulebook.

In addition, the psyker has 3 doses each of Frenzon, Slaughter, and Stimm, as well as a built-in injector to administer the drugs without having to use an action to do so.

FORGE LEVEL

A massive forge rests beneath the surface of the ground below the Citadel of Skulls. It's here that the many munitions, weapons, armour, and starship components are manufactured for Vall's Wolfpack. Many of the locations here relate to the construction of these items. Slaves and servitors are the

most commonly-encountered denizens, and unless they have reason to be suspicious of the Explorers, they will ignore them. Combat servitors are another matter, however. They are programmed to be suspicious, and attack any who don't fit the profiles loaded into their memory coils. Any disturbances on this level alerts a cadre of 5+1d5 Iniquity Militants (see page 60 of this adventure), who arrive in 5 minutes. Additionally, there is a 20 % chance that a Sister of the Sybaritic Host (see page 61 of this adventure) will also come to investigate.

Beacon Room (Citadel Level—Mandatory)

This massive room rises up into the heart of the Citadel and forms the psychic beacon that the Explorers may have used to locate Iniquity. Skar confirms that this room (there are dozens of entrances into it, but they are from higher levels than the Explorers may be willing to travel) generates the beacon through the sacrifice of hundreds of beings to the Ruinous Powers of Chaos. Those who are psychically-attuned, and close to the beacon itself, hear the keening wail of tormented souls in the background. Once the Explorers enter the room, the sound is no longer in the background—it's a scream of horror so nerve-racking that they feel as if they will go mad if they are exposed to it for too long.

The beacon room itself rises up 300 metres into the heart of the Citadel. So high is the top of the room, it can't be seen from the bottom; and only appears as a shrouded emptiness through which wraith-like shadows stir about in the mists above. At the apex of the room is a series of crystals that somehow amplify the psychic energies released below, and focus them into the beacon that is used by the pirates of Iniquity. The walls are made of a bluish crystal that seems to pulse with its own internal light.

When the Explorers first enter this chamber, read aloud, or paraphrase the following:

A strange sound like the tinkling of crystal and the far-off cry of pain draws you to this room. As you approach the open entrance, you can see that a pair of mute servitor guards flank the inside—their features hideously grotesque in nature. In addition, there is a shrill, desperate wailing that seems to permeate the air from the chamber beyond.



Should the Explorers decide to enter the chamber by defeating the mute servitor guards, read aloud or paraphrase the following:

The expansive chamber echoes with the cries of the damned. As you look on in horror, you see that there are living people (though just barely) somehow pinned to the crystalline walls. The walls pulse in time—like a heartbeat pulsing in its own rhythm—and shafts of blue-black crystal jut out, separating each victim. You see that runnels have been carved into the walls to collect the vital fluids leaking down from the various cuts and incisions made in the hapless victims. This fluid runs into a cylindrical chamber beneath your feet, and flows to form the dreaded eight-pointed star of Chaos. In the centre of the star rests a plinth carved from the same living crystal, surrounded by a group of seven lithe female daemons with flowing black hair and eyes of solid blue. Clearly not mortal, these Daemonettes are adorned in black bodygloves that are marked with blasphemous symbols. From your vantage, they have yet to spot you, but it's only a matter of time before they do.

Within the Chamber, the Explorers (if they stay long enough) will be able to detect six of the daemoniac Sisters of the Sybaritic Host (three are at the bottom with the altar and the rest are at various points throughout the Chamber), and almost a hundred mute servitor guards standing silent as statues until disturbed or called upon.

Should the Explorers spend more than a few moments within the Chamber, they will bear witness to one of the most gruesome ceremonies within the Citadel of Skulls. A Sister comes forth to join the group, trailed by a hooded male caught in the iron grip of a pair of servitor guards. Her apron has blood spattered on it, and the male looks dazed and battered. The eight Sisters move to different positions and stand on one of the eight points of the star marked on the floor. They all begin to chant out some arcane ritual. At the climax of the ritual, the unfortunate male is exsanguinated and slain by vicious cuts from the Sisters' claws, but those with the Psyniscience Skill (or who have psychic ability) will see the man's screaming and tormented spirit rush up to join the others flitting about within the clouded ceiling. Regardless, witnessing this horrific ritual prompts a **Fear (2) Test**, and the Explorers gain 1d10 Corruption Points in addition to any other effects of failing the Test.

The Explorers need to cross this room using stealth and guile if they are to avoid alerting the hundreds of guards and Sisters within this chamber. Each of the mute servitors is equipped with a nasty-looking chopping sword and a stubby, short-ranged weapon (to avoid damaging any of the sacrifices that are tacked to the walls). However, should the Explorers manage to engage more than one or two of them, there is a chance the attack alerts other guards, which in turn escalates and alerts the Sisters within.

Crossing the Chamber, the Explorers need to make their way—via the various stairways carved into the sides of the Chamber—to the lower exits, just above the altar. To do this, each Explorer needs to make an **Ordinary (+10) Silent Move Test**. Failing the Test means that their actions have somehow alerted one

(or more) of the mute servitors. For every Degree of Failure, one servitor has been alerted to their presence. Should the Explorer score three or more Degrees of Failure, they alert one of the Sisters of the Sybaritic Host. Because of the layout of the Chamber and the positioning of the guards and Sisters, there's a chance that the Explorers may finish off their assailants before others become aware of their intrusion. If an Explorer manages to alert a Sister, the GM should secretly begin tracking the number of combat rounds. On the fifth round of combat, another Sister arrives to deal with the interlopers, with a pair of mute servitor guards.

There are many ways of getting through this encounter, even if the Explorers manage to alert the Sisters to their presence. The Daemonettes are arrogant and sure of themselves. They wish to see just how much punishment their victims can endure before putting them out of their misery. To that end, should the guards overwhelm the Explorers, the Sisters attempt to capture them rather than kill them. They drag them to a nearby antechamber, where they conduct all manner of horrific interrogations upon them. Additionally, the Explorers could manage to flee the combat and make a run for the doors leading out of the Chamber. By sealing off the doors, the Explorers create a barricade that takes some time for the Sisters and their guards to get through (depending on how they choose to seal off the doors).

This encounter should be tense and present some stressful moments for the Explorers. If they alert the Sisters and their servitor guards, then they have to find a way of dealing with them. The Sisters won't give up their quarry easily. Also, if the Explorers manage to kill any of the guards without alerting the Sisters, then it's only a matter of time before their work is discovered and the Sisters set out to locate them. When (and if) the Explorers are found is something the GM should work out.

The profile for the Sisters of the Sybaritic Host are on page 63 of this adventure. For the mute servitor guards, use the profile for the Iniquity-pattern Combat Servitors on page 61 of this adventure, but with the following changes:

Weapons: Mono-Greatsword (2d10 R; Pen 2; Unbalanced), Shotgun Pistol (10m; S/—/—; 1d10+4 I; Pen 0; Clip 2; Rld Full; Reliable, Scatter)

Genatorium (Forge Level)

There are several genatoriums providing power to the entire Citadel of Skulls. These massive plasma reactors produce the energy needed for everything; the massive forge, defensive batteries, void shields, and even the lights. Banks of these reactors and their associated capacitors are situated throughout specially-shielded rooms within the forge.

Shutting down one of these reactors causes one of the other stations to take over. However, it is possible to overload a reactor; causing a massive explosion in the process (one such reactor room sits almost above the location where the Vault of Secrets is located). In order to overload a genatorium, the Explorers need to make a **Hard (–20) Tech-Use Test**. Should the Explorers manage to generate at least two Degrees of Success, they manage to lock out the reactor and begin the overload process. It takes roughly 30 minutes before the reactor reaches critical mass and

explodes, vaporising everything within a 100 metre sphere (this area is enough to breach the entrance to the Vault of Secrets). It is possible that the Explorers can detonate the reactors in order to create an escape route once they secure the Vault of Secrets (see page 44). Once the reactor begins to build up, it can be shut down with another **Hard (-20) Tech-Use Test**. Setting the reactor for overload alerts cadres of guards in the area.

A trio of combat servitors guards the doors to the reactor room. The doors themselves are sealed. In order to gain entry the Explorers will need to make a **Very Hard (-30) Security Test**. There's a 30 % chance that two Heretek are inside performing technical rites and maintenance supplications.

Profiles for the Iniquity-Pattern Combat Servitors are on page 60 of this adventure. Profiles for the Chaos Hereteks are on page 61 of this adventure.

Servitor Preparation Theatre (Forge Level)

The Heretek employed by Karrad Vall are an especially demented breed. Many of them conduct flesh-experiments, and others conduct dark rites so foul and depraved, even the least pious of Tech-Priests would spend their lives erasing the taint. This room is used for the conversion and construction of servitors. When the Explorers enter this area, read aloud or paraphrase the following:

Inside this chamber of horrors are stasis tubes filled with hapless victims, and various robotic and bionic appendages litter the nearby tables. From the looks of the various cybernetics and machines, this appears to be a room designed for the creation of servitors to fill the ranks of Vall's legions. Strapped down to tables are a pair of men who struggle against their restraints while vacant-eyed surgeon-servitors remove limbs and attach cybernetic replacements to their screaming frames.

Eventually, the slaves succumb to shock and collapse. It doesn't matter if they are dead, for within moments of their apparent demise, a capering man wearing a mask and bloodied surgical garments and mask descends from a gantry above. He looks over the still forms and it's then that you notice he has an arrangement of spider-like limbs on his back—each with a different surgical appendage on it. In one swift motion he removes the top of a skull and begins to quickly insert a variety of components. Before long, he reattaches the skull cap and rivets it closed.

As the Explorers watch in horror, the “chirurgian” connects a hand-held device to the patient. A red light can be seen glowing on it. With deft hands he flips the switch, causing the light to turn green. With a loud “crump” the body jolts as if shocked, and then awakens with mechanical whirring. The Heretek surgeon quickly does the same to the other body. After about 15 minutes, both bodies are sent off with a pair of servitor guards who take them off to another location for specific application programming.

Should the Explorers interrupt the procedure, the mad doctor screeches with terror and falls back, letting a pair of servitors (one combat and one industrial) take care of the intruders. In the meantime, he circles around and tries to attack the Explorers from behind.

The Chaos Heretek surgeon's profile is on page 61 of this adventure. However, they should be modified as follows: add *Medicae* (Int) +20, and he is equipped with a variety of GM-selected mehadendrites (see page 148 in the **ROGUE TRADER** Rulebook for examples of mehadendrites). Profiles for the Industrial Servitor are on page 60, and the profile for the Combat Servitor are on page 61 of this adventure.

Production Chamber ZV232 (Forge Level)

Within this forge chamber, various starship components are manufactured. The area is hot from the molten metal and ores, and the items are assembled by industrial servitors. Slaves and their overseers move about the area, taking the completed items and placing them on conveyors that lead to the cargo bays for awaiting shuttles.

The loud noise of this location means that any Awareness/Perception Tests that involve hearing are at a -40 penalty (this also applies to any combat-related noise). In addition, unless the Explorers have some sort of hearing protection, they suffer hearing loss for 1d5 hours. This incurs a -20 penalty on all Awareness/Perception Tests that involve hearing.

The items within this room are too large to carry out. They are starship parts and only a large shuttle would have the strength to transport them.

There are roughly fifty slaves working in this area, and an equal amount of Iniquity-pattern Industrial Servitors assembling and moving items about. Approximately five Slave Overseers walk about the area, whipping or shocking slaves at will. All who work in this area for any length of time are completely deaf. Thus, they are unaware of any noise that goes on around them.

Profiles for Slaves are on page 59 of this adventure. The profile for the Slave Overseers is on page 59 of this adventure. Profiles for the Industrial Servitors are on page 60 of this adventure.

Tormentum (Forge Level)

Closing in on this room, the Explorers hear screams and moans of torment from a distance. When the Explorers reach the doorway, read aloud or paraphrase the following:

The stench of the nearby chamber nearly bowls you over with the reek of human misery. Taking a quick glance past the unguarded entrance, you see a chamber dominated by what can only be an operating table. Runnels have been cut into the surface to channel blood and other bodily fluids to a collection point at the end of the table. Strapped to the top of it are the remains of a human male. Hovering over the desiccated corpse is a handsome-looking woman with an unearthly countenance. In her hand is a curved silver blade covered in runes that seem to glow with their own malevolence.

There are additional items of torture within the chamber, but the Explorers may not have time to take it all in without risking the attentions of the tormentors within. It's obvious after a few moments of study that this room is a torture chamber—and the implements that accompany such a place are scattered throughout the chamber.

Overseeing the torture are two Daemonettes—Sisters of the Sybaritic Host. Their current victim has expired, but there are several others restrained to the walls opposite the room's only entrance. Freeing the victims will earn additional Achievement Points towards the adventure's Endeavour (see page 49). Stats for the Sisters are on page 63.

CATACOMB LEVEL

Going deeper beneath the Citadel, the power of Chaos has a stronger influence here. The area becomes darker, stranger, and more mutable. Every encounter seems to be more horrifying than the last. There are no militants guarding this level. Instead, there is a 30% chance every hour that the Explorers will encounter a pack of Khadem—outcast mutant slaves who have fled to this level (see page 60). In addition, should the Sisters of the Sybaritic Host be alerted to the Explorers' presence, there is a 45% chance of encountering a pair of them every hour as the Explorers make their way through this level.

Cherub Aerie (Catacomb Level)

This room consists of a single gantry over a virtually bottomless pit. Sitting in the middle of the gantry, illuminated by a shaft of white light, is what appears to be a man. However, getting close to him reveals that he is dead and that his grisly features have been torn away by something.

In the distance, the Explorers can hear chattering and laughter from the darkness above. In addition, they may hear faint bells and fluttering, as if wings are flapping. This prompts a **Fear (1) Test**. The GM also needs to have them make a **Challenging (+0) Awareness Test**. Success means that they make out glittering eyes in the darkness above. Once they try to cross to the other side of the room from the corpse, the creatures above strike. These creatures are actually Dark Cherubs: vat-grown creatures crafted by the Heretek of the forge. They are reserved for Vall's favoured lieutenants and minions. These Dark Cherubs are mad, unruly, blue-scaled abominations. One Cherub per Explorer flies down to attack, and an additional 1d5 wait in the darkness above. Making it over to the other side of the chamber and sealing the doors blocks the Cherubic assault. The profile for the Dark Cherub is on page 62.

Tunnel Horror Attack (Catacomb Encounter)

The GM can spring this encounter on the Explorers as they are making their way through the ancient and dark tunnels of the Catacomb Level. The Tunnel Horror lays in ambush within a disused drain. It has disguised its "trap door" to appear like the tiles and stones that make up the floor.

Spotting the ambush site before it can attack, requires a **Hard (-20) Awareness Test**. Having additional light sources or a photo-visior adds a +10 bonus to the Test. Success means that the Explorer notices something odd about the floor above the creature's trap door. However, unless they have some knowledge of how the Tunnel Horror attacks, they may not realise what the odd looking cover signifies. The profile for the Tunnel Horror can be found on page 64 of this adventure.

THE CRYPTS

This is the deepest level within the Citadel of Skulls, actually the centre of the Catacombs. Here the Explorers find the object of their quest: the Vault of Secrets. The rest of the level consists of various other sealed treasure rooms and vaults of unused loot. Most of it has been overtaken by the various creatures and the warp, and thus made worthless to mortals.

As the Explorers make their way through this level, the GM may (if he chooses to increase the difficulty or adjust the pacing of the adventure) have the Explorers encounter warp beasts and demons such as Nurglings or Stranglers hiding up above. The profile for these creatures is on page 63 of this adventure, see page 65 for the Strangler profile.

The Vault of Secrets (Special—Mandatory)

Deep within the bowels of the Citadel of Skulls lays the source of the Explorers' quest: the Vault of Secrets. Massive and well-guarded, the Vault contains many unique and esoteric treasures. However, one of the most unique and important items found here is a techno-arcane device that dominates the Vault. Clearly a starship component, this item is an intact core cogitator from a piece of Koronus Expanse history. The cogitator comes from the Grand Cruiser *Gaunt Triumph*.

Guided by his dark allies of the warp, Vall stumbled across the drifting space hulk of the *Gaunt Triumph* in early 796.M41. Recognising it as a monumental find, he retrieved the vessel's core cogitator to plumb its secrets. Before he could retrieve more of the vessel, an Imperial salvage and recovery operation arrived, and Vall was forced to flee with only the cogitator on board. For years, Vall has desperately tried to discover the secrets that lay hidden within the data stacks and memory coils of this device, but all attempts to access the machine-spirit within have failed.

When the Explorers reach this location, read aloud or paraphrase the following:

Reaching the end of the corridor, you find yourselves standing in front of a pair of baroque and heavily-modified blast doors, such as those found on starships. Gaining access, you peer inside a lighted chamber. The faint smell of musty tomes fills your nostrils, and you see stacks upon stacks of books, scrolls, tablets, and other items that would look at home within a museum or an Inquisitor's library. Dominating the centre of the chamber is an enormous cube covered with hundreds of sockets and inscribed with various arcane runes across its surface. There are other items of a more esoteric value scattered about in some madman's idea of a filing system. Stacks and piles dominate every square centimetre of the room. Clearly you have found your goal: this appears to be Karrad Vall's fabled Vault of Secrets.

The Vault itself appears as a huge cluttered chamber, filled with all types of treasures, from books and scrolls, to techno-arcane storage devices and gilded idols. There are jewels, casks of coins, and ancient artefacts. Dominating the centre of the Vault is a massive crystalline cube with hundreds of copper-coloured connectors on each side. A faint purple light pulses within, as if the cube has its own power source. Explorers, Rogue Traders, and those who have seen such items before recognise this device as a starship's core cogitator. Any Explorer with the Skill

Common Lore (Tech) or **Forbidden Lore (Archeotech)** recognises this core cogitator as coming from an ancient lineage of ships—it's at least several thousand years old.

In addition to the intact core cogitator, there are hundreds of artefacts and valuables; enough to make the Explorers rich ten times over. There's just one problem: the Vault of Secrets isn't unguarded, and the Explorers won't simply be able to stuff what they want into their pockets and walk away (well they could but they wouldn't be able to gain much by doing so).

The GM should give the Explorers a brief opportunity to look around the Vault. After they have this moment, read aloud, or paraphrase the following:

Going over the various stacks and items that are scattered throughout this massive treasure trove, you begin to discern that there are ruts in the floor—worn smooth as if something has slithered over it for decades, if not longer. A sudden realisation comes over you—you and your companions are not alone. It's at this moment that you hear a dark hissing noise. Looking about, you see the source to be a dark silhouette belonging to a corrupted and daemonic-looking being—its lower half resembling a massive serpent.

This dark, powerful, and terrible creature is Euryale Ceto, better known to the residents of the Citadel as the "Archivist." She stands watch over the treasures contained within the Vault and sees it as her job to plumb the dark secrets contained within. When the Explorers first encounter her, this creature remains within the shadows of the Vault's sparse lighting. She

knows immediately that they don't belong here (knowing that only herself, her minions, and Karrad Vall are allowed within). However, she is curious about these intruders; and (if given the chance) attempts to engage them in conversation. This is all a ruse designed to distract the Explorers while her minions move out and attempt to surround them. If allowed to speak with the Explorers, she will ask questions such as why they have come, what they are seeking, and other similar questions. As she is doing this, the Explorers can make a **Difficult (–10) Awareness Test**. If they succeed on the Test, then they notice that there are other things within the shadows beyond that are moving to surround them...

The exact forces facing the Explorers depend on the size of their group. In addition to Ceto, the following forces are present within the Vault at the beginning of this scene:

- Vault Guardians (1-2, depending on the number and Rank of the Explorers)
- Sorcerers (1-2, depending on the number and Rank of the Explorers)
- At the beginning of the second Turn of combat, a group of Khadem (4-6, depending on the number and Rank of the Explorers) arrives via a concealed lift in the rear of the Vault.
- There is also an additional Sorcerer and Vault Guardian for every two Explorers in the group (not counting minions and other NPCs).

If the Explorers' group is exceptionally large, or the GM wishes to give the players a bigger challenge, he can bring in additional numbers of Khadem to join the fight.



When the battle begins, if the Archivist managed to distract the Explorers long enough for her minions to position themselves, the Explorers are facing enemies all around them. Ceto begins at the front of the group, roughly 10 metres away. Her minions all begin at least 10 metres away from the Explorers, with the Sorcerers flanking her (one on each side of the Explorers' group), and the Vault Guardians coming up from behind the group. Should the Explorers manage to detect what's going on and act appropriately, then the Sorcerers are within 10 metres of Ceto (one on either side of her) and the Vault Guardians are positioned 4 abreast, directly behind the Explorers.

Once combat breaks out, read aloud or paraphrase the following:

At the sudden hiss of your "host," you realise that you have been flanked—dark figures can be seen in the gloom beyond. The stacks of artefacts and items within the Vault make it difficult to draw a line of fire without damaging the valuable treasures in the way. As you quickly begin to assess the situation, you hear a mumbled series of phrases come from the figures beside you. With a flash, a scintillating bolt of pink energy zips past your group only to ricochet harmlessly off of a support beam nearby.

As mentioned previously, the stacks and piles make drawing line of sight difficult at best. Any attacks made at a range beyond 5 metres run the risk of hitting and possibly damaging the relics nearby. Any attack made beyond 5 metres imposes an additional –10 penalty to the attack roll. If the attack misses, it strikes one of the piles of items. This has several effects: First, it scatters debris into the air, imposing an additional –5 penalty to attacks made in that direction for the rest of the combat round. Second, it sends the Archivist into a seething frenzy as her carefully arranged treasures become scattered about. Should Ceto witness the destruction of her precious work, she is overcome with rage—imposing a –10 penalty to all of her attack rolls, and Tests that require patience, calm, and focus (such as her spells and powers).

The Explorers can also make use of the various items in the Vault as cover and for use in swashbuckling actions as they dispatch their attackers. If the Explorers have brought along bodyguards or any additional troops, these NPCs should be busy taking on the more numerous enemies such as the Khadem.

Ceto directs the Vault Guardians and Khadem to close with the Explorers (so as not to damage her precious inventory) while she and her sorcerers fall back to assault the group with soul-searing sorcery. If the Explorers clearly have the upper hand in this battle, Ceto is capable of summoning up additional help in the form of lesser daemons. However, she should only be able to do this once.

Profiles for Euryale Ceto can be found on page 55 of this adventure (the profile for Sorcerers can be found on page 58, Vault Guardians can be found on page 57, and the profile for Khadem can be found on page 60 of this adventure).

CORE COGITATORS

Just what is a core cogitator? A core cogitator is, in essence, the "brain" of the ship. It controls the environmental systems, the gravity, the life-sustainers, the lights, the targeting arrays, the output of the plasma drives, the Gellar Field, and just about everything else. Granted, much of what the core cogitator does is overseen by servitors hardwired into its systems, and isolated Tech-Priests who pray to the plasma reactors—but without it, the ship's systems have to be brought online manually, if at all. It's the core cogitator that calculates the proper angle the ship's macrocannons should be aimed to strike a target moving at relative speeds. It's the core cogitator that routes the energy to the void shield projectors that protect the ship; and without the core cogitator the protective Gellar Field could never be raised—thus dooming a ship in the warp, or preventing it from ever entering the Immaterium. The GM should make sure to emphasise to the Explorers that the core cogitator is an extremely valuable find, containing a massive wealth of lore. This is Karrad Vall's greatest treasure, and it is what they have come here to find!

ESCAPE AND THE FINAL BATTLE

As the smoke settles over the Vault, the Explorers know that soon others will be on their way. However, they still need to claim the Vault and get its contents back to their vessel. How they accomplish this is ultimately up to them, but they have some options.

Once combat has concluded, read aloud or paraphrase the following:

The monstrous Archivist and her vile minions despatched, you take a moment to take stock of your situation. Surprisingly enough, most of the valuable artefacts and relics stored here survived virtually unscathed. The massive cube dominating the centre of the Vault grabs your attention once more—its pulsing light from within grows more intense. It's at this point that you notice there's some manner of inscription etched into the surface: Gaunt Triumph.

The Explorers may already know about the history of the *Gaunt Triumph*. If not, the GM can relay to them that it was a ship lost in the Koronus Expanse and later found adrift with a few survivors on board in **796.M41**. Those maddened survivors spoke endlessly of "echoes that sing" and about "silver trees weeping blood." Any Explorers who make an **Ordinary (+10) Common Lore (Koronus Expanse) Test** are able to recall a rumour that the ship's core cogitator and navigation stacks were completely missing—as if something simply removed them. The general consensus was that the core vanished sometime during the centuries it spent adrift in the Expanse. In addition, left sitting on a crate next to the cogitator is the handout on page 69. This reveals that Vall



was in fact the one who obtained the Core Cogitator from the *Gaunt Triumph*. The handout also indicates just how valuable Vall feels this is, something the GM should impress on the players as well.

Regardless of whether this is the actual core cogitator from that doomed vessel, the Explorers need to find a way to take it and the other items from the Vault. The core cogitator is not something that can be carried out of the Vault (it's as big as a Rhino APC). The first order of business should be to distract any additional guards that may decide to come their way. It's possible that overloading the Secondary Void Shield Station (see page 40) or the Genatorium (see page 42) on the Citadel Level causes a severe enough distraction to stop the guards from coming after them (they think an attack is imminent and that infiltrators have made it into their base to sabotage their defences). Below are some additional actions the Explorers can perform that helps them at least secure the core cogitator (an item that's considered priceless):

The Explorers can choose to lock out and detonate one (or more) of the Citadel's plasma reactors. In fact, the Genatorium on the Forge Level above them is ideally placed to facilitate an escape route. Should the Explorers possess a teleportarium on board their vessel, they can attempt to use it to transport themselves and the core cogitator out of the Vault. This requires a **Hard (-20) Tech-Use Test** as the radiation generated from the black hole disrupts the teleportation process. The Explorers can also use one of the melta warheads stored within the Vault to blast a path to the surface, requiring a **Challenging (+0) Demolitions Test**.

Orbiting above Iniquity is the Explorers' vessel. With the proper coordinates, their ship could put enough firepower into the ground above the Vault to clear a path for the Explorers to escape with the modules in which the Vault is contained.

Once access is gained to the Vault, the Explorers can attempt to either abscond with one of the Arvus Lighters from the hangar bay, or make use of their own craft to lift the Vault out from the ground. The main part of the Vault is a mass-cargo container that was buried beneath the surface of Iniquity sometime ago. By latching on to the Vault, the Explorers can pull it out of the ground and take it with them to their waiting ship.

However, it bears repeating: the Explorers can use whatever means and plans they want to try and abscond with the Vault, or its contents. The core cogitator to the *Gaunt Triumph* is an important piece of **THE WARPSTORM TRILOGY's** ultimate story, and if the Explorers aren't interested in it, the GM should make it clear just how valuable it is, and encourage them to take it.

Whichever route they choose, by this point the Explorers should be battered and bloody, but not out of the game. As the Explorers make for orbit, the GM has the option of running a dogfight battle with the Explorers racing for their lives to their vessel, or he can simply let them break for high orbit. Karrad Vall has discovered the missing vault, the death of his minions, and that the Explorers are behind it all. Once the Explorers' vessel leaves the orbit of Iniquity, it becomes clear that they are not the pirate vessel they pretended to be (if that's the route they chose).

Whether the Explorers pretended to be pirates or not, when the Explorers break orbit read aloud or paraphrase the following:

Clearing the orbital plane of Iniquity, your ship begins the process of securing itself before you make the journey to escape this wretched star system. With an alarm, the officers manning the augur stations report that they have detected plasma blooms from several ships that were orbiting Iniquity. The vox officer also reports that they have intercepted traffic spoken in battle-cant, directed at these same ships, from the Citadel of Skulls: clearly someone wants their property returned to them. At any rate, these ships will close within weapons' range before your vessel can clear the gravity well of Iniquity's parent planet. With that, the order is given: beat to quarters.

Two pirate ships are making their way at full speed in an attempt to intercept the Explorers: the *Debaser* and the *Dark Lancer*. Both of these ships are part of Vall's infamous Wolfpack. Both vessels possess dire reputations, and are not to be underestimated. The GM should give the Explorers time to make plans for their imminent engagement with these vessels. The combat begins with the enemy ships at 15 VUs. This is the final battle of the adventure, and it's one that the Explorers should walk away from, but only just.

The trio of vessels exchange fire across the vastness of space. In the event that it appears the Explorers are able to take on these two ships without much difficulty (if, for example, their ship

hopelessly outclasses the pirates), then the GM should feel free to introduce extra vessels. These can be identical to the ones the Explorers are already duelling with, or they can be different ones the GM pulls from one of the myriad **ROGUE TRADER** sourcebooks.

If the Explorers' ship is reduced to half its starting Hull Integrity, the GM should read aloud or paraphrase the following:

Munitions fire rocks the command deck, and the grating under your feet sways. Gouts of flame and smoke billow out from destroyed consoles around you. Damage control parties struggle to extinguish the fires raging throughout the ship. The secondary officers manning the weapons consoles turn to shout out something, but then the entire bridge is swathed in darkness. All major systems have gone offline and within moments only emergency lighting comes on. You gaze out the vista panels beyond and see that your enemies are making turns that will put your vessel back into their sights within minutes.

What exactly happens to the Explorers' vessel is entirely dependent upon several factors. If they managed to secure the core cogitator from the *Gaunt Triumph*, then the damage they have suffered has damaged their own ship's core cogitator. Although the core cogitator, the soul of their vessel, can be repaired by a Mechanicus Forge, such a feat is beyond their resources. However, they have another option available to them—the *Gaunt Triumph*'s core cogitator, which seems fully operational. They could temporarily hook up the core cogitator to their vessel and use it to pilot their vessel clear of Iniquity. However, it's entirely possible that the Explorers decided to leave the core cogitator behind. If this is the case, then the GM has several choices: he can ignore the previous event of the core cogitator blowing out (or have the Explorers direct crews to attempt repairs), or devise some method of getting the core cogitator to the Explorers.

Alternatively, if the Explorers have obtained the Cogitator but manage to escape the battle unscathed, the GM can have a lucky hit knock out their own ship's core cogitator. However, although this may be useful to the final act of the adventure, it is not vital. Therefore, the GM can ignore having this happen if it would seem capricious or too much "GM fiat."

To be clear, the third part of this adventure trilogy can work whether the Explorers use the *Gaunt Triumph*'s Core Cogitator to escape or not. The goal here is to present them with a devil's bargain, a risky measure they can undertake because they are desperate.

When the battle resumes, the Explorers have their work cut out for them. They cannot manoeuvre, or even translate to warp without the ship's core cogitator. However, their shields remain intact for the next Strategic Round (30 minutes). In order to connect the core cogitator, the Explorers need to direct the tech-crews. This requires a **Difficult (-10) Command Test**. The base time to connect the core cogitator and spin up the systems is 3 Strategic Rounds. For every two Degrees of Success scored on the Test, the Explorers can reduce that time by 1 Strategic Round, to a minimum of 1 Strategic Round. Once the *Gaunt Triumph*'s core cogitator



is connected and powered on, read aloud or paraphrase the following:

With an ominous hum, power from the primary plasma reactors is channelled to the waiting cogitator. Suddenly, as if someone were waking from the dead, a loud screeching sound rumbles out across the vessel. You see many of the crewmen and ratings make the sign of the Aquila. All across the bridge you can see strange runes and symbols play across the various displays and screens. For a brief moment, you see the master display stutter and flicker—was that a ship's captain you just saw bleeding from his eyes? Then, one by one, the ship's systems begin to creep back online. You now have fire control, propulsion, and (most importantly) the ability to translate to the warp once you are clear of the area.

After this small scene, the battle continues. The Explorers should know by this point that they are unevenly matched and have no choice but to flee the battle before they are overwhelmed and destroyed. Should their ship still be in reasonably good shape by this point, the GM can opt to have the Captain of the *Debaser*, Slade Mortia, launch a boarding attempt against them. Slade sends his two bodyguards, Torq and Siegmund Felthan, over to attempt to secure the Explorer's vessel (or cripple it as best they can). This can lead to a compartment-by-compartment battle between the Explorers and the Chaos Reavers.

Ultimately, how the GM wishes to handle the battle is up to him. However, he should bear a few things in mind in order to get the most out of the climax of this adventure:

Regardless of whether or not the Explorers manage to get the core cogitator connected, they continue to take punishment.

When the Explorers attempt to flee, unless they are willing to risk a blind jump into the warp, then the GM should make use of the Stern Chase rules on page 216 of the **ROGUE TRADER** Rulebook.

The Explorers should escape by the very skin of their teeth.

Once they escape the attacking Reavers, they can opt to hole up within one of the many debris and asteroid fields scattered throughout the Dioskouri System. This not only gives them the time they need to make any emergency repairs necessary, but will also give them a place to hide.

Karrad Vall will not relent until he has the Explorers before him, preferably writhing in agony.

If all else fails (and he is present), the Explorers have one last final option for escape: Drexus Skar. By this time, the Chaos Reaver should have revealed the extent of his powers and abilities. It's clear he can harness the power to help them escape. However, Skar exacts a terrible price: he asks for the proverbial Dark Pact—an alliance with the forces of Chaos in exchange for their aid. While this won't immediately damn the Explorers, it puts them on the road. If a Dark Pact is sealed, then the Explorers each gain +20 Corruption Points. Their ship miraculously escapes, but just barely. The additional cost of this pact is up to the GM, but he should be creative with it. One thing is for certain, Skar won't demand repayment immediately, but he stays with the Explorers for the time being.

The psychic beacon blots out the Astronomican. Thus, all attempts to locate this holy beacon require a **Very Hard (–30) Awareness Test**, per Step Two of plotting a course through the warp (see page 184 of the **ROGUE TRADER** Rulebook).

AFTERMATH

The Explorers should spend the next few weeks hiding out in the Dioskouri System as they make the repairs needed to escape. However, Vall is livid. He is willing to turn over every single rock, call in every dark favour, and do whatever else is needed to find the Explorers. Woe betides them if he succeeds. While this won't interrupt his current plans, Vall won't rest until he is wearing their skins as a cloak. While they may have suffered a crushing defeat and possibly a stain of corruption, they are alive (if only barely) and they have the Vault of Secrets (or at least the core cogitator from within it). They have made a powerful enemy, but they have also increased their own fame and glory.

Given the level of damage done to their ship (and possibly one or more of the Explorers), it may take some time before they are able to flee the Dioskouri System back into the warp. During this time, the Explorers need to come to terms with their actions. They should also begin to wonder why Vall was saving the core cogitator of the *Gaunt Triumph*—by this

time, they would know that it's functional, and may have even had to connect it to their own vessel in the aftermath of the battle.

More information on what is contained within the Vault of Secrets are on page 52. Needless to say, this concludes the events of **THE WARPSTORM TRILOGY BOOK II: THE CITADEL OF SKULLS**. The events of the adventure conclude with the final battle and explosive revelations in **THE WARPSTORM TRILOGY BOOK III: FALLEN SUNS**.

Act III Achievement Point Awards

At the completion of Act III, the GM should award the following Achievement Points (or subtract from the group's total):

- Hiring Fallon Marquese: –25
- Winning any gambling wager in Perdition: 10
- Succeed in Exploration Challenge to cross Iniquity: 75
- Getting inside Citadel of Skulls: 100
- Rescue any slaves while inside the Citadel: 20
- Set off alarms or otherwise alert Citadel to Explorers' presence: –50
- Destroy idol of Slaanesh: 25
- Overload Secondary Void Shield Station and/or Genatorium: 100
- Rescue one (or more) victims of the Tormentum: 10
- Cross/Bypass Psychic Beacon Chamber: 50
- Defeat Sisters of Sybaritic Host (per Sister, max 5): 10 (50 max)
- Rescue "sacrifice" inside Chamber: 10
- Defeat Vault of Secret's minions and Archivist: 100
- Capture and retrieve the *Gaunt Triumph's* core cogitator: 200
- Forge a Dark Pact, or otherwise ask for Skar's assistance in final space battle: –100
- Completing adventure: 200

CONCLUSION

The exact details of the contents of the Vault of Secrets are ultimately left up to the GM. However, a list of some items can be found on page 52. As mentioned previously, at this point the Explorers are bloodied, broken, and barely alive. Their ship is wrecked and it takes some time to affect repairs that will sustain them long enough to make a short warp jump to a nearby system (if only to flee further from Karrad Vall's clutches).

In the meantime, Vall searches endlessly for them. Sweeping the entire Dioskouri System takes time (and its toll on his ships), but somehow the Explorers are safe. While the GM shouldn't reveal this to them, they won't be discovered, though he can spice things up for the players with a few harrowing moments (Perhaps the proximity alarms go off on the ship and augurs show a Wolfpack vessel closing in—and catastrophe is only averted when the Chaos vessel is smashed to bits by an asteroid, or ripped apart by a gravity tide). Such turns of fortune are especially likely if the Explorers entered into a Dark Pact with Skar...

THE CITADEL OF SKULLS ENDEAVOUR

This adventure is an Endeavour that involves locating and stealing the Vault of Secrets from within the Citadel of Skulls. While this event can earn the Explorers a significant Profit Factor reward, throughout the adventure there are other means by which the Explorers score additional Achievement Points. These all have the chance to increase the Profit Factor reward for this adventure. In effect, as in the previous instalment of the trilogy, the rewards the Explorers reap depends greatly on the actions they take and the initiative they show.

Steal the Vault of Secrets from Karrad Vall

Common Endeavour, +5 Profit Factor, 1,200 Achievement Points Required

For every 100 Achievement Points over the required amount (1,200) the Explorers gain +1 additional Profit Factor.

REWARDS

At this point, if he hasn't already done so, the GM should award the players experience points (XPs) for their efforts and actions. Achievement Points (APs) for the adventure's Endeavour are detailed at the end of each Act. The GM should also feel free to reward the players with additional XPs and bonus Achievement Points for actions they may have done outside the adventure's framework. These rewards are explained more in-depth in the **ROGUE TRADER** Rulebook.

FATE POINTS

At the conclusion of the adventure, the GM should award 1 Fate Point to each of the surviving Explorers for facing such insurmountable odds.

EXPERIENCE AWARDS

The GM should award, at a minimum, the following to the Explorers' players for their actions. These rewards are broken down by Act, and by event.

Act I

At the completion of Act I, the GM should award the following (per Explorer):

- Search the settlement of Chorda's Folly: 130
- Recover the record from the Pict-Skull: 200
- Replenish & Resupply vessel: 70
- Investigate the Bunker-Fortress in Chorda's Folly: 100
- Discover one (or more) of the clues about the Destructor of Chorda's Folly: 250
- Finding Drexus Skar: 50
- Learn about Skar's involvement with the Orks of Damaris: 100
- Discover Skar's involvement with the Chaos Reavers of Karrad Vall: 130
- Agree to tackle the Vault of Secrets: 100
- Complete Act I: 100

Act II

At the completion of Act II, the GM should award the following (per Explorer):

- Plot course to Dioskouri system: 100
- Arriving in Dioskouri system: 100
- Use (or allow Skar to use) the psychic beacon to locate Iniquity: 50
- Succeed in the Exploration Challenge to reach Iniquity: 170
- Completing an event getting to Iniquity (per event passed): 100
- Destroying the *Gift of Despair* pirate vessel: 200
- Boarding the *Gift of Despair*: 130
- Rescue slaves aboard the *Gift of Despair*: 200
- Make successful landing on Iniquity, at settlement of Perdition: 170
- Complete Act II: 100

Act III

At the completion of Act III, the GM should award the following (per Explorer):

- Exploring Perdition: 50
- Succeed in Exploration Challenge crossing Iniquity: 200
- Defeat an encounter while crossing Iniquity: 100
- Enter the Citadel of Skulls: 100
- Defeat any non-Sister within the Citadel of Skulls: 50
- Defeat a Sister of the Sybaritic Host: 100
- Successfully cross the Psychic Beacon room: 200
- Discover the core cogitator of the *Gaunt Triumph*: 50
- Defeat the minions in the Vault of Secrets: 130
- Defeat the Archivist, Euryale Ceto: 170
- Learn the cogitator belongs to the *Gaunt Triumph*: 50
- Return the cogitator to Explorers' vessel: 50
- Escape the space battle above Iniquity: 200
- Complete Act III: 100

THE VAULT OF SECRETS

"There's no telling what treasures Karrad Vall has gleaned from the Expanse... but I'm willing to bet there's more than even I can imagine. And I can imagine quite a bit!"

—Sarvus Trask

The Vault of Secrets, the main objective of the **CITADEL OF SKULLS** adventure, is a mysterious vault that contains some of the most sought-after artefacts and items known in the Koronus Expanse. Listed below is a selection of some of the more important artefacts and curios that can be found within.

The GM is encouraged to not only add additional items to the Vault, but also to supply his own descriptions to the items listed. In this way, he can customise the contents to his group's tastes and desires.

VAULT DESCRIPTION

"The Expanse... and all within it... are mine for the taking."

—Karrad Vall, the Faceless Lord

The Vault is actually several standard cargo and storage modules like those found on many bulk transports and cargo ships. The doors can be set to hermitically seal the contents within, and each has its own separate life-sustainer functions: allowing the temperature, gravity, atmosphere, and a variety of other variables to be set within. However, since the modules have been connected to the Citadel's power genatorium and machine-spirits for so long, the Vault may no longer have the ability to function on its own.

Additionally, Vall and Ceto have modified the modules. Most of these modifications don't affect the working of the containers. However, there are some—such as the addition of a cargo lift at the far end—that could greatly compromise the function of the Vault as a cargo container.



CONTENTS

Here's a listing of some of the more notable contents that within the Vault of Secrets:

COPY OF THE LECTICIO DIVINITATUS

One of the original, and proscribed, writings professing the God-Emperor's divinity. It was written in a time when the Emperor walked among men, and was highly suppressed. This book appears complete, and printed on a small hand-cranked press. It's contained within a stasis field and its value is incalculable.

CORE COGITATOR OF THE GAUNT

TRIUMPH

This is the core cogitator from the *Gaunt Triumph*, a grand cruiser that was lost in the Koronus Expanse. It appears as a large crystalline cube with hundreds of connection points across each surface. Who knows what it's experienced and what information is stored within the data stacks imbedded within. The GM should also be aware that this is one of the key items for **THE WARPSTORM TRILOGY**, and the Explorers should be hesitant to get rid of it.

ARCANE WRITINGS

There are shelves and shelves that contain a variety of arcane writings and manuscripts. Some are heretical texts, others are written in alien script. Their precise contents are left up to the GM to determine.

YU'VATH ARTEFACTS

Scattered throughout the Vault are several dozen different artefacts that belonged to the Yu'vath. Their exact effects and descriptions can come from other **ROGUE TRADER RPG** supplements, or the GM can choose to determine their functions.

WEAPONS CACHE

There are hundreds, if not thousands of different weapons that can be found throughout the Vault. Many are from the Imperium and are of differing patterns and styles. Others come from the various xenos cultures encountered by Imperial forces during the Angevin Crusade.

ARCHEOTECH ITEMS

Located in different types of sealed storage containers, there are dozens of archeotech items to be found within the Vault. The exact nature of these items is left up to the GM to determine, but each is unique (something like a pair of archeotech pistols) and a fine example of lost and ancient technology.

FROZEN STASIS TUBE

This sealed, frosted-over stasis tube is identical to the ones used to keep critically-injured patients alive until they can receive aid. This particular tube is rimed in about ten centimetres of frost, but it bears the brass symbol (almost obscured by the ice) of the Inquisition. What this could mean is up to the GM. Perhaps it's a dangerous xenos that was supposed to be sent to them for study, or (more likely) it's an Eversor Assassin—awaiting the day it's revived and sent out on a killing spree. Best to ensure the life support systems are maintained.

MELTA WARHEADS

Three of these massive warheads are locked into specialised frames and fixtures. Each of them is neatly stacked against the far wall. They are penetrator-pattern warheads that resemble enormous-looking, jagged-edged spearheads. Currently, they are in "stasis mode" and inert. However, a Tech-Priest or someone knowledgeable in the workings of these mysterious weapons could wake their slumbering war-spirit. The Explorers can use one of these warheads to blast enough earth away above them to remove the cargo modules with a bulk-lifter, shuttle, or guncutter. It will require roughly 30 minutes and a **Hard (-20) Tech-Use Test** to wake the slumbering war-spirit within each warhead. A timer or remote detonator can easily be rigged with an **Ordinary (+10) Tech-Use Test or Routine (+20) Demolitions Test**.

XENOS SARCOPHAGUS

A preserved and mummified xenos corpse lies sealed within this strange sarcophagus.

WARP MAP

Contained within a worn ivory tube, and drawn upon what appears to be a sheet of smooth and supple flesh, this map shows several warp routes throughout both the Koronus Expanse, and the neighbouring Calixis Sector. The exact routes are left up to the GM. Their discovery is not only a major find, but a major boon to the Navigator serving aboard—his family has no such routes mapped. The exact benefits of having this map are left up to the GM.



NPC APPENDIX

NPC's

•

BEASTS AND
DAEMONS

•

VEHICLES

•

SHIPS OF THE
CHAOS REAVERS

•

PLAYER
HANDOUTS

•

ACHIEVEMENT
POINT TRACKER

NPC APPENDIX

"These filth, these animals, these apostates and heretics. We must find where they live and resupply and, like a nest of vile serpents, crush them under our heel."

—Aspyce Chorda, in a letter to an Inquisitor

This section contains the rules and stat blocks for the various Non-player Characters—both allies and adversaries—appearing in this adventure. Please note that any weapon profiles factor in any damage bonuses these NPCs may possess, including their Strength Bonus in the case of melee weapons.

DREXIS SKAR

Drexis Skar is a Chaos Reaver captain who has recently fallen on hard times. Tall and lanky with a bald pate and black eyes, he is rarely seen without a sneer on his thin, bloodless lips. He has sharp features, and where it is not covered with vaguely unsettling tattoos, his skin is sallow and waxy with a faint, sickly-green tinge as if he has recently recovered from a serious illness. When discovered by the Explorers, Skar is desperately low on food and water, and is seriously considering using his single remaining bolt shell as release from his lonely torment.

Drexis Skar Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
40	52	41	48	39	40	50	55	42

Movement: 3/6/9/18

Wounds: 18

Fate Points: 3

Skills: Awareness (Per), Charm (Fel), Barter (Fel), Blather (Fel) +20, Carouse (T) +10, Command (Fel), Common Lore (Imperium, Imperial Navy, Merchant, Underworld) (Int), Concealment (Ag), Deceive (Fel) +20, Dodge (Ag), Intimidate (S) +10, Forbidden Lore (Chaos, Daemonology, Heresy, Pirates) (Int), Interrogation (Fel), Inquiry (Fel) +10, Navigation (Stellar) (Int) +10, Pilot (Spacecraft) (Ag) +20, Tech-Use (Int), Speak Language (Low Gothic, Void Cant) (Int).

Special Abilites

Abject Cruelty: Chaos Reaver captains keep their officers and crew in line more through violence and fear than through command and leadership. Aboard a ship under their command, or when directly leading their underlings in battle, a Reaver captain receives a +10 bonus to all Intimidate and Interrogation Tests used against his men.

Mutations and Malignancies: Ill-Fortuned, witch-mark (Brand in the shape of the sigil of Slaanesh), baleful aura (see sidebar).

Talents: Air of Authority, Basic Weapon Training (Universal), Decadence, Disturbing Voice, Exotic Weapon Training (Ghost Sword), Jaded, Light Sleeper, Melee Weapon Training (Universal), Paranoia, Pistol Weapon Training (Universal), Psy Rating (4), Resistance (Fear), Peer (Criminals, Renegades, Chaos Reavers), Strong Minded, Swift Attack, Touched by the Fates.

Disciplines: Telepathy, Telekinesis.

Psychic Techniques: Compel, Delude, Dark Curse*, Dominate, Force Bolt, Force Shards, Mind Link, Mind Probe, Mind Scan, Psychic Scream, Sensory Deprivation, Storm of Force, Telekinetic Crush, Telekinetic Shield, Terrify, Tide of Lies*, Warfire.*

Armour: Ragged Hardened Void Suit (Arms 2; Body 2; Head 3; Legs 2).

Weapons: Best Craftsmanship Bolt Pistol (30m; S/2/—; 1d10+5 X; Pen 4; Clp 8; Rld Full; Tearing), Good Craftsmanship Ghost Sword (1d10+7 E; Pen 6; Power Field, Balanced, Additional +5 to Parry).

Gear: Respirator, Micro-bead, Dwindling Rations, Chaos Charm.

* See the Psykana Malifica section on pages 82-84 of **EDGE OF THE ABYSS**.



AN ILL-FAVoured COUNTENANCE

As a long-time adherent to the Chaos Powers and an unsanctioned psyker, Skar has an aura about him that most find incredibly unsettling. In his dealings with the Explorers, he will be able to suppress this aura using his psychic powers. However, when under duress, as in combat or other stressful situations, his concentration will slip and those around him will experience anxiety and discomfort. The GM should feel free to explain this in any way he sees fit. Perhaps the Explorers' ears begin ringing, or the ambient temperature drops appreciably, or the lights around him dim perceptibly. Whatever the case, the GM should have the Explorers make a **Difficult (–10) Willpower Test** when Skar is not in total control of himself. Failure should incur a mild penalty to any Characteristic or Skill Tests requiring concentration as the Explorer is distracted by nagging anxiety.

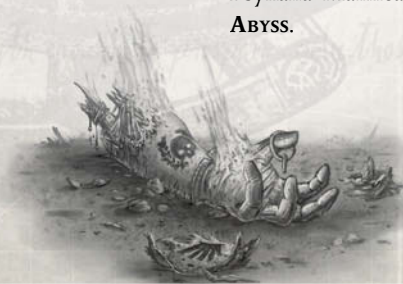


EURYALE CETO

"Nothing may exist in this galaxy without my knowledge, or without my consent."

—Euryale Ceto, Archivist of the Citadel of Skulls

The hideous mutant known as Euryale Ceto is the keeper of the treasure vaults beneath the Citadel of Skulls. Also known as the Archivist, she was once a powerful human sorceress from an isolated feral world in the Unbeholden Reaches. Taken by Chaos Reavers during a raid centuries ago, she threw her lot in with the powers of Chaos after experiencing the excruciating joy of Slaanesh. Since then, she has dedicated herself to collecting dark knowledge and experiencing blasphemous pleasures for the glory of Slaanesh. Now, after centuries in the service of Slaanesh, her body is twisted beyond recognition and she has become a frightful four-armed hybrid of woman and serpent. Cunning and incredibly intelligent, she prefers to keep to her chambers in the vault, cataloguing and obsessively studying her many treasures while her sorcerers and daemons do the work of guarding her and the treasures in the vault.



Euryale Ceto Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
40	35	30	(8) 40	45	55	50	58	20

Movement: 4/8/12/24

Wounds: 26

Fate Points: 3

Skills: Awareness (Per), Ciphers (Occult) (Int), Common Lore (Imperium, Koronus Expanse) (Int), Command (Fel), Contortionist (Ag) +20, Deceive (Fel), Dodge (Ag) +20, Forbidden Lore (Cults, Daemonology, Heresy, Psykers, The Warp, Chaos) (Int), Intimidate (S) +20, Invocation (WP) +20, Psyniscience (Per), Scholastic Lore (Occult) (Int), Secret Tongue (Chaos Reavers) (Int), Speak Language (Low Gothic, High Gothic) (Int).

Mutations and Malignancies: Fanged, Feels no Pain, Hellspawn, Multiple Arms, Venomous, Witch Mark (Brand in the shape of the sigil of Slaanesh), Worm.

Traits: Crawler, Daemonic (TB 8), Fear (2), From Beyond, Dark Sight, Toxic (2d10; Ignores Armour), Improved Natural Weapons, Natural Armour (4), Natural Weapon.

Talents: Blademaster, Dark Soul, Fearless, Iron Discipline, Iron Jaw, Jaded, Lightning Attack, Master Sorcerer[†], Melee Weapon Training (Universal), Peer (Chaos Reavers), Pistol Weapon Training (Universal), Resistance (Fear, Psychic Techniques), Sorcerer[†], Swift Attack, Touched by the Fates.

Sorcerous Powers: Augury, Compel, Dark Curse^{††}, Delude, Dominate, Foreshadow, Flesh Warp^{††}, In Harm's Way, Mental Bond, Mind Probe, Psychic Scream, Psycholocation, Psychometry, Puppet Master, Reprogram, Sensory Deprivation, Summon Daemon^{††}, Telekinetic Crush, Telekinetic Shield, Terrify, Tide of Lies^{††}, Warp Secrets^{††}, Walking the Path.

Armour: By Natural Armour (Arms 4; Body 4; Legs 4)

Weapons: Best Craftsmanship Fractal Blade (1d10+5 R; Pen 7; Power Field, Balanced), Best Craftsmanship Power Sword (1d10+9 E; Pen 5; Power Field, Balanced), Fangs (1d10+6 R; Pen 0).

Gear: Sorcerous accoutrement, corrupted tarot.

[†]If the GM has access to the supplement *Edge of the Abyss*, he can have Ceto possess the abilities of a sorcerer as a means of her accessing her psychic abilities. See the Sorcery section on pages 84-86 of *EDGE OF THE ABYSS*. If he does not have this supplement, he should treat Ceto as a psyker with a Psy Rating of 4.

^{††}If the GM has access to the supplement *EDGE OF THE ABYSS*, he can give have Ceto possess the following abilities. See the Psykana Malifica section on pages 82-84 of *EDGE OF THE ABYSS*.

SLADE MORTIA

"I prefer the direct approach. Master Gunner, give them a couple of broadsides to set the proper tone for auspicious meeting."

—Slade Mortia opening trade negotiations

Captain of the dreaded cruiser *Debaser*, Slade Mortia is a man known throughout the rimward regions of the Expanse as a ruthless and merciless pirate. Specialising in commerce raiding and ship thievery, Mortia is known as a prime realspace navigator and a master ship handler. His crewmen and reavers are held as an example by their fellows as some of the most brutal and dangerous voidmen in the Expanse. He is famous for stealing numerous ships and uncounted Thrones worth of cargo from Battlefleet Calixis and escaping with his ill-gotten gains to the Expanse.

Slade Mortia Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
45	52	40	37	44	40	35	40	37

Movement: 4/8/12/24

Wounds: 18

Fate Points: 3



Skills: Awareness (Per), Barter (Fel), Carouse (T) +10, Ciphers (Underworld, Chaos Reaver) (Int), Command (Fel) +10, Common Lore (Imperium, Koronus Expanse, Merchant Underworld) (Int), Deceive (Fel) +10, Dodge (Ag), Forbidden Lore (Chaos, Heresy, Pirates), Intimidate (S) +20, Interrogation (Fel) +10, Inquiry (Fel), Navigation (Stellar) (Int) +20, Pilot (Space Craft) (Ag) +20, Tech-Use (Int), Speak Language (Low Gothic, Void Cant).

Talents: Air of Authority, Basic Weapon Training (Universal), Decadence, Die Hard, Jaded, Last Man Standing, Leap Up, Light Sleeper, Melee Weapon Training (Universal), Paranoia, Peer (Chaos Reavers), Pistol Weapon Training (Universal), Resistance (Fear), Swift Attack, Touched by the Fates.

Armour: Best Craftsmanship Light Power Armour (Arms 8; Body 8; Head 8; Legs 8).

Weapons: Best Craftsmanship Plasma Pistol (30m; S/2/-; 1d10+6 E; Pen 6; Clp 10; Rld 3 Full; Overheat), Good Craftsmanship Chain Sword (1d10+6 R; Pen 2; Tearing, Balanced), Crux Beam Gun (80m; S/3/-; 2d10+5 E; Pen 6; Clp 25; Rld 4 Full; Scatter).

Gear: Chaos charm, corrupted almanac astrae divinitus, dataslate, auto-quill, combi-tool, defaced lord-captain's baton, micro-bead.

Special Rules

Abject Cruelty: Chaos Reaver captains keep their officers and crew in line more through violence and fear than through command and leadership. Aboard a ship under their command, or when directly leading their underlings in battle, a Reaver captain receives a +10 bonus to all Intimidate and Interrogation Tests used against his men.

TORQ AND SIEGMUND FELTHAN

The brothers Felthan are a pair of heavily-augmented identical twins from a feral world in the Heathen Stars. They have travelled the Expanse for nearly fifty years, selling their services as thugs and killers to the highest bidder. Adherents of Chaos more through association than by active worship, they recently shipped out with Slade Mortia as hired bodyguards. While canny and passable tacticians, the brothers are dull-witted and have a near insatiable taste for mindless violence that makes them difficult to control. Despite this, they are loyal to Mortia and defend him to their last breath, as long as the money keeps coming.

Toro and Siegmund Felthan Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
50	50	45	50	35	20	25	30	20

Movement: 3/6/9/18

Wounds: 20

Skills: Awareness (Per), Climb (S), Command (Fel), Demolition (Int) +10, Dodge (Ag) +10, Forbidden Lore (Chaos), Intimidate (S) +20, Search (Per) +10, Security (Ag), Speak Language (Low Gothic) (Int), Survival (Int) +10, Tech-Use (Int).

Talents: Basic Weapon Training (Universal), Blind Fighting, Combat Master, Crack Shot, Decadence, Die Hard, Double Team, Fearless, Heavy Weapon Training (Universal), Iron Discipline, Iron Jaw, Melee Weapon Training (Universal), Mighty Shot, Nerves of Steel, Pistol Weapon Training (Universal), Step Aside, Takedown, Technical Knock, True Grit.

Armour: Power Armour (Arms 8; Body 8; Head 8; Legs 8).

Weapons: Best Craftsmanship Boltgun with Preysense Sight (90m; S/2/4; 1d10+7 X; Pen 4; Clip 24; Rld Full; Tearing, Reliable), Good Craftsmanship Hand Cannon (35m; S/-/-; 1d10+6 I; Pen 2; Clip 5; Rld 2 Full), Good Craftsmanship Chain Sword (1d10+6 R; Pen 2; Tearing, Balanced).

Gear: Chaos charm, micro-bead, three clips for each weapon.

FALLON MARQUESE

"For enough Thrones, I'd take a shot at the God-Emperor himself."

—Fallon Marquese on his unique business model

A truly evil and low individual, Fallon Marquese makes his living as a scout and assassin for hire. An expert tracker and marksman, he claims to have stepped foot on every world in the Expanse and regularly takes credit for some of the more fantastic assassinations in the Calixis Sector. Marquese also claims to possess knowledge of secret doors and passageways in the Citadel of Skulls itself. He is currently on Iniquity after arriving aboard a slaver ship and is looking for his next assignment.



Fallon Marquese Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
30	35	30	45	40	35	45	30	45

Movement: 4/8/12/24

Wounds: 12

Fate Points: 2

Skills: Awareness (Per) +10, Barter (Fel), Blather (Fel), Carouse (T), Climb (S), Common Lore (Imperium, Koronus Expanse) (Int), Concealment (Ag), Deceive (Fel) +20, Dodge (Ag), Forbidden Lore (Heresy, Mutants, Chaos Reavers) (Int), Inquiry (Fel) +10, Scrutiny (Per) +10, Search (Per) +20, Security (Ag), Shadowing (Ag), Silent Move (Ag) +20, Survival (Int), Tech-use (Int), Tracking (Int) +10.

Talents: Basic Weapon Training (Universal), Catfall, Deadeye Shot, Decadence, Hardy, Iron Jaw, Jaded, Leap Up, Marksman, Medicae, Melee Weapon Training (Universal), Pistol Weapon Training (Universal), Sharpshooter, Touched by the Fates.

Mutations and Malignancies: Corrupted Flesh, Malleable.

Armour: Good Craftsmanship Flak Armour (Arms 4; Body 4; Legs 4).

Weapons: Best Craftsmanship Long-las with Omni-scope (150m; S/-/-; 1d10+3 E; Pen 1; Clip 40; Rld Full; Accurate, Reliable), Good Craftsmanship Stub Automatic (30m; S/3/-; 1d10+3 I; Pen 0; Clip 9; Rld Full), Good Craftsmanship Mono Knife (5m; 1d5+3 R; Pen 2).

Gear: Backpack, chrono, clip harness, preysense goggles, cameleoline cloak, medkit, hand-held auspex, dataslate, combi-tool, lamp pack, grapnel, micro-bead, multikey, multicompass.

VAULT GUARDIANS

These hideous beings are warp-possessed mutants who serve as the personal servants of Archivist Eurayle Ceto. Like something out of a nightmare, they appear to be a horrid hybrid of man and snake. From the waist up, they have thickly-muscled humanoid torsos with four arms covered in glossy blue-black scales. Below the waist, they have no legs, but support themselves and move about on a five-metre tail like that of a snake. Their faces are human-like, but vaguely reptilian, with wild black hair, two black slits for nostrils, and beetle brows over tiny close-set yellow eyes. They speak, when they bother to speak at all, in a piercing, sibilant whisper that carries through the vaults and chambers of Eurayle's libraries. They roam the myriad twisting chambers of the library's catacombs, lurking in shadows and waiting patiently for interlopers. While they have no sorcerous powers, they more than make up for this deficiency with incredible martial prowess. They are incredibly fast and strong, more so than their lithe and awkward frame would suggest. As ambidextrous as spiders, they wield deadly serrated warp blades in each hand, and can attack with either their swords or vicious bite.



Vault Guardian Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
50	—	45	55	60	25	55	40	15

Movement: 12/24/36/72

Wounds: 30

Skills: Awareness (Per), Climb (S), Concealment (Ag) +10, Contortionist (Ag) +10, Dodge (Ag) +10, Scrutiny (Per), Search (Per), Silent Move (Ag) +20, Tracking (Int) +20.

Traits: Crawler, Daemonic, Dark Sight, Fanged, Fear (1), From Beyond, Improved Natural Weapons, Multiple Arms, Natural Armour (5), Natural Weapon (Fangs 1d10+7* R), Unnatural Senses (20m), Unnatural Speed.

Talents: Ambidextrous, Blademaster, Blind Fighting, Combat Master, Counter Attack, Double Team, Dual Strike, Fearless, Lightning Attack, Melee Weapon Training (universal), Precise Blow, Rapid Reaction, Swift Attack, True Grit, Two-Weapon Wielder, Wall of Steel.

Armour: Natural Armour (Arms 5; Body 5; Head 5; Tail 5).

Weapons: Matched set of Best Craftsmanship Daemon Swords (1d10+9 R; Pen 5; Balanced, Warp Weapon).

Gear: Chaos charm.

CHAOS SORCERERS

Wholly dedicated both to their mistress Euryale and Slaanesh, these degenerate human sorcerers can be found everywhere within the Citadel of Skulls. Wielding powerful sorcery and consumed by a fanaticism nearly unmatched in the fortress of Karad Vall, they serve as seers, soothsayers, and mystic warriors.

Chaos Sorcerer Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
40	35	30	45	40	40	50	50	20

Movement: 4/8/12/24

Wounds: 15

Skills: Awareness (Per), Climb (S), Common Lore (Imperium, Koronus Expanse) (Int), Concealment (Ag) +10, Contortionist (Ag) +10, Deceive (Fel) +20, Dodge (Ag), Forbidden Lore (Chaos, Cults, Daemonology, Heresy, Sorcerers, The Warp) (Int) +10, Intimidate (S), Invocation (WP) +20, Psyniscience (Per) +10, Scrutiny (Per), Search (Per), Secret Tongue (Chaos Sorcerers), Silent Move (Ag) +10, Speak Language (High Gothic, Low Gothic).

Mutations and Malignancies: Witch Mark (Brand in the shape of the sigil of Slaanesh).

Talents: Blind Fighting, Catfall, Dark Soul, Decadence, Heightened Senses (Sight), Fearless, Jaded, Master Sorcerer*, Melee Weapon Training (Universal), Pistol Training (Universal), Peer (Chaos Sorcerers), Resistance (Fear, Psychic Techniques), Sorcerer*, Strong Minded, Swift Attack.

Sorcerous Powers: Agonising Grasp**, Force Bolt, Force Shards, Psychic Scream, Telekinetic Crush, Telekinetic Shield, Terrify, Sensory Deprivation, Storm of Force, Warp Fire**.

Armour: By sorcerous power.

Weapons: Good Craftsmanship Stub Automatic (30m; S/3/-; 1d10+3 I; Pen 0; Clip 9; Rld Full), Good Craftsmanship Mono-sword (1d10+3 R; Pen 2; Balanced, Mono).

Gear: Chaos Charm.

* See the Sorcery section on pages 84-86 of **EDGE OF THE ABYSS**.

** See the Psykana Malifica section on pages 82-84 of **EDGE OF THE ABYSS**.



CHAOS REAVER

Chaos Reavers are voidmen who, whether by choice or by design, have come to embrace the Dark Gods. They come from all walks of life and, like their uncorrupted brethren, represent a broad cross-section of humanity. Pressed from captured ships or lured from ports and planets with the promise of wealth and a life of ease, their lot is even harder than an average voidman's, and their life expectancy is shockingly short.

Chaos Reaver Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
30	30	35	35	30	20	35	30	20

Movement: 3/6/9/18

Wounds: 10

Skills: Awareness (Per), Carouse (T) +20, Common Lore (Imperium, Imperial Navy, Koronus Expanse, Rogue Traders, Tech) (Int), Chem-Use (Int), Dodge (Ag), Forbidden Lore (Chaos, Heresy, Pirates), Gamble (Int), Intimidate (S), Scrutiny (Per) +10, Secret Tongue (Chaos Reavers), Speak Language (Low Gothic, Void Cant) (Int), Tech-Use (Int).

Talents: Basic Weapon Training (Universal), Decadence, Die Hard, Jaded, Last Man Standing, Leap Up, Melee Weapon Training (Universal), Pistol Weapon Training (Universal), Unarmed Warrior.

Armour: Reinforced Void Suit (Arms 3; Body 3; Head 4; Legs 3).

Weapons: Pump-Action Shotgun (30m; S/-/-; 1d10+4 I; Pen 0; Clip 8; Rld 2 Full; Scatter), Hand Cannon (35m; S/-/-; 1d10+4 I; Pen 2; Clip 5; Rld 2 Full).

Gear: Chaos charm, working coverall, multi-tool.



CHAOS REAVER CAPTAIN

Plying the Empyrean in their corrupt voidships, the captains of the numerous Chaos Reaver fleets are as varied as the stars themselves. They come from all walks of life, from bloodthirsty pirates, to fallen Rogue Traders, to corrupt Imperial Navy officers, and have little in common save a taste for savagery and a devotion to the Ruinous Powers. Whether murdering, guileless brutes, smooth-talking professional killers, disorganised rabble, or well-trained officers who deploy their fleets with military precision, they are, to a man, extremely dangerous characters. They have countless fanatical and well-trained Reavers under their command, and darker powers as well. They are not to be trifled with lightly.

Chaos Reaver Captain Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
45	40	35	40	40	35	45	40	35

Movement: 4/8/16/32

Wounds: 16

Skills: Awareness (Per), Barter (Fel), Command (Fel) +10, Common Lore (Imperium, Koronus Expanse, Merchant Underworld) (Int), Deceive (Fel) +20, Forbidden Lore (Chaos, Heresy, Pirates), Intimidate (S) +20, Interrogation (Fel) +10, Inquiry (Fel), Navigation (Stellar) (Int) +10, Pilot (Space Craft) (Ag), Tech-Use (Int), Speak Language (Low Gothic, Void Cant).

Talents: Air of Authority, Basic Weapon Training (Universal), Decadence, Die Hard, Jaded, Last Man Standing, Leap Up, Light Sleeper, Melee Weapon Training (Universal), Paranoia, Peer (Chaos Reavers), Pistol Weapon Training (Universal), Resistance (Fear), Swift Attack.

Armour: Light Carapace (Arms 4; Body 5; Legs 4).

Weapons: Good Craftsmanship Bolt Pistol (30m; S/2/-; 1d10+5 X; Pen 4; Clp 8; Rld Full; Tearing), Good Craftsmanship Chain Sword (1d10+6 R; Pen 2; Tearing, Balanced).

Gear: Bionic Eye, chaos charm, uniform, star charts, micro-bead, voxcaster.

SLAVE OVERSEER

Generally cruel and heartless, these men and women can be found in large numbers wherever slaves are working, plying their groxwhips and shock-staves to squeeze every last ounce of sweat from their charges. Many overseers know the value of the carrot as well as the stick, providing drugs and distractions tailored to keeping the slaves docile and easy to control.

Slave Overseer Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
40	35	40	40	30	30	40	35	30

Movement: 3/6/9/18

Wounds: 12

Skills: Awareness (Per), Command (Fel), Dodge (Ag), Intimidate (Fel), Search (Per), Speak Language (Low Gothic) (Int), Tech-Use (Int), Tracking (Int).

Talents: Air of Authority, Basic Weapon Training (Universal), Double Team, Fearless, Hardy, Inspire Wrath, Iron Discipline, Melee Weapon Training (Universal), Paranoia, Pistol Weapon Training (Universal), Precise Blow, Sure Shot, Takedown, Unarmed Warrior.

Armour: Light Carapace (Arms 5; Body 5; Legs 5).

Weapons: Good Craftsmanship Shock Staff (1d5+7 I; Pen 0; Shocking) or Good Craftsmanship Groxwhip (3m; 1d10+7* R; Pen 0; Flexible, Tearing), Good Craftsmanship Hand Cannon (35m; S/-/-; 1d10+4 I; Pen 2; Clip 5; Rld 2 Full).

Gear: Micro-bead, vox-caster, recoil glove.

SLAVE

Iniquity's labour force is composed of countless millions of slaves forcibly taken from ships, planets, outposts, and stations throughout the Expanse by the numerous bands of Chaos Reaver slavers. The slave labour force, while generally downtrodden, has formed their own, strange society. They have separated themselves along cultural and class lines and have installed a rigid caste system. There is also a thriving underground economy among the slaves that provides the base entertainments and drugs that the slaves desire as a way to escape their eternal torment. The overseers and slavers have allowed this to flourish as it makes their jobs significantly easier.

MUTATIONS AMONG INIQUITY'S SLAVE POPULATION

Thanks to the enormous amount of pollution, ambient radiation, and the lack of protective equipment, all of Iniquity's slaves have some amount of mutation. These mutations can vary wildly depending on where the slave works and what their job entails. Game Masters can either pick a specific mutation from (or roll once on) **Table 14-3 Mutation** on page 369 of the **ROGUE TRADER** Rulebook to determine the slave's mutation. Re-roll any result higher than 60.

Slave Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
30	25	30	25	25	25	25	20	20

Movement: 2/4/6/12

Wounds: 7

Skills: Awareness (Per), Barter (Fel), Chem-Use (Int), Concealment (Ag), Deceive (Fel), Secret Tongue (Slave Cant) (Int), Speak Language (Low Gothic) (Int), Tech-Use (Int), Trade (Labourer).

Talents: Basic Weapon Training (Universal), Jaded, Melee Weapon Training (Universal).

Traits: Mutation (see sidebar).

Gear: Ragged clothing, tools for specific job, chains.

INIQUITY MILITANT

Each ruling faction on Iniquity maintains a standing militia made up of renegades, mercenaries, and corrupted Guardsmen. These militants enforce their employer's interests on the planet, and operate not only as soldiers but as paramilitary security forces.

Iniquity Militant Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	40	30	45	35	30	35	30	25

Movement: 3/6/9/18

Wounds: 13

Skills: Awareness (Per), Climb (S), Command (Fel), Demolition (Int), Dodge (Ag), Drive (Ground Vehicle, Skimmer/Hover, Walker) (Ag), Inquiry (Fel), Interrogation (Fel), Intimidate (S), Scrutiny (Per), Search (Per), Security (Ag), Shadowing (Ag), Survival (Int), Tech-Use (Int).

Talents: Basic Weapon Training (Universal), Bulging Biceps, Combat Master, Pistol Weapon Training (Universal), Melee Weapon Training (Universal).

Armour: Light Carapace (Arms 5; Body 5; Legs 5).

Weapons: Good Craftsmanship Lasgun (100m; S/3/—; 1d10+3 E; Pen 0; Clip 60; Rld Full; Reliable) or Good Craftsmanship Autogun (90m; S/3/10; 1d10+3 I; Pen 0; Clip 30; Rld 2 Full), Mono-Knife (5m; 1d5+3 R; Pen 2), 2 Frag Grenades (9m; S/—/—; 2d10 X; Pen 0; Blast (4)), 2 Krak Grenades (9m; S/—/—; 2d10+4 X; Pen 6).

Gear: Micro-bead, webbing, two reloads for weapon.

KHADEM

The Khadem are those slaves who have been horribly mutated by exposure to the ever-present industrial pollution and radiation found on Iniquity. Thoroughly debased, these unfortunates have been cast out by their enslaved brethren and have regressed mentally to the point where they can do only the most menial of tasks. Khadem are found in the numerous slag heaps, scrap yards, and poison-filled chemical lagoons and holding ponds found around Iniquity's industrial centres. They are put to work here separating garbage, scavenging, and wading among poisons and pollutants skimming for reclaimable compounds and ores.

Physically, their mutations take many diverse forms, but all Khadem tend to have a number of common traits related to the cause of their plight. Thanks to the constant exposure to lethal chemicals, their skin has hardened, and they have grown resistant to most mundane poisons. Their blood has become a toxic soup, it glows green and hisses and steams when exposed to the open air. Their organs have liquefied or taken on other forms to better deal with their toxic blood, and they can vomit a corrosive cocktail of poisonous bile and caustic chemicals in close combat. Khadem are typically encountered in packs or family clans. They are shy and meek, almost childlike, around non-mutants and their overseers, but can be

goaded into fits of rage that make them dangerous to those unused to their ways.

Khadem Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
30	25	35	35	25	20	20	20	15

Movement: 2/4/6/12

Wounds: 10

Skills: Awareness (Per), Barter (Fel), Chem-Use (Int), Concealment (Ag), Deceive (Fel), Secret Tongue (Slave Cant) (Int), Tech-Use (Int), Trade (Labourer or Scavenger).

Talents: Basic Weapon Training (Universal), Frenzy, Jaded, Melee Weapon Training (Universal), Resistance (Poisons).

Mutations and Malignancies: Grotesque (–20 to Fellowship Tests made to interact with “normals.” +10 to Intimidate Tests), Mental Regressive, Tox Blood, Vile Deformity, Corrupted Flesh, Corrosive Bile (1d10+2 E; Tearing).

Traits: Dark Sight, Fear (1), Natural Armour (4).

Weapons: Maul (1d10+7 I; Pen 0).

Gear: Rags, sacks, scavenged trinkets.

INIQUITY-PATTERN INDUSTRIAL

SERVITOR

Slaves who have transgressed or have reached the end of their natural usefulness are turned over to Iniquity's Hereteks for servitor conversion. Modified with artificial muscle grafts and built-in tools, these mindless brutes are commonplace among the mines and industries of Iniquity. Even in death, there is no escape for a slave from the industrial hell of Iniquity's mines, furnaces, and foundries.

Iniquity-pattern Industrial Servitor Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
15	15	50	40	15	10	20	30	05

Movement: 1/2/3/6

Wounds: 15

Skills: None.

Talents: None.

Traits: Machine (4), Improved Natural Weapons, Natural Weapon (built-in tools), Unnatural Strength (x2).

Armour: Built-in armour plates (Arms 4; Body 4; Head 4; Legs 4).

Weapons: Fist (1d10+15 I), built-in saws, torches, shears, and other industrial tools (1d10+5 E, I, or R depending on the nature of the tool).

Gear: Internal micro-bead for receiving and relaying orders, photo-visior.

INIQUITY-PATTERN COMBAT SERVITOR

Iniquity's Heretekks have created their own variant of the ubiquitous Charron-pattern Battle Servitor to meet the needs of their dark lords. They are massive, hulking slabs of vat-grown nacreous grey skin pierced through with corrupt, arcane machine parts. These mindless killing machines carry an array of built-in weapons, from servo-fists to heavy bolters to missile launchers, and are very capable, if unimaginative, combatants.



Iniquity-pattern Combat Servitor Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
40	50	50	40	15	10	20	30	—

Movement: 1/2/3/6

Wounds: 15

Skills: Awareness (Per) +10.

Talents: Basic Weapon Training (Universal), Berserk Charge, Flame Weapon Training (Universal), Heavy Weapon Training (Bolt, Launcher, Melta, Plasma), Melee Weapon Training (Universal), Two-Weapon Wielder.

Traits: Armour Plated, Auto-stabilised, Darksight, Improved Natural Weapons, Machine (4), Natural Weapon (Servo-fist), Size (Hulking), Sturdy, Unnatural Strength (x2), Unnatural Toughness (x2).

Armour (Machine): Arms 6; Body 6; Head 6; Legs 6.

Weapons: Servo-fist (1d5+8), Chain Axe (1d10+12 R; Pen 2; Tearing), Grenade Launcher (60m; S/—/—; Dam *; Pen *; Clip 6; Rld Full; *, inaccurate) or Missile Launcher (200m; S/—/—; Dam *; Pen *; Clip 6; Rld 2 Full; **), and either a Heavy Bolter (120 m; —/—/10; 2d10+2 X; Pen 5; Clip 60; Rld Full; Tearing), Heavy Flamer (30m; S/—/—; 2d10+4 E; Pen 4, Clip 10; Rld 2 Full; Flame), or Multi-Melta (60m; S/3/—; 4d10+5 E; Pen 13; Clip 10; Rld 2 Full; Blast [1]).

Gear: Internal micro-bead for receiving and relaying orders, ammo hopper equivalent to four clips for each weapon, red dot laser sight for heavy weapon, systems sealed against hazardous environments, built-in magboots.

*Varies by grenade or missile.



CHAOS HERETEK

Among the legion of Chaos followers on Iniquity are quite a few fallen members of the Priesthood of Mars. These corrupt Tech-Priests are responsible for keeping the ships, manufactoria, and diverse industrial machines found on and around Iniquity running through dark rituals and rites. Chaos Heretekks also control the numerous servitors found among the forces of Chaos on Iniquity.



Chaos Heretek Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
30	30	35	30	35	45	40	35	20

Movement: 3/6/9/18

Wounds: 10

Skills: Awareness (Per), Carouse (T), Chem-Use (Int), Climb (S), Common Lore (Tech) (Int), Deceive (Fel), Evaluate (Int), Forbidden Lore (Adeptus Mechanicus, Archaeotech, Heresy) (Int), Intimidate (S), Medicae (Int) +10, Scholastic Lore (Chymistry, Judgement) (Int) +10, Secret Tongue (Tech) (Int), Speak Language (Low Gothic, Explorator Binary, Techna-Lingua), Tech-Use (Int) +20, Trade (Technomat, Armourer, or Explorator).

Talents: Basic Weapon Training (Universal), Luminen Blast (10m; 1d10+3; Causes Fatigue), Master Chiurgeon, Master Enginseer, Melee Weapon Training (Universal), Pistol Weapon Training (Universal), Rite of Awe, Rite of Fear, Technical Knock, The Flesh is Weak.

Traits: Machine (2).

Armour: None (All 2).



Weapons: Archaeotech Laspistol (90m; S/3/-; 1d10+3 E; Pen 2; Clip 70; Rld Full; Accurate, Reliable), Mono-Knife (5m; 1d5+3 R; Pen 2).

Gear: Micro-bead, Mechanicus implants, tattered robes, dataslate, auto-quill, two clips for weapon, corrupt servo-skull.

SERVITOR-CONTROLLED AUTOCANNON

TURRETS

These hardwired, servitor-controlled turrets guard the entrance to the Shuttle Bay. Fully automated, they track back and forth, scanning the airspace outside the bay's entrance, and won't hesitate to open fire upon any craft that approaches without authorisation. The turrets cannot target inside the bay, but fire on any unauthorised flyers or spacecraft that approach or leave the bay.

Servitor-Controlled Turret Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
—	50	—	40	15	10	20	30	—

Movement: —

Wounds: 15

Traits: Armour Plated, Auto-Stabilised, Darksight, Machine (4), Size (Hulking).

Armour: 6.

Weapons: Autocannon (300m; S/2/5; 4d10+5 I; Pen 4; Clip 200).

DARK CHERUB

Dark Cherub Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
40	—	35	35	48	18	40	30	—

Movement: 2/4/6/12

Wounds: 8

Skills: Awareness (Per) +10, Dodge (Ag).

Talents: Fearless, Swift Attack.

Traits: Dark Sight, Flier 20, Improved Natural Weapons, Natural Armour (4), Natural Weapons (Dirty Claws), Size (Scrawny).

Armour: Natural (All 4).

Weapons: Dirty Claws (1d10+3 I, Toxic).



BEASTS AND DAEMONS

FLESH HOUND OF KHORNE

Massive, thickly-armoured carnivores, the wolf-like Flesh Hounds prowl both Vall's citadel and the lands surrounding it. They hunt in tireless packs both in this world and within the Warp, and once on a scent they will not rest until their quarry is brought down either in an orgy of blood or as a penitent dragged before the throne of the Blood God himself.

Flesh Hound Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
45	—	(8) 45	(8) 40	30	15	60	40	09

Movement: 7/14/28/56

Wounds: 15

Skills: Awareness (Per) +20, Tracking (Int) +20.

Talents: Frenzy, Resistance (Psychic Powers), Swift Attack, Talented (Tracking).

Traits: Bestial, Blood for the Blood God*, Collar of Khorne**, Daemonic (TB 8), Darksight, Fear (2), From Beyond, Improved Natural Weapons, Natural Armour (4), Natural Weapons (Teeth and Claws), Quadruped, Size (Hulking), Unnatural Senses (30m), Unnatural Strength (x2), Warp Instability.

Armour: Natural Armour (4 all).

Weapons: Teeth and Claws (1d10+10 R; Tearing).



***Blood for the Blood God:** Creatures of Khorne suffer no penalties from gore or blood. All critical hit effects involving gore and blood, such as requiring an Agility Test not to fall over, do not apply to creatures of Khorne.

****Collar of Khorne:** Flesh Hounds do not suffer extra damage from the Psy Rating of a wielder of a force weapon. In addition, any psychic powers used against a Flesh Hound have their Threshold increased by 10. The Flesh Hound's Daemonic trait is not ignored by force weapons unless the wielder succeeds at a **Difficult (-10) Willpower Test**.

NURGLING

These disease-carrying vermin are a common sight among the catacombs of the Citadel of Skulls. Nurglings are tiny, hideous things with bloated bodies whose scrofulous hides are covered in weeping sores, pustules, and misshapen tumours. Their ravening mouths are filled with long, jagged fangs, and their spindly arms tipped with scabrous claws. Travelling in swarms, these voracious predators will attack anything on sight, and can kill a man with a single bite.

Nurgling Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
25	—	10	⁽⁴⁾ 21	25	15	15	40	—

Movement: 2/4/6/12

Wounds: 6



Skills: Awareness (Per) +20.

Talents: None.

Traits: Daemonic (TB 4), Fear (1), From Beyond, Improved Natural Weapons, Natural Weapon (Teeth), Size (Scrawny), Warp Instability.

Armour: None.

Weapons: Teeth (1d10+1 R; Toxic). A victim who suffers damage from a Nurgling's bite must pass an Ordinary (+10) Toughness Test or contract a virulent disease. The exact nature of the disease should be left up to the GM's discretion. A diseased victim loses 1d5 points of Toughness permanently.

Gear: None.



SISTERS OF THE SYBARITIC HOST

The daemons known as the Sisters of the Sybaritic Host are yet another of the wondrous horrors of Slaanesh to be found in Vall's sanctum. These Daemonettes serve the Faceless Lord as his personal torturers and interrogators, and the keepers of the Beacon of the Damned. The Sisters appear to be handsome young women with flowing black hair and eyes of solid blue. They use their daemonic powers of suggestion to lead pious men astray and cause them to offer up all that they have for the continuing attentions of a Sister. In their torture rooms and dark bowers, they wear tight bodygloves of blasphemous hides with numerous buckles and other ornamentation. Often they will wear a thick, blood-spattered apron as a mark of their position. Along with their wicked daemon blades, the Sisters are proficient with the lash and innumerable ways of extracting information from the recalcitrant.

Sister of the Sybaritic Host Profile



WS	BS	S	T	Ag	Int	Per	WP	Fel
35	—	(8) 40	(8) 45	50	35	45	50	(10) 55

Movement: 5/10/15/30

Wounds: 12

Skills: Awareness (Per) +10, Charm (Fel) +20, Deceive (Fel) +10, Dodge (Ag), Inquiry (Fel) +10, Interrogation (WP) +20, Intimidation (Fel) +10, Medicae (Int), Silent Move (Ag) +10.

Talents: Mimic, Psy Rating (4), Psychic Technique.

Traits: Daemonic (TB 8), Dark Sight, From Beyond, Improved Natural Weapons, Natural Weapons (Claws), Unnatural Fellowship (x2), Unnatural Strength (x2).

Psychic Powers: Delude, Compel, Sensory Deprivation, Dominate, Mind Probe, Mind Scan, Terrify.

Armour: None.

Weapons: Hedonist's Blade (5m; 1d10+8 R; Pen 4; Balanced, Tearing), Claws (1d10+8 R).

Gear: Manacles, torture implements.

THERMODRAKE

Thermodrakes are highly mutated native lizards that live in and around the poisonous lagoons, brownfields, and toxic slag heaps near Iniquity's industrial centres. Highly poisonous, these cunning creatures are as big as a man and incredibly strong. Their four powerful limbs are tipped with long talons, and their slavering, tooth-filled mouths constantly drip with venom. They are also possessed of thick natural armour—thick scaled skin the green-black colour of ancient verdigris and a rust-coloured underbelly. While they are typically slow creatures, when surprised or cornered, they are capable of short bursts of speed and will attack in a frenzy of claws and teeth. Their bite is deadly poisonous, and they can spit a gob of thick, caustic mucous up to ten metres. Typically, they aim for the eyes.

Weapons: Bite (1d10+8 R; Pen 1; Toxic), Claws (1d10+8 R), Caustic Mucous (10m; 1d10+2 E; Tearing). If a Thermodrake makes a successful called shot to a victim's eyes with its caustic mucous, the victim is blinded for 1d5 rounds per the Blinded rules on page 260 of the **ROGUE TRADER**



Rulebook.

Thermodrake Profile



WS	BS	S	T	Ag	Int	Per	WP	Fel
35	30	(8) 45	50	(6) 35	15	40	30	—

Movement: 6/12/18/36

Wounds: 15

Skills: Awareness (Per) +20.

Talents: Deadeye Shot, Fearless, Precise Blow, Sure Strike, Sprint.

Mutations and Malignancies: Tox Blood, Corrosive Bile (Caustic Mucous).

Traits: Bestial, Brutal Charge, Dark Sight, Improved Natural Weapons, Natural Armour (5), Natural Weapons (Teeth and Claws), Quadruped, Size (Average), Toxic, Unnatural Agility (x2), Unnatural Strength (x2), Unnatural Senses (Smell) (30m).

Armour: Thick, squamous hide (5 all).

TUNNEL HORROR

Tunnel Horrors are giant, highly-aggressive hunting arachnids native to the blasted surface of Iniquity. Whether they are mutations of normal arachnids or naturally occurring creatures is unclear. Whatever the case may be, they are bigger than a man and incredibly fast considering their size. They have eight legs tipped with wicked talons, a lean, flat abdomen, and a small head studded with numerous eyes surrounding a jaw filled with needle teeth. Their body is protected by a thick, black, chitinous exoskeleton covered in short, bristly, hairs along the seams of the chitin plates. These hairs comprise a delicate sensory system by which the creature senses the vibrations caused by approaching prey. They are rare and solitary creatures who dig deep burrows beneath the surface that are lined with a sticky white thread-like substance secreted from their body. They camouflage their lairs by building a cover or lid of local flora, soil, and stones woven together with their sticky thread and hinged like a trap door. When they sense the approach of their prey, typically

humans and the larger lizards and serpents native to the planet, they lunge from their hidden lair, snatch their victim, and drag them back into their lair for future consumption.

Tunnel Horror Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
50	—	(8) 40	(6) 35	55	15	(10) 50	30	—

Movement: 16/32/48/96

Wounds: 14

Skills: Awareness (Per) +20, Concealment (Ag) +20, Dodge (Ag).

Talents: Lightning Attack, Lightning Reflexes, Step Aside, Takedown.

Traits: Bestial, Burrower, Dark Sight, Fear (1), Improved Natural Weapons, Natural Armour (4), Natural Weapons (Teeth and Claws), Quadruped (x3), Size (Hulking), Strange Physiology, Toxic, Unnatural Perception (x2), Unnatural Toughness (x2), Unnatural Senses (30m).

Armour: Chitinous Exoskeleton (All 4).

Weapons: Mandibles (1d10+4; Tearing, Toxic†), Talons (1d10+4; Tearing).

†A victim who takes damage from a Tunnel Horror's bite must make a successful **Very Hard (-30) Toughness Test** or be Stunned for 1d5 rounds. This replaces the normal effects of Toxic.



TUNNEL HORROR SPECIAL ATTACK

Tunnel Horrors prefer to strike from their hidden subterranean lairs as opposed to wandering around on the surface. Unless their camouflaged lair is spotted, a feat which requires a successful **Very Hard (-30) Perception Test**, an attacking Tunnel Horror will always have the benefit of surprise in combat. They then lunge from their tunnels, grapple the closest prey, and bite them to inject their paralysing poison. Once subdued, the victim is dragged away and the Tunnel Horror wraps it in a cocoon of sticky, stringy webbing where, if the prey cannot free itself, it will suffocate. In game terms, a victim needs to resist the creature's grapple attempt to avoid being captured and dragged away. To break free of the creature's sticky cocoon, a victim must make a successful **Very Hard (-30) Strength Test**. Failure to escape from the cocoon will result in suffocation per the suffocation rules on page 260 of the **ROGUE TRADER** Core Rulebook.

STRANGLER

These native serpents are one of the more common natural dangers of Iniquity. Covered in iridescent, rust-coloured scales that can change colour to match their surroundings, Stranglers grow as large as four metres long. Stranglers are nocturnal and live in shallow caves and piles of rubble. When hunting, a Strangler conceals itself on high ground, such as an outcropping or catwalk, to wait for prey. Once a likely meal comes along, it drops from its perch onto its victim, using its powerfully-muscled body to entangle and then crush its prey, which it then swallows whole. While they are not particularly bright, they are still a common and dangerous nuisance and claim the lives of numerous slaves.

Strangler Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
45	—	(10) 50	40	30	10	40	35	—

Movement: 3/6/9/18

Wounds: 35

Skills: Awareness (Per) +20, Concealment (Ag) +20.

Traits: Bestial, Crawler, Dark Sight, Natural Armour (4), Improved Natural Weapons, Natural Weapons (Bite), Size (Hulking), Unnatural Strength (x2), Unnatural Senses (Smell) (15m).

Armour: Scaly Hide (All 4).

Weapons: Bite (1d10 +10 R; Tearing), Constriction (On a successful Grapple Test, the Strangler coils its body around its victim, immobilising and then crushing them to death. This deals 1d10+10 points of Impact damage per round which ignores armour. A victim can attempt to break free with a successful **Difficult (-20) Strength Test**).



VEHICLES

If the players have access to the supplement Into the Storm, they can use the following vehicles in their game.

ARVUS LIGHTER

The Arvus Lighter is a utility shuttle designed to transport personnel and goods from a planet to a ship in orbit. It is slow, unwieldy, and unarmed, but very useful for transporting cargo. Most void craft carry several Arvus or their equivalents.

Type: Spacecraft

Tactical Speed: 20m / 22 AUs

Cruising Speed: 1,600 kph/ 5 VUs per Strategic Turn in space

Manoeuvrability: -15

Structural Integrity: 30

Size: Enormous

Armour: Front 24, Side 22, Rear 22

Carrying Capacity: 12 people or equivalent in cargo

Crew: Pilot, Co-Pilot

Weapons: None

Special Rules

Spacecraft: This vehicle may exit the atmosphere. While in the atmosphere, it may operate as a skimmer or flyer at the pilot's choice. It gains all benefits and drawbacks of skimmers and flyers. If operating as a flyer, it must be moving at least half its cruising speed at all times lest it begin a terminal dive to the earth below. In either case, if it becomes completely immobilised due to damage, count the vehicle as destroyed instead as it crashes to the ground (or begins to fall out of the sky in a terminal dive).

CHAOS HELL BLADE FIGHTER

There are some Inquisitors of the Ordo Malleus who believe that the Chaos Hell Blade (among other designs) is a creation of renegade Tech-Priests upon a corrupted, Traitor Forge world within the Eye of Terror. This planet is named Xana II, and it is speculated that many of the war machines found amongst Chaos forces are produced there.

The Chaos Hell Blade is a fast, agile, and well-armed fightercraft piloted by corrupted servitors, cursed souls that have been hard-wired into the cockpit for the rest of their miserable lives. Horrific wails and screams issue forth from the fighter's narrow profile as it slices through the skies.

Type: Flyer

Tactical Speed: 30m/25 AUs

Cruising Speed: 2,000 kph

Manoeuvrability: +15

Structural Integrity: 20

Size: Enormous

Armour: Front 20, Side 20, Rear 20

Crew: Pilot

Carrying Capacity: None

Weapons: Two Pilot-operated Twin-linked Autocannons (Range 300m, Heavy, S/2/5, 4d10+5 I, Pen 4, Clip 200, Twin-linked)

Special Rules

Flyer: This aircraft uses aerodynamic principals to stay aloft. When airborne, it must move at

least half its cruising speed at all times lest it crash to the ground. If it ever becomes completely immobilised due to damage, count the vehicle as destroyed instead as it crashes to the ground.

Vector Thrust Engines: The Hell Blade may count as a Skimmer (and follow all the rules for a Skimmer) for up to 2 minutes before it must return to counting as a Flyer. It may do this once every hour.

VALKYRIE SKYTALON

The Valkyrie Sky Talon is a variant of the Valkyrie airborne assault carrier commonly used by the Imperial Navy. The Sky Talon is a support aircraft that is used for heavy lifting in combat situations, and has become favoured amongst many Rogue Traders who need a rugged, dependable vehicle that can carry a heavy load under fire.

The Sky Talon uses magnetic lifting clamps to secure its cargo, assisted by dual grav/pressure clamp rigs and lifting cables when necessary. It is armed for self-defence with a nose turret-mounted heavy bolter for anti-personnel fire and two Hellstrike missiles under the wings for anti-armour. Despite these weapons, the Sky Talon's role is firmly that of support, not as a combat gunship.

Type: Flyer

Tactical Speed: 20m/10 AUs

Cruising Speed: 1,100 kph

Manoeuvrability: +10

Structural Integrity: 30

Size: Enormous

Armour: Front 30, Side 30, Rear 22

Crew: Pilot

Carrying Capacity: 1 to 2 vehicles (size Hulking or smaller, typically 2 Sentinel walkers or 1 rapid assault vehicle) or equivalent sized cargo pod, up to 14 tonnes deadweight lift via line rigs.

Weapons: 1 Chin-mounted Pilot-Operated Heavy Bolter: (Facing Front/Left/Right, Range 120m (2 AUs), Heavy, -/-/10, 2d10 X, Pen 5, Clip 400, Reload 3 Full)

Hellstrike Missile: (Facing Front, Range 800 metres (8 AU), Heavy, 1/-/-, 2d10+20 X, Pen 10, Clip 1, Reload -, Blast (1), Gains +10 to hit ground targets, -10 to hit aerial targets)

Special Rules

Reinforced Hull: When a vehicle with a Reinforced Hull receives a Critical Hit, halve the result, rounding up. This quality does not affect rolls on the Critical Hit chart generated by Righteous Fury.

Sky Lift: As a Full Action, the Sky Talon may drop a vehicle or supply pod it is carrying. The Sky Talon must be within 20 metres of the ground to do so (unless the pilot doesn't care about the state of the vehicle he's dropping!). On proceeding Rounds of combat, the vehicle may operate normally. Alternatively, it can land on top of a vehicle and pick it up for rapid extraction. This takes 4 Rounds.

Skimmer/Flyer Hybrid: This aircraft is capable of hovering in one place via powerful vector thrust engines for extended periods of time, but also traveling long distances while utilizing aerodynamic principles. It may act as a skimmer or a flyer at the pilot's discretion.

SHIPS OF THE CHAOS REAVERS

The following are some of the warships encountered by the Explorers during this adventure.

DEBASER

Hull: Cruiser

Class: Unknown

Dimensions: 5 km long, 1 km abeam at the fins approx.

Mass: 30 megatonnes approx.

Crew: 95000 crew, approx.

Accel: 2.3 gravities max sustainable acceleration

The *Debaser's* past is shrouded in mystery, although she is believed to be the Imperial Navy cruiser *Ultima Ratio* which was lost with all hands during a Warp passage in M37. Towed into the breaker's yard at SR-651 over a century ago, she is now configured as a heavy commerce raider commanded by the bloodthirsty Chaos Reaver captain Slade Mortia. The *Debaser* is currently in port at Iniquity's orbital shipyards taking on provisions and fresh hands. She is one of the most powerful ships currently in orbit at Iniquity in the absence of Vall's flagship.

Speed: 7

Armour: 21

Morale: 90

Turret Rating: 2

Manoeuvrability: +13

Void Shields: 2

Crew Population: 90

Weapon Capacity: Prow 1; Port 2; Starboard 2

Detection: +12

Hull Integrity: 75

Crew Rating: Crack (40)

Essential Components

Jovian Pattern Class 4 Drive, Strelov 2 Warp Engine, Gellar Field, Multiple Void Shield Array, Combat Bridge, Life Sustainer, Crew Quarters, R-25 Auspex.

Supplemental Components

Cargo Hold and Lighter Bay, Augmented Retro-thrusters, Reinforced Interior Bulkheads, Armour Plating, Tenebro-Maze, Munitorium, Trophy Room.

Sunsar Laser Battery: (2 port/starboard) Str 4; 1d10+3*; Crit 4; Range 9.

Mars Pattern Macrocannon Broadside: (2 port/starboard) Str 6; 1d10+3*; Crit 5; Range 6.

Titanforge Lance Weapon: (1 prow) Str 1; 1d10+5; Crit 3*; Range 6.

Special Rules and Modifier Summary

*Includes munitorium bonus

- +10 to Emergency Repair Tests
- +10 to Command Tests defending against Boarding Actions and Hit and Run Actions
- Whenever the ship suffers a Critical Hit, the controller selects which component is affected

GIFT OF DESPAIR

Hull: Raider

Class: Hazeroth class

Dimensions: 1.5 km long, 0.4 km abeam approx.

Mass: 5.5 megatonnes approx.

Crew: 24000 approx.

Accel: 5 gravities max sustainable acceleration.

Laid down as *Precious Gift* in M37, the *Gift of Despair* was initially designed as a fast escort for a powerful Rogue Trader house. A quick and nimble ship with lovely lines, she was taken by pirates within a year of her shakedown cruise and repurposed as a smuggler and blockade runner. She raided throughout the Expanse until purchased by her current captain, the ruthless slaver Captain Darexor. Darexor gutted her, installed slave pens and has used her to brutal effect ever since. It is of note that the *Gift* is well known to the Adeptus Mechanicus, and the representatives of the Priesthood of Mars have been instructed to keep a watchful eye on her thanks to her curious and ancient systems.

Speed: 14

Armour: 14

Morale: 85

Turret Rating: 1

Manoeuvrability: +33

Void Shields: 1

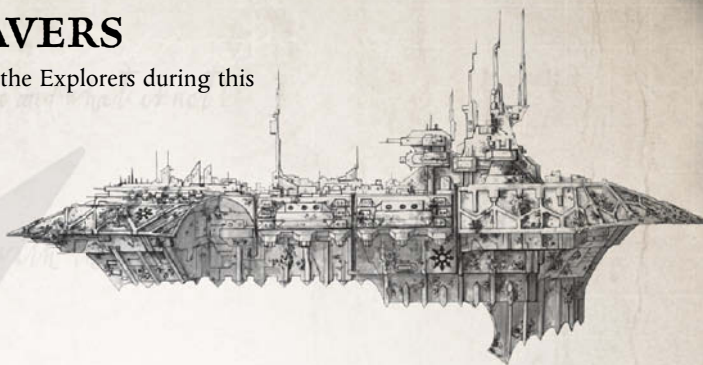
Crew Population: 100

Detection: +22

Hull Integrity: 32

Crew Rating: Competent (30)

Weapon Capacity: Dorsal 1, Prow 1



Essential Components

Modified Jovian Pattern Class 2 Drive, Strelov 1 Warp Engine, Gellar Field Generator, Single Void Shield Array, Bridge of Antiquity, Vitae Pattern Life Sustainer, Voidsmen Quarters, Deep Void Augur Array.

Supplemental Components

Compartmentalised Cargo Hold, Slave Pens, Augmented Retro-thrusters, Extended Supply Vaults, Munitorium.

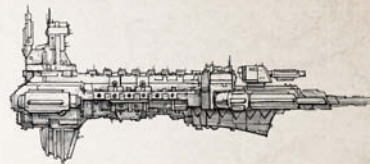
Ryza Pattern Plasma Battery: (1 dorsal) Str 4; 1d10+5*; Crit 4; Range 5.

Starbreaker Lance Weapon: (1 prow) Str 1; 1d10+3*; Crit 3; Range 5.

Special Rules and Complications

*Includes munitorium bonus.

- +10 to Command Tests



DARK LANCER

Hull: Raider

Class: Idolator class

Dimensions: 1.5 km long, 0.5 abeam at the fins.

Mass: 5.7 megatonnes approx.

Crew: 15000 crew approx.

Accel: 7.6 gravities max acceleration.

Dark Lancer is an Idolator-class raider in the service of Karrad Vall, captained by Faydra Nadeyse. She is currently on a shakedown after a lengthy stay in dry dock following an ill-considered attack on one of Aspyce Chorda's convoys left her crippled. Completed too late to ship with Vall's fleet on whatever errand that necessitated its recent departure, *Lancer* is patrolling the approaches to Iniquity until her fleet returns.

Speed: 10

Manoeuvrability: +30

Detection: +20

Armour: 16

Void Shields: 1

Hull Integrity: 30

Morale: 80

Crew Population: 100

Crew Rating: Competent (30)

Turret Rating: 3

Weapon Capacity: Dorsal 1, Prow 1

Essential Components

Jovian Pattern Class 2 Drive, Strelov 1 Warp Engine, Gellar Field, Single Void Shield Array, Combat Bridge, Life Sustainer, Voidsmen Quarters, Deep Void Augur Array.

Supplemental Components

Compartmentalised Cargo Hold, Augmented Retro Thrusters, Micro Laser Defence Grid, Empyrean Mantle.

Shard Cannon Battery: (1 dorsal) Str 4; 1d10+2; Crit 3; Range 6.

Titanforge Lance Weapon: (1 prow) Str 1; 1d10+4; Crit 3; Range 6.

Special Rules and Complications:

Rebellious, Xenophilous

- When travelling on Silent Running, all Tests to detect *Dark Lancer* have their difficulty increased by two degrees
- +10 to Emergency Repair Tests
- Ignores Critical Hits on a roll of 8+ on 1d10



Vall, you must think us fools. Would we would just recover such a trinket and give it to you without recompense. Merely locating the Gaunt Triumph cost us far in excess of what your bargained our services for. Fighting through a horde of Ork Freebooterz to get to that region of space was alone enough to inflict costly damage on my vessel.

We found it, though. You never warned us what we would find out there. I've heard stories of what goes on aboard derelicts and I can't imagine what my men faced over there. My men breached the airlocks. One hundred men strong, with our Kephistire the Mad in tow. You are certainly aware of his deeds and so can see this boarding party was prepared for almost anything. It cost a lot to outfit these men.

Kephistire went mad, slaughtered the entire party and then turned his bolt pistol upon himself. Tech-Savant Grelorious sent aboard his servitors and managed to reclaim what you sent us for, the minds of the servitors proved to small to fill with madness.

We have your precious core cogitator.

Furthermore you owe me for the loss of our Tech-Savant. It's hard enough keeping a ship in repair out here, with your grip on supplies. I've kept Grelorious's mind and personal data-grafts in storage for you. I don't know what he took off that piece of rubble, but whatever it was killed him when he interfaced and I'm sure you're going to want what he knows too. However, the core cogitator seems safe enough once removed from its vessel. I must search his engineering decks to determine what else he might have brought over. If I find it, I'll make it available to you as well.

So there lies the price. Triple our original estimate. In addition, we require access to your orbital docks to make repairs, and access to the resources of the third moon. Once repairs are under way then we can discuss the hand off.

We found this note among on the desk to Lord Estraphus. His vessel the, Veingrip, was found in a degrading orbit over Grace. All hands aboard were lost, the only body we found was in cold storage. It is under salvage as we speak. Per your orders, Lord Vall, the Core-Cogitator is enroute to you aboard our fastest vessel. In addition we have included the body of the Tech-Savant mentioned in this ransom note. It was impressed upon me how important this is to you, sir, and I wish to leave no stone unturned.

I am the Faceless Lord's most humble servant

slade mortia

CITADEL OF SKULLS: ACHIEVEMENT POINT TRACKER

ACHIEVEMENT POINTS

Achievement Points
Exact Total

Notes

-400 -300 -200 -100 0 100 200 300 400 500 600 700 800 900 1000

THE DESERTED WORLD

Finding Drexus Skar and discovering his origins

Bring the refinery back online

Replenish and resupply

Learn the fate of the residents inside the bunker

TRAVELLING TO INIQUITY

Create a plan to infiltrate the Citadel

Reach the Dioskouri system

Additional objectives

THE DAMNED WORLD

Locate Fallon Marquese

Successfully enter the Citadel

Destroy idol of Slaanesh

Overload secondary void shield station or generatorium

Rescue any slaves

Rescue the sacrifice

Defeat Euryale Ceto

Retrieve the core cogitator

The Final Battle

Complete adventure

The Citadel of Skulls Endeavour

Total Achievement Points Required: 1,200.

Total Achievement Points Earned: _____

Profit Factor Awarded: 5 + 1 per 100 Achievement Points over the required total

Total Profit Factor Earned: _____

ROGUE TRADER™

CITADEL OF SKULLS™

PLUNDER THE HIDDEN VAULT OF A CHAOS WARLORD!

In this adventure, a once-prosperous colony lies silent. The only survivor holds the key to a legendary treasure upon a world of the damned!

Explore the lost colony of Chorda's Folly and delve deeper into the central mystery of the Warpstorm trilogy.

Sneak, fight, or talk your way into the Citadel of Skulls and retrieve an ancient prize from the clutches of Chaos reavers!

The choices you make ensure success, or guarantee defeat. Choose wisely, and reap the rewards of your victory.

The second installment of the epic Warpstorm adventure trilogy!

Suitable for players of all levels.
A copy of the ROGUE TRADER Core Rulebook is needed to use this supplement.



**GAMES
WORKSHOP®**

WWW.FANTASYFLIGHTGAMES.COM

Citadel of Skulls
ISBN: 978-1-58994-798-6

972APR11

RT07



9 781589 947986 52495