

Dark Heresy Sessions

Part One: Catching the Heretic

Following the death of an Inquisitorial Acolyte, AgriCorp on-world executive by the name of Cain Herrington was declared a wanted Heretic. Additionally the security guard who actually committed the murder is a fugitive awaiting the Emperor's justice.

To handle this business, Inquisitor Lady Rathbone has assembled a small Acolyte cell consisting of an Imperial Guard named Havelock and an Adeptus Arbite Arbitrator named Mallia. They are to handle bringing the fugitive to justice. Additionally, they are to locate and eliminate Cain in accordance with the original mission.

Scene One Set Up: Jezail, who is organizing the Acolyte cell, has rounded up Quint as part of the sweep of AgriCorp. From Albia's notes it is known that she suspected Quint knew more than he was saying. He is now being held in the Inquisitorial stronghold on Scintilla. Mallia and Havelock will interrogate him. Inquisitors have worked over Quint and now Mallia and Havelock must get the truth out of him.

Chaos Factor = 5, No scene changes

Is Quint willing to talk? Very Likely = Exceptional No! AND a random event. Event focus = NPC Action, Cain rolled as NPC. Event = Kill/Attention

Mallia starts, being the professional Arbitrator she feels she is better at this. But Quint seems determined not to even speak. She enlists Havelock's aid in pressuring him, but it goes nowhere. Suddenly Quint's eyes roll back. He begins to speak in a strange language. The air becomes thick with threat, as Quint starts to rock back and forth. The voice becomes clearer and they recognize it from their background research as Cain's voice. But as soon as they realize this, black veins bulge beneath Quint's skin. He bites off his own tongue and becomes catatonic.

The horror of the scene causes Mallia to faint, while Havelock becomes frozen in place. (Game mechanics, failed fear tests.) The doors burst open and other Inquisition acolytes come to tend to Quint. But he is now a mindless shell of his former self.

After they recover, Mallia and Havelock make their reports to Jezail. She is already aware but wanted to hear their take on matters. She is pleased that Cain's voice was recognizable. They now have irrefutable evidence of his heresy.

Mallia and Havelock take nearly a week of hitting the streets to locate the fugitive guard. But now their contacts have led them to where he is hiding out. (Game mechanics, multiple Inquiry tests to find him.)

End Scene One

Scene Two Set up: Mallia and Havelock have spent over a week finding the location of the fugitive security guard. They now have to apprehend him and decide how to handle him. That death is in his future is foregone. But will they get a chance to question him first?

Chaos factor = 6 No scene alterations.

Where is the guard hiding out? Heal / Failure

Deep in the Underhive of Sibella a shelter for reforming criminals and homeless is run by an Imperial Preacher. The fugitive is there.

Does the Preacher cooperate with the Adeptus Arbites?. (Likely) Yes, random event rolled (33)

Random event: NPC action Pursue/News NPC = Jezail

As Mallia and Havelock prepare to go to the Underhive shelter, Jezail calls them on vox-link. "I've done some of my own investigative work on this case. You still need to bring the fugitive to justice. But I've got news of Cain's whereabouts. See me after dealing with that scum."

Pleased for the help, Mallia and Havelock move out to apprehend the fugitive.

Is the shelter a large operation? (Very Unlikely) No, it is a small shelter run by the Preacher. It is tucked into the ruins of an Imperial Aquila statue and some other structure that forms a few rooms.

Is the Preacher present when Mallia and Havelock arrive? (50/50) Exceptional Yes, He is present with the fugitive, standing just inside the Shelter.

Seeing that their quarry is at hand, Mallia tells Havelock to let her handle the situation. She enters the shelter first, with Havelock backing up the way out.

Are there other ways out of the shelter? (V likely) Yes, a back exit exists.

Does the fugitive become hostile? (V. likely) Yes

Is he unarmed (unlikely): No, he carries an auto pistol and knife.

Does the Preacher assist the Inquisitor Acolytes? (Near sure thing) Yes and random event rolled (44)

Focus: NPC action Assist/Competition.

Down in the slums of the Underhive, Arbitrators and Guardsmen are held in contempt. At the first sign of violence against them, other malcontents join the fight.

The fugitive leaps away from the Preacher, who yells for the fugitive to surrender. "If you want forgiveness as you say, you must submit to the Emperor's law."

"No way will that Arbitrator bitch touch me!" He reaches for his auto pistol. At the same time the rabble

outside the shelter gather menacingly around Mallia and Havelock.

"Disperse the crowd," Mallia orders Havelock. "I'll tackle the fugitive."

Game Mechanics: Preacher armed with stub revolver see pg 342, Ministorum Preacher. Two scum in the crowd are willing to actually fight, but are not dedicated to losing their lives. See pg 344 Scum. Fugitive is Enforcer, pg 339.

Is cover available? (Likely) Yes

Is it heavy cover? 50/50 No Treat as AP 8

Will the scum run once hurt? V likely: Ex yes! If they take any hit even if not hurt, they drop out

The fight is short and deadly. The fugitive draws his gun and takes a wild shot at Mallia. Havelock takes up a firing position behind a pile of heavy ruins and fires on the scum. Most of the crowd flees but two draw pistols and return fire, bullets pinging uselessly off the cover.

Mallia draws her shock maul and charges the fugitive. He ducks away only to have the preacher shoot him in the leg. The preacher seems amazed to have made the shot. The fugitive turns to run but Mallia wastes no time. Infuriated, she slams her shock maul down on the fugitive's leg. The hip breaks and the bones pierce his flesh. Mallia is not done and continues to pummel him until he is a quivering heap of dead flesh. (Game mechanics, rolled righteous fury two times in a row!)

More shots are traded with the scum outside. But Havelock's professional calm wins out and the two scum die screaming with las-gun holes perforating their bodies.

For a few moments there is silence as everyone takes stock. Havelock gives Mallia a dubious look after seeing the pile of mush that was their target. "Guess we don't have to interrogate him, eh?"

"The Emperor's justice is served," she replies, flipping her hair from her face. She tosses a few Thrones to the Ministorum Preacher. "For your work here. You have the thanks of the Adeptus Arbites."

The Preacher accepts the money, but frowns at the mess. "Are you leaving him here?"

Mallia takes a holo pict of the scene to document the completion of their mission. "Yes. If you shelter scum, then you clean up after them."

Mallia and Havelock leave the now vacant and silent section of the Underhive, sensing frightened eyes watching them. Havelock smiles to himself the whole way up, until Mallia cannot take it anymore.

"What is so amusing?"

"I think I'm going to like working for the Inquisition."

Once back in Sibellus Middle Hive, Mallia and Havelock contact Jezail on secure vox links. Jezail reveals that Cain is still on Scintilla, and has not left the planet and appears to be waiting for someone or something.

Does Jezail know the exact location? (Likely) Yes.

Jezail reveals that Cain has been tracked to an uncivilized sector of the planet, a place of volcanic and seismic activity. "Cain appears to be dawdling there for some reason. I don't need to impress upon you what he might be doing there could have dire consequences. He needs to be eliminated."

Can Jezail tell them more specifics about Cain? (Unlikely) Exceptional Yes!

Jezail has a detailed map of the area and details of Cain's entourage. "After evaluating the video pics of Quint, collating interrogation results of other AgriCorp employees, and some satellite surveillance, I am more than sure that Cain is attempting to carry out some sort of dark rite. He may be involved with warp powers beyond his abilities. I will arrange transport to the area for you immediately. Emperor be with you both."

End Scene Two

Scene Three, Chaos Factor 7, rolled 8 = no interrupt

Jezail arranges air transport to the new location, a hostile, volcanically active section of the planet. Mallia and Havelock watch the slow land trains moving between hive cities, and Mallia feels uncomfortable outside the confines of a hive. However, Havelock becomes visibly happier at the azure skies above him.

Did Jezail provide any extra gear for the mission? (Likely) Exceptional Yes!

Jezail used her contacts to get a full set of Arbites carapace armor for Mallia and a grenade launcher with six frag grenades for Havelock. She doesn't want any chance of failure. Also, she can't be sure what they are facing.

The Speeder is coming in to the drop zone, where Mallia and Havelock deploy. They can call for pick up at the same point via Vox link. Jezail is monitoring the operation remotely but can lend no further assistance.

Is Cain's lander present at the site? Likely Yes.

Is there anyone present? 50/50? 10 exceptional yes!

Is it the crew? 50/50 Yes, the three crew who accompanied Cain are present. Are they hostile? Likely Yes. Is the Combat Servitor present as well? Unlikely No

Are they aware of Mallia and Havelock's approach? Somewhat Likely Yes

The three crew have seen the lander and are on alert. The air is hot and the scent acrid as Havelock and Mallia approach. The cultists still wear their AgriCorp uniforms, one a pilot and two attendants. But their eyes are crazed and their visage is ragged and desperate. One screams upon seeing the PCs and they point toward them. (Treat as Cult Initiates, p 337)

Are they at long range? V Unlikely = No, they are at mid range when spotted.

Is cover available for both groups? Likely = Yes, there are enough rocky outcrops and places to assume cover. Will the Cultists take advantage of cover? Near Sure thing = yes

Do the cultist spread out 50/50= Yes. Do they use autofire? 50/50=Yes

The cultists spread out and draw autopistols. They take up defensive positions behind rock outcroppings and start shooting. Mallia and Havelock do the same. Havelock lobs a grenade behind the cover, and the explosion blasts two of the Cultists to shreds.

Mallia empties her shotgun on the last cultist, heavily wounding his leg.

Does the cultist attempt to flee? Very Likely = Exceptional Yes! He drops his weapons and turns tail without hesitation.

Mallia orders Havelock to subdue him. They spring from their locations and attempt to catch up to the Cultist. He's bleeding from his leg injury and is easy to catch. Havelock is first on the scene, but stumbles. The Cultist dances away on his injured leg. Mallia charges headlong, slamming into the Cultist and taking him down. She pins him in a headlock. Havelock recovers and beats the Cultist until he is knocked out.

Is the captured cultist afraid to cooperate? Likely = Yes

When the cultist comes to in a few minutes, Mallia has restrained him. It is the shuttle pilot, as she can tell from his uniform. She and Havelock try to intimidate him into telling them what he knows. Their tactics completely backfire, and the Cultist becomes hysterically overconfident, going to far as to spit in Mallia's face. It becomes apparent that the Cultist won't say more or tell them what they want no matter what the threat. (Game mechanics, multiple failed intimidation attempts.)

Mallia orders Havelock to search the lander while she puts a gag on the prisoner. She joins to look around and after tearing through the lander they find something.

What is found? Table results = Bestow/Failure In what should've been Cain's private passenger cabin they find a nondescript, locked box. There's a slot for a key card, but the lid cannot be pried off. Mallia takes this back to the prisoner, asks what it's for.

This time the Cultist is more compliant, probably having time to think along with the pain in his leg helping.

Does the Cultist know what is in the box? Unlikely = No. Despite heavy persuasion, the Cultist says he doesn't know. Mallia and Havelock believe him.

Without anything more to gain from questioning their prisoner, they consult the maps Jezail had provided.

Is there any obvious terrain features like natural or man-made paths that a person would follow to leave

the area? Likely = Yes A single path leaves the flat area of the lander pad, marking the natural exit or entrance from this place. Tossing their prisoner into the lander, Mallia and Havelock set out on the path beneath a dark red sky.

Does the path have any forks in it? 50/50 = Yes. Does one lead to a more obvious location? 50/50 = Yes

After some travel they come to a fork, one which leads down into darkness and another that appears broader and well used. Havelock and Mallia investigate the two tracks but cannot determine if there has been recent traffic. They pick the more obvious path.

Does the path end in a location (as opposed to just dying out)? Likely = Yes. Where? Roll = Punish/Friendship. The place where Cain has lured his sacrifices to the dark powers! T

The path is broad and apparently man-made. It leads into a wide cave mouth. Dark and yawning, the place gives a sense of palpable evil. Havelock shudders at the sight and together with Mallia he tries to determine if anyone has entered the place. They find nothing.

“This has to be the place,” Mallia says. “Throne preserve us, something bad is in there.”

Havelock doesn't reply, simply squints at the cave with his dark eyes and spits on the dirt.

End Scene Three

Scene Four, Chaos Factor =6, Roll 2 =Interrupt Scene

Move Away from a Thread (Explore Cave) Struggle/Benefits

As Mallia and Havelock approach the cave, a heavy grate lowers and blocks them from entering. Mallia curses their luck. Havelock is more practical and notes that someone knows they are here.

Is there anyone guarding the cave entrance? 50/50? Yes

Havelock is the first to notice that there is someone or something at the entrance.

Is it the gun servitor? Somewhat likely = Yes.

Cain's gun servitor is posted inside the grate. It whirs to life when Mallia and Havelock approach. Its twin autoguns whine as the servitor raises both to point at them.

The cave was only visible after rounding a corner, leaving them within 11 meters of the Gun Servitor and the entrance (rolled distance on d100, not random event since it's not a Fate Chart roll).

They both leap to cover, and since their weapons are at the ready they open fire. Havelock plinks las fire into the Servitor's legs. Smoke and sparks rise from a hole in its plating. Mallia drops behind a rock outcropping, levels her combat shotgun but it jams. The Gun Servitor's twin auto guns spray a hail of fire onto Havelock. The rock covering him is blasted to bits and jagged rock chunks slice open his flesh.

Maintaining his professional calm, he takes a careful aim. He fires a semi automatic burst that rips

through the protective plating, silencing the gun servitor. They wait in cover, anticipating the arrival of support.

Does anything come to the scene? 50/50 = 8% Exceptional Yes! Looks like the sentry has done its job. Not only is help coming but so is anything else within range to help.

Does Cain arrive with these reinforcements? V. Unlikely = Yes!

How many others arrive with Cain? Roll d3 = 3 more.

What kind of threat is Cain? 1-2 = Cultist, 3-4 Psyker, Possessed = 5-6 6 = Possessed! Just what I was hoping!

End Scene Interrupt

Scene 5, Chaos Factor 7, Rolled 5 Altered scene

Not sure how to alter, so ask Fate Question. Is this the final show down with Cain? 50/50 100% Exceptional No!

Mallia and Havelock still crouch behind the rock outcroppings. Cain appears, still in his business finery. But it is tattered and stained. His eyes are midnight orbs of black, and when he smiles he reveals rows of sharp teeth held in livid gums.

"So I have visitors? Too bad I cannot stay to keep you company. My work here is done and I must be going. Life as an executive, you know." He cackles and both Mallia and Havelock feel the taint of the warp wash over them, keeping them ducked down. "But my personal assistant will see to your needs while I'm away."

Cain laughs once more in a voice that is hardly his own. Something else now occupies the flesh that was once a senior executive at AgriCorp. The Gates pop open, and only then do Mallia and Havelock dare to look.

Cain's assistant comes to the fore, tattered bits of her skirt and blazer remain. Otherwise she a visage of the warp: a lascivious and demonic creature with purplish skin, vicious horns and one huge crablike claw. She is a Daemonette (see pg 351)

Is there any chance to snipe at Cain before he exits the scene? Impossible = 33 No AND a Random event!

Event focus is PC Positive: Release / Competition Cain is leaving, thereby withdrawing his hold on his former cultists. The pilot regains his senses and had already worked himself out of his bonds. At the end of the second combat round he will fly the Lander and come to the group's aid.

The Daemonette springs forward with a scream. "Do you have an appointment?! Let me check!"

Such is the undeniable horror of this thing that Mallia falls unconscious on the spot. Havelock retreats in fear. (Failed fear tests)

Does the Daemonette go after Havelock? 50/50 No

When Mallia falls to the ground the Daemonette leaps upon her, digging her horrible claw deep into Mallia's torso. She is all but killed by this. Havelock stops backing up, turns to attempt some shots on the daemonette. But when he looks at her, he cannot help but see a seductive and alluring woman beckoning him. He knows it's not real, yet cannot help being distracted. His shots stray wide. In the meantime, the Daemonette snips off Mallia's left leg at the hip. Her blood rushes in a massive pool beneath her body.

The Daemonette rises from Mallia's prostrate form. Havelock hears the whirl of the Lander engines coming overhead. The Lander sails overhead, Havelock seeing the pilot through the scorched glass.

Does the lander have defensive weaponry the pilot can use? 50/50 = Yes, a heavy stubber is attached to the front.

To Havelock's surprise, the former Cultist unleashes a hail of fire at the Daemonette. The lithe demon dances away from the first bolt, but such is the fury of the stubber's burst that two more shots tear the Daemonette to bits. The pieces quickly melt and fade back to the warp. (Game note, Cultist passed both fear and willpower tests to attack. The Cultist profile has outstanding willpower stats!)

Does the cultist land? No Way = Exceptional No! The lander made one pass and fired a single burst that caught the Daemonette. The pilot continued past Havelock, not seeming to know he was there.

Snapped out of his confusion, Havelock clearly sees what has happened. He rushes to Mallia's side, but she is dead. He looks back at the cave mouth, sees the slumped and gray form of the Gun Servitor there. The cave still feels evil to him. He cannot go in alone, not if Cain or other warp things lurk inside.

Instead he looks down at Mallia, removes her flak helmet. Her face is ashen from shock and blood loss. The horror of her last vision is etched on her death mask. Havelock braces himself; he has seen worse wounds in his time with the Imperial Guard. This is no different. Lifting her body onto his shoulder, he lumbers back down the path. At the extraction point he calls for pick up and lays Mallia's body down to wrap it in a blanket from his kit.

Havelock finds the box Mallia kept from the Lander. He turns it around in his hands and can't make sense of it. He looks out across the black and red sky toward the point where Cain vanished. The mission was a failure, and he had failed to protect his team mate.

Maybe he would not like working for the Inquisition after all.

End Scene

End Part One