

The Eternal Tide

"The genetic blasphemies committed by the Adranti should never be misconstrued as anything else. However, the knowledge they possessed about the nature of life must have been immense. For example, some Spectorin specimens appear to have existed not just as species, but as individuals, for thousands of years, untouched by time."

-- Magos Genetus Halix Redole

The Eternal Tide takes the Acolytes to the ocean world of Spectoris, home of the infamous Magos Genetus Halix Redole. A heretic with shadowy connections to their own Inquisitor has stolen documents penned by Redole, and appears to be on the trail of greater forbidden knowledge. The Acolytes will have to explore the forgotten depths of the ocean, brave the unfamiliar territory of the open sea, and tangle with savage criminals in order to track their quarry. They may also find themselves faced with some deep questions of what they desire, and who they can trust.

Using This Adventure

This adventure is written for a group of 4 to 6 Acolytes in their fifth career (3000 to 6000 XP). Because the most challenging foes in the adventure are creatures, their profiles can easily be scaled up or down to accommodate different levels of play. The number of poachers can also be adjusted as needed. A mix of investigative, social, and combat characters is recommended.

The driver for the mission is the Inquisitor's past, meaning it can easily be run for a game set in any Ordo. It provides the opportunity to raise questions about the oft-enigmatic authority figure the Acolytes report to. This can be a chance simply to flavor future interactions in your campaign, or to foreshadow larger revelations to come. If your Inquisitor is too young for the events in 766 to have transpired, feel free to move them back as many decades as necessary.

The adventure references several other books in the Dark Heresy line, but the only one necessary to run should be the core rulebook. Any necessary rules, information, and equipment contained in the other supplemental books have been reproduced here for ease of use.

An Overview of the Adventure

Efforts to populate the "complete ocean" planet of Spectoris began in 312.M41. Although initial attempts failed due to hostile indigenous species, the Oranicist Magos Genetus Halix Redole finally find a way around the ferocious native life in 348.M41, and colonization began in earnest. Redole's name became synonymous with the Organicist faction over the centuries, as he unlocked one biological secret after another.

In 766.M41, he finally passed his research on to the Inquisition. But a young Acolyte from Dusk, named Caerivus, was involved in the handling of these materials before they were locked away. He became convinced Redole had discovered the secret for true immortality, and the desire for this forbidden knowledge consumed him. This led to his fall from the Inquisition, and associations with such unsavory groups as the Beast House, who share his interest in xeno-forms.

Recently, through a clever plan involving modified servitors, he has finally laid his hands on documents from the Library of Knowing which contain the location of Redole's hidden research facility on Spectoris. With the help of the Steel Savages, he intends to take the information he needs from the Genetor's facility, and begin re-creating Redole's work.

The Acolytes are first drawn into the situation by the theft of the documents from the Library of Knowing. They will journey to Spectoris, and land in the sole imperial habitat of Enkaiden. Eventually they will learn that Caerivus set sail with the Steel Savages for a particularly dangerous part of the ocean called the Carrion Gorges, and follow.

On the edges of the Carrion Gorges, they will discover Redole's Sphere, where he conducted most of his long centuries of examination into the xeno-forms of Spectoris. Caerivus has already taken what he needs by the time the Acolytes arrive (and is unfortunately not far away), but the Sphere is not without clues to the heretic's aims.

When the Acolytes surface from the Sphere, they will find themselves faced with the Steel Savages, and most likely taken prisoner. But as they are dragged along on Caerivus's dangerous quest for the first specimen in his research list, he will reveal his real ambition of immortality, and offer to share it with the Acolytes.

While they are still being left to consider his offer, the Steel Savages will reach their hunting grounds. But their prey proves more dangerous than even they can handle, and the poachers' bloody battle with a Spectorin predator will provide the Acolytes a chance to gain the upper hand.

Running a Scenario at Sea

There are certain mechanical questions that may arise when running a game on a world like Spectoris. Prior to running this scenario, GM's may wish to familiarize themselves with the rules for Suffocation and holding your breath on page 210 of the core rulebook, and the Swim skill rules on page 214. The Inquisitor's Handbook also has additional rules for the Swim skill on page 238, and the following rules for Aquatic Combat: When submerged, Weapon Skill and Ballistics Skill tests are at -20. A Swim test is required to move effectively during aquatic combat. If the test is passed by two more degrees, the difficulty of attack tests is reduced to -10.

Note that the Drive (Ground Vehicle) skill covers water craft.

The following items of equipment may also become relevant:

Void Suits (protection from temperature and pressure) and Re-Breathers, core rulebook page 147

Environmental Bodygloves and Redole Rebreathers, Inquisitor's Handbook pages 151-153

Wetsuits, Appendix: New Equipment

Mission Briefing

The tone as the Acolytes are summoned to the nearest available briefing facility is rushed. It is not their Inquisitor who awaits them, but one of his agents. This adventure uses Friedrich Iandus, but feel free to substitute an appropriate senior retinue member of your own. It also assumes they are located on Scintilla. If your campaign is based elsewhere, you will need to arrange their presence somewhere Rimward from Fenksworld. Friedrich paces restlessly until the group has arrived, his demeanor discouraging small talk. As soon as the Acolyte arrives, he begins:

"As some of you may be aware, our master recently left to attend a matter on Fenksworld. Why our holy organization has not burned the Library of Knowing to the ground is surely beyond my understanding. Allow me to explain what he found, and its bearing on all of you."

"There was an assault on the Library, or inside the Library to be more precise. Several of its servitors 'malfunctioned' and attacked the staff and guards. They were eventually put down, but you can imagine it made something of a disturbance. And it has been our experience that a disturbance in that house of cancerous knowledge almost certainly means someone was using it as a cover for theft."

"In this case, someone was a man named Caerivus. You will find his pict on that dataslate. We believe he stole some hence uncatalogued documents penned by the Magos Genetus Halix Redole. We can't be sure of their exact contents, but we do know Caerivus immediately began seeking passage to Spectoris. By the time our master arrived, the culprit was gone."

"Your orders have been delivered by astropathic transmission. The hope is that being closer to Spectoris, you can arrive before Caerivus can use the stolen documents for his foul aims. The Second Gale is waiting in orbit to transport you. Discover what he has stolen and retrieve it. We would prefer him alive, but do what you must. Just make sure you deal with the fruit of any heretical seeds he's planted."

Iandus distributes a dataslate with brief information on Spectoris, (see the Planetary Briefing in the Appendix) as well as a pict of Caerivus. Their quarry has pale skin and dark, tangled hair. His face has the ageless quality that comes with too many juvenatis treatments. There is no additional data provided on Caerivus. If the Acolytes make queries on this subject, Iandus will reluctantly reveal that he is a former Inquisitorial agent, who ran after his failed attempts to access forbidden Inquisition datacrypts containing Redole's research.

Iandus will avoid stating that Caerivus was in their own Inquisitor's employ unless asked directly. His only personal commentary on the man is that *"he is just one more soul claimed by the madness the Genetor's knowledge creates."*

The Acolytes are given an hour to gather their equipment before the Second Gale departs. Any Acolyte passing a **Difficult (-10) Forbidden Lore: Xenos** test will be aware of restricted information not included in the briefing. Redole spent much of his long tenure on Spectoris studying its sea life, and came to the conclusion that the particular ferocity of its ocean's inhabitants was the result of genetic experiments by the Adranti. Redole was not just a brilliant Genetor. His findings are rife with the secrets of xenofoms and the Adranti's knowledge of how to tamper with them. In the hands of a heretic, they could be put to terrible use. (For more information on the Adranti, see Purge the Unclean.)

The Library of Knowing

The Library of Knowing dates back to sector's founding, and is one of the largest repositories of information in the Calixis Sector. Unlike the Prol System or the tightly restricted Inquisitorial archives in the Tricorn Palace, the Library of Knowing is run by the planetary governor of Fenksworld. For centuries, House Vaahkon has slowly added to the core of knowledge accumulated by Lord Militant Angevin. By the very orders which have kept such an institution open, it ostensibly holds nothing of a heretical bent. But knowledge is an insidious threat, and numerous cases exist over the years of seemingly innocuous material in the vast stacks having been turned to unexpectedly dangerous ends. These events, combined with persistent rumors of forbidden texts held in secret makes the Holy Ordos no friend to the Library of Knowing. But the short list of patrons is powerful indeed, as is Angevin's writ which founded it. If the Acolytes inquire more deeply into its nature and why it persists, landus will answer truthfully, but his responses are definitely colored by his dislike for the place's continued existence. For more information on the Library of Knowing, see page 324 of the Core Rulebook, and page 135 of Disciples of the Dark Gods.

Journey and Arrival

The Second Gale is a large chartist vessel which runs the stable warp route between Spectoris, Tranch, and Scintilla. Its name references the Second Army Group of General Drusus. Both within and without, the ship is austere save for engravings and iconography of the Calixis Sector's patron saint. The original Captain Grayl had the honor of serving under the saint, and has passed down to his descendants a strong reverence for Drusus, along with the ship and the charter defining its path. The current captain, Linus Grayl, will speak with the Acolytes when they come aboard.

The captain is aged to the point that his frame stoops. Even before he speaks, you hear the wheezing of his augmetic lung. *"My men aren't aware of who you are, and I think it's best we keep it that way. I've ordered them to stay out of your way, I'd ask you to stay out of theirs. I didn't exactly volunteer for this if you know what I mean, and no offense, honorable sirs (and ladies), but I really just want you off my route."*

They are accommodated in two adjoining bunk rooms, stocked with enough rations to last the journey. Unless the Acolytes make special attempts to disrupt the mandate of separation, their journey is likely to pass uneventfully.

A young pilot named Eli (doing his best to remain professional in front of these important passengers) shuttles the Acolytes down to the stablest landing platform on the planet, and the one Imperial city: Enkaiden. Eli has been to Spectoris a few times before, though spent most of his time at the spaceport and in the Expanse (see map). If asked, he can give a rough overview of Enkaiden as described in the following sections, interlaced with stories like the following:

"We don't really get to see much beyond the port, but you should hear the stories the sailors tell around the Expanse! They've got fish there that can swallow a ship a whole. They also say there's xenos living at the bottom of the ocean where we can't find 'em, but some day they'll rise up. Some people even say the ocean has a brain, and that's why everyone's got to hide their ships from it, because it doesn't want us there."

The Second Gale will not be staying to wait for the Acolytes, but is continuing back to Tranch. They have been given an allotment of thrones for acquiring return passage, and with the high volume of traffic Spectoris sees, should have little difficulty in doing so once they are ready.

On approach, Enkaiden appears as a nearly flat disk. Due to the violence of the planet's stormy season, structures taller than a few stories are unwise on the surface layer. Domes and circular architecture are prevalent among the visible buildings. The shuttle's destination seems to be the spaceport atop a centrally located disk, elevated higher than anything else on the surface. Spaced at even intervals around it are the second highest structures, also circles on concave pillars. As you draw closer, these appear to each support an Imperial cathedral. This tiny slice of surface habitat sits atop the giant cylindrical shape which encloses the rest of Enkaiden. According to your briefing, the city extends thousands of feet beneath the water, before finally reaching the submarine peak on which the settlement is built. Because of the tidal changes in sea level, several stories of the supporting habitat are currently visible above the water. Rather than metal or glasteel, a thick layer of multi-hued coral coats the exposed exterior.

The shuttle sets down smoothly on a landing pad atop the circular spaceport. Cargo transports pack the area; loading zones are piles with crates of finished protein rations bound for Tranch and stasis containers full of fresh delicacies. The Oranicist presence on the planet is immediately evident. Most of the servitors have few mechanical parts, and there are a number of unusual lifeforms being utilized. The two most prevalent are the allsodile, a squat lizard with a scaled back engineered to be flat and stable. Judging from the loads atop them, they seem to be capable of bearing immense weight. The second is aereus algae. Open vats of the photo-reactive substance dot the spaceport, their contents pulsing with copper light and a myriad of cables strung into each, harvesting the bio-electricity. Below, the platform is ringed with inns and shops catering to off-worlders. The day is bright as the acolytes emerge, and the air smells of salt and fish. The ocean glitters at the distant circumference of the city. No one pays the characters any mind; meeting Spectoris's massive tithe quota requires constant toil.

Enkaiden

Named in an ancient Terran dialect, Enkaiden roughly means "Hall of the Deep Sea." An eighth of Spectoris's two million inhabitants live here, in the only Imperial habitat. The base of the cylindrical city sits atop the planet's highest submarine mountain. From there, the coral-coated structure rises to just above sea level, providing a stable port to the constant stream of cargo haulers from across the sector. All levels of Enkaiden except the highest are ready for submersion with the changing tide levels. To that end, even the sublevels that sometimes extend above sea level are windowless and crusted in coral, with temperature-regulated water and plankton nutrients flowing down the sides to keep the coral sustained.

Spectoris has one of the Calixis Sector's highest concentrations of the Organicist faction of the Adeptus Mechanicus. This is for two reasons: First, the greatest Organicist luminary in recent memory, Halix Redole, spent centuries on Spectoris and made it his primary point of research. Second, the nature of the planet makes organically based technology a necessity. The high moisture and salt content mean that all but the most inert metals will quickly corrode, and commerce is constantly dependant on solutions like coral paste to mask foreign objects from the ocean's natural predators.

From the early days of colonization, much effort was put into assuring the laborers necessary to harvest the ocean's were devoted to their task. The ideals of the Sepulchral Brotherhood were heavily incorporated into the culture, and the surface landscape, which features the spaceport (from which Tithes are taken off planet) as the largest and most central structure is deliberate. It was meant to resemble a giant offering platform to the sky, with the three largest churches on Enkaiden also built on elevated disks, enforcing the spiritual nature of the tithe. When the Brotherhood was dissolved in 560.M41 and re-formed as the Devayne Incorporation, they maintained a heavy presence on Spectoris and quickly began acquiring thralls. Today, a large percentage of the laborers who live in the city's submerged levels and labor in the processing manufactories there are thralls of the Devayne Incorporation.

The cramped upper sublevels reek constantly of fish, and the sound of dripping water echoes through slowly rusting gantries. Enkaiden becomes less populated the closer one descends to its mountain base, with few people in living memory every having seen the places where habitat and mountain meet. Myths persist of shadowy figures living within the mountain itself, present since the time of colonization. In addition to a pervasive belief in the holiness of labor, natives of Spectoris are superstitious even by Imperial standards. Between the moon's effect on tidal activity, and the fact the protective coral only breeds around a full moon, a great many beliefs have built up around the planet's satellite, Menzies. Spheres and lunar colors are common in the art, architecture, and fashion of Enkaiden. Local dialect incorporates a great deal of nautical terminology, such as referring to thrones as "fins" or "scales." The upper city is roughly divided into three subsections, each centralized around one of the three main elevated churches. Buildings are rarely more than a few stories high thanks the planet's violent storms, with the solid and meticulously maintained spaceport and central churches being the highest structures on the surface.

1: The Spaceport

The elevated spaceport is at the center of Enkaiden's surface, and is the city's highest point. See the previous section for more description.

2: Organicist Enclave

The Organicist Enclave is obscured within a large membranous cover that keeps it safe from the ocean's natural predators. The entrance into the long, unstable tunnel is on one of the upper decks of Enkaiden's sublevel. Several Skitarii biologically enhanced guard the entrance, and no one outside the order is allowed to enter without invitation.

3: The Expanse

The majority of surface docks for sea vessels are on the northern part of the city. As a result, this third of Enkaiden caters to the cargo and crew of those vessels. Closest to the docks are many shops, bars, and eateries which see a constant stream of sailors and petty merchants. Similar establishments rim the Temple of Labor's Virtue. However, the center of the area contains several large, plain looking warehouses. The middle of the three docking arcs is reserved for submarine vessels, while the other two service

surface ships. The colony's few atmospheric flying craft berth at the Spaceport.

4: The Temple to Labor's Virtue

One might expect sailors to frequent the focal church in the Expanse, but they content themselves with various smaller shrines closer to the docks. The parishioners of the Temple to Labor's Virtue are with few exceptions thralls of the Devayne Incorporation. The Temple itself is a vast and beautiful building, covered in tile murals of hard working citizens receiving the Emperor's blessing. Originally a pulpit for the Sepulchral Brotherhood, it was later "gifted" to the Adeptus Ministorum during the reformation which birthed the Devayne Incorporation. In practice the lines are blurred, with large donations from the Incorporation paying for the Temple's upkeep, and the clergy preaching dogma quite in keeping with the organizations creed of piety through toil. The Temple holds services day and night, with the Devayne Incorporation thralls cycled through, so that each one attends worship in the Temple approximately once a month.

5: Merchant District

The western third of the city's surface is full of walled estates with hydroponically maintained lawns surrounding ostentatious manors. As the only place on Spectoris where stable homes can be built above the water, the most expensive and sought after real estate on planet is found here. Only the richest inhabitants can afford the prices, mostly merchant families. While a few Great Houses other than Devayne have holdings on Spectoris, nobility is largely a local affair in Enkaiden. Most merchant families draw their wealth solely from planetary exports, and while powerful on Spectoris, their scope is limited beyond.

6: The Cathedral of Calm Seas

The Cathedral's exterior is covered in reliefs and statuary of pure gold (to avoid tarnish). The gleam is so bright that it is visible from practically any point on Enkaiden's surface where the spaceport does not intervene. Inside, the vaulted ceilings are supported by giant pillars carved in the likenesses of both Calixian and planetary saints (including Saint Cyrus, the patron saint of fair weather). The elite of Enkaiden worship here, and then move to the shops and restaurants which surround the cathedral for less pious revelry.

7: Dathonvale Manse

The Dathonvale Manse is built of gleaming gray stone, mined from the slopes of the submarine mountain on which Enkaiden is built. Like most homes in the merchant district, it is surrounded by a large wall, and has a lush lawn and gardens.

8: Administratum District

The Administratum to some degree rankles at this reference to the eastern third of the city. While it does contain all of Enkaiden's official offices, as well as the local dispatch of Arbites and tithe enforcers, the local headquarters of the Devayne Incorporation is also in this part of the city. The fact that the populace so easily lumps the two together does little to assuage accusations that the Devayne Incorporation's power crosses accepted boundaries into the political and spiritual.

9: Church of Golden Providence

Like the other central churches, the Church of Golden Providence caters largely to the residents of the district it defines. However, with the Devayne Incorporation members choosing to frequent the Temple of Labor's Virtue instead, it sees relatively less traffic than the other two. It is no less elaborately built, and boasts several holy relics.

10: Devayne Incorporation Offices

This vast complex of dove grey buildings is linked by a series of walkways at various elevations. It also extends thousands of feet below the surface level, connecting to various packing facilities and other manufactories owned by the Devayne Incorporation, as well as thrall habitats.

11: Regulationist Headquarters

Despite a title that sounds deliberately similar to an official one of the Arbites, the Regulationists who keep order on Enkaiden are far from impartial. While their wages are paid by the Administratum, most of their equipment and facilities are subsidized by the Devayne Incorporation. In practice, the Regulationists spend most of their time monitoring the other mercantile organizations and dealing with the petty crimes of a bustling port like Enkaiden.

Once they offload from the shuttle, the Acolytes can now begin their investigation. The important locations on the surface are detailed below. **Ordinary (+10) Inquiry Tests** (further modified by the location being worked) can be made to seek information on Caerivus. See the included table for sample responses.

Inquiry Tables

Small bits of information gained with average rolls can be used to ask more specific questions, equating to a bonus to further Inquiry rolls on the same subject. If findings are shared within the other Acolytes, they may also benefit from the bonus on future rolls. Results on this table are cumulative. (Results from 1 degree of success also include the results received with 0 degrees, and so on.)

Inquiry rolls looking for Caerivus	
Caerivus spent little time in the Administratum District and the Merchant District. There is a -10 modifier if not inquiring in the Expanse, the Spaceport, or the submerged levels of the station.	
Degrees of Success	Sample Result
0 degrees	“He came through here about a week ago. He seemed to be making preparations to go out to sea.”
1 degree	“He's come through Enkaiden a few times. He spends a fair bit of time with Captain Anthony and his crew though, and they're a questionable lot. He seems more of a thinker than a sailor. Maybe he has something to do with how Anthony always seems to be able to get coral paste and the like. Some people say they have a contact in the Adeptus Mechanicus.” +20 to further rolls on this chart.
2 degrees	“He's some associate of Liam Anthony's all right. Or whoever Anthony works for. Everyone knows Anthony captains the Lantern. They're a poaching ship, and some people even say part of something bigger than that. Anthony just left in the last couple days, but someone in the Expanse ought to know more about where they went.” +10 to rolls on the Steel Savages Inquiry chart
3+ degrees	“The techpriest I've seen him meeting with is Tez'kir. He's an Organicist, so he lives in their compound. But he spends a lot of time working on servitors at the Spaceport and around the docks. That seems to be pretty much all he does, is mess with servitors. But maybe that's normal?”

Inquiry Rolls on the Steel Savages	
Separate tests can be used to learn more about Captain Liam Anthony and his ships.	
Degrees of Success	Sample Result
0 degrees	Liam Anthony captains the Lantern. He also gives order to two other ships, the Ray and the Nightwing, whose captains report to him. They typically dock at a shady rig about a hundred kilometers out from Enkaiden, and then take small transports into town. All of their crews headed out about three days ago.
1 degree	“Everybody knows what Anthony's ships really do, that's why they never come into port. And they're not the kind of poachers that just scoop some fish out of the sea. They're a dangerous bunch- big game hunters. Apparently there's quite a market for the dangerous fishies out in the deeps. Anthony's group calls themselves the Steel Savages. I heard one of their crew got left behind before their last trip though. Arrested or something.” +10 to further rolls on this table.

2 degrees	“The Steel Savages are actually a bigger organization. They all report to someone off planet by the name of Rozel Brisson, and the rumors about him are terrible. The kid who just left Anthony's crew is Hale Nawester. You'll probably find him mooning over Millie Dathonvale. He was only sailing with the Savages to make enough money to impress her.” +20 to further rolls on this table.
3+ degrees	“I've heard Brisson and the Steel Savages are part of some bigger operation called the Beast House. Don't know anything more about that, and I don't think I want to. Hale is actually sitting in the local Regulator detention cells right now. Apparently the Dathonvales had him tossed in there for coming around too much.”

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The Scelus Reef

The “shady rig” referred to on the Inquiry Table where the Steel Savages anchor is called the Scelus Reef. A visit there isn't necessary to the investigation if the Acolytes pursue the Hale Nawester angle, but should a detour happen, here are a few details: The Reef is a relic of a failed mining venture some two hundred years back. The scaffolding extends all the way to the ocean floor and at this point is nearly a solid barrier of coral. Hundreds of small metal constructs cling to the metalwork above water. It is a den of criminal activity on Spectoris, and frequently the site of harrying raids by the Regulationists and Arbites. It is spared larger military action only because of uncertainty about the seismic and tidal ramifications a large assault might have on nearby Enkaiden. The Lantern, the Ray, and Nightwing were recently docked there for a few weeks while the crew conducted business on Enkaiden. They left for the Carrion Gorges about three days before the Acolytes arrived on planet.

Avenues of Exploration

Tez'kir

If the Acolytes learn about Caerivus's associate in the Adeptus Mechanicus, they are likely to want to pursue. Tez'kir can usually be found in the Organicist Enclave, or at the spaceport. Without a very convincing story, they are unlikely to gain entrance to the Enclave. If they openly reveal themselves as members of the Inquisition, the Organicist faction will hold Tez'kir, but will insist on credential verification before allowing their member to be questioned. This will require the Acolytes also reveal themselves to the Tithe Office, who has the only Astropath on planet, and then to wait several days for the appropriate bureaucracy to process.

Should this seem like an unappealing option, Tez'kir also regularly visits the spaceport to maintain their servitors. Read or paraphrase the following if the Acolytes approach him.

The techpriest hovering single-mindedly over a sparking servitor is tall and gaunt. He wears the usual red robe of his order, but unlike most other tech priests on the planet, his few external implants seem to be made of high quality rust-proof materials.

Obviously his involvement in a conspiracy to rob the Library of Knowing is not something he is eager to talk about, and social rolls to coax or force the the information are **Difficult (-10)**. But the truth is he is frightened, evidenced in his words, if not his distant voice, once he starts talking:

“Study of the Ommisiah's design is all. Such a blessing and a curse, for this place to be so full of those who understand the secrets biologis, but so unforgiving to his works of steel. I can see his master work, where we have used both flesh sculpted with his holy rites and machines to improve ourselves. I did what I had to, to continue my research. But Caerivus found out. If I didn't create the servitors he asked for, he was going to tell my superiors about my arrangements to supply services to the Liam Anthony.” He stiffens. *“So once again, I did what I had to do. When I have finally realized the Ommnisiah's vision, everyone will realize sacrifices had to be made.”*

Tez'kir doesn't know where Caerivus has gone, but will provide whatever help he can if they agree not to reveal him. Of course, the Acolytes may very well decide he needs to be dealt with.

The Dathonvales

The Dathonvale Manse is in the public registry, and located in the Merchant District. But if the Acolytes go there looking for information on Hale Nawester, they are in for a chilly greeting. The Dathonvales (including Millie) are quite done with Hale. But Sire Baromir Dathonvale would gladly get rid of them by directing them to his daughter's former suitor:

"You look like a serious bunch. That sea rat get himself into bigger trouble? Well I knew he was no good. If you want him, he's in a Regulationist cell where he belong. You go find him there, and good riddance."

Hale Nawester

Hale Nawester is currently being held at the Regulationist HQ in the Administratum District. Praetia Mercer meets any inquiries about him. She is a thin woman in her early forties; her brown hair is just beginning to show silver.

"I didn't know the kid even had anyone else on Enkaiden who knew him. He owe you money? He's only doing a month in the cells because he had to be dragged away from the Dathonvales front gate. He was still yelling that girl's name." She smiled unsympathetically. "I think he's gotten over that finally. You can visit with him though, if you leave your weapons."

Hale is surprised at the visitors, but sees an opportunity if when realizes they're looking for Caerivus.

"I know him all right. He was close with the captain, helped him figure out better places to hunt or something. But he had us circling the Carrion Gorges a lot, looking for something down there. I'm pretty sure he found it too. He came with a map just before I left the crew." He sets his stubbled chin. "You get me out of here and I'll show you where his map pointed in the Gorges. I'll take you there myself if you want. It's dangerous out that deep, without someone who doesn't know it anyway. Get me out of here and I can help."

Hale is legitimate in his offer to show them to Caerivus's coordinates. In addition to self interest, he found the shaman unnerving, and disliked the fruitless missions. He is also eager to get off the "land" and back to marine adventuring. Mercer is unaware of Hale's former occupation as a poacher. As long as it stays that way, she has little interest in his spat with the Dathonvales, and can easily be persuaded to let him go if the Acolytes assure he won't repeat his trespassing.

Sea Passage

When the Acolytes learn that Caerivus recently departed, they will presumably want to follow him. (If the cell seems inclined to wait for his return, it is worth reminding them that time is not on their side. They have no idea when or if he intends to return to Enkaiden with his objective. Moreover, since they suspect he is after heretical knowledge, the more time that passes, the greater the risk of infecting others with it.)

This means they will need to hire a ship willing to take them out to the Carrion Gorges. Since a good many of those expeditions don't come back, such passage isn't easy to find. But with a successful **Challenging (+0) Barter, Trade(Merchant), or Inquiry Test**, they come across Tam Chevrin and the Narrow Straight.

The woman you are directed to is bald, with a squarish build. She squints at you before speaking. *"Not much reputable to be done in the Gorges that you can't do elsewhere... unless you're Reclaimators? Well, no matter. I'm a bit short on Fins and keeping my boat in good repair isn't free. I'll take your there, just don't say I didn't warn you if you end up like me, or worse."* She waggles her right hand, which is prominently missing the little finger. Then she cackles. *"A thousand thrones, and don't think about less. That's a bargain."*

If Hale is along, Tam will be glad for an extra sailing hand. However, she has a strong dislike of lawbreakers, and will verbally harry him about his poor occupational choices if she finds out he used to serve with the Steel Savages.

At the docks, Spectorin sea vessels come in all shapes, sizes, and levels of sophistication. Some are tiny boats with a wind-driven sail and a traditionally shaped hull, while others bear a disturbing resemblance to gargantuan lifeforms, covered with organic propulsion dendrites. Those not made by Organicists are caked in native coral attracted to layers of coral paste, and any steering or locomotion technology is either internal or above deck, since exposing it to the water risks drawing the attention of predators that instinctively attack foreign objects. Tam's boat is small enough for her to manage it with no other trained help. It has

an oval profile, and is driven by a small, noisy machine that ingests water from the front of the boat and expels it in bubbling jets from the stern. The housing for this machine takes up much of the space below deck on the ship. The space left over is used for a cargo hold, in which hammocks can also be hung for passengers. The mysterious workings of the engine also give off a great deal of heat, making this area uncomfortably warm. The walls of the hold, as well as those of the control cabin and captain's quarters, are painted with faded murals of moons and halos.

Time at Sea

The trip out to the Carrion Gorges takes 3 days. For some Acolytes, this may be their first time on a waterborne vessel. For anyone not accustomed to sea travel, an **Ordinary (+10) Toughness Test** is required to avoid spending the first day seasick and queasy. The weather is fair during the journey, though as they get closer to the Carrion Gorges, the ship will occasionally rock as it is brushed by large ocean creatures (an event which the native sailors take in stride). Those who spend any appreciable amount of time above deck will see how the population lives outside of Enkaiden. During the first two days, the Narrow Straight passes a variety of fishing communities. These range from a handful of small platforms anchored deep underwater, to multi-tiered harvesting rigs that sprawl for miles. Some of the communities appear to have sea faring vessels and some do not (some are nothing but a vessel). If asked, either Tam or Hale will explain that Enkaiden's the tithe office has collection vessels for the purposes of reaching these communities.

Redole's Sphere

The Narrow Straight reaches the location of Caerivus's interest on the third day. The submersion cell, below deck, is a cramped cylinder so coated in coral that the shape is barely discernible from the exterior. Tam shows them the heavy wheel which works the seal at the bottom, and another stubborn lever which controls the cover over the glasteel viewplate. She warns them not to keep it exposed for long periods of time "just to be safe." Assuming at least one of the Acolytes has a vox, they can communicate with the one on the ship for exact positioning directions. Then they begin the dark, claustrophobic descent into the depths of Spectoris.

The cell drops slowly, groaning with the changes in pressure. After about twenty minutes, a fixed, dark shape comes into view against the shadowy middle layer of the ocean. Bioluminescent life wanders the water, with no point of reference for its size. Slowly, the shape gains detail. It is a coral caked sphere, roughly 200 feet in diameter, with two symmetrical arrays of fin bones jutting out of the sides like great claws-- the only remnants of symbiotic organisms that used to be attached. It does not appear to be anchored in any way, but is not drifting.

A **Challenging (+0) Awareness Test** will locate a seam in the coral where a hatch lies. A large lock has recently been placed on the exterior of the hatch. Once they have relayed instructions for exact positioning over the seam, an **Ordinary (+10) Tech Use Test** will cleanly attach the submersion cell's seal to the hatch. On a failure, salt water begins rushing into the cell. This makes what would normally be an **Ordinary (+10) Security Test** to open the lock into **Difficult(-10)**, as the ocean pours in.

Assuming the Acolytes do gain entrance, they will see the hatch's original security system is scorched and inoperative on the way in. The series of tests described above is not the only way to get inside the sphere. Enterprising acolytes might come up with other entry strategies, such as discovering the moonpool described below.

The interior of the sphere is sectioned into two levels connected by a dead ascender. The upper level is partitioned into three rooms, and a single chamber beneath. It is generally dark and dusty, but dry. The main source of illumination was long-deceased native life; the walls are staggered with glass globes containing the husks of some sort of mollusk. However, a few half-burned candles also sit on various desks, and can be re-lit if the acolytes have a source of flame.

The hatch leads into one of the side rooms, which was once a specimen room. A few preserved creatures still float in tanks and jar, but more are nothing but broken glass and strangely shaped skeletons on dissection tables. The walls of all three upper rooms are hung with parchment diagramming the anatomy of a wide variety of lifeforms, many of which would not seem to be Spectorin from their terrestrial nature. A successful **Scholastic Lore: Beasts or Forbidden Lore: Xenos Test** will identify diverse specimens from Dusk, Fedrid, Kalf, and other Calixian Planets. But most interesting are the anatomical studies of several uncatalogued alien creatures, a few of which have phrases like "subject retrieved from Adranti Nebula" scribbled at the bottom of the parchment. Acolytes passing the test will discern key biological traits marked in common between the xenofom diagrams and the diagrams of Dusk and Spectorin fauna. The studies on the wall suggests a shared origin between the alien species and those "native" to Imperial worlds.

The center chamber is a library. Bookcases ring the room, with more tomes and parchment sheafs piled on and next to a few desks. With an **Ordinary (+10) Search Test**, Acolytes sifting through the research will realize the study mainly contains reference material and unfinished notes. Redole's actual findings were turned over to the Adeptus Mechanicus and the Inquisition decades ago. However, those passing the test will also notice the dust has been disturbed around several of the stacks recently.

Someone else has been rifling the library recently, and may have removed something. Deeper reading of the books and notes takes at least an hour and requires an **Ordinary (+10) Literacy Test**. Success reveals more details about the Genetor's primary obsession: the comparison of lifeforms across the sector to the monstrous creations of an ancient race, and the artificial means that might have been used to sculpt both. It also leads to the conclusion that someone with enough time and intelligence might be able to piece together some of Redole's findings just from sheafs of notes and annotations in book margins. Failure means they were unable to follow the hurried writing and confusing terms in Redole's notes. The furthest room holds a bed and a few empty chests; personal effects were obviously cleared from the room long ago.

The ascender connecting the two levels no longer has power, but a **Routine (+20) Tech Use Test** can get the doors and emergency hatches open to access the shaft where the dead machine operated. The shaft has a ladder, so no Climb tests are required to move between levels at safe speeds. The lower level is mostly empty, though a few stray power cables and empty algae vats speak to whatever machinery it used to house. The center of the room is devoted to a large moonpool. A barred gate covers the opening from unwanted aquatic visitors, but there is a large hole chewed through the gate. Fortunately, whatever made it is not present. (Unless the GM feels like adding another combat, in which case feel free to generate your own threat.)

An Unpleasant Return

When the Acolytes are ready to return to the Narrow Strait, they can vox Tam to retract the submersion cell. But when the thick door swings open, it is not the Narrow Strait that awaits them, but the crate-filled hold of a much larger ship... and a dozen armed men (see the Steel Savage profile). One of them calls for the Acolytes to throw their weapons out of the cell. If they comply, they are then searched for any further equipment (Search versus Concealment, modified by a hidden item's size). If they choose to fight from this less than advantageous position, they will find it doesn't end in the hold. Each ship (they are aboard the Lantern) is crewed by a compliment of 30. Fortunately Caerivus has demanded the Acolytes be taken alive, and the Steel Savages will be using the non-lethal weapons they usually use for capturing live game.

While the rest of this adventure as written assumes the PC's surrender or are taken prisoner, and holds some interesting roleplaying opportunities (particularly if you have dramatic secrets you want to reveal about your Inquisitor), GM's should not be afraid to let particularly brilliant plans to evade capture or to escape it early succeed. Such a feat is sure to be memorable in its own right. The Acolytes should just be sure they don't leave themselves stranded in an ocean full of deadly predators when all is said and done.

Aboard the Lantern

The Steel Savages' fleet on Spectoris comprises three vessels: the Lantern, the Ray, and the Nightwing. Their ships rely on sails for locomotion, but they are not at the mercy of the planetary winds. Large exhalators sit beneath the masts, and breathe constant gusts of air into the sails. The Lantern is 80 feet from bow to stern, while the Ray and the Nightwing are both 60 feet long. All three ships are mounted with a Lascannon and 3 Heavy Stubbers apiece, and covered in the skins, skeletons, and preserved bodies of aquatic predators-- trophies from the Steel Savages' hunts. Notably, the Lantern has the upper portion of a Lantern Jaw's mouth arched over the main cabin, needle-like teeth pointing down in an inward halo. It's scaly hide also wraps the main mast, upon which flutters the banner of a saurian skull run through with a spear.

Any Acolyte making an **Ordinary (+10) Scholastic Lore: Beasts** check will be aware the displayed specimen was not full grown when killed. Lantern Jaws, the largest predator in the sector, can grow up to 200 meters long.

Either because they were escorted there or carried, the Acolytes will soon find themselves on the main deck of the Lantern. They may see their weapons and equipment being taken through the door under the Lantern Jaw. A few minutes later, Captain Anthony emerges, securing the door behind him.

Anthony is in his early forties, dressed in functional but well-made clothes. He strokes his small goatee as he assesses you. *"Well, welcome to the Lantern. I understand you have a problem with my colleague, Caerivus. I'm afraid he is a very useful man, so you'll forgive us for intruding, yes? He seems to think we were better off not to kill you. Please do me the courtesy of not making me regret it. To help keep things, polite, we've had to relieve you of your weapons, but now you're welcome to entertain yourselves on deck for a little while. We have business deeper in the Gorges, so do enjoy the ride."*

The journey to the wreckage site will take about eight hours. During that time the Acolytes are loosely watched to assure they stay above deck and in sight, but can wander the main deck with relative freedom. If any of them manage to get close to the door of the Captain's cabin without notice, the lock is a simple thing that would take only a minute or two to deal with. However, it is rigged with a proximity sensor that emits a piercing shriek (the vox recording of a Nightwing to be precise, though only Dusk-born PC's are likely to recognize it). Should anyone attempt the **Routine (+20) Security Test** necessary to open the door, the crew is immediately alerted before the test can be completed. Tam is also on the Lantern's deck, although she is furious because her damaged ship was left behind. (Hale, if he was brought along, is not present. Tam gravely tells the Acolytes that he is being held

aboard the Ray, and she doesn't "think his old crewmates appreciate him bringing you all here. He got himself into this, but still, I wouldn't wish what they'll do to him on anyone.") If asked about the possibility of taking the Lantern, she has this to say:

"Pretending that the lot of you could take care of an entire crew of these pirates," she eyes them a moment, *"which just maybe you could, there's still the other two ships. Maybe we could crawl back to Enkaiden. But unless you're all hiding more seafaring blood than I saw on my boat, two fully crewed warships would blow us to eel bait."*

Conversations with the Shaman

The conversation with Caerivus in this section should be tailored to suit your Inquisitor. To avoid continually saying "insert your Inquisitor here," Lord Inquisitor Zerbe from the main rulebook (and the introductory scenario "Shattered Hope") is used. Also, the accusations Caerivus makes below assumes he doesn't have any additional dirt on the Inquisitor. If he knows any additional facts (or rumors) that might create doubt in the Acolytes about their master, Caerivus will play them to their full potential. This is a good chance to drop future plot elements for your own campaign.

Approximately two hours into the voyage, a few crewmen tell the Acolytes *"The Shaman wants to talk to you,"* and escort them to Caerivus's workshop.

You are escorted through several holds and hallways below deck, before finally reaching a heavy metal door. It swings open as you approach, and the crewmen are obviously nervous. Beyond the door is a well-lit room. It smells of fur and fish and unwashed animals. Diagrams of the sacred human form are affixed to the walls, in the same style and hand as those up in Redole's Sphere. Book-covered tables line the side walls, and stacked against the back wall are several shrouded cubes. Low chittering and squeals come from inside them. Seated on a stool immediately in front of these cages is the man from your briefing. His eyes are sunken deep in his pale face, and he wears a shaggy brown pelt over his robes. As soon as you cross the threshold into the room, he gestures with the Heavy Stubber resting on a bipod beside him. *"That's far enough."* He nods to the crewmen to wait outside. When the door is shut, he continues. *"So, you're Zerbe's latest pawns. He moved faster than I expected, but it's still too late. I wonder what he told you I was after. Monsters? Heretical technology? I'm sure he didn't tell you the truth, though he knows."* He glances covetously at the stack of parchments beside him. *"In his arrogance, he thought he could keep the secret to real immortality to himself, that he could decide who lives and who must succumb to death. Or haven't you ever wondered what your master does with all those secrets he guards? Do you really think he benevolently locks them all away for the good of mankind? If he didn't intend to use them, he would have destroyed them, not wouldn't he?"* His dark eyes shine as he leans forward, hand still resting on the large gun. *"And make no mistake, he doesn't intend to share Redole's Findings with any of you either. Whether in a day or a hundred years, he will stand over your graves and laugh. But I, I have need of allies..."*

Caerivus will continue talking as long as the Acolytes hold his interest, trying to sway them to his side (and all the while slandering Zerbe), knowing that he still has a long road ahead of him before he has unlocked all the mysteries in the documents he now possesses, with Inquisition dogging each step.

Any Acolyte who tries to feign interest in his offer must pit their Deceive against Caerivus's Scrutiny. (Of course, there is always the possibility one of them will mean it!) Whether Caerivus believes anyone or not, he will still declare them to be lying, at least while their comrades are watching. *"Do try to make a fool of me!"* But if he believes one or more might really be interested in sharing Redole's secret, his intent will be to catch them alone later. At this juncture, an agent inside the Inquisition will be far more useful to him than anywhere else.

If the PC's ask about the trip deeper into the Carrion Gorges, he will answer.

"Duplicating Redole's research requires a great deal of unusual materials. Why do you think I've wasted my time with small minded fools like Rozel Brisson and the Beast House? Now that I know the key specimens to the Genetor's research, the hunt has just begun. And first, is one of these." He flips open the worn cover of a book to the heavily annotated picture of a Spear Nautilus. The creature has eight serrated tentacles, each tipped in a long, bony point, and is covered by a spiral shell. *"And perhaps not from coincidence, they spawn close to Redole's Sphere."*

When the conversation reaches a close, Caerivus will call the sailors outside to escort the Acolytes back to the deck.

The Carrion Gorges

In another six hours, the small fleet reaches their destination within the Carrion Gorges. Read or paraphrase the following.

In the water below, you can see the dark outlines of the underwater chasms, like cracks in the blue ocean, where the planet's deadliest predators spawn. The twisted skeletons of mining rigs and the first unfortunate colony habitats litter the upper ocean floor, some reaching so high they nearly reach the Lantern's hull.

Most of the activity appears to be taking place on the Nightwing, which soon launches some sort of submersible craft bristling with weapon barrels. Unlike nearly every other marine vessel the Acolytes have seen, this hunting craft is not covered in coral. Captain Anthony is out on the Lantern's deck, monitoring their progress via vox. For about half an hour, the exchange over the vox is nothing but acknowledging reports of depth and distance. Then the following takes place:

The Vox crackles again:

The Vox Crackles again: *"We have one sighted. Approaching."* A few seconds later it reports: *"Firing Lascannon."* There is a brief pause. *"Something's wrong. The shot didn't reach. Checking machine vitals. No, underwater range still reporting as 150 yards. We must have misjudged the distance on the auspex. Wait a minute. If it's that far away, it must be.."*

A look of alarm crosses Anthony's face, but before he can speak into the vox, it speaks again: *"Throne, that thing's almost as big as a Lantern Jaw! Aborting! Quarry is pursuing!"*

The water around the ships begins to churn. A dark shape moves against the cracks of the underwater canyons. Anthony sprints for the control cabin as he barks into his vox: *"Move the fleet! Ray, Nightwing, withdraw!"* The submerged shape grows bigger.

Suddenly, a giant speared tentacle lances through the Nightwing, rocking it nearly horizontal for a moment. Men on the Lantern go running for the weapon posts.

Creatures from the Deep

If the PC's haven't tried to escape yet, this will be their chance. It is quite obvious no one is paying any attention to them anymore. Above the sudden din, no even notices the alarm if they try the **Routine (+20) Security Test** to get into Anthony's cabin and retrieve their weapons. Around them, the gargantuan Spear Nautilus has surfaced, its deadly tentacles ripping giant holes in the boats and grabbing men off the decks. Stubbers and Lascannons crack. As wounds are put in the monster, it sprays a green ichor that fills the air with a thick scent of copper.

Caerivus has retreated to his workshop. If the Acolytes pursue him (presently or if they come to collect him later), he will unleash his caged Membrane Raptors (number equal to the Acolytes +2) and a Dusk Stalker. (See the NPC's and Antagonists section.) The Raptors fly down the hall in a shrieking flurry, while the Stalker waits directly in front of Caerivus's door. If they make this attempt during the ocean battle, you can include an occasional Agility Test to keep their feet as the ship pitches. The Acolytes may wish to find Anthony instead, or even take up weapon positions against the Spear Nautilus as the sailors manning it topple overboard from the violently rocking deck and seeking tentacles. Tam Chevrin actually seems to be cheering the Nautilus on as it battles the poachers.

On or off screen (depending on where the Acolytes spend this time), the Ray and the Nightwing are ripped to pieces, much of which sinks quickly with the weight of the attached coral.

Aftermath

The Lantern is badly damaged, and the few survivors are working to patch the holes. (A task which the PC's can assist with, though they may have to get clever unless they have the appropriate skills: Tech Use or an applicable Trade skill). Barring any intervention or interruption from the Acolytes during the battle, Liam Anthony lies dead on deck, cut almost in two by a diagonal strike from a speared tentacle. The behemoth itself appears to have been driven off, though the sea is puddled with its greenish-blue blood, and smaller ocean predators are feasting on the corpses of dead sailors. The Steel Savages are exhausted and highly demoralized; those aboard the Lantern with surrender with an **Easy (+30) Intimidate Test**. A few survivors from the other ships are floundering towards the Lantern and slowly being picked off by the hungry ocean life attracted to the blood bath, though what the Acolytes want to do about that is up to them. They may (depending on how hard they look) also find Hale Nawester floating unconscious on a piece of debris.

Once they have dealt with the immediate situation, the trip (presumably under Tam) back to Enkaiden takes roughly a week due to the badly damaged state of the Lantern. From there, they can easily hire or call for transport off world.

Anyone attempting to read the remains of Redole's Research must have **Forbidden Lore :Adeptus Mechanicus or Forbidden Lore: Xenos** to gain any real insights into the writings. With a **Challenging (+0) Test**, they can get an inkling of how Redole isolated certain organs and chemicals in species across the sector which shared common regenerative properties, and bizarre cross references to rumors about findings in the Halo Stars. But it will be equally clear that recreating the missing conclusions

would be a labor of years, if not a lifetime. Still, the particularly tenacious could make an **Ordinary (+10) Literacy Test** to make their own copies of the material.

Characters reading through the tomes and manuscripts who do not possess either of the necessary skills may become eligible for an elite advance in one of those, or Scholastic Lore: Beasts depending on how much time they devote.

Either use requires spending substantial time with the Genetor's legacy, and is worth 1d5 Insanity Points. Repeated exposure is sure to only further erode sanity. As it did for Caerivus...

Unanswered Questions

Caerivus may have raised some troubling questions about the Acolyte's Inquisitor, if they choose to believe the words of a heretic. Each Acolyte will have to decide for themselves how they feel about any claims made. Of course, if they do choose to believe Caerivus's words, then they might also wonder what their master would do if he knew what they'd heard.

Why did Redole leave so much knowledge behind in his study? No finished theses were present in the study, but he certainly did a poor job of keeping anyone else from following in his footsteps. Did he intend for someone to continue his work? And if he did truly discover some key to immortality, then why does history assume the legendary Magos is dead?

Appendix: NPC's and Antagonists

Freidrick Iandus

Iandus is one of the Inquisitor's senior retinue members. He is a sanctioned psyker with an affinity for telekinesis. Too many mind-shattering missions and a long relationship with the warp have left him with a few noticeable quirks. He is unable to shake a sensation that the physical world is clumsy and imprecise. This displays itself as constant motion: pacing as he strives to find a position where he is comfortable, frequent shifting of posture as he tries to avoid contact with his robes. He is terse of speech and short-tempered, his mind caught up in a constant battle with the temptation to over-use his abilities to avoid interacting with the physical world. So far he has managed to keep control, but he is certainly under scrutiny, especially with the past indiscretions of other trusted agents... Friedrich was taken on a black ship and sanctioned in his youth, before eventually being recruited out of the Scholastic Psykana for Inquisitorial service. A native of Dreah, he is thin and greyish-skinned, with a pointed chin and colorless hair. He bears a sanctioning brand prominently on his forehead.

Caerivus

A shaman on his native Dusk, Caerivus was recruited into the Inquisition decades ago by the PC's Inquisitor. He was involved in the suppression of Redole's research, and it is no coincidence that shortly after that work was done, he made a failed attempt to access restricted data collected from the Magos Genetus. On the heels of that failure, Caerivus fled, and not even the Inquisition has been able to locate him. True or not, he is convinced his former master is hoarding the secret of immortality for himself. Perhaps partially because of the short life expectancy on his home world, Caerivus was enthralled with the idea of true immortality some of Redole's notes hinted at. He has spent the time since hiding on his native Dusk, re-creating what he had discerned of Redole's experiments on the creatures of his own planet, and searching Spectoris for the lab Redole was rumored to keep there.

Caerivus's main desire for Redole's research is to lengthen his own life, but he also recognizes the power such knowledge would give him over others. He is bitter about his time in the Inquisition and the information they would not share with him. If given a chance to dialog with the Acolytes, he will openly tell them about his intent, and possibly any negative information he has about their Inquisitor.

Caerivus Profile								
<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>Ag</i>	<i>Int</i>	<i>Per</i>	<i>WP</i>	<i>Fel</i>
28	35	36	40	35	44	44	42	41

Movement: 3/6/9/18

Wounds: 13

Skills: Awareness (Per) +10, Charm (Fel), Common Lore (Dusk Folklore, Imperium), Deceive (Fel) +20, Forbidden Lore (Adeptus Mechanicus) (Int) +10, Forbidden Lore (Xenos) (Int) +20, Literacy (Int) +10, Medicae (Int) +20, Scholastic Lore (Beasts) (Int) +20, Scrutiny (Per) +10, Scholastic Lore (Occult) (Int) +10, Speak Language (High Gothic, Low Gothic) (Int), Tech Use (Int) +10, Trade (Soothsayer), Forbidden Lore (Daemonology) (Int) as Basic Skill

Talents: Jaded, Melee Weapon Training (Primitive), Pistol Training (Las), Nothing Left to Fear (All Fear Ratings Reduced by 1)

Armour: Xeno-mesh vest (Body 4)

Weapons: Staff (1d10 +3 I; Primitive)*, Laspistol (60m; S/-/-; 1d10+2 E; Pen 0; Clip 30; Rld Full; Reliable), Heavy Stubber (120m; -/-/10; 1d10+4 I; Pen 3; Clip 200; Rld 2Full; mounted on bipod in Workshop, not portable; untrained).

Gear: filtration plugs, data slate, microbead
*Includes Strength Bonus

Hale Nawester

Hale is a sailor native to Spectoris. He signed on with the Steel Savages two years ago, when he fell in love with Millicent Dathonvale, the daughter of a local shipwright family. The Dathonvales are extremely wealthy, and Hale felt that the only way he had a chance at getting approval to marry Millie was if he could gather enough thrones to at least pose as someone of station. Unfortunately, Hale didn't realize Millicent saw him as nothing more than a dalliance. By the time he returned from sea, she had moved on to other beaux. When the lowly sailor next approached the Dathonvale home, Millicent's father had him arrested for trespassing, and she did not interfere. Hale is eager to get away from Enkaiden and the Dathonvales, and back to the sea where "things are simpler." He is a good natured young man with a taste for adventure, though (as evidenced by his recent occupation) not much regard for the law.

Hale Nawester shares the profile of a Steel Savage, except he is not armed with a Web Pistol or Shock Prod. See the entry further in this section.

Tez'kir

There are few planets in the Calixis sector where Organicists are as well accepted as Spectoris. The study of the mysteries biologis is a prestigious calling, and Tez'kir joined the ranks when he was little more than a boy. He has always been particularly fascinated in the fusing of machine and flesh. His vision is to improve the enhancement of living beings on both fronts, and recognize what he thinks is the Ommisiah's true vision for evolution. On other planets he might have risen to Master of Servitors, but on Spectoris the salt water environment makes many exterior metal parts an expensive choice due to rust. Eventually, in need of better quality parts and frequent replacements for his research, he was lured by promises of thrones from the Steel Savages. Tez'kir is Captain Anthony's main source of coral paste and repairs for any damaged technology. Caerivus found out about this arrangement, and used it to blackmail Tez'kir. While the local mechanicus are not overly concerned with local laws about the native life, if any hard evidence of criminal activity was brought against one of their order, they would certainly act if only for appearance's sake. Tez'kir prefers the company of servitors to any type of living being. He will be cold and uncomfortable with the PC's if they approach him.

Tez'kir is a Tech Adept. (See page 345 of the core rulebook.)

Regulationist Praetia Mercer

Praetia Mercer is head of local law enforcement on Enkaiden. Having dealt with numerous conspiracies and civil conflicts during her tenure, she is not easily intimidated, even if the Inquisition's name is used. (It would hardly be her first encounter with them.)

Praetia is an Enforcer. (See page 339 of the core rulebook.)

Tam Chevrin

Tam Chevrin has been sailing the ocean of Spectoris for all of her forty-odd years. She is more than a little unhinged by months with only the sea life as company, and missing the little finger on her right hand. In her quarters, she keeps the fish, a toothy and transparent species called a gray darter, that ate it. She is jovial, but highly suspicious of nearly everyone and everything. She has a particular dislike of poachers, and will be quite disinclined towards Hale if she discovers his story.

Tam Chevrin Profile								
<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>Ag</i>	<i>Int</i>	<i>Per</i>	<i>WP</i>	<i>Fel</i>
28	29	33	35	33	37	38	32	28

Movement: 3/6/9/18

Wounds: 16

Skills: Barter (Fel) , Blather (Fel), Carouse (Fel), Command (Fel), Dodge (Ag) , Drive (Ground Vehicle) (Agi) + 10, Navigation (Surface) (Int) + 10, Speak Language (Low Gothic) (Int), Trade (Crewman) (Int), Scrutiny (Per), Survival (Int)

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

Tam has sufficient Insanity Points that she does not have to test Fear against anything with Fear Rating 1

Armour: None

Weapons: Stub Automatic (30m; S/3/- ;1d10 +3 I; Pen 0; Clip 9, Rld Full)

Gear: Extra clip for Pistol

Captain Liam Anthony

Anthony is the de facto leader for the Steel Savage's operations on Spectoris. He used to captain a regular fishing boat on planet, but his love of thrones eventually caused him to gravitate towards the more lucrative operations of the Steel Savages. Liam is not a coward, but he is a pragmatist who prefers to send others into dangerous spots before himself. He crews his ships with competent hands, and as long as he thinks the PC's are really elite mercenaries, he will try to talk them into joining his ranks. If refused, Liam will still offer to pay the PC's 200 thrones a piece for their troubles. He will accept Caerivus's explanation of the situation over the PC's and laugh off any claims that they represent the Inquisition or some higher authority.

Liam Anthony Profile								
<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>Ag</i>	<i>Int</i>	<i>Per</i>	<i>WP</i>	<i>Fel</i>
32	41	32	35	41	38	39	35	43

Movement: 4/8/12/24

Wounds: 14

Skills: Barter (Fel) +10, Carouse (Fel), Command (Fel) +10, Dodge (Ag) +10, Drive (Ground Vehicle) (Agi) + 10, Literacy (Int), Navigation (Surface) (Int) + 10, Scholastic Lore (Beasts) (Int), Speak Language (Low Gothic, High Goth) (Int), Trade (Crewman) (Int), Survival (Int) +10, Wrangling (Int) + 10

Talents: Basic Weapon Training (Las, SP), Exotic Weapon Training (Web Pistol), Heavy Weapon Training (Las, SP), Melee Weapon Training (Primitive, Shock), Pistol Training (Las, SP), Resistance (Fear)

Armour: None

Weapons: Laspistol (60m; S/-/-; 1d10+2 E; Pen 0; Clip 30; Rld Full; Reliable), Sabre (1d10 +3 R; Pen 0; Balanced, Primitive)*

Gear: Good Quality Clothing, Hand Vox, 100 thrones

*Included Strength Bonus

Steel Savages

Steel Savage Profile								
<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>Ag</i>	<i>Int</i>	<i>Per</i>	<i>WP</i>	<i>Fel</i>
30	35	35	35	32	30	32	30	28

Movement: 3/6/9/18

Wounds: 13

Skills: Carouse(Fel), Dodge (Agi), Speak Language (Low Gothic) (Int), Trade (Crewman) (Int), Survival (Int), Wrangling (Int)

Talents: Basic Weapon Training (Las, SP), Exotic Weapon Training (Web Pistol), Heavy Weapon Training (Las, SP), Melee Weapon Training (Primitive, Shock), Pistol Training (Las, SP), Resistance (Fear)

Armour: Flak Vest (Body 3)

Weapons: Web Pistol(30m; S/-/-; -; Pen 0; Clip 1; Rld Full; Snare), Shock Prod (see Appendix), Hand Canon (35m; S/-/-, 1d10 +4 I, Pen 2, Clip 5, Rld 2Full), Knife (1d5 +3 R; Pen 0; Primitive)*

Gear: Lucky Charm

*Includes Strength Bonus

Membrane Raptors

Membrane Raptors have purple, roughly circular bodies, with a razor sharp maw in the center, and large tentacles extending radially outwards. They are remarkably resilient for their size, and the thin webbing between their tentacles allows them to fly in a style similar to a bat.

Membrane Raptor Profile								
<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>Ag</i>	<i>Int</i>	<i>Per</i>	<i>WP</i>	<i>Fel</i>
33	0	31	30	54	11	43	40	-

Movement: 4/8/12/24

Wounds: 8

Skills: Dodge (Agi) + 10

Talents: Fearless

Traits: Bestial, Dark Sight, Flyer 4, Natural Weapon (Bite), Regeneration, Scrawny (-10 to be hit)

Weapons: Bite (1d10 + 4, R, Toxic)

Dusk Stalker

The information on Dusk Stalkers can be found on page 347 of the core rulebook.

Appendix: Planetary Briefing

Reference: Inq/184561003/EN

Author: Fredrick Iandus

Subject: Planetary Briefing

Name: Spectoris

Location: Segmentum Obscurus

Sector: Calixis

Sub-Sector: Drusus Marches

Tithe Grade: Exactus Extremis

Thought for the Day: ++ Pain is an illusion of the senses, despair an illusion of the mind ++

Planetary Details:

Covered completely in water, Spectoris is plentiful in fish and seafood. Its ocean is harvested to feed worlds throughout the Calixis Sector. The population of 2 million mostly live on vast farming rigs, tethered to submerged reef or rocks by numerous cables. Enkaiden, the sole stable habitat, is built on a submarine mountain, and houses approximately 250,000 inhabitants. A significant number of Spectoris's citizenry are thralls indentured to the Devayne Incorporation.

This "Complete Ocean" world is the subject of many legends. Some say there are sentient xeno forms of vast size inhabiting the unexplored depths of the world. Others claim that the world-ocean itself is sentient. The people are above averagely superstitious, with many beliefs focusing on the planet's moon, Menzies, because of its tidal effects.

Fueling many of the legends is the inherent hostility of the native life. The marine predators routinely destroy any foreign object placed within the ocean-world. Harvesting of the planet's resources is enabled only by coral paste, a compound that draws Spectorin coral to whatever it is applied to, creating a 'natural' layer of sea life that causes the creatures of the world-ocean to regard encrusted vessels as native.

Created by Magos Genetus Halix Redole (see Addendum 1), coral paste is regularly applied to all Spectorin ships, no matter their size, as well as being repeatedly caked across the entire hull of Enkaiden. Its utility is marred by the fact that it must be reapplied frequently, else the coral covering can deteriorate with lethal results. Coral paste is a highly regulated substance due to the extreme value of a great many Spectorin species of fish, which inevitably brings poachers.

Addendum 1: [Halix Redole and the Organicists]

Genetor Redole was a member of the Mechanicus faction known as the Organicists, a group of tech priests who esteem biological enhancement as being equal in value with the cybernetic. Although an unpopular view with most Adeptus Mechanicus, this sect can be found in small numbers throughout the Calixis Sector. They have a particularly strong presence on Spectoris due to the planet-specific utility of Organicist technology in avoiding machines with corrodible metal parts, and in preventing problems with the native predators.

Redole was also a prominent figure on Spectoris during his lifetime, advancing biologic science in many ways while he lived on the planet.

Appendix: The Steel Savages

The Steel Savages

The Steel Savages are a sector-wide poaching ring which operates under the loose umbrella of the infamous Beast House. Their seasoned agents pull in black market thrones by hunting the Calixis sector's most deadly game, marketing their kills as delicacies to nobility, and selling the rare extracts for purposes better left unquestioned. For the right price, they can even be chartered by wealthy patrons for safaris targeting proscribed trophy kills. The organization comprises several smaller operations across the sector, with no real hierarchy, except that they all report to the "Steel Sniper", Rozel Brisson, who is in turn a member of the Beast House's inner circle. The Steel Savages could be found nearly anywhere there are thrones to be made from dangerous beasts, but their largest operations are on Spectoris, Dusk, and Fedrid.

While their leader is well aware of the deeper heresies committed with the spoils of their work, the core ranks of the Steel Savages are more criminal than heretical. The hunting parties scattered across the sector are as diverse as their prey, but they commonly display the bones and preserved bodies of their local prey in their camp sites or on their ships. The most binding commonalities are a supreme survival instinct, and the organization's gray emblem of a saurian skull run through with a spear. All groups under that banner tithe a portion of their profits to the Steel Sniper.

Rozel Brisson

Rozel Brisson, or the Steel Sniper as he is more commonly, is described as "unnerving" by nearly all those who have encountered him. Brisson has a tight demeanor and dead gray eyes which spawned his nickname and later the name of his followers. He is a cunning strategist and expert rifle marksman of noble birth. The widely-accepted story on how he came to his current position is that he tried and failed to murder his way to the top of his Malfian family. Rather than kill him, his family exiled him to nearby Dusk, expecting the world to finish him. Instead, Brisson returned and exacted revenge. It is suspected that Brisson uses a sizable amount of the wealth he collects from his illegal operations to bribe the Arbites and Administratum to stay out of his affairs. Some have even gone as far as to suggest he has a secret arrangement in the Markayn Marches and Malfian Sub-sector to pay a private tithe which legitimizes the Steel Savages. Whatever the case, it is true that Brisson seems to operate with little fear of reprisal from the law.

Appendix: New Equipment

Shock Prods

These large, two-handed staffs are designed for the live capture of dangerous animals and sea creatures.

Name	Class	Range	Dam	Pen	Special	Wt	Cost	Availability
Shock Prod	Melee	5m	1d10 1	4	Shocking, Special	3 kg	500	Rare

Special: These weapons are designed to incapacitate large animals, even those with thick hides. Once every two rounds, they can be discharged, either with a Ballistics Skill Check and a range of 5 meters, or with a successful melee strike. Ranged discharge deals $1d10 + 2$ damage. Melee strikes do $1d10 + 2$, plus Strength Bonus. In either mode of discharge, if the target takes damage, their Toughness Test to avoid the effects of Shocking does not include any bonuses for armor worn. The weapon then loses the Shocking quality for a round as it recharges.

Wetsuit

Designed for easy movement under water, and protection from cold temperatures, a wetsuit is made of thin, insulating materials that create minimal friction in the water. This provides a +20 to Swim tests while worn and will protect from hypothermia. Though more ergonomic, the suit does not provide any protection from pressure at deep levels. (Typically depths of 200 feet or more become dangerous.)

The cost is 100 thrones for a suit with a re-breather or 50 thrones for one without. Weight: 0.5 kg. Availability: Scarce

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