

Idyll Heresies

By Daniel R. Robichaud

Introduction & Game Master's Section

Idyll Heresies is a brief scenario designed for a group of Acolytes near the end of their first Rank or at the beginning of their second. Its mysteries plunge these Acolytes into one of Malfi's Underhive urban hells, tracking a heretical drug, Idyll. Following this narcotic will be no easy task, as it is the focal point between a silent conflict between a cult of decadent, noble family born, pleasure worshippers and a degenerate murderer plagued with dark ambitions. This challenging adventure melds investigation with healthy doses of violence, pitting Acolytes against foes both natural and malefic in origin.

Adventure Background

Though the action leading into and carrying throughout much of this scenario revolves around the drug Idyll, at the heart of this particular plot are two men's obsessions. First of these is Liam Kensington, the prodigal son of nobility. Tired of toiling for a distant, unseen God-Emperor, Liam Kensington discovers a new cause: the pursuit of selfish amusement. To this end, he forms the Ecstatics, a cult dedicated to unabated pleasures. While their existence is not common knowledge -- such a cult is, of course, heresy -- word spreads among certain

circles. Only the beautiful but morally weary souls are invited to participate. While not quite harmless fun, it is most certainly a means of escaping day-to-day drudgery.

Few understand day-to-day drudgeries quite so well as Durante Gagne, one of the vast numbers of Ordinates pushing papers within the sprawling bureaucratic madness of Malfi's Administratum. Even bureaucrats, however, have interests for what brief spans of time constitute their lives outside the offices, and Gagne's often revolve around the pursuit of women. He seldom finds success at this with anyone other than professionals, since his prosaic personality seldom generates the attention he craves. Failure breeds fury, but Gagne keeps his feelings well hidden. When his latest interest, a fellow Administratum coworker named Esthe LeGans, unknowingly rejects him by returning the flirtations of slumming noble Liam Kensington, Gagne's unspoken rage swells further than ever before. He adopts a policy of covert observations, and expresses his fierce rampages the one way he can: bedding and beating scum prostitutes.

Unfortunately for Gagne, he chooses the wrong scum from the Imperial Arms dance hall, contracting HerSy-double-delt, a non-lethal (but certainly unmaning) viral disease. The blame for this, Gagne also lays at Kensington's feet. Thus, from hatred

and embarrassment, Gagne pledges himself, body and soul, to revenging himself upon Kensington. From darkness, an answer comes. In a fit of passion, Gagne consummates a Dark Pact with the Fly Lord, Nurgle.

After the pact, Gagne's road to revenge comes together in short order. He uncovers Kensington's cult but chooses not to expose the group to The Arbiters or the Inquisition. Instead, he plots to use the Ecstatics to bring one of Nurgle's minions into the world. But, he wonders, how?

Prim Venkateswaran is Liam Kensington's primary connection to illegal substances. Gagne has made it his mission to keep Prim's chief courier on his payroll. When he discovers that Kensington is paying to receive a quantity of Idyll, a solution to the Ecstatics quandary arrives like a revelation. First, he will intercept the shipment and spike it with psychotropic drugs, to render all who take it completely out of their minds. Then, Gagne will take Kensington's three most important lovelies as the final sacrifices in the Chaos Ritual.

In the week prior to the events of this adventure, Gagne has already sacrificed four souls to his dark lord, transforming the sublevels of the now defunct and abandoned Imperial Arms into his personal worship chambers.

Unfortunately, Gagne's dedication to Nurgle is having an effect on his body. Every sacrifice he has made has invited a new mutation. What started as signs that might have been hidden beneath his day-to-day uniform has quickly escalated into a situation beyond reasonable concealment. Once he has had completed his plot, Gagne must disappear from the life he has known or else risk destruction by the Imperial Inquisition. He feels the need to close off as many loose ends as he can tonight, using and then disposing of anyone who might be traced back to him.

This may well prove his undoing, inviting the attention of Acolytes on the trail of Kensington's Idyll request...

An Overview of the Adventure

The scenario is composed of six scenes. Scene 1 should be run first, as it provides the narrative thrust for what follows, while Scene 6 offers the climactic endgame and should, therefore, be played last. However, the remaining four interlude scenes can be pursued (or not) in whatever order the Players choose. While brave (or foolhardy) bands may choose to split their resources to pursue multiple leads simultaneously, they should do so at their own peril. The threat levels of

individual scenes may be too great for such splintered parties to maneuver alone.

Following the scenario is an appendix offering detailed statistics for major NPCs and encountered creatures.

The scenario breaks down as follows:

Scene 1: Idyll Foreboding

Operating on their orders, the Acolytes find themselves outside the abode of Prim Venkateswaran. Unfortunately, they are too late to gain any meaningful information from questioning him, as Prim has been murdered. However, there are still clues to be had and an encounter with Gagne's monstrous guardians. Ultimately, the Acolytes discover a quantity of the heretical narcotic Idyll is unaccounted for, dispatched via Courier.

Scene 2: Idyll Pursuit

The Acolytes pursue Prim's Courier, ultimately finding that he, too, has been murdered. However, observant gangers have some additional information, including the partial identity of Prim's Murderer. As well, the gangers reveal that a scum looter (named Giuseppe Orne) is taking some Idyll to the Floating Sub-Market, an Underhive bazaar of sorts where anything and everything can be sold.

Scene 3: Idyll Marketeering

In this scene, the Acolytes pursue the Idyll into the Floating Sub-Markets. There, they find their quarry attracting still more unwanted attention. If the Acolytes are to recover the Idyll, they must find a way to extricate it from Giuseppe and his enemies.

Scene 4: Idyll Ecstatics

Pursuing the largest portion of Idyll leads to the Terraceton Suites, a hotel catering to slumming nobles. Kensington has let the entire twelfth floor, though his pleasure party has gone terribly out of control. Heresies abound, but the hint of something far worse than simple Idyll is to be found.

Scene 5: Idyll Foe

This brief scene details Durante Gagne's living space, and acts as clue central for any missed leads.

Scene 6: Idyll Worship

In the Imperial Arms, the Acolytes discover Durante Gagne's plan: the sacrifice of seven souls to Nurgle, and the summoning of a daemon. The Acolytes have a chance to fulfill the Ordos Hereticus and Ordos Maleficus tenets by destroying both Gagne and a newly born Plaguebearer. Should the Acolytes fail in either regard, then this Hive is doomed.

Involving the Acolytes

Idyll Heresies is constructed under the assumption that the Acolytes are already on Malfi. If this is not the case, Game Masters are encouraged to construct scenes or scenarios to act as a Prologue, building up to the following action.

The aim of this scenario is to skip unnecessary preamble and begin as close to the action as possible. Therefore, when beginning the scenario, read or paraphrase the Mission Briefing and then begin play with the Acolytes outside of Prim's hideout (Scene 1).

Mission Briefing

Greetings, Acolytes.

Over the last year, a new heresy has been moving between the worlds: the drug called Idyll. Though much effort has been made to suppress this substance, it continues to find its way into heretics' hands. A recent interception of a large quantity of the Xenos derived narcotic has led to news that a smaller shipment may already be on Malfi.

In fact, we have learned that this material has been delivered to one Prim Venkateswaran, a scum supplier who dwells in the Underhive. This substance must be destroyed before it leads to irreparable damages. You will venture to the currently

known lair of this malefactor, document his holdings, and then destroy it. Reports indicate it to be 100 kilograms, but any amount no matter how small is too much to ignore.

Should you also learn the identity of those who might seek out such a foul substance, it would behoove you to relieve them from the burdens of their heretical lives.

Scene 1: Idyll Foreboding

Every Hiveworld is different, yet they all share commonalities. One of these is the simple fact that every Hive offers plenty of shadow drenched cracks from which scum like Prim Venkateswaran can run their operations. He does not so much have a permanent lair as he has a series of hang outs, staying until such time as either his danger sense or wandering feet tell him to find another. For his latest hideaway, Prim converted a three room apartment into his personal storage and distribution house.

Rooms 1 and 2 of the apartment have three windows, each reinforced by hastily bolted, salvaged hull plates from shipyard scraps and autocar junkyards (providing 4 AP of cover). The walls are also reinforced with more of the salvaged armor plates (providing 8 AP of cover). A salvaged blast door (offering 8 AP of cover) stands as Room 1's front door. When the Acolytes

arrive, the front door is unlocked, merely pulled closed to create the illusion of security. A pict recorder is positioned overhead.

Of course, the Acolytes should have the opportunity to design a plan of entry to Prim's current locale, and be granted the option to pursue whichever means they wish. Sketch out the perimeter of Prim's hideout for the Players and providing only a few answers to questions while demanding a quick plan for entry to heighten the dramatic sense of little time. Whether they aim to come crashing through the walls/ceiling/windows like Ultramarines (see Damaging Cover on page 199 of Dark Heresy) or follow a more diplomatic route, the end result is the same.

When the Acolytes gain entry to either Room 1 or Room 2, read or paraphrase the following:

Already cramped living quarters have been rendered even more claustrophobic. Dozens of two meter tall, purple or gunmetal blue cargo crates have been haphazardly arranged throughout the room, breaking the open spaces into cramped aisles. The serial codes have been scraped off of these crates, though occasional vessel stamps are still visible, revealing them to be the property of Imperial freighters. Long, motionless, black tendrils wind across the floor around the crates and sometimes between or beneath the pallets: power

cables from some unseen, coughing motor. Overhead wait the unblinking eyes of pict recorders. The air here is rife with the stink of dried sink traps, the heavy reek of distant sewage backups, and the ozone exhalations of poorly maintained electrical equipment. The crates, sometimes stacked to the ceiling, sometimes not, offer plentiful places of concealment, and every blind corner silently promises danger. Shadows dance from as yet unseen lights, but at the moment there is no certainty as to whether these are simply the flickers of open flames or the promise of hostile scum readying to receive unexpected guests.

What awaits the Acolytes in either room of these converted quarters are cramped, winding labyrinths of aisles built from walls of stacked, two meter tall crates of hijacked cargo. An already claustrophobic set of rooms is made nightmarish by the sheer number of potential ambush points.

The flickering lights are due to covered candles occasionally placed through the passages. These have been burning a while, reduced to mere stubs now, on the verge of going out. Game Masters interested in maintaining a creepy atmosphere may well have a few of these lights extinguish ahead or behind the Acolytes' progress. Though the ceiling holds mounts for track lighting, any such bulbs have been removed.

Maneuvering through these cramped aisles of cargo crates is relatively straightforward, but treacherous. This terrain is the equivalent of Difficult. The crates themselves do not respond well to being bumped, and properly adjusted Agility rolls to escape occasional collapsing crates may be called for at the Game Master's discretion.

In fact, there are no operational defenders in either of these rooms. Proceeding through the aisles, Acolytes encounter a total of four deactivated battle-servitor drones. Examining them and succeeding at an Easy Tech Use Test reveals a powerful electromagnetic pulse has ripped through each drone's shielding and corroded the circuitry inside. Not one of the units has fired even a single round. With at least 2 degrees of success, an Acolyte learns that though the units are obviously salvaged, they are still in a good enough repair that a simple EMP should not have penetrated their chassis. Something highly unusual has rendered these units inoperable.

Room 3 is different than the previous areas. Fewer crates take up the space here, leaving room for both a sputtering generator (source of the power cables) and a sleeping area (including a recently emptied chamber pot, sagging cot, and lumpy pillow). A single, fallen lamp lies near the sleeping area, throwing light along the back wall of the room. The stink

of generator fumes and lamp scorched floor mix with something worse, the room's single occupant. Prim awaits his uninvited guests here, though not in any condition the Acolytes might have hoped to find him in. Read or paraphrase the following:

What's left of the scum once called Prim Venkateswaran awaits you, lounging in an open, half empty crate. His glassy eyes take no particular note of you. Prim has not been dead long, judging by the sounds and stink of gasses still escaping from his corpse. On the floor, near his grisly remains, lay a trio of burst translucent, transfusion sacs. Instead of plasma, however, brown flakes spill from these onto the gory floor. This, then, is the Idyll you have been seeking.

Should the characters approach him, they will get more details.

Prim was butchered, his throat opened by several savage cuts. His forehead, nose and the flesh around his eyes are a mess of pustules.

Acolytes succeeding at an Ordinary Medicae test note that Prim's corpse seems oddly fat for such an otherwise lean scum. Though the cheeks on his face are gaunt, Prim's belly fairly bulges around his gun belt, swollen like a sausage. An autopistol is holstered at his side, untouched.

The blood on floor and inside either crate is not quite clear and normal either, but is flecked with greenish black globules, like burned spice seeds.

The closer the Acolytes get to the body, the more prevalent becomes the rot stink. A Routine Medicae Test will determine that it is too soon for the body to be quite this fragrant as Prim has been dead for little over an hour, yet he is still the stench's source.

Swarmed by the Unclean

By simply arriving at Room 3's entry, the Acolytes trigger an encounter. Several of Gagne's Peste Ticks hide among the crates, watching and waiting. Wary characters may notice their presence with a Challenging Awareness Test opposed by the Ticks' Concealment. The Peste Ticks will observe the Acolytes' progress until 1) the Acolytes tamper with the body, 2) the Acolytes search the sleeping area or 3) the Acolytes try to leave the room.

Should the Acolytes touch the body, they will trigger the emergence of a Peste Swarm, which is even now ready to burst free. Read or paraphrase the following:

Suddenly, Prim's body seizes, heaving up as though trying to rise to his lifeless feet. The head lolls awkwardly backward, revealing the spine in the corpse's throat, and waves

of decay-stink roll off him, bathing you in unclean vapors.
With the tearing of a dozen separate sheets of parchment being
simultaneously shredded, his body comes apart. The boils on his
face open like flowers and his swollen belly bursts, releasing
streams of crawling carrion. Swarming insectile creatures, each
as wide as a thumb's tip, scamper free, dragging ribbons of
flesh with them. Their bodies are predominantly green, though
speckled with dull red spots. Then, the globules in Prim's
bloody trail reveal hidden legs and scamper to creeping life, as
well.

One round after the swarm comes to life, the Peste Ticks emerge from hiding and join the fray. The number of Peste Ticks depends upon the number of characters (there are 2 Ticks plus 1 additional Tick per 2 Acolytes).

During combat, the Peste Ticks attempt to use surprise and their pestilence bites to harangue the party, while the Peste Swarm mindlessly attacks whomever is nearest Prim's body, burrowing into exposed flesh or biting and crawling through cracks or cuffs in armor/clothing.

Leads

Beneath Prim's pillow is a hand sewn dolly in poor condition. An effigy of a young girl, with large brown eyes and a grime crusted macaroni mouth. The stitch work is poor,

stuffing bulges through gaping holes along the doll's throat and sides.

The open crate in which Prim's body sits holds several full sacs of Idyll (90 kilograms total). An Easy Search Test suggests that some is unaccounted for, perhaps as much as 10 kilograms.

A cache in the wall (not well hidden, since the generator's wires go right inside) hides the receiving equipment for the pict recorders. Though the equipment is currently off (A Routine Tech Use Test reveals them shut down by a power spike occurring about seventy minutes before the Acolytes arrived), the recordings are still accessible enough for the Acolytes to see a courier (named Goplan Srinivasan) receiving a several sacs of Idyll (10 kilos worth). He takes these from the building, and shortly after he leaves, a cloaked figure arrives. This new figure opens the front door with a key and then stares directly into the cameras overhead. His eyes are clouded by lesions and ringed with pustules. They gaze as though into the viewer, before a flash of energy washes out the image, ruining the recordings.

The cache also holds an attaché case containing 1500 Thrones and a dog eared sheaf of papers hand sewn into a fascicle. Within these pages are a catalog of customers (an

Easy Ciphers Test can translate the scrawled code). The last entry in this book identifies 10 kils Gland, dispatched to K, 1200 Terrac, 5000th.

10 kilograms of Idyll (Gland) delivered to someone identified as "K" (Kensington, identifiable as a regular customer) at #1200 of the Terraceton Suites, for a sum of 5000 Thrones.

Tracking either the courier or picking up and following the murderer's trail will both lead the Acolytes to Scene 2 (as Gagne and Srinivasan rendezvoused after Prim's demise). Venturing to 1200 Terraceton Suites leads the characters to Scene 4. Unlikely as it is, Acolytes may even puzzle out Durante Gagne's identity from the pict recordings, leading to Scene 5 (never underestimate Player resourcefulness).

BEGIN SIDEBAR

Idyll

Weight: -- Cost: 200 Availability: Scarce

Idyll appears to be a brown flake, and it can be smoked (in Lho-Sticks), dissolved in saline and injected, or snorted raw. It is actually constituted from the secretions of xenos pineal glands. Idyll has the effects of breaking down a mind's inhibitions as well as instilling hallucinations in its users. Whether or not there is any truth to the rumors that it can

break through the doors of perception enough to allowing a glimpse of the warp itself is still hotly debated. Idyll is highly illegal, possession is grounds for purging.

END SIDEBAR

Scene 2: Idyll Pursuit

Acolytes succeeding at a Routine Track Test will find Goplan Srinivasan's trail relatively easy to pick up and pursue. In fact, the courier has only gone five blocks away from Prim's hideout, for a rendezvous with Gagne. Though Gagne has long since departed, Goplan remains exactly where he was. Since Gagne's departure, a band of gangers arrived and are currently bickering over his remains and gear.

The courier's trail leads the Acolytes to the mouth of a murky alleyway. When they arrive, read or paraphrase the following:

The mouth of this alley is barely illuminated by the phosphorescent glow of the nearby streetlamps. Mist hangs in the air like a miasma. Though the passage itself is straight enough, it offers neither clear nor clean progress. Five meters inside, a blue biohazard waste receptacle dominates one of the walls, standing a good two meters tall, three meters wide and four meters deep. Its closed lid is connected to either

building by a complex snare of half meter thick trash delivering umbilicus pipes. The system has not been properly maintained, and through three sizeable rends in storage unit's lower half bleed waste fat and half digested foodstuffs, the consistency, color and texture of day old vomit. Overhead pipes leak translucent coolant and clear water into a puddle-pool filling the garbage strewn ground. Currently five meters in diameter, the pool is slowly growing because a film of filth and clotted hair blocking the sewage grate prevents any reasonable outflow. Floating near the grate is a ruptured, transfusion sac of Idyll. After 10 meters, the alley opens into a courtyard between four of the anthill tenements. Even now, you can hear the sounds of grousing voices from somewhere around the corner.

Should the characters venture inside, Silent Move Tests are Difficult to make. Though the gangers are distracted by their loot, the splashing of boots through the filthy murk will put them on guard.

The alley opens into a courtyard of sorts, ten meters in. This place is home to a quartet of rusty stairwells, which crisscross the rears of all four anthill tenements. At the rear of one building is a round table frame -- the steel network that might once have held a glass patio table, with a colorful umbrella in the center -- as well as three patio chairs. The

glass surface is gone, the umbrella leans like a drunken soldier, and the cushions have long since been stolen from the chairs. Near to this is a second bio-waste receptacle box, which is leaking almost as badly as the alley's unit.

Near the furniture, a figure lies splayed on the ground. This is the remains of Goplan Srinivasan, the courier for Prim Venkateswaran. Around him are several gutter dwelling scum (two more than there are Acolytes) and their harshly lovely leader (Sabina Carlando), picking over his corpse.

Encounter

The gangers are standoffish; however they are not above talking. Depending on the Acolytes' methods, Sabina will step forward and take charge, offering up the remains for a little bit of flash or aid. That the Acolytes are Inquisition officials means little. She has stared down death every day of her life and only by staring it in the eye and perhaps spitting, can she hope to better herself.

So long as the Acolytes do not act particularly belligerently, Sabina will answer any questions with a haughty, take-no-guff tone. The Table Below shows her Disposition dependant upon the interpersonal skill being Tested.

Skill	Disposition
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Charm	Indifferent (+0)
Command	Resentful (-10)
Deceive	Accepting (+10)
Intimidate	Courageous (-20)

If the Acolytes choose to be terribly belligerent or achieve 4 cumulative degrees of failure via Interpersonal skill Tests, Sabina may ultimately decide to send her scum into battle. They will engage the Acolytes as well as they can. Sabina fights as a Skulker (see Dark Heresy page 344), while her men are all Dregs (see Dark Heresy, pg. 338). Should Sabina be dropped in combat, the others will flee or surrender, and give the Acolytes an opportunity to learn the same information as above.

Area complications to the combat: the ground itself is slick due to the constant urban "rainfall" of leaky conduits and such granting slick sheens to everything. As such, it acts as Difficult treacherous terrain. Cover in the courtyard itself is minimal. Only three people can use the waste container (8 AP of cover) at a time (one of these will always be Sabina) leading to a pretty clear kill zone, should the Acolytes retreat to the alleyway.

Leads

Did you kill this man?

Nope. Never touched him. Gagne did it. And we didn't rob him neither. Gagne and that sucker Giuseppe took everything of value off him. We're just redistributing what's left.

Who's this Gagne?

The guy who hid his face in that cloak, the one maybe five years past the fashion grave? Heard this one call him "Gagne." I'm thinking this little dead man knew him, maybe was expecting something a little different than slugs to brain and balls for his troubles. Can't say as I blame him, he must've been waiting down here for forty, fifty minutes. He sure was mad, too. "If that's where it's going, why'n't you just let me finish the delivery?" "Bam!" says Gagne.

Who's Giuseppe?

Giuseppe's a joke. Harmless scum with designs to be a trader. He got something off this sucker to trade, all right. Lucky bastard looked like he might've scored some Lhu-sticks. Real primo product, though I've never seen the like before.

Should the Acolytes describe the Idyll or produce a sample, then Sabina will verify that Giuseppe made off with a sac. She also mentions that Gagne made off with more of the same.

If pushed about how they know all this, Fellowship Tests netting four cumulative degrees of success convince the gangers to share the full story: Sabina and her crew live in one of the

buildings above. When Goplan met his fate, they were sharing a bottle of Amasec on one of the stairwell balconies, and observed the goings-on. When Gagne made his move, shooting Goplan first in the belly and letting him beg for a while, they just sat and watched. After a few minutes, Gagne finally popped a slug into Goplan's forehead and took his spoils, they continued to watch. Only after the killer had gone did Sabina finally decide it was safe to see what might be left. During their descent, Giuseppe arrived and looted the body, finding a stashed sac of Idyll, which he took away with him. If asked to speculate where Giuseppe might have gone, one of Sabina's crew will mention "going to the Float", though he quickly shuts his mouth at Sabina's disapproving glare. If asked for more, Sabina may grudgingly share information about the Floating Sub-Markets, leading to Scene 3.

Searching the body itself reveals a few more details. The courier has been shot twice, once in the gut and once in the head. The wounds are both grievous, and ringed with some form of premature decay. In fact, the body is starting to show signs of boils and bulging, tell tale traces of Peste Swarm infestation. Though this swarm is still gestating, the body and its possessions should be burned to prevent contagion. In one of Goplan's pockets, Acolytes find a scrap of paper with the

full address referenced in Prim Venkateswaran's ledger (1200 Terraceton Suites) and the buyer's name (Kensington). This leads to Scene 4.

Searching for Gagne may allow for a Hard Inquiry Test and lead to Scene 5.

Scene 3: Idyll Marketeering

Pursuing Giuseppe requires the Acolytes either have direct information leading them to the Floating Sub-Markets (or simply "The Float"), a successful Difficult Track Test, or a Challenging Inquiry Test.

The Sub-Markets are so named because they are literally found below street level, in the complex warren of sewage treatment tunnels and transport tube passages mostly ignored by the more loyal or affluent citizens of the Hive. Though the Sub-Markets operate without authorization, they are not necessarily criminal ventures. Most simply offer unusual goods for barter or cash. The Floating Sub-Markets, however, are much more aligned with the traditional black markets. They "Float" or move about regularly, and through a series of graffiti codes and word of mouth, scum can find their way there to buy or sell just about anything. Particularly zealous Acolytes may view the entire operation as heresy, and seek to destroy it. Such an

undertaking is monumental, for a majority of the persons involved with this place's night-to-night operations are born survivors, able to sniff trouble before it rears its head, clearing out quickly and leaving the bruisers and crazies to go toe-to-toe with the well armed authorities. Should this happen, the Floating Sub-Market will close only briefly, resurfacing elsewhere after a week. In a place like the Hive, desperation will always find an outlet.

Providing the Acolytes keep their eye on the prize of this particular visit to the Floating Sub-Market, however, they have a better chance of success.

Though he longs to be something more than gutter trash, Giuseppe Orne is no savvy businessman. He has not had the practice (and he lacks natural talent), but he knows a trick or two about moving hot goods, quickly. He learned much while slave-laboring for one of the market's Biggest Fish, Eduardo Simion. Employed as a general laborer in Simion's operation, Giuseppe tried to absorb as much technique as he possibly could, before he escaped. Now, he hopes to employ his observations in the Float's "Hot Spot."

The Open Quarter is a catch as catch can area with heavy seller turnover. No matter where the market ends up, The Open Quarter is located in the worst conditions, in this case beneath

a quartet of thermal couplers, making for "Hot Deals, Over In Minutes!" Individual traders will move into the central square (The Hot Spot), and start shouting offers, wowing with buzzwords and picts, striving to get the best deals from prospective buyers who ring the Hot Spot before passing out from the concentrated heat and exhaust fumes from the overhead units. When an acceptable offer arises, the seller bails out and an exchange of goods is made.

Giuseppe did not count on his old employer's continued interest in him. Unfortunately, Simion has decided that anything his former employee possesses is open season for swiping and reselling.

Encounter

Depending on what sort of drama the Game Master would like to visit, the Acolytes might arrive to find a sweating Giuseppe in the Open Quarter, in the Hot Spot trying to move his sac of Idyll. Alternatively, the Acolytes might arrive in time to see Giuseppe being escorted away by Simion and his two, heavily armed thug guards, or Giuseppe might already be taken away to a dark corner, where Simion can ask about the origin and additional quantities of Idyll.

Depending on where the Acolytes encounter Giuseppe, they will find a different set of terrain and interpersonal based challenges.

The Hot Spot

The Hot Spot itself is the simplest setup, located in the heart of the Floating Sub-Market. In the center is a five meter wide square, marked off with chipped white paint. The markings are actually intended to designate the proper positioning of thermal coupling repair and regulation machinery, but it also serves to determine the danger zones. The conduits above do not simply give off immense amounts of potentially damaging temperatures. As well, carcinogenic leakage and a slow radiation leak offer another few ways to die. Remaining too long in The Hot Spot is a recipe for disaster (characters must make a Toughness Test every three rounds or take 1d10 Toughness Characteristic Damage). In addition to environmental damage, Acolytes wading into the seller mass will have one round of free action before anyone knows that they are intruding Outsiders. At that point, someone will yell a raid warning, and a riot will ensue. Sellers and buyers make hasty exits from the area, trampling anyone who gets in their way. The Acolytes will need to wade through stampeding masses to locate their prey (who is an expert at losing himself in masses). Wary characters may,

using Awareness, discover Simion's thugs moving to intercept Giuseppe as well. Should the Acolytes get to Giuseppe first, they will open fire through the crowds, trying not to hit Giuseppe himself initially. However, their specific orders include making sure no one speaks with Giuseppe but Simion, this can be regarded as killing Giuseppe before anyone else has a chance to speak to him.

A Fine Privacy

Should Simion's gang gain possession of Giuseppe, they take him from the Float, into the nearby tunnels. There, Simion can ask questions, get answers, break Giuseppe's limbs, or have him shot without interference. Simion is no fool. The stretch of tunnel he chooses is one that is defensible against either side. This particular passage is relatively straight, flanked by walkway grates a good meter over the four meter deep stream of foul drainage below. A three meter long grate connects both sides of the passage, providing a meter wide bridge across the fast running sludge below. Though this offers no cover on its own, it is an easy means of traversing the flowing filth streams (see the Leaping Rules on page 214 of Dark Heresy). The tunnels' "walls" are actually messes of jutting pipes and conduits, positioned such to provide some cover to Simion and

his bruisers. One of the thugs waits on the grating opposite his boss, acting as look out for any approaching persons.

Simion and his other bruiser are questioning Giuseppe, whose terror stricken protests carry.

Should a firefight break out in this stretch, Simion will try to make as clean a getaway as he can. However, he is not above diving into the muck and swimming for his life. Of course, this will expose him to possibly mutagenic and toxic effects, but so long as he can escape, he can seek treatment later...

Should Simion get away, the Player Character may well have an enemy for life. Should they save him, Giuseppe will happily give the Acolytes anything they want (so long as he believes he can escape punishment). See below for the motivations of the various NPCs in this Scene of the scenario.

Motivations

Giuseppe (treat him as Scum, as found on page 344 of Dark Heresy) wants first and foremost to escape any major troubles with his life. If he can make a little money from the situation, then he is all for doing that. If he can steal something on his way out the door (something he believes he might be able to exchange for money), then he is more than happy to do that. Ultimately, he is an agreeable enough fellow, so

long as whatever he's agreeing to has the happy option of saving his butt and/or putting a little lucre in his pocket.

Eduardo Simion (statistically identical to a Recidivist, page 343 of Dark Heresy) is an old hat at the black marketeering game. There is not a crime he has not participated in (if not committed himself), though he knows how to tie up loose ends to keep his hands clean. He wants Giuseppe's Idyll, wants to know where Giuseppe got the Idyll, and wants to know how much more he can expect to find. His ultimate driving goal is profit, and there are few steps he is unwilling to take in order to secure this. He will bully, backstab or bargain, so long as he comes out ahead. He is hesitant to work very closely with perceived authorities, since that is a slippery slope to lockdown (or worse). Should the authorities forcefully involve themselves in his affairs, he will respond in one of two ways: If the Acolytes bargain from a position of strength, Simion will choose to work with them long enough to remove himself from the situation. However, if the Acolytes demonstrate any weakness, then Simion will have his men gun them down, while making good his own escape.

Simion's bruisers (treat as Gun Servitors, page 340 of Dark Heresy) are pretty near to mindless. They are essentially tactical computers, capable of performing individual actions to

achieve a desired goal (that is, whatever Simion has ordered them to do), but they have no identities of their own. Unwilling to surround himself with threats, Simion breaks the wills of those he works with, through drugs or cheap cortex implants. He wishes only perfect soldiers, not collaborators. Should the bruisers be ordered to destroy the Acolytes, they will not behave foolishly (charging into boltguns, say), but will use terrain and cover. They are not necessarily suicidal, but they will put themselves in no win outcomes if doing so means accomplishing their goal.

Leads

In addition to the sac of Idyll, Giuseppe overheard Goplan and Gagne's argument over the destination for the remaining Idyll: Terraceton Suites. Also, it was to be delivered to someone called Kensington.

Furthermore, Giuseppe heard Goplan refer to the killer by the name Gagne. Giuseppe describes the killer as ugly, perhaps even diseased.

Scene 4: Idyll Ecstatics

When the Acolytes arrive at the Terraceton Suites building, read or paraphrase the following:

The lingering aura of sin hangs in the smoke around the four towers of this sprawling hotel. The façade is hidden beneath ashen gray mirrors coated in a grime of the none-too-distant chemical factory's spumes perverting any images like some enormous fun house display, behind this façade awaits a series of nondescript rooms let to fictional identities, false nom de plumes adopted by slumming nobility seeking privacy for their debauchery.

Through the front doors sit a pair of doormen, dressed in heavy coats to conceal the autoguns beneath. The smiles they offer to any and all visitors are uniformly disingenuous. If the Acolytes demonstrate their authority, these men will direct them on to the front desk. If not, then the doormen will stop the comers, asking whom they wish to see.

These doormen are not suicidal, but they are reassigned arbitrators, accustomed to procedures and protocols. Anything deviating from this process is frowned upon. Should the Acolytes mention Kensington, then the doormen will glare silent warnings to one another. A successful Challenging Fellowship skills Test will get the Acolytes past (as Kensington is expecting quite a few guests for his orgy. A failed Test will result in the Acolytes being detained, until the doormen are satisfied.

Interrogating the doormen about Gagne will result in no positive identification. However, deliveries for Room 1200 would undoubtedly go through the rear entrance. The Front Doormen will scoff at any useful information being had from the Rear Door, however, as the personnel at that side are renowned for being slipshod...

Visiting the rear entrances, Acolytes encounter two more doormen and a receiving clerk. The men working here are much less rigorous in their security protocols than the front desk, asking only cursory questions and never once meeting anyone's eyes, unless forced to do so. If questioned about Gagne or package deliveries, they Doormen and Clerk become suddenly nervous. A successful Interrogation Test yields the fact that, yes someone matching Gagne's cloaked description did arrive with a delivery for Room 1200. An Awareness Test will note that information is being withheld. A second successful Fellowship Test reveals that Gagne did not leave alone. Three scantily clad beauties, blissfully drugged out of their minds, followed him like a retinue. Gagne dropped enough Thrones to keep all involved mouths shut. Neither Clerk nor Doormen have any idea where he might have gone.

Venturing Upstairs

A short lift ride will bring the Acolytes to the twelfth floor, and Kensington's Suite (ought-ought), is at the furthest end of the corridor. As soon as the lift doors open, the Acolytes are surrounded by cacophony. Loud music -- throbbing bass lines running beneath the angelic wails of a tortured harpsichord -- fills the space, rendering regular conversation nearly impossible.

The hallway itself is lined with open doors, and dark rooms beyond. Within these rooms, lust drunk Ecstatics either paw at each other or couple, frantic and frenzied. Turning on any of the lights reveals something altogether more than simple dark room shenanigans. Lovers are driven past any consideration, turning rough and bloodthirsty. Dark passions, dripping scratches, bloodied knives, and weeping bites are no stranger here. The participants also remain ignorant to distractions, behaving like living dolls, their broad leers widening with every torment they inflict or endure. Their glassy eyes are wide and staring into space, as though seeing into some world removed from this realm of flesh and its tortures. Though they do not speak, the sound of their orgiastic rutting is like some unholy choir, imploring the attention of something wholly heretical...

Despite the Ecstatics actions, they are truly beyond understanding. The effects of Idyll have made them vessels for pleasure, filling them with base desires. Should these people sober up, they will little recall the night's activities as anything more than pleasures that broke the boundaries...

How the Acolytes handle the drugged Ecstatics is certainly a quandary. Heresy abounds here, and should they gun down the participants, it will be as simple and danger free as cutting down legless cattle.

Traversing Room 1200

Through Suite 1200, the Acolytes find a gala ball degenerated into blood sports.

In the main room, a lone madman bangs away at a harpsichord, performing tuneless renditions of classical pieces, while a collapsed beat box music system runs on, endlessly repeating looped bass lines. Four cellists have abandoned their instruments, and three of the members run their bows across the fourth's opened ribcage; all bob their heads to inaudible music.

The dance floor is awash with blood and a dozen collapsed dancers. Dressed in once fine and colorful gowns and occasional masquerade masks, these victims lie far apart from each other, and are in the process of mortifying their flesh. Many wear eerie grins as they peel the flesh from limbs or chew holes

through their own cheeks. Two weep inconsolably, staring at their bloody hands as though the flesh were somehow horribly transformed. One wails in singsong fashion with the music, her plucked eyes resting on the floor like macabre marbles.

None of these people respond to the Acolytes whatsoever.

Through a final pair of double doors awaits a massive bedroom. At the sizeable bed's foot lies a pretty girl, nearly nude and shivering amidst half a dozen empty sacs of Idyll. Upon the bed, Acolytes find a bound Liam Kensington. He bears a single cut along the base of his abdomen, and his belly is swollen. He is infested with a Peste Swarm, but unlike Prim Venkateswaran, Liam Kensington is still quite alive and enduring the agonies of the damned.

Though in direst agony, Kensington is not drugged, so when the Acolytes enter, he begs them for aid. He offers anything and everything he can, including the Kensington Family fortunes for their help. He even offers information. However, should he deliver on this offer, the Peste Swarm will emerge from within him and attack. Only by killing Kensington outright can the Acolytes hope to destroy the threat, however any information he knows will certainly die with him.

What Kensington knows

Kensington was the man to request the Idyll, to pay for its shipment to the world. He wanted it as a means to experience unbridled pleasure. He was not a true believer in the occult powers, wanting only to know what lay beyond the limits. He knows he is a debased man, and though he repents often he cannot help himself. He is a victim to desire.

Kensington was surprised when Durante Gagne arrived as courier. Not because Kensington recognized him, but because Esthe did. She even called him by his full name.

Kensington asked if Gagne would like to remain behind to partake of the Idyll. Gagne demurred, and Kensington was glad (since the man looked pretty sick). However, once the Idyll had made its rounds, and the Badness filled all the gathered guests, Gagne reappeared. He rendered Kensington mystically immobile, and then bound him.

Then, Gagne sat alongside him, humming in time to the harpsichord, until such time as the music became absurd. Kensington tried to reason and then to threaten, but Gagne remained beyond these.

Eventually, Gagne tired of wasting time. He cut Kensington's gut and stuffed him like a prized fowl with squirming larvae. He then claimed a quartet of drugged, bound

girls (Esthe and the Pashook twins, Kensington's favorite lovers), and led them out.

Minutes after they had gone, one of the girls -- Katriona Fiore -- returned and collapsed at the foot of Kensington's bed weeping and repeating "Where are we going?" No matter how Kensington called for her to help him, however, she remains unresponsive.

A Useful Witness

While Kensington does not know about Gagne's ritual plans, Katriona Fiore does. Though he did not know her, Gagne decided to bring her along with the three women he wanted as a spare sacrifice, an eighth body in case something went awry.

On the elevator ride, Katriona found enough clarity to ask "Where are we going?" Though Gagne remained tight lipped at first, she continued to ask until, he finally snapped, "To the Imperial Arms." Though drugged, the girl knew that this particular dance hall had been closed for almost a month.

By the time the elevator arrived at the rear lobby of the building, however, she was taken with the flight reflex, and fled deep into the hotel. Why Gagne did not chase her, she will never know (in fact, he decided she was too much trouble). When the hotel's perceptive personnel identified her as part of

Kensington's retinue, Katriona was returned to the twelfth floor.

If asked where Gagne meant to take her, Katriona wails, "But the Imperial Arms is closed!"

If she can be saved from the Peste Swarm, Katriona Fiore will become possessed of a newfound faith, renouncing all vice and sin and pursuing a pious life. The same cannot be said for Kensington or his other guests. In the grim darkness of the future, there is often little hope. Katriona Fiore, however, might be one of the few instances.

Seeking out Durante Gagne leads to Scene 5. Venturing to the Imperial Arms leads to Scene 6, and the scenario's conclusion.

Scene 5: Idyll Foe

The front door of Durante Gagne's quarters is locked, but gaining entry should be no problem for the Acolytes. Gagne is not here, of course, as he is beneath the Imperial Arms dance hall, performing his ritual.

Gagne's Quarters are a trio of rooms: a living space, a sleeping space, and a claustrophobic WC. Read or paraphrase the following:

These quarters are choked with seventh-hand possessions. A water stained scrivener's desk and a cracked dining table dominate the front room. A tattered sitting sack leaking tiny styrene balls and half a dozen broken chairs make up this room's available seating. Across from the main door, a loudly humming refrigeration unit and pantry cabinets barely contain bulging canned goods or perishable food supplies. The bedroom is barely large enough to hold a pallet covered with rumped bedding and a dresser whose drawers overflow with so many wadded up garments that the drawers cannot be properly closed... A closet reveals itself to be a narrow toilet and shower stall, all breeding grounds for the blackest mold. Nothing is new or particularly well tended, but for a pair of Administratum uniforms, which hang over the kitchenette sink, their hangers hooked to the rusty corner of the wall mounted, refuse incinerator.

This Scene has been designed to be "action-lite", allowing the Acolytes something of a clue obtaining breather. Game Masters can plant any clues they like here, including those the Acolytes may have missed up until this point. Should the Game Master wish to spice things up, however, having a few Peste Ticks hiding in the place is not completely outside the realm of possibility.

Leads

Amongst the pallet's soiled bedding, the Acolytes will find several still picts of attractive women, obviously taken without their knowledge. One wears an Administratum uniform from the same department as Gagne (this is Esthe LaGrans). The others feature a pair of gorgeous, dark skinned twins on some noble's arms (Sabine and Natla Pashook). The noble's face has been gouged out (and replaced with Gagne's own), but there is a crest ring still visible on a hand slung low over one woman's waist that identifies the wearer as belonging to the Kensington family. The women can each be identified from these images (given a little time), and tracked to Scene 4.

In a pile of crumbled parchment is a singular note "Get 300 Thrones? Meet Goplan," and a scrawled address. This leads to Scene 2.

In the incinerator chute is a page of ancient parchment written in blood displaying a partial summoning ritual. A Forbidden Lore Test identifies signs of Nurgle's worship. The page bears the impression of Gagne's handwriting. If made visible, then the words Imp Arms can be read. This clue leads to Scene 6.

The WC's medicine cabinet holds pharmaceuticals aplenty, including Cimitidine tablets, acyclovir gels, and zilactin paste. A successful Chem-Use or Medicae Test identifies these

treatment drugs for herpes simplex delta-delta. Medicae Knowledge also reveals there is no known cure for "HerSy-double delt", though its outbreaks can be controlled through multiple medications (until such time as natural resistances develop). Though this does not lead to a particular Scene of the scenario, it does highlight Gagne's motivations: Diseased as he is, he will never gain the love he so craves.

Scene 6: Idyll Worship

The Imperial Arms dance hall was rather well designed and appointed in its time. Unfortunately, the location was not enough of a draw, so it finally shut its doors, one standard month before the scenario. The Arms, however, has a certain resonance for Gagne, as it was where he first met the carrier of the viral disease that lead him to Nurgle. As such, it is the site of his dark rebirth, and the perfect place to enact his ritual.

The dance hall has two levels, a cathedral like main floor, and a cramped and dank dungeon-like sublevel. Gagne has transformed one corner of the sublevel into a Chaos Ritual pit. By the time the Acolytes arrive, Gagne will be murdering Sabine Pashook. By the time the Acolytes gain entry to the main floor, they hear to people's screams from below, as he then moves to

her. By the time the Acolytes find his den of darkness, he will have finished Natla as well, and be moving on to Esthe LaGrans. When the Acolytes arrive at Gagne's ritual chamber, read or paraphrase the following:

You smell the place long before you reach it, for the lingering stink of rotting corpses fills the hallways of the lower levels. A lone woman's terrified shrieks rebound off the walls of the place, seemingly thickening the air itself, and amongst them you can hear the ponderous sounds of a lone voice chanting. These scents and sounds lead you to the final encounter.

The room is circular, its floors cast in obsidian, and its walls featuring newly installed steel rings. From these hang manacles, each attached to a body. Six corpses, ranging from several days rotten to murdered only a moment earlier. Only one prisoner remains alive, drugged blind yet squirming and screaming, eyes wide and locked upon her tormentor. He is a hunched figure; his gore splashed skin home to dozens of clusters of sores, lesions, and inflamed papules. He is a walking disease, sweating pus and weeping a wholly unidentifiable ichor. The twisty knife in his fist is designed for inflicting as much pain as possible before it finishes its work.

This horrifying scene requires the Acolytes to pass a Fear (2) Test.

Though he may appear alone, Gagne is not. A Challenging Awareness Test reveals Peste Ticks amongst the four oldest corpses (there is one Tick for each Acolyte). Should Gagne notice the intruding Acolytes, he turns his lesion covered eyes toward them and issues a silent commanding gesture. At this, the Peste Ticks emerge and engage.

Gagne will not attack the Acolytes until he has sacrificed Esthe. What he does not know, is that should any life be spent in this room, it will signal the completion of the spell. Gagne's death will also trigger the culmination and climax of the ritual.

Though still drugged, Esthe is painfully aware of much of what is going on. Her fragile psyche has completely snapped, retreating into the welcoming arms of absolute madness. There is little hope for her recovery, should she be saved.

A Plague Upon the Living

When the final sacrifice is performed (be it Esthe, Gagne, or one of the Acolytes), there is no immediate reaction. In three rounds, however, something will begin. Read or paraphrase the following:

The corpses begin to twitch as though receiving electric shocks. The manacles clatter like macabre bells as wrists and ankles tug within the steel loops. Fearful tales of the restless dead fill your minds, but the situation is altogether different. The corpses are all sweating, and their sweat is a phosphorescent, sickly green jelly. This stuff flows from them, pooling around them and slowly spreading across the floor.

Though the Acolytes may suspect this to be another Peste Swarm, the truth is much more terrifying. Acolytes passing an Awareness Test note that this gelatinous goop is flowing counter to the designs of the room, expanding not toward the lowest point of the room (which would be the doorway the Acolytes used to gain entry, handily enough) but toward the other pools, merging into a single grand puddle of disgusting ooze. This is Gagne's victory: an incarnated Plaguebearer.

This flow takes only two rounds. The puddles may be damaged by fire and holy weapons, but while it is in this transitional phase, the daemon takes only a single wound from such sources, and is completely immune to other forms of attack.

The round following this coming together, the Plaguebearer explodes from the murk, howling mockeries of a newborn's wails. At this point, the creature is flesh and may be dealt with normally.

After it has come into the world, the Plaguebearer will take a round to survey the situation. If it deems the Acolytes appropriate converts, then it will attempt to bring them into Nurgle's service. If the Acolytes act even remotely aggressively, the Plaguebearer will attempt to crush its enemies.

Use the information for Plaguebearers, as presented on page 354 of Dark Heresy.

The creature's tactics are quite straightforward. The Plaguebearer blasts its most offensive foes with the fluids of the dead, infecting the living with whatever plagues the Game Master Chooses. For those foes not worthy of a quick death, the Plaguebearer renders its foes powerless through long term diseases or melee attacks.

By such close proximity to the previous battle, the Plaguebearer encounter promises to be quite dangerous. However, faith and firepower may see the Acolytes to victory.

In Conclusion

While the Inquisition will demand a full report, how much information the Acolytes share will determine whether or not the families of those nobles involved in the Ecstatics become enemies down the road. Of course, not including all details in

official reports will make an enemy of the Inquisition itself, so Acolytes should tread carefully in making this decision. Therein lays the joys of discovering what might be the lesser of two evils solutions to a situation.

Rewards

The Acolytes should receive between 50 and 200 experience points per scene that they participate in. Triumphant over the Plaguebearer should also net a bonus 100 experience points to each survivor. As well, for accomplishing such a feat, Acolytes deserve a Fate Point.

Major Non Player Characters and Creatures

Peste Ticks

Born from the blood boils of Nurgle itself, the Peste Ticks are a predatory menace scuttling through the dark, slavishly devoted to sating their lust for warm blood. Roughly the size of a toddler, their carapace is black mottled green and marked with the triangular ring sigil of their lord and master.

Peste Tick Profile								
WS	BS	S	T	Ag	Int	Per	WP	Fel
35	-	33	40	40	7	40	20	--

Movement: 4/8/12/24

Wounds: 10

Skills: Awareness +10 (PER), Climb (Ag), Dodge (Ag),
Psyniscience (Per), Silent Move +20 (Ag), Tracking (PER)

Talents: --

Traits: Crawler, Daemonic, Dark Sight, Fear(1) , From Beyond,
Natural Armor (Carapace 2), Natural Weapons (bite), Pestilent
(Bite)*, Scrawny

*Pestilent (Bite): The effects of this trait are exactly like those of the Toxic Trait. However, in terms of flavor, this is closer kin to a viral disease than a simple poison.

Armor: Natural Carapace (All 2)

Weapons: bite (1d10+3 I, plus Toughness Test or 1d10 Damage;
Pen 1)

Threat Rating: Malleus Minima

Peste Swarm

A wave of larval Peste Ticks, this is the natural extension of the birthing process. In time, the swarm will run out of external food sources and begin to feed upon itself. After a long enough time, the swarm is gone, and a handful of adult Peste Ticks enter the world. (The profile and stats for the Peste Swarm are adapted from the Plague Swarm, found in Disciples of the Dark Gods)

Peste Swarm Profile								
WS	BS	S	T	Ag	Int	Per	WP	Fel
35	--	10	30	40	10	30	15	--

Movement: 4/8/12/24

Wounds: 25

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

Traits: Bestial, Daemonic, Dark Sight, Fear 2 (frightening),

From Beyond, Natural Weapons (An Insatiable Bloodthirst), Swarm

Creature

Swarm Creature: Any attack from a weapon that does not either have the Blast, Fire, Scatter, or Holy qualities only inflicts half Damage. In most circumstances, a swarm creature cannot be Grappled, Knocked Down, or Pinned, and the swarm may pour through suitable small openings such as ducts, vents and the like, but they may not Jump. The swarm is counted as being destroyed once all its Wounds are lost. The swarm's attacks

have a variable Penetration value (roll each time an attack lands) representing its ability to engulf their victims and attack vulnerable areas. Because of its diffuse nature, Peste Swarms suffer double Damage from Blessed attacks.

Weapons: An Insatiable Bloodthirst (1d10+1 R; Pen 1d5; Tearing)

Threat Rating: Malleus Minoris.

Durante Gagne

Durante Gagne Profile									
WS	BS	S	T	Ag	Int	Per	WP	Fel	W
28	32	30	31	35	33	31	29	30	13

Movement: 3/6/9/18

Wounds: 13

Skills: Awareness (Per), Ciphers (Occult) (Int), Common Lore (Imperium) (Int), Deceive (Fel), Secret Tongue (Administratum) (Int), Speak Language (Low Gothic) (Int), Trade (Ordinate) (Int).

Talents: Melee Weapon Training (Primitive), Pistol Training (SP), Resistance (Psychic Powers), Strong Minded, Unshakeable Faith, "Psy" Rating 2.

Sorcerous Powers (act like Psychic Powers): Hold Body (operates like the Psychic Power Dominate, but causes an opponent to be rendered completely unable to move), Machine Blight

Mutations/Unholy Changes: Boils, Corrupted Flesh, Peste Larval Breeding Ground (grants the bearer the ability to inflict/infect helpless foes with a Peste Swarm), Tough Hide (1 AP)

Armor: Mesh vest (Body 4), Tough Hide (Body 1)

Weapons: Sacrificial knife (3m; 1d5+4 R; Primitive), Stub Automatic (30m; S/3/--; 1d10+3 I; Pen 0; Clip 9; Reload Full).

Gear: Stub automatic clip, Administratum ID

Threat Rating: Hereticus Majoris

Begin Sidebar

Machine Blight

Threshold: 14

Focus Time: Full Action

Sustained: No

Range: 10 meters

Channeling Nurgle's power, you render machines within your range powerless, corroding circuitry beyond use. Damage against machines is 1d10+WB, Pen: 5.

End Sidebar

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