

On a Collision Course with Destiny

An Adventure for Dread set in the Warhammer 40k universe

Credits:

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Blurb:

Five days ago, the battleship INV Righteous Destiny dropped out of Warp. It had been lost to the Warp for over 700 years and it is now on a collision course with the planet Scintilla, capital of the Calixis Sector. You have been hastily assembled at the behest of Inquisition to investigate the mysterious vessel and its enigmatic message before the Imperial Navy obliterates it.

For 5-6 PCs. Set in the Warhammer 40k universe and powered by Dread. Beginners welcome.

Story:

In the year 103.M41 (the current year is 818.M41, so 712 years ago), Imperial forces, including the Apocalypse class battleship INV Righteous Destiny, descended upon the planet Klybo to put down a rebellion. The forces were led by Inquisitor Adorjin (in possession of the legendary power sword *Argent Blessing*) and a kill team of Grey Knights. She was sent to deal with daemonic entity that was the heart of the revolt.

Unbeknownst to everyone, Adorjin didn't want to destroy the daemon, but instead planned on capturing it for study. She had been preparing for this for some time, having a stasis coffin especially forged to contain the beast. She had also spent most of her time during the transit to Klybo reinforcing the ship's anti-chaos wards. And during the battle, her plan went off perfectly. After her success, she ordered Exterminatus for Klybo to eliminate any evidence of her activities.

Unfortunately, all of these events were all part of the twisted machinations of Eloelth, daemon of Slaanesh. It had planted the seeds of the idea within Adorjin's head and made its presence known, in order to draw her to Klybo. It allowed her to capture it and imprison it, pretending to be unconscious. The coffin's runes were flawed, and so once aboard, it psychically corrupted most of the crew. It broke out of its prison and freed its cultists. With the crew in complete disarray, Eloelth and its followers (both new and old) took over the ship, slaying all who resisted. Its ultimate goal, to reach Scintilla (the sector capitol) and corrupt the entire planet.

Inquisitor Adorjin recognized the danger all too late. She attempted to slay the daemon, but was repulsed. Recognizing her damnation is already at hand, She then perverted a ritual in order to bind it within her body, hoping that her will was fortified enough for her to kill herself and take the daemon with her. The ritual worked, but the daemon instantly shattered her will and possessed her body.

There were three main side effects of the ritual and its outcome. The first is that when the ritual was completed, the ship was entering the Warp. The psychic blast from the ritual caused the *Righteous Destiny* to become lost in the Warp. Secondly, two fragments of Inquisitor Adorjin's will survived and fled her body. One embodied her loyal, duty-driven side and became a ghost, appearing as she did when she was a young girl. The second embodied her baser side, the side that so desperately wanted to succumb to the corruption and it became a twisted wolf-like warp beast. The third effect was that the ritual interacted with the reinforced runes and had the unintended effect of binding the daemon to the ship in addition to binding it to her body.

About a day ago, it just appeared in real space on a collision course with Scintilla. The only clue as to what happened is the Inquisitorial beacon that Adorjin activated before her destruction. Inquisitor Vaarak was intrigued and assembled a team to look into the issue. A rival Inquisitor, Lady Olianthe Rathbone, saw this as an opportunity to increase her own prestige and had two of her own agents assigned to the team.

And now the combined team lands on the dark ship with only eight hours to learn its mysteries...

Act 0: Setup – “It is better to die for the Emperor than to live for yourself.”

When setting up the tower, reserve six bricks (two rows). These are to be handed out later. Use your judgement when the tower collapses regarding any adding any unpassed out bricks.

Allocate about 30 or so minutes for the players to fill out the questions, except the Relationship Questions (ones labeled “S” on the questionnaire). Make sure they understand that the questions are there to help them understand their character.

After you have reviewed their questions, have each player describe their character. Then have each player, in turn, share their Relationship Question as they answer it. After the social questions have been asked, pass out *Handouts Primus Alpha and Beta* to the **Noble Arbitrator** and the **Tech Priest**.

Be prepared to explain the Warhammer 40k universe and its tropes. One of the main tropes is that knowledge is a rare and precious thing. To reflect that, sometimes two pulls will be necessary instead of the customary one unless the Player can justify why their character would have been exposed to that information.

Opening Blurb:

The long, dark, quiet of space has been lulling you towards boredom of late. Fortunately, this latest mission has brought something novel, two new members for this veteran team. Your lassitude is replaced with a little anxiousness as the starlight is blotted out by the immense form of the seemingly derelict battleship. You have arrived.

It is surprisingly easy to rendezvous with the ancient ship and now you stand in a vast docking bay. The shuttle’s landing has filled the bay with an eerie fog. The fog ebbs and flows in fits and starts as if the ship is alive, awakening due to the presence of its first visitors in hundreds of years. Knowing that the Imperial Navy is set to destroy this behemoth in just eight hours, you call on the Emperor to aid you in your duty and begin your investigation.

Act 1: Docking – “The road to purity is drenched in the blood of the martyred.”

This act has the PCs enter the *INV Righteous Destiny* via location 9, Docking Bay 13. Here they will be introduced to the mystery, unknowingly meet an ally, and perhaps find a useful tool...

Location 9: Docking Bay 13 – This gi-normous, cavernous vault is one of many where craft are stored, fueled, provisioned, armed, and otherwise prepared. It was the sight of a lot of fighting where crazed cultists attacked those who were fleeing. There are a few intact shuttles and fighters scattered amidst the wreckage of many ships around. While there are many dead bodies about this room, there is a particularly large pile of corpses around the main doors for this place.

There is also a Gun Servitor near its maintenance station. Unfortunately, it is damaged, from both fighting and extreme age, and so it would not be able to validate any recognition codes even if the party knew them. Thus it will attack the party. It will take a couple of pulls to disable it.

Pass out *Handout Secundus – Psyker’s Mumbblings* to all of the PCs after exploring the Docking Bay but before the Servitor attacks. The Psyker will not realize that he has been unconsciously muttering the phrase, “It is watching us.” And when pointed out, they will not know why he has been saying that. The Psyker may make a pull at this time to become aware that the ship is suffuse with Warp Energy emanating from deeper within the ship.

Clues:

- ✎ Pile of Corpses by the Door – If the PCs examine the pile of corpses, a pull will reveal that most of the corpses were shot in the front as they entered the docking bay (the servitor was just out of maintenance and its IFF module still had a few defects and it treated any person as an enemy). A second pull will allow the PCs to spot the golden box (see **Appendix II: The Reliquary of St. Drusus**) near the bottom of the pile. The Ship’s Confessor (High Priest) died here, trying to save the holy artifact. The relic prevented the daemon’s power to affect this room.
- ✎ Gun Servitor – If the PCs investigate the servitor, a successful pull from the Tech Priest (two for anyone else) will allow them to notice that, while it shows some signs of repair, a processor block has a few bent connections which will “cause the machine spirit to become unstable.”
- ✎ The Ghost – This will be the first appearance of the Ghost of Child Adorjin. She will momentarily appear looking very sad and whisper “Help me”, then glance behind her (at the exit/entrance) and flee. In the distance a horrific yowl/howl will be heard echoing throughout the ship.
- ✎ Cogitator Terminal – There is a terminal in the Control Room that the PCs can use to access the ship’s main cogitator. With the cogitator on standby, it will only display a generic map of the ship and only able to highlight important areas – the Command Hall, Engineerium, Munitorium, Hospital, etc. Location 1: Command Hall and Location 6: Engineerium will be shaded in amber. Pass out *Handout Tertius - Righteous Destiny Schematic* to the PCs.

Transition:

When the PCs leave Docking Bay 13, proceed to the next Act.

Tower Collapse:

As always, the context of the failed pull should indicate how the PC loses their agency. One thing that should be considered is the Dead Man Walking option (Dread ppg. 34-35) since this is early on in the adventure.

Act 2: Deeper into the Mystery – “The dead cannot cry out for revenge; it is a duty of the living to do so for them”

This act has the PCs explore the *INV Righteous Destiny*, looking for clues to explain what happened...

Exploring the Ship

While specific room descriptions can be found in **Appendix I**, there are many features common to all areas of the ship:

- ✦ The temperature for the entire ship is 40F and the lighting throughout the ship is red, punctuated with yellow emergency rolling lights. The temperature will increase to 70F and the regular lighting will return when the power is restored (see **Engineerium: Location 6**);
- ✦ The vast majority of the rooms show some sign of defacement or desecration;
- ✦ Outside of the Docking Bay, the ship is eerily pristine except for the above mentioned defacement/desecration. Eloelth is not pleased by the sloppy and unsightly remains of slaughter, so it has put a glamour on the ship to hide the mess. Occasionally reality will flicker and the current location will appear to be filled with rotting corpses and gore;
- ✦ When things are quiet, have the sound of someone crying/wailing in anguish (the ghost mourning its failure) or a preternatural howl (the Warp Beast on the hunt) echo throughout the area, though no source is discernible;
- ✦ Remember that the above two events could require pulls to avoid insanity;
- ✦ Emphasize the 8 hour time limit;

Where to next?

To navigate this adventure with the optimal chance of “success,” the party should go to the following locations from Location 9: Docking Bay 13 in this order:

- ✦ **Location 6: Engineerium**
- ✦ **Location 1: Command Hall**
- ✦ **Location 2: Inquisitor’s Room (Officers’ Quarters)**
- ✦ **Location 8: Carcerem**
- ✦ **Location 3: Great Chapel to St. Drusus**

If the party seems to be unsure of where to go, there are two handy ways to guide the PCs to the next location: the ghost and Eloelth.

The Ghost wants to aid the party and will lead them to the next location based on their need. This can include the optional locations if it would help the PCs better prepare of the encounter with Eloelth. Eloelth is motivated by a desire to get to Scintilla, so it will use illusions to guide the party to **Location 6**:

Transition:

The scene ends, with Eloelth’s supposed death, see **Appendix I: Location 3**.

Tower Collapse:

As always, the context of the failed pull should indicate how the PC loses their agency. Insanity becomes a good reason due to the blasphemy the PCs have witnessed. As always, Dead Man Walking option (Dread ppg. 34-35) is a great way to keep the player engaged.

Engineerium and **Location 1: Command Hall**. After that it will route them straight to **Location 3: Great Chapel to St. Drusus** for some fun...

Remember to use these tools only if needed. *Handout Tertius - Righteous Destiny Schematic* and the various clues should be more than enough to guide the PCs to the necessary locations. The players should feel that they are making their own decisions as to where to go.

Encounters with the Beast and the Ghost

Throughout the adventure, the PCs will have further encounters with the ghost of the little girl they met in Docking Bay 13. She is being hunted by a large daemonic beast (use **Noble Arbitrator Question 3** for visual cues for the beast and the halls). The ghost is the part of Inquisitor Adorjin's psyche that remains loyal to the Emperor. A pull will indicate that the Ghost shares many features with the legendary Inquisitor Adorjin. A second pull can be made to recognize that the ghost is actually a fragment of a soul/psyche.

She will beg the party to help her make her “mommy” better. She will even do what she can to assist the PCs, like leading them to her room (she is unable to enter the room due to the strengthened wards) or warning them of attack.

The psychic shard of Adorjin that revelled in her perversion and corruption became the warp beast. It has been pursuing the ghost for centuries. Because it is suffused with the Warp, it can phase through solid materials. Also it can't be killed until its anchor, Adorjin's body, is destroyed. However, two successful pulls will drive it off.

Whenever the ghost appears, the beast will follow shortly afterwards. Their appearance will be heralded by unearthly howls that echo in the through the souls of the PCs. The girl will flee and the beast will continue its pursuit. At least once in the adventure, the beast will pause in its chase and attack the PCs. The Arsenal, Medicae Deck, Carcerem, Engineerium or Command Hall make good locations for this attack.

Regardless of where the beast is when Eloelth is defeated, it will fly into a rage and attack the party. Pick the most appropriate location, based on where the PCs go afterwards. It will take two pulls to destroy the beast.

Act 3: The Finale – “Through the destruction of our enemies we earn our salvation.”

Start the act by handing out *Handout Sextus – Assassin’s Flashback* to the Assassin PC.

Unfortunately reports of Eloeholth’s death have been greatly exaggerated. Its spirit is trapped inside the ship, unable to enter the Warp due the reinforced wards. And because the ritual that bound it within Adorjin was flawed, it needed to bind to something else. That something is the ship. However the spirit was discombobulated by the transition and so will be unable to affect the party right away. Its anger and frustration will be reflected as the ship shudders and moans, walls begin to bleed etc.

While assimilating (which will take some time, longer than the adventure allows), the daemon will animate the corpses into an army of zombies. The zombies are easily destroyed by a pull, however since the crew complement of a battleship is in the hundreds of thousands, there are always more – a lot more.

There are many possible things the party can do at this point. While not all of them can be accounted for below are the three most likely possibilities. Regardless of whatever action is taken, they will be herded by the zombies towards which ever destination they choose:

Flight – The party can choose to flee the cursed vessel. If that is the case they will head back to **Docking Bay 13 (Location 9)**. After dealing with the Warp Beast and any zombies are in their way, they will be able to escape just in time and witness the fate of the Righteous Destiny.

Change Course – If the party is aware that the ship's course has been altered by the Tech-Priest’s programming to put into a parking orbit around Scintilla then they might want to change its course. To do that they will need to head either to the **Command Hall (Location 1)** or the **Engineerium (Location 6)**. In either location they will be able to change the course while fighting off the animated dead. However they will then be trapped as the thousands of zombies block them in. The daemon, now fully in control of the ship, will let them live long enough to see the folly of their actions.

Self-Destruct – Knowing that the daemon is bound to the ship, though not yet fully in control of the ship, the party might choose to sacrifice themselves and blow up the ship. They can do this in one of 3 ways, all of which will require several pulls:

- ✚ Head to the **Command Hall (Location 1)** and enact the Rites of Blessed Immolation;
- ✚ Head to the **Engineerium (Location 6)** and sabotage the engines to cause them to detonate;
- ✚ Head to the **Arx Munitorium (Location 7)** which has been mostly rigged to explode.

Regardless of which method they choose, it will take the same number of pulls. Either one pull per surviving player or three. Use your best judgement. The party’s location will determine the reasons for the pulls. If the pulls are successful, the ship will be destroyed and the party will have the satisfaction of witnessing the daemon's realization of its demise right before it happens.

The final fate of the Righteous Destiny all depends on the actions the party has taken all throughout the adventure: If the ship is sent on a different course (into sun or gas giant), or remains threatened by the fleet, the ship will instead translate into the Warp under the daemon’s control (setting up a sequel – “Destiny cannot be escaped – where the daemon lures the party to the ship in order to free it).

If the ship is rescued then the Imperial Navy will truly have a cursed and haunted ship, corrupting all who crew it.

If the ship is destroyed, so the daemon will be truly destroyed as his spirit was bound to the ship.

All these endings are not necessarily mutually exclusive. So be prepared to mix and match as needed. Ultimately though, the ending at best should be a relief and not a happy one. Remember it is a horror adventure.

Tower Collapse:

This is the Grand Finale. Bring the pain!

Appendix I – INV Righteous Destiny

Location 1: Command Hall – This very large trapezoidal room is lined with glass on all of the walls except for the rear wall where the entrance/exit is. Spaced tightly around the perimeter are various stations. On a raised dais in the center of the room is the Command Throne which is attached to an immense 6-axis arm so that the Captain of the vessel could maneuver his throne directly behind any of the stations. Also on the rear wall, flanking the main entrance/exit is an entrance to a small chapel on one side and the entrance to the Captain’s Ready Room on the other.

This was also the site of a major battle - again desecrations galore. The Admiral’s head, with his privates stuffed in his mouth, will be found impaled on the Imperial Aquila.

When the Tech-Priest connects his dataslate to the main controls, the programs will upload and execute automatically. They will guide the ship into a trajectory that will cause it enter in a parking orbit around Scintilla as well as broadcast Inquisitor Lady Olianthe Rathbone’s seal on all frequencies. The ship will shudder briefly as the engines nudge the ship into a new course and slowly decelerate it - a pull can be made to notice this. This will of course not work until the power has been taken off standby.

Two pulls will need to be made to disable the Rathbone’s commands, but it is all or nothing, either the ship maintains its course and the message stops or it alters its course and the message continues to broadcast.

Clues:

✎ The Admiral’s Log – It can be found in the Ready Room. Pass out *Handout Quartus - Admiral’s Log* to the players.

✎ Internal Sensorium (Security Camera) – A successful pull will allow the PCs to access the Internal Sensorium (Security Camera) Records. With millions of records generated over hundreds of years from thousands of camera it is impossible to describe everything the PCs might see. If time were not an issue, then they could take the days or months to assemble go through the recordings and make sense of them. However time is a luxury they do not have. Have them make a pull to scan through the recordings and get the highlights. Remember to describe what the characters see and let them do the interpretation. They will basically be able to verify the events described in the Admiral’s journal. Here are some oddities of note:

- ⦿ When Inquisitor Adorjin takes possession of one of the Officer’s quarters, she puts in place a block (which displays in the video as her Inquisitorial Rosette) on the sensorium. She never disabled it and it is still there today.
- ⦿ Due to the warp emanations, all recordings of the daemon are always a pixelated jumble of hash. Consequently, the Carcerem recordings are corrupted while the daemon was there (starting at 820.103.M41), despite the wards on its prison (which in hindsight explains how the daemon got loose – the wards were incomplete) as well as any recordings of its trek to the Great Chapel (starting at 834.103.M41). Currently the recordings of the Great Chapel are corrupted. The current recordings of the Carcerem are still a little hashed out, due to residual warp radiation, but just enough things are visible to tantalize the viewer:
 - ⦿ A hazy outline of an impaled figure
 - ⦿ Indistinct wreckage in an open maximum security cell
 - ⦿ A very clear close up of an occult rune drawn in the floor, fuzzy images around it suggest that there are more
 - ⦿ After several months (around 958.103.M41), when all the survivors either die from random acts of senseless violence, starvation or having their life force drained by the daemon, the corpses just disappear. This is due to a glamour put on the ship by the daemon. The signs of violence are still there, just not the bodies. From that point on, the records show a quiet ship, with the exception of random, non-repeating visual and audial anomalies such as:
 - ✎ Sometimes the glamour flickers off then back on revealing a momentary glimpse of the carnage (visual)
 - ✎ A glimpse of the warp beast (visual)
 - ✎ Howls of the warp beast (audial)
 - ✎ Indistinct weeping (audial)
 - ✎ A small girl looking directly at the Sensorium saying, in a hollow voice, “Help me...” then she fades away (visual and audial)

As a point of comparison, the current date is 836.818.M41.

Location 2: Inquisitor's Room (Officers' Quarters) – This room is locked, requiring a pull to enter, and was untouched by the cultists. Outside of the room will be strangely quiet – the chaos spawn are uncomfortable being that close to her wards. Within the room, the walls are heavily decorated with Imperial Iconography as well as hexagrammic and pentagrammic wards, above and beyond the regular wards seen throughout the ship. There are several ornate trunks in the room.

If the Ghost led the party to her room, she will immediately flee. When they exit the room, the party might notice that there are 2 large beasts sniffing around for the Ghost down the corridor...

Clues:

The Writing Desk – Adorjin's Personal Journal can be found here. Pass out *Handout Quintus - Adorjin's Journal* to the players.

The Trunks – There are several trunks in this room. Most of them contain her personal clothes. One the trunks has the vox caster broadcasting her code. Another of the trunks has been pulled out. Next to it are some blood stained towels, calmly folded up. Wrapped within them is an elegant mono-bladed dagger. There is also an empty box with many occult seals that contains a few small rune-bound chains with room for more. It is obvious that they were used in the binding of Daemons. On top of that trunk lies her copy of the *Libre Daemonica* (See **Appendix II**) is also located here on the table also. It is open and turned to a page that describes how to bind a daemon within a person. To the side are cryptic notes in her writing. A successful pull will indicate that she was researching a way to bind and temporarily imprison the Daemon's essence into her body.

Location 3: Great Chapel to St. Drusus – This great hall was where the Head Confessor would hold service in the name of the Emperor and St. Drusus for the entire crew. As such it was one of the main targets. Before they could attack, the Head Confessor grabbed the ship's most prized possession, the bones of St. Drusus, and fled toward Docking Bay 13 (see Act 1). When the cultists arrived they defiled and corrupted this most holy space quite thoroughly.

Here awaits Eloeholth. It will be floating in the center of the hall. The daemon appears like a nude and freakishly attractive woman who is recognizably Inquisitor Adorjin. She is covered in runes that have been carved into her body and bound in rune-inscribed chains.

When the PCs enter and witness the seductive horror that is Eloeholth, the Ghost will appear and immediately attack the Daemon. The Daemon will quickly defeat the Ghost, but not without sustaining some damage – hand the party 1 free block. Witnessing the irrevocable destruction of a soul and its horrifying psychic shriek could force a pull from the PCs. At the GM's discretion of course.

It will thank the party for bringing her that little annoyance and then attempt to seduce the PCs, promising that they will be her new Chosen. Assuming the party does not succumb, she attacks. If any do succumb, they will be directed to kill those that did not, triggering PvP. If they all agree to follow it, then the adventure ends there and narrate the ship pulling into the orbit of Scintilla and hint at the horrors to come.

It will take many pulls to destroy Eloeholth. Use your best judgement, but give each PC a chance to do something to effect its destruction.

If more of a challenge is needed then have the warp beast show up. It will harass the party (remember that it can't be killed while Adorjin's body is still "alive") until Eloeholth is defeated.

The death of Eloeholth will cause the glamour throughout the ship to fade, revealing a charnel house, with corpses and gore spattered everywhere. Also at this time, hand the Assassin *Handout Sextus – Assassin's Flashback*.

Location 4: Armamentarium – This is where all of the ship’s small arms and melee weapons were manufactured/stored. The cultists were unable to break through the blast doors (and Eloeholth did not care or need the control of it) and so while the doors are scarred by battle they remain sealed. Despite the survivors here having starved to death, there area is strangely devoid of remains. If the PCs search the room, one pull can be made to scrounge up a plasma gun.

The PC that made the pull gets to keep the block they pulled.

Location 5: Medicae Deck – This sector was also sealed when the mutiny occurred, like the Armamentarium at Location 4. The cultists didn’t care about the injured and neither did Eloeholth. As a consequence the survivors huddled inside died by starvation or suicide. If any of the PCs Dead Men Walking, then three pulls can be made to fix them up.


Location 6: Engineerium – This was one of the major battle sites during the seizing of the ship. The Engineeers and their support staff, assisted by several surviving Imperial Guard units made a valiant last stand in an effort to prevent the cultists and their new converts from seizing control of the ship. Unfortunately they were doomed, but they sent many of their attackers to hell before they were overrun. The entire area is again desecrated with chaos runes in addition to the signs of battle. The Engineeer Prime, in charge of the entire Engineerium, was crucified and his animated corpse still twitches, though it is not entirely mindless because its logicator implant still functions. He is trapped in a bizarre state of quasi-awareness. If the PCs bless it or make some sort of attempt at consecrating the area, before putting him out of its misery it will bless them.

Hand a block to the PCs.

It will take two successful pulls too bring the idling power grid back online. This will awaken the life sustainer system, which will increase the temperature from 40F to a comfortable 70F, and also enable the ship’s cogitator’s higher functions.

Location 7: Arx Munitorium – This gigantic room is where the ammunition for the battleship’s immense weapons are stored - shells the size of train engines, plasma torpedoes the size of grain elevators, and that's not to mention the munitions for the “smaller” guns. There are large cranes to move them around. There are signs of that large battle took place (large blast door breached, scorch marks, bullet holes, etc.) as some doomed crew sought refuge here. It appears that some of the gigantic munitions were stacked near the center of the room.

Clues:

 Stack of Munitions - If the PCs investigate the oddly piled munitions, a successful pull will reveal evidence that an attempt was made to rig the mighty explosive warheads to detonate, utterly destroying the ship. See **Act III** to see how many pulls the PCs will need to make.

Location 8: Carcerem – This is the ship’s prison area. All of the blast doors in this area have been rent asunder from the inside. There are signs of a skirmish here. In the maximum security section, one of the cells (which was forced open from the inside) contains a pile of debris that marks the remains of a rune festooned container crate.

In the main room of the Carcerem lies the corpse of Eloeholth’s original body surrounded by some sort of occult runes scribed in blood. It is a hermaphroditic thing that is otherworldly in its attractiveness (the sight of such an inhuman thing requires a pull to avoid being dumbstruck by its painful preternatural beauty). The face is horribly contorted by a hideous rictus. The body itself is pinned to the floor by the legendary sword, *Argent Blessing* (See **Appendix II**).

When the party has gotten the sword, the Ghost will transform into a tired and scarred Inquisitor Adorjin. She will beg the party to redeem herself. When they agree, she will lead them to the Great Chapel to St. Drusus (Location 3) and Eloeholth.

Clues:

- ✧ The Debris – A successful pull will reveal that it was designed to hold a daemonic entity in stasis.
- ✧ The Body – A pull can be made to determine that the stab wound was initially not fatal. Anyone who examines the thing will also have to make a second pull because touching the body stains the soul.
- ✧ The Ritual Site – A successful pull will reveal that it was a modified binding ritual that appears to have bound the daemon within the performer’s body.

Appendix II – Artifacts

The Reliquary of St. Drusus

"Saint Drusus. Born: 328.M39. Martyred 367.M39 by unknown heretical assassin on Maccabeus Quintus. Miraculously rose again after his death to complete the conquest of what was to become the Calixis Sector. Scourge of the Bale Childer. Bane of the Yu'vath. First Lord Calixis. Creator of the Corpus Presidium Calixis. Died (again) 417 M39. The greatest of the Sector's saints, revered on dozens of worlds as second only to the Holy Emperor."

–Extract from the Book of Saints (Calixis Edition)

Contained within a book-sized golden box, engraved with religious iconography depicting St. Drusus, and resting on a bed of red velvet are two bones (1st and 3rd metatarsal) of his bones.

The possessor of the relic gets 2 blocks (one for each bone) to use or pass out as desired.

Argent Blessing

The Argent Blessing is an elegantly engraved power sword crafted by a brilliant weapon-smith with artistry now lost to mankind, and blessed by one of the most celebrated Ecclesiarches in the history of the Imperium. When activated, the sabre glows with a silvery light when activated and growing painfully bright when in the presence of the Warp.

The possessor of the relic gets a block.

The Liber Daemonica

The Liber Daemonica is a very dangerous book, it holds secret and forbidden knowledge that can twist and destroy weak minds. While the book appears to look normal, opening it will reveal a series of flickering paper-thin screens that contain interactive information that can be brought to focus or enlarged. Page after page discusses tactics and how to fight the denizens of the immaterium, as well as listing the True Names of a great many Daemonic entities. The book pulls no punches; it includes an extensive discourse of when to terminate compromised allies and a whole chapter discussing the moral implications and appropriate use of Exterminatus.

The possessor of the relic must pull a block to represent the horror of the knowledge gained. But instead of placing it, they get to keep it, representing the power of the knowledge they gained.

Appendix III – Worksheet

Noble Arbitrator

1. You have been having nightmares of being pursued down pristine hallways, chased by some sort of bestial daemonic thing. What does it look like?
2. You were chosen by Inquisitor Globus Vaarak because he was impressed with your acumen and skill. What incident from your past did he notice?

Sanctioned Psyker

1. Psyker sanctioning is a long, painful, and arduous process that breaks you down physically and mentally while being soul bound to the Emperor. What lasting trauma (mental or physical) do you still carry with you from that time?
2. When you use your psychic powers, the Warp bleeds through into reality. How does it manifest and what drawback or side effect does it leave?
3. When faced with the temptations of a daemon, what is the best way to overcome it?

Mindwiped Assassin

1. Ever since you can remember, you get nigh-crippling headaches. What triggers them?
2. Occasionally you find yourself drawn to forbidden knowledge. How have you been secretly feeding this curiosity?

Ministorum Priest

1. What happened that makes you recoil in horror at the sight of blood?
2. Your hatred of daemons and other warp-spawned beasts is legendary. Why do you hate them so much instead of fearing them like everyone else?

Tech Priest

1. Your unquenchable desire for knowledge led you to pursue forbidden teachings. Inquisitor Olianthe Rathbone discovered your secret and has trapped you into her service. And while she is quite knowledgeable, what do you know about daemons that she doesn't?
2. It is rumored that a copy for the infamous book *Libra Daemonica* was lost on the *INV Righteous Destiny*. What mystery do you think it will reveal to you?
3. What will release you from Inquisitor Olianthe's yoke after this mission?

Sister of Battle

1. While your faith in the Emperor is unwavering, your faith in yourself is much less. Why don't you believe strongly in yourself?
2. What sinful dreams did you experience last night that caused you to flagellate yourself all during the voyage to the Righteous Dawn?

Appendix IV – Questionnaire

Noble Arbitrator

1. You come from one of the great noble families on Scintilla, but have always believed in Justice, Duty, and Loyalty. What happened to cause you to turn away from the noble life and join the Adeptus Arbitres?
2. Despite not owning one, how did you learn to wield a Power Sword?
3. You have been having nightmares of being pursued down pristine hallways, chased by some sort of bestial daemonic thing. What does it look like?
4. You were chosen by Inquisitor Globus Vaarak because he was impressed with your acumen and skill. What incident from your past did he notice?
5. During the previous mission two of your team members, Plex and Sgt. Voldan, died horribly. How did they die and why do you feel responsible?
6. When you became an acolyte for Vaarak, your father gifted you with the family's ancestral weapon. What is it?
7. What is your name?
8. Which of your team members do you pity the most and why?

Sanctioned Psyker

1. Psyker sanctioning is a long, painful, and arduous process that breaks you down physically and mentally while being soul bound to the Emperor. What lasting trauma (mental or physical) do you still carry with you from that time?
2. During your training in the Scholastica Psykana, you were exposed to the five psychic disciplines (Biomancy, Divination, Pyromancy, Telekinetics, and Telepathy). Which one did you specialize in and why?
3. When you use your psychic powers, the Warp bleeds through into reality. How does it manifest and what drawback or side effect does it leave?
4. When faced with the temptations of a daemon, what is the best way to overcome it?
5. Why are you so drawn to the void?
6. Your only reminder of your old life, before being picked up by the Black Ships, is a gift from your mother. What is it and how does it help you control your powers?
7. What is your name?
8. Which of your team members did you entrust your Psykana Mercy Blade to and why?

Mindwiped Assassin

1. Your physical age is 31, but your memories only go back three years to when you were mindwiped. Why aren't you curious about your past?
2. You are skilled in many ways of killing. Which is your favorite? Which do you hate, despite being one of your strengths?
3. Ever since you can remember, you get nigh-crippling headaches. What triggers them?
4. Occasionally you find yourself drawn to forbidden knowledge. How have you been secretly feeding this curiosity?
5. The Noble Arbitrator is the only person you've met since "birth" that's made you feel human. How do you plan to stay on their team indefinitely?
6. Why do you prefer your monomolecular edged swords to ranged weapons?
7. Officially, you are only known by your Imperial Designation "THX1138sen5241." What name have you chosen to call yourself?
8. Who are you drawn to/fascinated by/in love with and why?

Ministorum Priest

1. When you discovered your betrothed was a witch, you turned them over to the Inquisition. Why did you do it and why do you still feel guilty about it?
2. In schola, you discovered a knack in how to deal well with social groups. What virtue allows you to help others face fears?
3. What happened that makes you recoil in horror at the sight of blood?
4. Your hatred of daemons and other warp-spawned beasts is legendary. Why do you hate them so much instead of fearing them like everyone else?
5. What did Inquisitor Vaarak promise you once this mission is completed?
6. What xeno-artifact did you secretly keep from your last mission?
7. What is your name?
8. Who are you most afraid of and why?

Tech Priest

1. Your unquenchable desire for knowledge led you to pursue forbidden teachings. Inquisitor Olianthe Rathbone discovered your secret and has trapped you into her service. And while she is quite knowledgeable, what do you know about daemons that she doesn't?
2. Describe your four Mehadendrites (mechanical arms) that were attached to your body.
3. What causes your vox synthesizer to occasionally blast a screeching noise and why has it been getting worse?
4. It is rumored that a copy for the infamous book *Libra Daemonica* was lost on the *INV Righteous Destiny*. What mystery do you think it will reveal to you?
5. What will release you from Inquisitor Olianthe's yoke after this mission?
6. What special ability did you upgrade your servo-skull familiar with?
7. What is your name?
8. Who on your team do you recognize and why don't they recognize you?

Sister of Battle

1. Why do you think you were chosen by Inquisitor Olianthe Rathbone to safeguard the Tech Priest?
2. What miracle does your unshakable faith in the Emperor allow you to perform?
3. While your faith in the Emperor is unwavering, your faith in yourself is much less. Why don't you believe strongly in yourself?
4. What sinful dreams did you experience last night that caused you to flagellate yourself all during the voyage to the *INV Righteous Destiny*?
5. What do you hope to gain from this mission that will help your accession to Sister Superior?
6. What valorous deed did you perform to earn your Vulkan Pattern Combi-Flamer?
7. What is your name?
8. Who do you instinctively trust more than the Tech Priest and why?

Handout Primus Alpha – Dataslate for Arbitrator

Greetings,

Approximately three days ago, a cadre of sanctioned Inquisitorial psykers registered an unusually strong disturbance of the aethyr about the Gulganna Reach. We were unable to verify what their senses were detecting until naval telemetry confirmed the emergence of a vessel, which we later identified as the Imperial Naval Vessel *Righteous Destiny*, which had been lost for centuries. It has entered in realspace on a trajectory that will directly intersect with Scintilla in approximately one sidereal day.

While there are no standard procedures for an incident like this, the recommended course of action when dealing with a rogue ship that is too near a planetary system is to eliminate it, which is exactly what Battlefleet Calixis was preparing to do. However, soon after its detection, a transponder signal emerged from the *Righteous Destiny*, an encoded signal that codifiers of the Inquisition have identified as carrying the call sign of the legendary Inquisitor Adorjin, who was on board the ship when it was lost to the Warp and her fate unknown. The signal has repeated twice since, at odd intervals.

The dense armor, reinforced by hexagrammic and pentagrammic wards has made an exact sensor reading of the interior of the vessel impossible. Consequently, the Inquisition has ordered the Battlefleet Calixis to give their agents as much time as possible to determine Adorjin's fate and retrieve the holy weapon that she once carried, the Argent Blessing.

Which brings us to you. You and your team have been granted the honor of entering the *Righteous Destiny*. You will have just over eight hours, after you arrive to determine the source of the signal, secure the blade if possible and depart before the Navy destroys the vessel.

You will rendezvous with your two replacement team members, an Adepta Sororitas and a Tech-Priest, at platform Delta-9-Zed. From there, you will take command of the assault boat *Deimos* and lift off to intercept the *Righteous Destiny* and commence your mission.

“Only in death does duty end.”

Inquisitor Vaarak

Handout Primus Beta –

Attention,

You are to rendezvous with an Adepta Sororitas at the Square of the Imperial Martyr. From there you will head to platform Delta-9-Zed, where you will commandeer the assault boat *Deimos* (registry Ca743206f/x3) from one Lieutenant Tiberius Strophes of the Imperial Navy.

There you will wait until the arrival of Inquisition team dispatched by Lord Vaarak. You will proceed to accompany the group on their mission to the battleship *INV Righteous Destiny* (registry Ks02935a/d2.9).

Your mission will be to go to the command hall, where you will download and then execute the attached cants and rituals into the ship's cogitator. Until such time you are able to detach yourself from group, you will lend your support as necessary.

While you are to cooperate with the team, this mission is for you and you only. The Sister of Battle is to provide you protection from any interference.

Remember, the Emperor is counting upon you to carry out his divine will.

“Every Servant has his place, no matter how lowly or modest. To know it is his greatest comfort, to excel within his greatest solace, and his master's contentment is his greatest reward.”

Inquisitor Lady Olianthe Rathbone

<blessedrestorative.bat; sooth_rogue_spirit.sh; prodigal.bsh attached>

Handout Secundus – Thaddius’s Mumbblings

<p>You realize that the Psyker has been slowly muttering, “It is watching us” over and over ever since you entered the Docking Bay...</p>	<p>You realize that the Psyker has been slowly muttering, “It is watching us” over and over ever since you entered the Docking Bay...</p>
<p>You realize that the Psyker has been slowly muttering, “It is watching us” over and over ever since you entered the Docking Bay...</p>	<p>You realize that the Psyker has been slowly muttering, “It is watching us” over and over ever since you entered the Docking Bay...</p>
<p>You realize that the Psyker has been slowly muttering, “It is watching us” over and over ever since you entered the Docking Bay...</p>	<p>You come to the realization that everyone is staring at you...</p>

Handout Quartus – Rear Admiral Janus Kosloff's Log

++LOG SECURITY++THETA LEVEL++

IMPERIAL NAVAL VESSEL: Righteous Destiny
IMPERIAL REGISTRY: 78375341/t
COMMANDING OFFICER: Rear Admiral Janus Kosloff
SERVICE ID: 983623234197/r

++ENTRIES 4569/4580++

IMPERIAL DATE: 809.103.M41
IMPERIAL TIME: 04323546
GALACTIC POSITION: 234/33/CS/S (KLYBO)
LOG ENTRY: 45824569

We have achieved orbit over Klybo and now have begun landing operations in order to suppress the rebellion. Inquisitor Adorjin, accompanied by a kill team of Grey Knights, has departed for the surface. She has confided in me that she feels that this rebellion has no ordinary cause. Her escort of Grey Knights would lead me to fear that a daemonic presence is the primal cause. I pray that she is wrong

+++++

IMPERIAL DATE: 816.103.M41
IMPERIAL TIME: 09540153
GALACTIC POSITION: 234/33/CS/S (KLYBO)
LOG ENTRY: 45824572

Operations continue to go smoothly. Casualties among civilians and the Imperial Guard are within acceptable parameters. I have received a coded message from the Inquisitor that her suspicions are bearing fruit and that she is closing in. May the Emperor watch over her soul.

+++++

IMPERIAL DATE: 818.103.M41
IMPERIAL TIME: 13175107
GALACTIC POSITION: 234/33/CS/S (KLYBO)
LOG ENTRY: 45824574

We just received another transmission from Inquisitor Adorjin. She has requested a brief orbital strike in order to aide her infiltration of the enemy's command center. I am ordering the Port Lance Battery to fire one short burst at the specified coordinates.

+++++

IMPERIAL DATE: 819.103.M41
IMPERIAL TIME: 19522859
GALACTIC POSITION: 234/33/CS/S (KLYBO)
LOG ENTRY: 45824575

I am pleased to report success! Inquisitor Adorjin was able to infiltrate the enemy headquarters and capture or eliminate the ring leaders. She was also able to capture valuable intelligence and evidence of daemonic influence. She has requested immediate pickup. I have dispatched a transport to retrieve her and her prisoners.

+++++

IMPERIAL DATE: 823.103.M41
IMPERIAL TIME: 12010459
GALACTIC POSITION: 234/33/CS/S (KLYBO)
LOG ENTRY: 45824577

Mop up operations have reached a point where the local planetary defense forces can resume control. I have recalled the Imperial Guard and their support elements. After they are recovered, preparations will begin to leave orbit and return to base. Despite the success, I am worried. Adorjin's prisoners seem almost gleeful in spite of their repeated interrogations. Also the "daemoniac" evidence – which appears to be a huge sealed crate - has been made off limits to all, even me. But it is none of my concern and I am glad I was able to fulfill my duty to The Emperor.

+++++

IMPERIAL DATE: 830.103.M41
IMPERIAL TIME: 10432556
GALACTIC POSITION: 234/33/CS/S (KLYBO)
LOG ENTRY: 45824579

Much to my chagrin I woke up late this morning. I did not sleep well due to strange, uncomfortable dreams I had, but that is no excuse. Anyway apparently I had forgotten to make a Log entry for yesterday. Perhaps I need some R&R. So do the men it seems, as yesterday there were several fights between various Imperial Guard units as well as among my crew. One of the fights occurred between the cultists and their guards. And while I have no love for those traitors, it is my duty to ensure they get their date with Justice. Well I guess they needed to let off some steam after their victory over the rebel scum. But enough of this lax discipline I will have my officers crack the whip. And this goes for me as well.

+++++

IMPERIAL DATE: 832.103.M41
IMPERIAL TIME: 07060706
GALACTIC POSITION: 234/33/CS/S (EDGE OF KLYBO SYSTEM)
LOG ENTRY: 45824580

It all happened so fast. Apparently the crate contained a bound daemon and it broke free of its bindings shortly before we were to enter the Termination Shock of the Klybo system. It began to rampage throughout the vessel and its corruption has infected many of my crew. Those infected that did not have their minds and sanity blasted threw in their lot with the beast and now we have a mutiny in addition to the chaos with the escaped cultists. Those survivors that remain free of that foul creature's influence are either in the Engineerium or with me in the Command Hall. I can hear foul chanting in blasphemous tongues on the other side of the blast doors. I am not sure how much longer we can hold out. I hope I have the strength to continue invoking the Rites of Blessed Immolation and destroy this ship. But I can hear it in my mind, whispering sweet, sweet things. Emperor, forgive me...

++END OF LOG++

Handout Quintus – Adorjin's Log

795.103.M41

We have successfully exited the Immaterium within the Xlybo system. The Rear Admiral has informed that we will arrive at Xlybo within five days. I spent the journey reinforcing the ship's hexagrammic wards with pentagrammic wards etched in my own blood. My dreams, all usually involving joyous rapture and crushing pain, are increasing in intensity. They confirm that my divination was correct and that a daemonic entity is behind this rebellion. I hope to capture this Blasphemy and return it to Scintilla so that we may study it and glean many secrets from it that will help inoculate ourselves from their foul corruptions.

A.

808.103.M41

We have arrived in orbit around Xlybo. My dreams (nightmares?) have been getting more vivid as we approach the planet. After prayers, I and my team of Grey Knights will begin preparation for our descent to the surface in order to quest for the source of the rebellion.

I must confess that I am looking forward to confronting the fell beast and binding it for study.

A.

818.103.M41

Emperor be praised!

The orbital strike destroyed most of their defenses and allowed me and my team to infiltrate their base. We fought our way through wave after wave of cultists into the very heart of the corruption, we then confronted the fiend known as Eloeholth and its Phosen.

The fight was costly with all of the Grey Knights killed outright or later succumbing to their wounds. Their sacrifice was not in vain. I was able to subdue the beast as well as several cult leaders. The Imperial Guard rounded up even more prisoners. All were brought aboard the Righteous Destiny, with the daemon bound within the trap of my own devising.

A.

832.103.M41

I have failed. At first I did not want to believe this. But my dreams have become even more disturbing, indicating that the beast is not dormant like I had thought. My body still shudders uncontrollably from the forbidden pleasures and horrors that invaded last night's dreams. How many could have succumbed to those temptations? I almost did and my will has been fortified with years of training. Those lacking my strength would have surely given in.

I know now that it wanted to be caught. The rebellion was merely a way of drawing forth an Imperial invasion so it could spread its corruption into the very heart of the sector. I have already issued an order of Exterminatus for the planet Klybo via the ship's Astropath. I go now to destroy the beast. I only hope that I am not too late.

A.

833.103.M41

All is lost! May the Emperor have mercy on my damned soul! This Eloeholth has perverted most of the crew and even corrupted Agamorr and Magnus. It was too powerful; no wonder the wards on my box failed. I was unable to reach its layer in the carcerem as I was swarmed by its minions, many of whom I once knew, all the while its preternatural laughter could be heard echoing throughout the vessel.

I was able to disengage and return to my quarters thanks to the actions of a bold few. And now they are lost. I heard their cries of anguish and pain as I sealed a blast door in my haste.

If I might be able to bind it, control it, I might be able to thwart its plans; for should it reach Scintilla the devastation would be great and the sacrifice required to stop it so small. Unfortunately the process which I envision will eternally damn my already blighted soul beyond all redemption. I will never know the Emperor's gentle embrace.

I just felt the ship shudder when its mighty engines began their process of tearing asunder reality in order to enter the Warp and so my time is short. I have set my personal beacon to go off in case I fail in this desperate attempt. I go now to do my duty and I pray that Emperor will lend me his strength...

Handout Sextus – Khan’s Flashback

Seeing the corrupted corpse of the Inquisitor, her flesh marred by runes carved into her very skin, causes you to reel back. Your vision flickers and you sway on your feet. You can feel sweat bead on your forehead. Wiping away the sweat you realize you are somewhere else.

You are confronted with an unfamiliar, almost dream-like, scene. You are in a lavish room which, judging by the slim towers seen through the privacy windows, is located high in a hive city. The crowd of masked, yet otherwise naked, people surrounding you undulates to the beat of the latest technochant. They gaze upon you with awe-struck expectation. You look down and realize that you are kneeling with an unmasked naked woman lying before you. She appears to be in some sort of narcotic bliss. Both of you are in the center of a circle denoted by runes inscribed in blood and viscera. You have an ornate dagger carved from human bone in hand, hovering over her willing body.

As the music reaches its apex, you become aware that the dagger is slowly descending towards her. She smiles at you dreamily. As the dagger starts to pierce her breast and begin its ghastly carving, there is a silent flash and you are back with your team in the Great Chapel aboard the doomed battleship.

You now understand with extreme clarity that the Inquisitor’s work was flawed. Her ritual successfully imprisoned the daemon’s spirit within her. Unfortunately, that combined with the other rituals she had prepared earlier, including the pentagrammic and hexagrammic wards she inscribed on the interior of the ship, had the unintended side effect of binding the daemon to the ship, in addition to being imprisoned in her body.