

The Price of Knowledge



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(Inquisitor Concero)

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Introduction

This scenario is intended to pick up where Edge of Darkness left off. The players will find themselves still on Scintilla. Having passed their initiation test for the Inquisition, they will now be fully initiated acolytes. Their Inquisitor, Concerro, is currently out of the system and cannot be reached. So Inquisitor Sand will once again enlist the aid of the party. **If you are planning on playing this scenario as a player you should stop reading now.**

If you are planning to run this as a GM please read through it thoroughly. This was written with my acolytes in mind and not all of it may suit your campaign. Names may need to be changed, adversaries may need to be adjusted, and rewards and items may need to be modified.

This scenario is written as a sequel to Edge of Darkness, but can be easily adjusted to represent the acolytes Inquisitor sending them off to a schola to retrieve any piece of information.

Special thanks goes out to Alan Bligh who authored Edge of Darkness and some of the event and names from that scenario are used within.

The Story

This scenario will have the players contacting an Instructor at one of the uphive Scholas in order to learn more of the Logicians. Inquisitor Sand will be familiar with them, but what he is really looking for is if there is any record of other activities on Scintilla. The Instructor, Xavier, is a knowledgeable adept of History who also has studied many questionable subjects. Despite this knowledge of forbidden subjects he is an acquaintance that Sand tolerates (and protects) as he can often provide valuable information.

Xavier however, will not part with this knowledge for free. He has recently become very agitated because an "archeology" expedition to Hive Tenebra he had been planning was recently canceled. His protection for this mission had pulled out at the last minute leaving him in a bind. Once the players manage to get him talking (either by charm or coercion) he will offer to do the research they are asking for, if they escort him on his expedition.

If the party agrees (and they must if they want the information) Xavier will have them all flown out the next day to Hive Tenebra. The party will make their way through the ruins of the abandoned hive to an area where Xavier will inform them was once the tombs of a once Noble House. He is there looking for an ancient tome of history that was buried with one of the families most influential scholars. They will discover that this area is no longer deserted, but is now the home to a cult that worships the rat. The party will need to get inside, find the tome, and escape.

Once safely back at Sibellus, Xavier will honor his bargain and provide valuable information to the party.

Major Personalities

Interrogator Sand



A senior agent of the Inquisition, scholar and medicae. He comes across as a superior and somewhat jaded man. Sand is the one who charges the Acolytes to undertake the investigation into finding out exactly what the Logicians are up to on Scintilla.

Lexographer Xavier



Xavier is an Instructor of history at the Schola of the Emperor's Enlightenment. He is a very intelligent man though he is a bit erratic and paranoid. He is also a very young man in a profession often dominated by his elders. This is a fact that is not lost on him, and he strives to prove he is their equal. He is a collector of knowledge and historical artifacts who also dabbles in forbidden lore.

Drog

Drog is an insane cult leader who has formed a society in the ruins of Hive Tenebra. His cult is centered on the worship of a huge rat like creature that he believes is a god. The cult believes that this rat summons smaller rats to the area that the dregs and mutants of the cult can hunt for food. Little does Drog know, but it is his own psychic talent that calls these rats.

Act 1: Inquisitor Sand

The Call

Read the following to the players:

Since your foray into the Coscarla Division, your life had returned to same routine that preceded it. You were given lodging and food, and while far from luxurious these lodgings were adequate. The information that had been passed on to you was that Inquisitor Concero was out of system and you were to remain on Scintilla until he returned. For a week you endured this, believing that you had been forgotten.

Then the call came. Just as before a dull-eyed servitor knocked on the door and handed you a sealed parchment. Unrolling the letter you read the instructions. They were to go to a same building as before.

On the appointed day you gathered your gear, joined your companions, and departed. You had little doubt who you would find. After the same routine as before you found yourself in the same room where you had met Inquisitor Sand the first time. The gurney was still over turned, the crates still lined the wall, and the mirror still lined the wall opposite the door.

The Story

At this point the players should be kept waiting in the room for a few minutes. After they have had a chance to wonder what was going on read the following.

With out warning the mirror on the wall begins to become transparent, and you once again see the stainless steel medical room on the other side. Unlike before, Inquisitor Sand is dressed in very functional medicae garb with an apron still covered in blood. He nods to you and from the grated box on the ceiling you hear.

“Welcome back my friends. I trust that your accommodations have not been lacking? Well no matter. Once again you have the chance to server your Emperor. With Inquisitor Concero still out of system I will ask for your aid once again. I assume you are up to it. That was not a question, of course you are.”

“I have been doing some research based on the information you provided me from the Alms House. It is all very fascinating and informative, but there are still some unanswered questions. What I have learned and found is... well let's just say it is disturbing.”

“First it does appear that your nemesis from the Coscarla division was indeed an agent of the Logicians. I am sure you have heard of them before? No?” Inquisitor Sand sighs and continues on.

“The Logicians are an alliance of heretic factions who have long been a thorn in the side of the Calixis Sector. The Logicians are a so-called “progressive” cult; they favor the advancement of mankind through progress and the acquisition of technology, regardless of its source. The Logicians aim to bring about a return of the mythic power of the Dark Age of Technology at any cost. Although no Daemonic

force or apocalyptic agenda lies at their heart, the Logicians are still a phenomenally dangerous group, utterly callous in their pursuit of power and unceasing in the hunt for ever better weapons and tools by which to achieve their ends.”

“Most disturbing of all though was the data you procured from the Alms House. Based on the information you retrieved we were able to detect a trend. The events you thwarted in Coscarla do not appear to be isolated, but rather have been happening all over Hive Sibellus. When this data was meditated upon by our best Logis they came to some startling conclusions. There seems to have been numerous incidence of this activity scattered across Hive Sibellus. The Logis foresee the number of infected individuals could number in the tens of thousands. As I am sure even you can imagine, this number of willing slaves to the Logicians can not be tolerated.”

“I am sure you are wondering how all of this applies to you, eh? Well the truth of the matter is that despite their best efforts, our Logis are unable to find any common event or location that connects these occurrences. Basically we know it is happening, but are unable to predict where it will happen next, or where to even strike at our enemy. In order to prevent this heresy and strike down the enemies of the Imperium we need to know that information.”

“That is why I have brought you in to server the Emperor once again. I need you to obtain this information for me. There is a Lexographer at the Schola of the Emperor’s Enlightenment in the Illuminti division in the upper hive. His name is Xavier, a paranoid and often excitable fellow. He is an instructor of history, but has studied...” Inquisitor Sand pauses as he thinks of the appropriate words, “let’s just say he has studied some obscure subjects, in particular those around the Adeptus Mechanicus. He has been very useful to me in the past. I have prepared for you passes to the Illuminti Division, and a ground car will be waiting for you there. I need for you to go to the Schola, gain an audience with Xavier, and convince him to research the information in this dataslate.”

At those words the crates to the side of you fall open to reveal a dataslate, pass tokens, a set of keys, a folded letter, and a small pouch.

“I am sure after your last expedition this should be a simple matter for you. Oh and one last word. This is a Schola is it not? I would advise you to leave the weapons in the car. The last thing I want to hear on the vox circuit is a shoot out at a schola, eh? Those tend to be too common among the youth of the noble houses, but I see no reason for men of your position to engage in such childish behavior. Now do you have any questions?”

The party should have questions at this point, and as always Inquisitor Sand will patiently answer each one (though with a bit of sarcasm). A few of the more common questions and answers are below.

Who is Xavier?

“Lexographer Xavier is an interesting man. He is gifted with a very keen intelligence, a fact that is not lost on him. He can be very aloft and unapproachable. But this is not his true nature, or at least the side of him I have seen. Much of this comes from that fact that he feels he must always meet is peers expectations. He is convinced that everybody is out to take away what he has earned.”

“Xavier is student of history and a great collector of antiques, but then what citizen of upper Sibellus is not, eh? Some of his interests do cross over into...shall we say our line of work. These are not

widely broadcast, and have been to our benefit. As such I have afforded him certain leniencies. He has been careful and cautious so I do not view these hobbies of his a threat...yet.”

How can we convince him to help?

“I have, in the packet I prepared for you, included an Inquisitorial Note authorizing you to pay up to 500 thrones for his assistance. I would ask you though to try to acquire his assistance at a much lower cost though. Charm or coerce him, bribe him, provide whatever he needs, do whatever it takes to gain his assistance. The information he could obtain for us is vital.”

“I do suspect though that getting an audience with him may be the most difficult part. If you do find yourself in a position where you can not get an audience, discretely ask him if he has finally found a copy of “*In Defence of the Future: A Logical Discourse*”. That should at least get you in the door.”

“As I said, he is a very valuable resource to me, please do not let him come to any harm. You will be there on Inquisitorial business, but if the local Arbites start looking into an assault I will be forced to deny any knowledge of this.”

Should we expect and danger?

“You will be going to a schola in a respected part of Upper Hive Sibellus. As long as you stay away from the debutants and don’t go insulting any of the young nobles I think you should be able to handle any dowers or merchants you run into, eh?”

After the acolytes have questioned Sand they should collect the items that have been prepared for them. In the crate will be the following items.

Pass Tokens (1 per acolyte)

This is a small coin sized token that will grant the Acolytes passage on the transit system to the Illuminti Division.

Set of Keys

This set of keys has a tag reading “Y5242-I78-L23”. “You will find the vehicle those keys belong to under the transit station. Please return it to that spot when you have finished. Try not to wreck it and make sure you recite the proper liturgies to its machine spirit.”

Dataslate

This is a new looking dataslate, though it bears no identification marks upon it. “This dataslate contains all of the information that Xavier should need. It is encoded, but Xavier will know the access keys to decrypt the information.”

Folded Letter

This letter authorizes the bearer to sign the attached note for up to 500 Thrones. The note is made out for payment to Lexographer Xavier.

Pouch of Coins

This small pouch contains 200 thrones. “For meals and other necessities. Now that you are official members of the Inquisition we can’t have you begging, eh? Speaking of begging, some of you may want to use some of the funds to procure a little more appropriate attire. We can’t have you walking around a schola looking as if you slept in a Grox stable can we?”

As the acolytes are leaving Xavier will offer them the following words of advice.

“Remember you are in a part of the hive where the influential send their heirs to study. You are there representing the Inquisition, and where as we have absolute authority, it is not always wise to flaunt that around. I suspect that for some of you the intrigue and politics of the upper hive may prove more dangerous than the densest jungle or darkest underhive. Be mindful of this and may the Emperor protect you.”

If the acolytes did not ask about how to convince Xavier, Sand will offer one last piece of advice.

“One last thing. If you do find yourself in a position where you can not get an audience with Xavier, discretely ask him if he has finally found a copy of *“In Defence of the Future: A Logical Discourse”*. That should at least get you in the door.”

Act 2: Xavier

The Trip

After leaving Sand and the Templum Mori the acolytes should make their way over to the Transit System for departure to the Illuminti Division. They may want to take Sand's advice and stop off to procure some additional clothing. In the current government district they should not have any problem finding a shop that sells suitable clothing, though it will mainly be the type of clothing worn by minor government officials. Suitable clothing will cost between 10 and 30 thrones for an outfit that will be at least presentable. If the acolytes wish to, they should be able to find better clothing, though this will be more expensive.

Once the acolytes have boarded the transit system read the following.

The trip to the Illuminti Division was very different than your last transit trip to the Coscarla Division. Where every change of trains found you in an increasing state of dilapidation, this trip is the exact opposite. With every change of train you find yourself in a more affluent setting. Each division you pass through contains well-kept buildings, both new and old, that form a dizzying array of architectural styles. The tunnels between each division are well lit, and you even find that you emerge into natural sunlight at some points. Where on the trip to Coscarla your passes were checked infrequently with only a cursory glance, the servitors and regulators on these lines check them quite frequently and with vigilant scrutiny. At almost every checkpoint you are questioned about the weapons you bear, though your Inquisitorial Rosettes remove any argument the enforcers may have had.

After about a 4-hour trip, the trains built in servitor chimes, "Approaching Illuminti Division. For passengers whom wish to depart please prepare to unload." As you exit the transit rail tunnel you see out the window a well-maintained division of the hive. Tall buildings stand at different points around the division floor each with its own colored banners hanging from it. You guess that each of these is a schola. Smaller building of similar design, bearing the same banner, surrounds each schola. Glancing up you see that the ceiling is lined with large windows that allow the natural light of the world to spill down.

Slowly the transit train comes to a stop and the doors slide open. You step out onto a large and busy transit platform. You have arrived at the Illuminti Division.

Illuminti Division

This scenario will not depict the Illuminti Division in detail. The division is comprised of multiple Scholas all surrounded by their campus. In addition many different supporting building ranging from restaurants and hotels to stores and arcades fill the gaps between the campuses. The Illuminti Division is a rather opulent part of the Hive where many noble families send their children for an education. The party should be able to find all manner of services and stores here, though the prices will tend towards the higher end. They should be able to find descent food for 5 thrones a meal, and should be able to find a room for 20 thrones a night (double occupancy). They will if they desire, be able to find considerable better, but the prices will also increase dramatically.

Getting around Illuminti should be a simple matter. Directions should not be hard to get and there will be an enforcer presence everywhere. The streets are crowded, though the flow moves at a fast pace. The party can use the vehicle Sand told them about; they can walk, or take one of the many transportation modes offered by service vendors.

Due to the affluence of the area how the citizens react to the party will depend on how they are dressed. The better dressed the party is the more friendly people will be. Wearing mid-hive (or lower) clothing or dirty worn clothing will make interactions very difficult (-20 to all interaction rolls). If the party bought very nice clothing they will receive a bonus of +10 (or potentially more). If they bought clothing described earlier in this section than all rolls should be standard. In addition if they are outwardly displaying weapons or armor they will suffer a further -10 to all interaction rolls. Any use of force or threats will be met with an extremely negative reaction. Most likely getting the local Magistratum involved.

Shortly after arriving the acolytes should make their way to the Schola of the Emperor's Enlightenment. Getting direction to here will be a simple matter, and the schola is rather close to the transit station. Once they arrive read the following.

The stores and shops give way to a series of buildings that appear to be arranged around a tall tower. Blue and white banners with crossed torches at its center hang from each of the buildings. Each of the buildings is based on an architectural style that mirrors that of the central tower. All around you people are hurrying to and from the buildings, often reading a dataslate or carrying tomes.

Most of the buildings of the Schola will be locked; a student access key is required to enter. The exception to this is the main floor of the Schola tower. To get into a building or the upper floors of the Schola tower the acolytes will either need to make a security test (-10), obtain a pass, or convince somebody to let them in. Interacting with the students and staff will carry the same bonuses described above for the Illuminti Division. In addition non-scholarly acolytes will have a further -10. Just as with all of the Illuminti Division, threats and violence should carry a very negative consequence.

Finding Xavier should not be too difficult. While the students are not rude, they are also not willing to spend time chatting with non-academic types. Finding out where Xavier is will be automatic after a brief inquiry, but the answer will just be that he is in the tower. Finding out where in the tower will require an inquiry roll with a -20 modifier. Literate characters or those of a more scholarly roll will find this to be easier, with no penalty. If this fails, then they can take an Int skill test to figure out where in the building the history wings are. From here they should be able to explore and find him.

Xavier's Deal

The acolytes will find Xavier in a lecture hall, giving a lecture to a group of students.

Standing on a raised stage in the front of a large ornate lecture hall is a young, thin man with long black hair tied behind him. At first you believe you must have come to the wrong hall, as this could only be a student. Then you notice that he is wearing the robes of an Instructor. Glancing around you notice a few empty seats nearby. The man in the front is lecturing on the planet of Scintilla and pointing to large parchments hanging from the wall that contain points of interest.

The lecture will be on Scintilla, and this might be a good time to run over a few of the more notable parts of Scintilla with the Acolytes. The acolytes will need to wait until the lecture is over. Interrupting Xavier will result in him take a very negative view of the party. At the end of the lecture, the students will applaud Xavier and begin to file out. While Xavier is collecting his possessions, the party should have a chance to approach him.

When the party first sees him he will appear flustered and in a hurry. He will acknowledge that the party is there, but will not pause to speak. Instead he will talk to the party as he gathers his belongings and heads to his office. The party should be free to follow him and continue talking to him. He is in a rush

so they will not have a great deal of time to do this. Some of his more common answers will be detailed below.

To win him over the party will need to perform a challenging (+0) Charm test. The acolytes dress and profession as detailed above will modify this. In addition the GM may want to modify this based on what questions or responses the acolytes ask or give. In particular if the party offers to help in his expedition they will receive a +20 bonus. If this is successful then Xavier will agree to talk to the party and he will take them to his office. Read the following.

“Very well, I will talk to you. No promises mind you, just talk. I am very busy and must get back to my research”. He says as he leads you down a series of halls and to a solid looking wooden door. Opening the door he beckons you into what appears to be his office. He motions for you to have seats and closes and locks the door after you have all entered.

If the party has not managed to win him over by the time he gets to his office he will head in and shut the door. Read the following.

Standing in his offices doorway Xavier say, “I am truly sorry but I am very busy and must get back to work. Please give Inquisitor Sand my regards.” As he says this he shuts the door and you hear the lock fall into place.

At this point the party should have time for 1 last sentence to convince him. Again as throughout this section, open violence and threats will not be tolerated. If the party does manage to get one last word in they can try again to win him over with a Hard (-20) charm test. If they manage to win him over read the following.

You hear the door being unlocked and it opens. Xavier looks at you and says, “Very well, I will talk to you. No promises mind you, just talk. I am very busy and must get back to my research”. He motions for you to have seats and closes and locks the door after you have all entered.

Of course the last sentence may be the trump card Inquisitor Sand gave the acolytes (See questions below).

If they fail at this last attempt they can hang around and will have a few more chances to talk to him, though at this point any Charm tests should be Difficult (-10). He will start to become very suspicious, and after one or two more attempts will get the Schola Enforcers involved. At this point the party will be escorted off of the Schola grounds and forbidden to come back.

Questions

Why are you in a hurry?

“I am sorry but I have a lot to do, and not much time to try and salvage it.”

Salvage what? Or What will have fallen apart?

“My expedition of course. Wait, who sent you? Was it Instructor Gordall? Oh he would just love to know my plans wouldn't he. Well you can go tell the old man his little plot failed.”

Asking for his help

“As interesting as that project sounds, I just do not have the time. I have extremely important matters to attend to; if you want to wait a few months then I may be able to get to it. Now I am sorry, but I am in a hurry.”

Offers of money

“Sorry, not interested. In the time it would take to do the research everything will have fallen apart and it will have cost me a lot more than you are offering.”

Inquisitor Sand.

“How is old Sand? Still part of those book burners is he? Well please tell him I said hello but there is no need for him pay me a visit.”

Logicians

“Logicians? Nasty lot they are. They are all for doing research at any cost. They don't properly search for their knowledge like the Mechanicus dictates. No not them, they will do anything to advance their power and they don't care who they hurt in the process. Did you know it was they who were behind the Meritech War? Billions dead and those poor souls forced to live in the void all so they could conduct one experiment it is said.” He stops and looks around quickly. “Or so the rumor goes, not that I would know about such things.”

(Trump Card) Has he finally found a copy of “*In Defence of the Future: A Logical Discourse*”

Read the following based on where Xavier is.
If walking down a hall with the players.

As you ask the question Xavier stops in his tracks. With a heavy sigh he looks over at you and says, “Old Sand really wants you to talk to me doesn't he? Very well come with me.” Increasing his pace he quickly leads you down a series of halls and to a solid looking wooden door. Opening the door he beckons you into what appears to be his office. He motions for you to have seats and closes and locks the door after you have all entered.

If he is hiding behind his office door.

After you ask the question there is only silence from behind the locked door. Then you hear, even through the thick door, a heavy sigh. You hear the door being unlocked and it is slowly opened. Looking up at you Xavier says, “Old Sand really wants you to talk to me doesn't he? Very well come in.” He motions for you to have seats and closes and locks the door after you have all entered.

Once in his office Xavier will become a little more relaxed and open to the acolytes. As they all sit down he will say.

“As you know I am a very busy man, and I have little time for side activities. The older instructors are always looking for a chance to

prove their superiority, and I just cannot let them have that. The expedition I was planning has run into a major roadblock, and I need the information from this expedition to keep ahead of those old crows. I am flattered that you have come to me, but I really must devote my time to trying to salvage this expedition.”

At this point the acolytes have the option of leaving or they can try to dig up some more information and make Xavier an offer he cannot refuse. The following are some of the questions and answers that may transpire. If the party offers to escort Xavier, his mood will change dramatically and he will accept their aid.

What expedition?

“I am doing research into the fall of Hive Tenebra. You have heard of Hive Tenebra right? It was once a major hive on the southern continent. It was the center of the arts in the regions. Anyways, a while back it simply failed. It was quickly deserted and became a ghost of its former glory. There are many different theories into what really happened, but I hope to finally prove which of those theories is correct.”

What are you looking for?

“As part of my research I became aware of a prominent family that once lived in Tenebra. This family had a reputation of being very learned scholars and adepts. It was said that in the family mausoleum they had a great library in which they documented the culture and history of Tenebra. As you can imagine such a find would provide priceless information. The only problem is all records as to where this mausoleum was have been lost.” He lowers his voice as he continues, “Well all but one. I have found, buried in an old work order I obtained from the Mechanicus the location of this tomb. I had arranged to go there and retrieve this information.”

What happened to the expedition?

“It fell apart. I had all the supplies, I had transport arranged, I had the protection hired, and a cover story in place to explain why I was gone. I was to depart tomorrow. Then my escort pulled out. They were whining about it being too dangerous. They were hired guns, for the Emperor’s sake! Isn’t danger why we hire them? Anyways, they are gone and with out an escort I cannot hope to set off on this expedition. That means all of my investment will be gone. Worst part is the old crows will caw and caw about how I failed.”

Can we help?

“I am not sure how. Unless you know some trust worthy Metallicus Gunners or anybody else who can handle themselves in a fight.”

Can we provide you with an escort?

“You would do that?” Xavier’s face brightens immediately. “I think that might just be enough to save this expedition. Of course I really don’t expect any trouble, the place is after all deserted. Having

you with me is more for the insurance than anything else. I will of course pay you for your efforts? Does a gunman's half month salary sound reasonable to you? That would be 25 thrones for this trip? In addition I will perform the research you are asking for at no cost once we get back. What do you say? Shall we call it a deal?"

If the party accepts, Xavier will be extremely excited. If they refuse, he will obviously be upset. The party can continue to try to convince him, but the best they can get is that he will agree to do the research once this expedition business is over (he will manage to find some hired guns, but he will never return from the trip). If they accept read the following.

"Excellent! Well I do have to prepare then. I will need to get the supplies ready and confirm the travel arrangements. Tell you what; meet me in the downstairs lobby tomorrow following the morning masses. I will have the transportation ready for us by then." With that he escorts you to the door, all the while mumbling to himself about what he needs to do.

After this the party will have the rest of the day ahead of them to shop or look around the division. They will need to provide for their own food and lodging for that night, though they should not be in any danger.

Optional Gaming Note: If the players choose to attend services at the Templum prior to meeting Xavier they will receive a bonus. This bonus lasts for 1 day and allows them to re-roll their first failed fear test. Since the players will not even arrive at a part of the adventure where they will need to make a fear test this will most likely not apply. However if they have a cleric in the group (or any class skilled at Common Lore (Imperial Creed)) they should be able to maintain this until the acolytes arrive at the crypt area.
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Departure

The next day the acolytes should make their way to the lobby of the Schola, where Xavier will be waiting for them. He will greet them enthusiastically, and then usher them all out to a waiting car. The car will take them through the streets of the division to a small shuttle pad. Once at the shuttle pad read the following.

Stepping out of the ground car, Xavier makes his way over to one of the waiting shuttles. Servitors can be seen loading packs into the back of the shuttle. As Xavier approaches the shuttle, a man you believe to be the pilot walks down the ramp and begins talking to the instructor. After a few minutes Xavier beckons you over to join him inside the shuttle. You walk over and climb the ramp into the shuttles bay. It is a spacious, yet spartan bay, with hard seating and crash webbing. By each of the seats is a pack. Xavier will excitedly say, "Come on, let's get you strapped in so we can begin this jaunt shall we?"

As soon as the party is strapped in the shuttle will begin to take off. It will be a rough ride until they gain some attitude and clear the hive structure below. The over all trip will take 12 hours, and once the shuttle lands, the party will remain in the shuttle that and depart after nightfall. Once in the air the acolytes will be free to examine their packs, look out the windows, or just relax.

In each pack is the following:

30 meters of Common rope

- 5 days of standard rations
- 2 large canteens of water
- 2 glow globes (plenty of recharge cells)
- 1 projection wand – provides a single beam of light up to 30m, lasts 1d5 hours
- 4 wooden stakes
- Small hammer
- Filtration plugs
- Thin blanket

One pack (fighter types) will also contain 1 demolition charge (type that must be set to be triggered). This is a simple charge with the strength of a Krak grenade that can be set and used without the demolition skill.

As the party travels they will be able to look out and observe the areas they pass. First they will pass over the bulk of Sibellus, followed by a stretch of a blasted, rocky desert. Following this they will pass over a vast ocean, which will be most of the trip. Once over the ocean they will cross the desert of the southern continent, and finally they will arrive at Hive Tenebra. The GM may read each of the following passages as the party crosses over them.

Hive Sibellus

From this vantage point you get a spectacular view of upper Sibellus. Tall spires of every design imaginable reach for the skies as far as the eye can see. Between the spires you can see open divisions where the wealthy and important citizens reside, work and play. You are struck by the contrast of the lives in the upper hive compared to those you saw while in the Coscarla division.

Northern Continent

Below you see the rocky wasteland that is the Northern Continent. Here and there you spy isolated villages, most likely small mining communities, nestled in the rocks. At one point you manage to catch a glimpse of a long train of ground vehicles snaking its way among the rocks and crevices. Xavier comments that it is most likely a land train hauling ore from Ambulon to Sibellus.

Ocean

As you stare out the window you sigh as you still only see kilometer after kilometer of ocean. You have lost track of how many hours it has been since you have seen land. Looking down you notice another huge stretch of the ocean covered in a black slick of some industrial chemical. You look ahead, hoping to see a glimpse of land, but again all you see is water.

Southern Continent

Looking down you see the rolling sands of the southern continent. Where the northern desert was rocky, and you could see signs of life, here there is nothing. Only sand as far as the eye could see. As the scorching sun reflects off of the sand you imagine, though you know it is impossible inside the shell of the shuttle, that you can feel the heat seeping into the ship.

Hive Tenebra

With a yell of glee Xavier bounds over to one of the shuttles windows. Looking out you see what has him so excited. There off in the distance are the remains of Tenebra. From this distance it looks a lot like Sibellus, with tall spires reaching into the sky. It is only as you get closer that you can begin to see the damaged and derelict condition of these spires. The shuttle circles to the north of the now deserted hive and you get a glimpse of many holes in the once proud structure. Many of these holes seem to be half filled with the baking sand. As the shuttle begins to descend, you think to yourself just how hot it is likely to be once inside that sweltering oven.

Act 3: The Price of Knowledge

Trip in the Dark

At this point the shuttle will land on a deserted landing pad. There will only be a few hours left in the day and Xavier will insist they wait until dark to set off. "Don't want to be caught that close to the skin of the hive in this heat." An hour after the sun has gone down, he will lead them into the depths of Tenebra. The journey to the area of the crypt can be handled by reading the following or by setting up adventure "check points".

The journey into the depths of Tenebra was a long, hot, and tedious journey. You were glad for Xavier's insistence to wait until nightfall. Even with the baking sun below the horizon, the areas of the hive closest to its outer skin were like an inferno. As Xavier led you deeper and deeper into the hive, the temperature remained sweltering, but it had at least become bearable.

Those less familiar with life in a hive quickly lost track of time. With no light cycle or natural sun to help tell the passage of time, the hours and minutes all blended together. The only moment that mattered was when the light Xavier carried would stop and he would call for a rest. Sometimes these rests seemed to be minutes apart, at other times days. Xavier would assure you though that he was stopping every hour for a short break.

At these times Xavier had consulted the map he was following. You had managed to get a few glances at it, but none of it made any sense. You had no sense of direction down here, and the layout of this hive was the most confusing of any you had ever seen. At times like this you realized that without his aid, you would most likely never leave this hive again.

The few times you were able to let your guard down and relax were both awe inspiring and depressing. All around you were the remains of great works of art. Huge frescos decorated the walls of the hive, and the buildings still standing showed amazing architecture. You could imagine how beautiful this have must have been in its day. But now it was crumbling. The paint of the frescos was faded and peeling. The buildings were crumbling right before your eyes. Headless and limbless statues lined many of the avenues you traversed. The fact occurred to you that you were looking for a mausoleum inside a crypt.

You had encountered few dangers during the trip. There were a few places where you had to climb over ruins or descend through gapping holes in the hive floor. Some of the areas you had traveled through were filled with noxious gases. The supplies Xavier had provided you with were invaluable in these circumstances. But despite your fears of being jumped by bloody fanged monsters; you encountered no other living things.

Finally after having traveled through division after division, each one more ruined than the last, Xavier stopped and turned to face you.

"Well here we are, and not bad timing too. Only took us about 2 days." Looking through the gap in the wall where he is standing you see by the light of his lamp a heap of rubble. This division looks to have almost completely collapsed. Rubble and debris are strewn everywhere. The only things close to a path that you can find are the areas where the debris has not piled up as high. Making headway on

these paths does not look like it will be an easy task, but going over the walls of debris looks to be almost impossible. With a sigh you start to pick your way through the path. It is then that you hear a gun shot ring out in the distance.

Rubble, Rubble Everywhere

This area is rubble strewn. The party should have a very difficult time getting around. They can move at their half action movement rate (counts as a full action) each round, or they can attempt to move that their normal rate by making agility test.

- a. If the test is failed by 3 or more degrees of failure the player will suffer 1 level of fatigue damage.
- b. If the test is failed by 5 or more degrees the player will have injured himself or herself by falling or having rubble fall on them. They will take 1d5 points of damage (no armor reduction) in addition to the fatigue.

The “walls” should be too dangerous to climb. The dregs, mutants, and rats in this area will not suffer this movement restriction (other than the “walls”). In addition missile hits in this area will ignore shots to the legs due to the cover provided. These rules will not apply to the area cleared around the crypt.

The area is dark on the ground, though the “sky” will have an orange glow (from the camp fires). The area will have a constant mummer that comes from the direction of the crypt, though the players will not be able to make out what this is. In addition they will occasionally here gun shots from random locations (hunters). This gunfire will always be single shots, never auto fire (stress that they hear single shots). Single fire gunshots will not attract any unwanted attention, but should the party use auto or semi auto shots, then they will have company. If they do fire in such a manner, the GM should have a party of dreg hunters come to investigate. These parties will continue to come (and grow stronger) if the party continues to use such fire.

The acolytes goal in this section should be arriving at the crypt and finding a way inside. There are 2 types of encounters in this area. They are random encounters and set map points. The set map points will be described below. Random encounters will work as follows. Every 10 minutes that the players are in this area roll on the following table:

Random Encounters

Roll	Event	Effect
01-75	Nothing	No Effect
76-78	Hunter Ambush	A party of dreg hunters will ambush the party. The number of dregs will be 2-7. See the NPC section for the dreg stats.
79-80	Mutants	This is a wandering group of mutants. There will be Cult Mutant Priest leading a group of 2-4 mutants.
81-84	Rats	The party will run into a group of rats. This will either be a tide of Blood Rats (75%) or a pack of Venom Rats (25%). If it is Blood Rats they will run past the party in a tide. Each character will be attacked by 0-3 rats as they run past, but the rats will not stop. If attacked by venom rats there will be 1-10 rats that will try to take the party down for food.
85-89	Rock Slide	Rocks from the nearest pile of rubble will collapse down to the acolytes. If the party is within 5 meters of the rubble pile (wall) there is a chance they will be hit. Each character with in 5 meters will need to make an agility test (or dodge test) to avoid being hit by the rubble. Anybody hit will suffer a 1d10+3 I hit.

90-95	Eerie Sound	The acolytes will hear a strange sound. This can be in any directions, and is intended to spook the characters. There is no true danger.
96-97	Corpse	The acolytes will come across the path of a dreg corpse (25%), a venom rat (50%), or a mutant (25%). It will have been stripped clean and will most likely be in a state of decay.
98-100	“Ghost”	The acolytes will see a glimpse of a figure at the edge of their light. This is intended to spook the players, there is no threat.

Map Points

Area 1: The Crypt

When the acolytes first come into view of the crypt read the following.

To your front you see a large area that has been cleared of rubble. Scattered around this area are numerous campfires and crude shelters. A motley crew of mangy and grotesque humans is sitting around the fires and shelters. Many can be seen cooking what appear to be rats over the flames.

Behind these makeshift camps is a large building made of a light colored stone. The building is large; you would estimate it to be about 80 meters long and 10 meters high. A large pillar lined stairway leads up to a large metal door.

Off to right side of the camp you hear a commotion. When you look you see a group of dregs and badly deformed humans, their skin covered in boils and scabs, carrying one of the deranged humans. The human is tied to a board that the dregs and mutated creatures are carrying above their head as they chant in a low deep tone. The tied human almost appears to be excited and is laughing away like a mad man. The other residents of their camp move back, giving the procession a wide berth, and begin chanting as they watch.

Moving slowly through the camp they climb the stairs of the building and stop before the large door. The front bearer knocks on the door with a loud thud, and the chanting abruptly stops. The door slowly begins to open and a voice echoes from within. The party bearing the tied man shuffles in and the door closes behind them.

This area is the crypt and the camps surrounding it. For details of the Crypt see below. The camps are made up of 4 main campsites. Each site will have numerous fires burning what appears to be dung and debris. There will also be a number of crude shelters set up from debris. In each campsite will be a number of dregs and mutants who will be milling about or cooking and eating the rats. Each site will have about 5-15 dregs and 1-10 mutants.

If the party attacks or is seen by a campsite, all the mutants and dregs from that site will attack. It is not uncommon for 1 site to fight with another, so at first the other camps will not join in. However, once they see that there are intruders the other camps will come over. The closest camps should react after 5 rounds and the further camps after 8 rounds. If the acolytes start firing automatic weapons, this time will be cut in half. The amount of time it takes each of the other campsites to arrive will depend on how far away they are from the one under attack.

Area 2: The Manufactora

This building is what remains of what appears to have once been a manufactora. Most of it has long since collapsed, but the front part is largely intact. Once through the entrance (what appears to have once been a loading dock) read the following.

You see what appears to have once been a storage area of a manufactora. The back of the area has collapsed and is now a jumbled mess of rock and metal. The ceiling, while still intact above you is riddled with holes and gashes. Most of the floor is littered with the remains of what appears to have once been containers. The most striking feature though is a depressed area off to the left that is filled with a dark liquid. Surrounding this are heaps of dead rats, some looking to have been there for ages, others appear to be more recent.

There is not a lot left of use in this area. It does however provide a safe haven from rats in the area. Only the most desperate of the creatures will venture in here looking for water or food. The reason is because the liquid in the depression is highly poisonous to rats. The party should be able to take some of this liquid for use later. If they search there area (ordinary test +10) they will find a container that should be able to hold 2 liters of the liquid. The liquid is poisonous to rats (they will immediately start convulsing and die in 3 rounds) but will have no major effect on humans. See Fighting Snikrit in the Crypt section for the effects of the poison on Snikrit.

Area 3: The Entrance

This is the main way in and out of the area (for the acolytes at least). Soon after entering the area, the party will be attacked by a wave of blood rats (see random encounters). This wave will attempt to push the party towards area 2. If the party stands their ground the rats will behave exactly as detailed in the random encounter description. If they do manage to get the party to flee to area 2 they will not enter the building and will soon disperse.

Area 4: The Well House

This area has a small standing building. Once within sight of the building read the following.

You see in front of you a small building of stone. The building is about 5 meters to a side. From where you are you can see it has a few windows, but these have been boarded up. To the front of the building you see a post with a rope tied to it close to the edge of what appears to be a drop off. At the end of the rope there appears to be a large bucket. Beyond the post there is only darkness.

This building is the well house for the cult. Inside the building are a few badly damaged pieces of furniture. There will be 2 dregs that watch the well. They will not be very alert and a careful party should be able to surprise them. If the party peers over the edge read the following.

Peering over the edge of the cliff you can see only darkness. You do detect the faint sound of water lapping on rocks, so you assume there must be a bottom to this dark abyss. Using one of the projection wands you shine a beam of light down into the abyss. By the faint light of the wand you see a dark lake some 30 meters below you. Directly below you the waters seem to be lapping on a rocky shoreline.

The party should be able to descend using the rope tied to the post. The GM can make this an automatic climbing test or can require the players to roll. If the players need to roll the test will be Easy (+30).

1. On a failure of more than 5 degrees of failure there is a chance the character will fall. The character will need to make an Ordinary (+10) Str test to hold on. If this is failed they will fall onto the rocks below.
2. On a failure of 3 or more degrees the player will not be able to move that turn.
3. Any other failure will result in the character moving at their half move speed for that round.

4. A success will result in the player being able to descend their full movement rate. Each degree of success adds a half action movement to this amount.

Climbing back up should be rather simple too and will require a routine (+20) test.

1. On a failure of more than 5 degrees of failure there is a chance the character will fall. The character will need to make an Ordinary (+10) Str test to hold on. If this is failed they will fall onto the rocks below.
2. On a failure of 3 or more degrees the player will not be able to move that turn.
3. Any other failure will result in the character moving only 1 meter that round.
4. A success will result in the player being able to ascend their half move rate. Each degree of success adds a meter movement to this amount.

Area 5: The Cave

Along the shoreline of the lake is a cave opening with water pouring out of it. The characters can use this as a back entrance into the crypt. When the characters come upon the cave read the following.

You see in the wall of the cliff a dark opening about a meter wide and slightly less than 2 meters tall. A stream of gushing water is flowing out of the hole. The opening appears to be large enough to walk into, though one would have to force their way against the current of water.

The party can elect to enter the crypt this way. If they do they will have to pass a series of tests. If the players pass these tests they will find themselves in area 6 of the Crypt. The tests are:

1. Force their way against the current.

The first part of the cave is a short tunnel sloping upward that has water running through it. The water will be waist deep. Each acolyte will need to perform a series of swimming tests to force their way through the current. The tests are routine (+20) but the character must make 3 of them.

- a. For every 2 degrees of success reduce the number of tests needed by 1.
- b. If the test is failed by 3 degrees the player maintains their position, but becomes tired due to the exertion.
- c. If the test is failed by 4 degrees of failure then the character player will have gotten an item wet and will gain 1 level of fatigue. Randomly select 1 piece of electronic equipment and there is a 25% chance it is ruined.
- d. If the test is failed by 5 degrees of failure the water will push the character back. The character will lose 1 level of success (the number of passed tests the character has done will be decreased by 1) and will get 2 items wet. Randomly select 2 pieces of electronic equipment and there is a 25% chance each one is ruined.

A character that is skilled in swimming may assist another character. If the skilled swimmer passes their test, they can then help another character. This will grant the other character an additional +20 to their characteristic. If a character that has already reached the end of the tunnel is holding a rope any other characters using the rope for support will gain a +10 to their characteristic, and will never suffer a set back in the number of successful tests (failure by 5 degrees). Going down the current should be a simple task that does not require a roll.

2. Squeeze through a cleft in the rocks.

Further along the water filled passage you come upon a small landing that is raised above the water. The passage itself becomes a much smaller and the water flow becomes much faster. From what you can tell, it would be nearly impossible to follow the passage that way. In the wall along the landing is a crack. It is a narrow crack, but you believe it might be possible to squeeze through.

The landing should be large enough for all of the players to gather on. The crack in the wall of the landing is the way forward and the characters will need to squeeze through. The character will need to remove any armor (other than cloth or mesh armors) to pass through. The armor can be passed through the crack to the other side. To get through will require an Ordinary (+10) contortion test. Failure by 4 or more degrees represents the character becoming stuck in such a way that they can become injured. A character injured in this way will suffer 1d5 I points of damage from cuts and scrapes.

3. Jump up to a ledge.

Beyond the crack in the wall you find a low narrow passage way carved from the rock. You follow this passage as it twists and slowly climbs upward. The size and condition of the passage makes this a slow but easy journey. As you round a bend in the passage you see before you a small low room carved from the rock. As you enter the room you sigh with frustration. There are no evident exits from this room.

If the party searches this room they will discover a hole in the ceiling. The hole is small but a person should be able to ascend it. To go forward the players can jump up to the upper ledge of the hole, and then pull themselves up. They could also form a human "pyramid" by standing on the shoulders of another acolyte to reach this. If they jump to grab the ledge they will need to jump 1 meter since the lip of the edge of the hole above is 1 m above them. The jump is a normal vertical (+0) jump. Once the character grabs the ledge they should be able to pull themselves up. The hole is in the ceiling, but not adjacent to a wall, so climbing should not be an option.

4. Climb up a cliff face.

You find yourself in a man made hallway. The walls appear to have been made of laid blocks. Your path forward seems like an easy choice since in one direction the passage has completely collapsed. As you move forward you begin to see signs and items that mark this as a catacomb. Bones can be seen in alcoves and name plaques lay here and there. At the end of the passage you come upon a ledge that is overlooking a deep crevice. Shining a projection wand down into the darkness you can tell that the floor is some 40 meters below. As you shine the light upward to see the finished ceiling of a room about 10 meters above you. The crevice has wooden planks crossing it in what appears to be a makeshift bridge for the room above you. You notice that the walls appear to be rough enough that you could attempt to climb up to the room.

The pit here is 40 meters down (50 from the room above). To go forward the players will need to climb the wall to get to the room. This will require the acolyte to make challenging (+0) climbing rolls to ascend 10 meters.

- a. If the test is failed then the character will not be able to go any further that round.
- b. A failure of 3 or more degrees will require the character to make a strength test to hold on. If this is failed they will fall onto the ledge.

- c. A success means the character ascends one half their half action move speed with and additional meter per degree of success.

If one player makes it to the top they can then lower a rope for others to climb up. The party should be able to descend or ascend using the rope. To descend the test will be Easy (+30).

- a. On a failure of more than 5 degrees of failure there is a chance the character will fall. The character will need to make an Ordinary (+10) Str test to hold on. If this is failed they will fall onto the rocks below.
- b. On a failure of 3 or more degrees the player will not be able to move that turn.
- c. Any other failure will result in the character moving at their half move speed for that round.
- d. A success will result in the player being able to descend their full movement rate. Each degree of success adds a half action movement to this amount.

Climbing back up should be rather simple too and will require a routine (+20) test.

- a. On a failure of more than 5 degrees of failure there is a chance the character will fall. The character will need to make an Ordinary (+10) Str test to hold on. If this is failed they will fall onto the rocks below.
- b. On a failure of 3 or more degrees the player will not be able to move that turn.
- c. Any other failure will result in the character moving only 1 meter that round.
- d. A success will result in the player being able to ascend their half move rate. Each degree of success adds a meter movement to this amount.

At this point the party will be inside the crypt at area 6.

Skull and Crossbones: Cult Camp

Each of these markers represents a campsite. See area 1 above for the description and details of the campsites.

Skull Pyramid: Hunter Camp

Each of these areas is an established hunters camp. The campsite will consist of a small dung fire, a few ragged tents, and a few racks of hanging dead rats. Sitting or working at each campsite will be 3-7 dreg hunters.

Getting Into the Crypt

The biggest challenge for the party in this area is going to be gaining access to the crypt. There are a number of ways the party can achieve this, but some common ones will be detailed below.

1. Masquerade as cultists

The party has the option of donning disguises and trying to gain entrance this way. They will have witnessed the cultists carrying one dreg in and they may wish to try and repeat the act. Some of the keys to this approach will be making themselves appear as cultist. Taking the clothing off any of the dregs or mutants they have killed can do this. Remember that these dregs are very poor, so if the acolytes equipment is not hidden from prying eyes there is a good chance they will be spotted. The level of inspection will also come into play. To pull this off the party will need to make a disguise test (player with the best skill makes the tests, though others can assist if skilled) the first time they are inspected (additional tests may be called for if the players perform an act that calls their disguise into question). This test is challenging (+0) but is modified by the following criteria (modifiers can go above 30 at the GM's discretion).

- a. Acting out the procession. Since this will cause the other dregs and mutants to stand back, the party will not come under close scrutiny. +30
- b. A lot or large pieces of the acolyte's equipment is visible. -20
- c. No acolyte's equipment is visible. +10
- d. Coming under close scrutiny. Being questioned or addressed directly. -10
- e. Hasty costume. Bare minimum to pass as a dreg. -10
- f. Elaborate costume. Carrying all dreg equipment, covering themselves in dirt, etc... +10

If the party makes it to the door undetected they can knock to enter. Read the following to the party.

The door in front of you is large, around 3 meters tall, and is made of bronze. Raising your hand you wrap on the metal. A dull metallic thud can be heard as your hand strikes it. At first there is no response, and you begin to question if anybody will open the door. It is then that you faintly hear what sounds to be a bar being lifted from the door. Slowly the door begins to open to reveal a hideous mutant standing there.

At this point the party will need to pass another disguise test. If it is failed the mutant will scream a warning. If it is passed it will beckon them in. Even if it is failed the party should have time to get in and bar the door. It will take about 2 rounds for the camps to start to respond and then they will have to cross the distance to the crypt.

At this point whether they are detected or not they should have access to the crypt.

2. Fight

Fighting their way through the camp is always an option. If they do try and fight they will have a massive battle ahead of them. See Area 1 above for details on the camps and fighting. This approach is very dangerous due to the sheer number of mutants and dregs.

3. Sneak

The party can elect to sneak in. If they do take this approach they will need to sneak onto the roof of the crypt from the right side. The campfires and lack of cover make sneaking to the front impossible and the left side of the crypt has a camp there. On the right side there is sufficient cover to give the characters a chance. To move unseen the players will need to make a concealment test at ordinary (+10) difficulty with the following modifiers. The test is an opposed test against the nearest campsite (perception of 25).

- a. 1 character trying at a time. +10
- b. 3 characters trying at a time. -10
- c. 4 or more characters trying at a time. -20

Each character will have to travel 30 meters to get to the side of the building (they can not move faster than a Half Move and remain hidden). For most of the route there will be sufficient cover for them to hide behind, but in the spots where there is not they will need to roll a test. To represent this they should have to roll every 3 rounds. Once at the side of the building there is a good hiding spot that can hold a number of people. The debris here does not reach to the roof so the characters will need to climb. This will require the acolyte to make hard (-20) climbing rolls to ascend 6 meters (from the top of the debris to the roof) and a concealment test at challenging (+0) difficulty. The area is rather dark here so only 1 test is required with the exception defined below

- a. If the test is failed then the character will not be able to go any further that round. The character will need to make an additional concealment test.
- b. A failure of 3 or more degrees will require the character to make a strength test to hold on. If this is failed they will fall. If they do hold on they will need to make a concealment test.

- c. A success means the character ascends one half their half move speeds with an additional meter per degree of success.

Once on the roof the players should be able to move around unseen. If an acolyte does make it to the roof they should be able to lower a rope to help others climb. From here the players should be able to enter the crypt at the debris near the 14 on the crypt map.

4. Cave

The party can elect to go through the cave at Area 5. See the entry for Area 5 on the details of this.

The players of course may elect to get in another way. If they do take a path not detailed here the GM will need to address the risks and chances of the acolytes pulling it off.

Crypt

The crypt is a large building constructed of stone and bronze. While rather tall (about 10 meters) the passageways inside are rather low. Most of the crypts and passages are low, only around 2 meters tall. The larger rooms however are quite tall, and these will be detailed below. The walls of the Crypt are very thick. Inside only the loudest noises will be heard from area to area. No noise should be able to pass beyond the outer walls. Gunfire inside the crypt will not be heard outside. In appearance the crypt was once filled with beautiful vases and works of art. These have long since fallen into disarray. Many were destroyed by the ravages of time, but most from the recent occupants.

The current residents are a collection of mutants who run this cult. When the party begins a fight, most of the other mutants in the crypt will come to their aid if they know the fight is happening. If the party is using gunfire then there will be little doubt as to what is happening.

1: Entrance

When the party comes upon the stairs read the following.

Pillar lined steps rise here to a large door. Before the door is a narrow landing some 3 meters above the ground. The door is large, around 3 meters tall, and is made of bronze.

The door is barred from the other side and should not be a simple thing to get through. If the party has the demolition charge, they should be able to use that to open the door. If they do open it in such a way it should not be possible to bar the door again from the inside.

If the occupants inside have not been warned then the party should be able to just knock and have it answered (see getting into the crypt).

2: Ante Chamber

Read the following description of this room.

Before you is a high room, about 5 meters tall. Large pillars stand in each corner. Each pillar is carved with designs of leaves that give you the impression of ivy climbing to the ceiling. Along the walls are the remains of portraits, though now most of them have faded or have been vandalized. Many have been crudely drawn over with a red substance. The remains of once rich furniture lay broken and scattered along the walls. Only 2 stone benches remain in any usable state. Sitting on each bench there is a brazier that burns with a dull red glow. The smell wafting from each of these leaves little doubt as to what they are burning. To your south is a large bronze double door. Each of the other walls has a smaller bronze door.

The room here is tall, about 5 meters tall. There is nothing of value left here anymore. There will be a group of mutants here. It is their job to guard and answer the door when the knocks come. This group will consist of 1 mutant priest and 6 mutants. If the party disguised themselves as dreg and carried a stretcher in here, these mutants will take the stretcher and ask the "Dregs" to leave. If the party refuses, or if they are not in disguise they will fight to the death.

3: Inner Chamber

This is the inner chamber and the center of the cults worship. Read the following when the party enters.

This tall chamber appears to have once been a room of great importance and wealth. Sculpted faces are engraved along the walls and two pillars sculpted with vines and leaves stand in the middle of the room. Beneath the sculpted faces are many stone pedestals that look to have once housed stone urns. Now, however, these have all been desecrated. The faces have been chipped and broken. Many have been smeared with blood and dung. Open mouths have had dung stuffed into them, and the eyes and teeth have been painted with blood. The pillar is dangling with many ropes, obviously intended to tie captives up based on the number of severed hands still attached to the ropes. Also hanging from these pillars are lamps made of skulls. Through the eyes they emit a dull orange glow making them look like creatures from some infernal hell. A foul smelling smoke issues from the cracks in the skull plates. The pedestals are still topped with the remains of stone pottery and ash, but sitting on top of each of these is now a skull. Painted or rather smeared all along the floor in blood are 3 circles making the shape of a pyramid.

In the north eastern corner of the room is a pile of debris from where the wall and ceiling have begun to collapse. Bronze doors are set in each of the walls; with the south wall having two doors.

This room is tall, about 5 meters in height. While foul, the room holds nothing of any true value any longer. If the occupants of this room have not yet been alerted the party will see 2 mutant priests on their knees bowing and chanting to the western door. Along the walls of this room stand 8 mutants that assist the priests. They will not tolerate any intruders to enter this room. The door to the north is locked. It is an old mechanical lock built into the bronze door (Ordinary +10 security test). There is also a concealed door in this room along the south wall. To discover it is a challenging (+0) search test. Pushing up on two of the faces at the same time can open it. If this is done, the door will slide upwards revealing a library beyond (area 5).

4: History Room

This room has tall ceiling about 3 meters in height. The walls of the room appear to have once been painted. From the few places where the painting has not been desecrated or faded you can tell that the paintings depicted the history of the tombs occupants. Now most have been scribbled on or faded.

A large brazier on the floor occupies the center of the room in which refuse and dung slowly burns. Scattered throughout the room are a number of crude bedrolls. To the south of the room are a number of intact barrels. To the north and west there are doors, the only visible exits to the room.

This room serves as the main dormitory of the cults priests. In this room will be Drog, the cult leader and 3 mutant priests. They will most likely have already left to help defend the Inner Chamber. The bedrolls will be dingy and of no value. A few personal possessions will be scatter about, but none of it will

be any value to more civilized people. The barrels in the south will contain dead rats, many of them half eaten.

5: Hidden Library

This room appears to have been untouched by the creatures that inhabit this crypt. Much of the furniture is still intact, and the normal desecrations of the walls you have seen through out the crypt have not been performed here. On the other side of the room you see a large pile of rubble, where the roof has begun to cave in. Moisture and this rubble appear to have taken a toll on the books and bookshelves in that part of the room. In the center of the room is a large table with chairs around it. You are relieved to see that the moisture has not destroyed all the books. One bookshelf near the door appears to be intact, and the books upon it look to be in good condition.

This is the room Xavier has been looking for. The ceiling will be 3 meters tall. He will immediately begin to inspect the books. There will be three books that are of importance to him, the others he will report as being nothing more than common books through out the Imperium. There will be 2 books of semi value that Xavier will show not interest in. This is Litanies of Faith Vol 1 and Vol 2. These can be kept as a reference material on Imperial Creed or sold (they have a value of 35 thrones each).

6: Crevice

This room is dominated by a large deep crevice. Projecting a light down into it reveals that it appears to be about 50 meters deep. On the east wall of the crevice, about 10 meters down, is a ledge with a gapping hole of a tunnel. Crossing the crevice is a makeshift bridge of planks and sheet metal. The bridge appears to be crude, but looks as if it could support a good bit of weight.

The north wall of the room looks to have collapsed. A mass of rubble is all that can be seen. To the south is a door that opens right over the crevice. There is a door exiting the room on both the east and west walls.

This is the room where the party will enter the crypt if they came through the cave. The bridge should be safe to cross, as it is sturdy, just crudely made. The bridge can be destroyed. If attacked it has an AP value of 8. Each hit that causes damage over this amount will reduce the AP value by 1. When the bridge reaches an AP value of 0 it will no longer be able to support a human. . If it has an AP value of 2 it will no longer be able to support a large creature (Snikrit). If the party uses the demo charge on this bridge it will be destroyed. There is little of value in this room. This room serves as a place where the party can trap Snikrit (see below) and as an entrance and exit from the crypt.

7: Royal Chamber

As you enter this room you notice that 2 large leaf wrought pillars stretch up to the ceiling high above your heads. The room contains many doors and between the doors are statues of scholarly looking men and women. The floor is a mosaic of tile forming the image of a burning torch and book. It is apparent that this was once a richly decorated room.

However, now it has been desecrated like the rest of the tomb. The floor is covered in skeletal and rotting remains. Many places on the floor have had been smeared with blood to make the shape of 3 circles forming a pyramid. Each of the statues has had the head crudely

knocked off. In the place of where the stone head once was now sits the large skull of a rat.

But all of this is nothing compared to the horror that has you paralyzed with fear. In the center of the room is a large bloated creature the size of a grox. From what you can tell this thing may have once been a rat as it shares many features similar to one. Now however it is a mass of toughened scar tissue and oozing sores. As it notices you it drops a mangled dreg from its mouth. The dreg, still half alive, seems to be giggling as it strikes the floor. The creature peers at you and issues a loud hiss. It then snatches the dreg in its maw and slowly shambles through a door to the north, the whole time the dreg in its jaws is giggling away.

It is the sound of crying that shakes you from the shock and fear of the foul creature. At the base of the first pillar you see another dreg, his legs half chewed off. He is weeping as he reaches to the north.

“Come back.” He moans. “You still eat me, I not dead yet. Bless me with your filth. Eat me! I still live.” With the last plea the dreg shudders as his eye glaze over in death.

While reading the above description the players will have been struck with fear (not a fear test, that needs to be tested once they engage the creature). As Snikrit disappears from sight they should be able to act again. The room itself has nothing of value. The ceiling is about 5 meters tall. See below for details on fighting Snikrit. All of the doors on the south wall will be locked (Hard –20) and are constructed of thick sturdy bronze. The doors to the north will have been broken down and the western door is unlocked.

8: Lady Vivet’s Chamber

The plaque on this door reads, “Lady Vivet”. Beyond the door you see a tomb now half filled with rubble. Much of the south and east wall is completely blocked by the rubble from the ceiling above. To the south you can see the end of a sarcophagus, now almost completely buried. The walls are hung with once richly detailed tapestries that are now little more than mold stained tatters.

There is nothing of value left in this room. The ceiling here is 3 meters tall.

9: Lord Mallon’s Chamber

The plaque on this door reads, “Lord Mallon the Wise”. Beyond the door you see a tomb that appears to not have been looted. Intact statues line the wall depicting scholars of legend. At the back of the tomb is a large sarcophagus.

If the sarcophagus is opened it will reveal the skeletal remains of Lord Mallon.

Inside the sarcophagus you see the skeletal remains of what you assume to be Lord Mallon. He is dressed in elegant, but now somewhat soiled and faded scholar robes. Lying on his chest is a large medallion that is attached to a gold chain around his neck. The medallion is of a torch over an open book.

He will be dressed in best quality scholar robes (worth only 100 thrones due to their condition). The medallion is the mark of office of the Tenebra Society for Enlightened Knowledge, and society dedicated to learning that died off with the downfall of Tenebra. Xavier will be very interested in obtaining this for the Schola museum. If the party tries to take this Xavier will protest and resist. If they continue,

then he will not perform the research, but will instead send a coded message (disguised as the research) to Sand. The medallion is worth 500 thrones. The ceiling here is 3 meters tall.

10: Lord Weldon's Chamber

This once elegant tomb is now a pit of decay and death. All traces of the finery that once decorated this room have been torn and broken. Remains of tapestries lay on the floor and shattered statues line the room. Lying on the floor are the half eaten corpses of about a dozen dregs, many have maggots swarming over them. You gag as the stench and filth of this room reaches your nostrils.

This room is where Snikrit puts his meals after they die. If somebody searches the bodies they will need to take a toughness test. If this is failed, they will become violently ill and be at -10 to all actions for the next hour. If this is failed by 3 or more degrees then they will also contract a disease and will be at -1d10 Strength and Toughness until medical facilities can be found to cure this. The ceiling here is 3 meters tall. There is nothing of value here.

11: Lady Beatrix's Chamber

The site of this room makes your stomach turn. At first you wonder why the floor is moving. Then you realize that it is a swarm of maggots radiating from a large nest at the north of the room. The nest is constructed of all manner of debris and filth. Aside from this nest there is nothing in the room. Sitting on the nest is the massive rat like creature, still chewing away at the giggling dreg. As it notices you it lets the dreg fall from it's jaws and climbs down from the nest.

The ceiling in this room is 3 meters tall. At this point the characters will need to take a fear test (fear level 2) due to the horror and Snikrit. Snikrit will move to attack the acolytes, but being how slow he is will not pursue if they flee. See below for ways to fight Snikrit. The maggots are harmless, though they do make moving at anything other than a half action move very difficult (test agility of fall prone). If somebody searches the nest they will need to take a toughness test. If this is failed, they will become violently ill and be at -10 to all actions for the next hour. If this is failed by 3 or more degrees then they will also contract a disease and will be at -1d10 Strength and Toughness until medical facilities can be found to cure this. There is nothing of value in this room.

12: Lord Kilton's Chamber

In contrast to most of the other horrors you have seen, this room appears very plain. The walls are bare, and no debris litters this room. A sarcophagus with its cover off sits at the north end of the room. The cover is leaning against it. The words "Lord Kilton the Just" are written on it.

The ceilings here are 3 meters tall. The sarcophagus is empty and there is nothing of value or interest in this room.

13: Guard Room

Peering into this room, you see what appears to have once been a guardroom. At the back of the room, along the west wall, is a pedestal. On either side of this are the skeletal remains of combat style servitors and their rusty weapons. Sitting on the pedestal is an ancient looking servo skull with what appears to be a strange tool arm protruding from it.

For the most part this room holds nothing of value. The weapons of the servitors have long since become useless and degraded. The servo skull was responsible for unlocking the crypts in the area. If a player has the security skill (or makes a Common Lore (Tech) +20 roll) they will be able to identify this attachment as a multi-key. The servitor is currently malfunctioned, but the acolytes can attempt to get it working (challenging Tech +0 roll). If this roll is failed by less than 2, then the acolyte will manage to remove the multi-key (+10 to security in this building only). If the party does manage to get the servo skull in working order it will obey simple commands (Follow, stop, open) for them, and can unlock any doors in this building. In addition they can take the servo skull with them. It has the security skill (locks only) but due to its dilapidated shape will be at -10 (Though a person skilled in security can use it's assistance as it has a small scanner and display that will give information on locks).

14: Lesser Crypts

These crypts will have all been entered and desecrated. Many will contain human remains (some more recent than others). There will be some remnants of the possessions of the people interred here, but none of this will be of any value. If the party entered the crypt from the roof then they will enter at the rubble in the southern part of this area.

15: Common Crypts

These rooms will have been broken into and desecrated. A few will have crude bedrolls and half eaten rats. The mutants in the crypt use this area for sleeping. A few of the rooms, at the GMs discretion, will have 2-3 mutants that will attack the party.

Fighting Snikrit

Defeating Snikrit will be the most challenging part of the scenario for the players. There are a number of ways they may elect to do this. He has a very good toughness bonus, so most attacks will do little or no damage to him. This means the players should come up with more creative ways to defeat him. Below are 3 possible ways. He will only fight if the players are in his lair area (the royal chamber or adjoining crypts) or if they are actively attacking him.

1. Straight Fight

This is most likely the most difficult way to defeat him, unless the party is heavily armed. He can be defeated in a straight fight, but it will take a good bit of firepower. The presence that has possession of him will not allow him to be led on a running fight. If the party tries extreme hit and run tactics, he will just retreat back to his lair.

2. Poison

One possibility is to poison him. Despite the fact that he is venomous and resistant to most poisons, the substance at Area 2: The Manufactora will have a major effect on him. If the party can get him to ingest this he will need to take a toughness test (no bonuses). If this is failed he will convulse and die in 3 rounds. If he passes this test he will still convulse for 1 round and then will be able to act as normal but will lose his unnatural toughness bonus. This will make him easier to fight in normal combat.

The key to this is getting him to ingest the poison. The acolytes will need to place this in his food source, which happens to be dregs. To make this even more difficult, he will only eat live victims. If the party can manage to capture a dreg, they should be able to force it to drink the poison (it has no effect on humans) and then shove them in for Snikrit.

3. Trap

The party may elect to lead Snikrit into a trap. If they try to get him into a small hallway they will have difficulty. He will not go into a small tight area, and if the acolytes get behind him he can always use his tail. They should be able to lure him (by fighting and making small retreats) to the crevice area (6). Once here the acolytes should be able to get him on to the bridge. The bridge will support his weight, but if they weaken it with damage or use the demolition charge it will break and Snikrit will fall. Even if the fall does not kill it, it will be trapped and unable to climb out.

Escaping the Crypt

Once the party has obtained the book for Xavier they will need to escape. They can exit in any of the ways they came in (detailed above). But they will have some additional option. They can elect to “scare” the cult. Displaying either the head of Drog or Snikrit can do this. If they display the head of Snikrit, the cult will panic and flee. In this case they will disperse and not come back. They will fear attacking anybody who could manage to kill their god. If they display the head of Drog, the cult will flee, but will soon rally and come back. In this case the party will come under attack as they make their way through Tenebra. The party should come under 1d6 ambushes on the way out. Before each ambush make an awareness test. If this test is passed the party will be aware of the ambush and may try to avoid it or fight. If it is failed they will be caught unaware and forced to fight. Each ambush will be by a dreg hunting party or mutants (see random encounters above).





Aftermath

Xavier will lead the party out of Tenebra by the same path they entered. Once near the outer layers of the hive he will pause and wait until nightfall to continue on. Once outside he will call the shuttle to take them back to Sibellus.

Once back in the Illuminti Division Xavier will say the follow based on how he was treated by the players. If they treated him well, respected his authority, and did not try to take items from the expedition that he wanted to recover he will say:

“Thank you again for the assistance you provided. I never expected the place to be crawling with those foul beings. As I promised I will look into the matter for Inquisitor Sand as soon as I get back to my office. It should only take me a day, two at the most, to complete this work. Here is the fee I promised you for escorting me. I have included a small additional amount for the difficulties we faced.” Xavier pulls a purse from his robes and distributes 50 thrones to each of you.

“There is a local hostel, The Librarian’s Rest, near the schola. Please feel free to stay there and have it charged to me. The proprietor knows who I am so you should have no issues with that. It is not a fancy place, but it will provide you with a comfortable bed and some good food. As soon as I finish the research I will send the data slate with the information over to you.”

After saying a final farewell Xavier heads off through the crowds. You make you way slowly to the hostel he had mentioned. It is indeed close to the Schola and while not overly elaborate it is infinitely better than where you have been sleeping the last few days. As you check in and are shown to your rooms, you each become aware of just how tired you are. Lying down in the comfortable bed you quickly fall asleep.

If they treated Xavier poorly read the following.

“Thank you again for the assistance. I will prepare a report for Inquisitor Sand as soon as I get back to my office. It should only take me a day. Here is the fee I promised you for escorting me. Xavier pulls a purse from his robes and distributes 25 thrones to each of you.

“There is a local hostel, The Librarian’s Rest, near the schola. You should stay there. As soon as I finish the report I will send the data slate with the report over to you.”

After saying a final farewell Xavier heads off through the crowds. You make you way slowly to the hostel he had mentioned. It is indeed close to the Schola and while not overly elaborate it is infinitely better than where you have been sleeping the last few days.

The players should do nothing for the remainder of the day but sleep. Early in the morning, while the acolytes are enjoying breakfast an envoy will arrive with the dataslate. The players should then make their way back to Inquisitor Sand. The dataslate will be encrypted and the players will not be able to read it. Once back at the Templum Mori read the following.

Once back at the Templum Mori you follow the same routine as before. You find yourself in the same room where you met

Inquisitor Sand the first time. The gurney is still over turned, the crates still line the wall, and the mirror still lines the wall opposite the door.

Once you are all in the room the door closes behind you. The mirror on the wall begins to become transparent, and you once again see the stainless steel medical room on the other side. Inquisitor Sand is standing there again dressed in medicae robes and his red overcoat. He nods to you and from the grated box on the ceiling you hear.

“Welcome back. I assume all went well and you were able to retrieve the information? You have been gone for quite a bit though. I would love to hear what happened?”

The party should have a chance to relay the events on to Sand. Once finished he will say the following.

“A very interesting tale. I must admit that I had no idea this little jaunt would lead to such high adventure. Tenebra has been a haven for heretics and mutants for a while now, but with more pressing matters closer to home we have never been able to give it the attention it deserves. I will pass this story along to others in the Ordo Hereticus.”

“But, come, let’s get to the point. Did you obtain the information from Xavier? I am sure you had or you would not be back here. Please let me see it.”

With that a trap door in the ceiling opens and a servo skull floats down. A manipulator mechandrite reaches out from the servo skull as if expecting you to give it something.

Once the party hands over the dataslate read the following depending upon how they treated Xavier. If the treated him fairly he will indeed have sent the information.

The servo skull flirts back up through the trap door in the ceiling. As the door closes you see if descend on the other side of the mirror. Sand reaches out and takes the dataslate. After tapping what you believe to be the code into it he begins to read. He appears solemn as he reads the contents. After a minute he looks up, it just registering that you are still standing there.

“I apologize. I am sure you have more important things to do than to watch me read. What I have seen so far is indeed troubling, but I will need to take this all in. Again I thank you and the Emperor thanks you for your service to him. Inquisitor Concero is still off planet so please stay around. I have a feeling that after I have analyzed this information you may get a call from me again.”

If they treated Xavier badly read the following.

The servo skull flirts back up through the trap door in the ceiling. As the door closes you see if descend on the other side of the mirror. Sand reaches out and takes the dataslate. After tapping what you believe to be the code into it he begins to read.

He appears confused at first, and then seems to grow angry. You watch as he quickly scans through the document. Suddenly he throws the dataslate against the wall where it shatters. Anger clearly visible on his face he glares at you and says, “Do you think you are full fledged Inquisitors or even Acolytes of an inner circle? I sent you on a simple mission and you could not even do that correctly. Do you think you can mistreat such a valuable resource such as Xavier and not suffer

any consequences for it? That report had a detailed account of just how you behaved on your little expedition. Such behavior is not acceptable give that you did not get me the results I needed. That information was more important than any amount of money or any item. It was more important than each of your lives. Because of how you have treated him he has refused to perform the analysis I needed. Now many countless citizens of the Emperor will suffer because of this. Your action will mean countless more deaths. Well they will not suffer alone.”

Sand punches a key on his command lecture and a gas begins to issue into the room from the grate on the ceiling. Frantically you begin to look for an exit, but fail. The heavy solid door is locked, and the glass appears to be far stronger than any normal glass. Eventually the gas overtakes you, and you collapse to the floor.

At this point the scenario is over. If they succeeded Inquisitor Sand will call upon them again to continue the struggle against the Logician. If they failed...well that is up to the GM.

NPCs

Xavier

Lexographer Xavier															
WS	BS	S		T		Ag		Int		Per		WP	Fel		
25	31	2	5	3	1	3	0	6	0	4	7	4	6	3	5

Movement: 3/6/9/18

Wounds: 13

Skills: Awareness +20, Dodge, Inquiry, Scrutiny, Tech-Use, Literacy +20, Trade (Copyist), Common Lore (Imperium, Tech) +20, Scholastic Lore (Legend, Cults) +20, Speak Language (High Gothic) +10, Logic, Scholastic Lore (Occult) +10, Forbidden Lore (Heresy) +20, Common Lore (Machine Cult), Forbidden Lore (Inquisition), Scholastic Lore (Numerology, Heraldry, Imperial Creed)

Talents: Pistol Training (SP), Light Sleeper, Sprint, Peer (Academics), Total Recall, Armor of Contempt, Binary Chatter, and Paranoia

Traits: 21 Insanity Points, 4 Corruption Points, +3 Initiative

Armor: Xeno Mesh (Arms, Body, Legs 4)

Weapons: Stub Automatic (30m s/3/- 1D10+3I Clip 9 rld:Full), Fists (1d5-1I)

Gear: Backpack, week rations, Chrono, filtration plugs, Auspex, data slate, glow-globe, micro-bead, pict recorder, writing kit, and a box of 40 stubber rounds.

Cult Dreg

Cult Dreg															
WS	BS	S		T		Ag		Int		Per		WP	Fel		
18	18	2	5	3	0	3	0	3	0	2	5	2	0	1	0

Movement: 3/6/9/18

Wounds: 10

Skills: Awareness (Per), Carouse (T), Common Lore (Hive Tenebra), Concealment (Ag), Deceive (Fel), Intimidate (S), Speak Language (Low Gothic) (Int)

Talents: Basic Weapon Training (SP), Pistol Training (SP), Melee Weapon Training (Primitive)

Traits: Dark Sight (Can see in areas of very low light as if it were a bright night).

Armor: None

Weapons: Club (1d10+2I, primitive), Poor Rifle (100m s/- 1d10+3I clip 5, rld:Full, Unreliable)

Gear: old clothing, scraps of food.

Cult Mutant

These mutants have been “blessed” by Nurgle and as such are covered with scabs and patches of decaying but toughened skin on various parts of their bodies. All will exhibit hideous scars and deformed body parts, almost as if something had been chewing on them.

Cult Mutant															
WS	BS	S		T		Ag		Int		Per		WP	Fel		
22	22	3	6	3	6	2	2	2	2	3	0	2	5	2	0

Movement: 2/4/6/12

Wounds: 12

Skills: Climb (S), Common Lore (Hive Tenebra) (Int), Speak Language (Low Gothic) (Int), Survival (Int)

Talents: Melee Weapon Training (Primitive)

Traits: Tough Hide, Dark Sight (Can see in areas of very low light as if it were a bright night).

Armor: Tough Skin AP1

Weapons: Club (1d10+3I, Primitive), Fists (1d5I)

Gear: Dirty clothes, rat skull charm, club.

Cult Mutant Priest

These mutants have been “blessed” by Nurgle and as such are covered with scabs deformities just like their lesser brothers above. Unlike the normal cult mutants, these will have the scars and scabs over their entire body.

Cult Mutant Priest															
WS	BS	S		T		Ag		Int		Per		WP		Fel	
27	22	3	6	4	1	2	2	1	7	3	0	2	5	1	5

Movement: 2/4/6/12

Wounds: 12

Skills: Climb (S), Common Lore (Hive Tenebra) (Int), Speak Language (Low Gothic) (Int), Survival (Int), Forbidden Lore (Rat Cult)

Talents: Melee Weapon Training (Primitive)

Traits: Tough Hide (2), Tox Blood, Nightsider (Dark Sight)

Armor: Tough Skin AP2

Weapons: Club (1d10+3I, Primitive), Fists (1d5I)

Gear: Dirty clothes, rat skull charm, club.

Drog

Cult Leader Drog															
WS	BS	S		T		Ag		Int		Per		WP		Fel	
30	22	4	1	5	3	2	3	2	3	3	3	3	7	2	9

Movement: 2/4/6/12

Wounds: 14

Skills: Climb (S), Common Lore (Hive Tenebra) (Int), Speak Language (Low Gothic) (Int), Survival (Int), Forbidden Lore (Rat Cult), Invocation (WP), Dodge (Ag), Intimidate (S), Carouse (T).

Talents: Melee Weapon Training (Primitive), Psy Rating 1, Basic Weapon Training (Primitive)

Traits: Tough Hide (2), Tox Blood, Nightsider (Dark Sight), Necrophage (regeneration)

Powers: Call Creature (9), Inflict Pain (8), Distort Vision (8)

Armor: Tough Skin AP2

Weapons: Staff (1d10+4I, Primitive, balanced), Fists (1d5+1I), Crossbow (30m, S/-/- 1d10R clip 1, rld:full, primitive)

Gear: Dirty robes, staff, crossbow, rat skull charm, and raw flesh.

Note: If Drog is about to die. His last act will be to attempt to Call Creatures. If this works then 1d10 Plague Rats will appear after 2d10 minutes. If the party is still in this area, the rats will attack them.

Blood Rats

Scavengers and carrion eaters, these mutated vermin can prove dangerous to the unwary. The taste of blood can drive them into a feeding frenzy and they readily kill and eat their own kind. They appear to be rats with red-brown fur that glistens as if with blood.

Blood Rats															
WS	BS	S		T		Ag		Int		Per		WP		Fel	
22	-	1	3	1	0	3	0	1	1	3	5	1	3	-	-

Movement: 4/8/12/24

Wounds: 3

Skills: Awareness (Per) +10, Climb (S) +20, Concealment (Ag) +10, Silent Move (Ag) +10, Swim (S).

Talents: None

Traits: Bestial (subject to Fear from fire, loud noises etc.), Quadruped, Size Puny (-20 to hit), Feeding Frenzy (if they inflict Damage with their bite, they gain +10 to attack in the next combat round).

Weapons: Bite (1d5+1 I, Primitive)

Plague Rats

These rats are large, about the size of a dog, carnivorous hunters. They are not afraid to take on a human and routinely hunt them in packs. They are armed with sharp teeth dripping with venomous saliva. They appear as large dark furred rats with overly large, teeth filled mouths that drip saliva.

WS	BS	S		T		Ag		Int		Per		WP		Fel	
30	-	2	0	3	0	3	0	1	5	3	5	1	5	-	-

Movement: 5/10/15/30

Wounds: 7

Skills: Awareness (Per) +10, Climb (S) +20, Concealment (Ag), Silent Move (Ag), Swim (S).

Talents: None

Traits: Bestial (subject to Fear from fire, loud noises etc.), Scrawny, Quadruped, Resistance (Poison), Dark Sight, Natural Weapons, Toxic

Weapons: Bite (1d10+2 R, Primitive) Toxic

Snikrit

Rat "god" Snikrit – Favored of Nurgle															
WS	BS	S		T		Ag		Int		Per		WP		Fel	
40	-	5	2	6	3	2	2	0	1	2	3	2	5	-	-

Movement: 4/8/12/-

Wounds: 32

Skills: Awareness (Per) +10,

Talents:

Traits: Quadruped, Hulking, Frenzy, Fear (2), Corpulent (Unnatural Toughness, may not run), Nightsider (Dark Sight), Toxic, Natural Weapons, Tox Blood, From Beyond

Weapons: Bite (1d10+5 R) Toxic, Tail (1d10+6 I) The typical attack will be his bite, only using his tail if somebody is behind him.



1 cm = 20 m

