

Things to Remember

Dynamic Rivals and NPCs - they need to change through the campaign, just as the party does

Misfortunes - Important if you're going to show how the grand dynasties took generations to build

Remember to give the PCs the options to burn PF for Acquisitions

Ship as a living city - shipboard encounters: hullghasts, weddings, funerals, births, murder, rape, quirks and repairs, warp encounters create difficulties down the road, on-board guild or gang wars

Astropathic Messages (random) should come semi-often to any PC Astropath, or even NPC

If there are no PC Navigators and/or Astropaths, only give the Dynasty as many as their PF/10.

Make the NPCs count. Spouses, concubines, children, siblings, etc., likely have important positions and titles, if not functions. They might be vulnerable to kidnap and assassination. They are certainly vulnerable to more mundane drama, such as love affairs and familial spats.

Rivals and enemies also use subtle means to spy on the party and obstruct their plans: seduction attempts, drugs that make subjects pliable, kidnappings, pressing their crew

The Inquisition probably had spies on your ship before it was your ship.

And always remember the components of fun

- Sensory pleasure - since the game doesn't involve books, miniatures, and dice (it's online) make sure to immerse the players in pictures and descriptions
- Fantasy - always encourage good roleplaying...get the players to stay in character and try to be the narrator instead of the referee
- Narrative - give each Endeavor a structure...that structure can change during play but the change then needs to be reworked into a new structure
- Challenge - let the power gamers power game but don't give them any cheese to aid them; in fact they don't want cheese, they want to feel like they did it on their own
- Fellowship - don't deliberately throw in group dividers, or encourage inter-party drama; draw up encounters that require cooperation
- Discovery - be ready and be complete when presenting something new
- Expression - be ready to permit players take the reins in some circumstances
- Abnegation - the grind; find a way to give the players thoughtless adventure

Plot Outline

I. Themes

A. Commerce

1. trade routes from New Colonies > Damaris > Hermitage
 - a) exports of raw materials and exotic goods
 - b) Cold Trade of Yu'Vath and Egarian goods
 - c) possible Chaos and/or Eldar raids on the trade routes
2. colony infrastructure transported from Calixis

B. Exploration

1. deciphering the ancient map
2. exploring new systems for profitable resources
3. charting the routes; contracting free captains while maintaining secrecy

C. Colonization

1. reintegrating lost colonies
2. establishing new colonies
 - a) industry and mining colonies
 - b) archeotech and Egarian/Yu'Vath research colonies
 - c) agricultural colonies (go for the unusual)
 - (1) water world with expansive schools of fish and readily available supply of salt
 - (2) gas giant with pods of leviathan gas-bags
 - d) ecclesiarchy - lost tomb world (Dark Tower)

D. War

1. Ork Waaagh! for Damaris
2. Rak'Gol War for Dark Tower and Dark Fortress
3. Eldar alliance or war over Exodite world
4. Chaos alliance or war over Footfall and/or Next

II. Background Events - what are the NPC dynasties up to?

A. *Lure of the Expanse*

1. Trask - profits greatly on Eldar artifacts; impresses Rogue Trader community; establishes power bloc
2. Gerrit (Arcadius), Ma'Kao, Scourge - lose heavily, ally with Trask
3. Blitz, Armelan, Fel, Bastille - profit to a lesser degree on Eldar artifacts
4. Feckward - dies, replaced by heiress

B. *Warpstorm Trilogy*

1. driven by the Orleans Dynasty
2. Waaagh! for Damaris threatens PC Dynasty trade route
 - a) potential alliance with Orleans and Blitz
 - b) potential connection to Ordo Xenos through Deathwatch operative
 - c) cement Bulwark as PC Dynasty holding
 - d) discover charts of the lost Hermitage route

3. Chaos attack on Footfall threatens closure of the entire Expanse

C. *Soul Reaver*

1. driven by the Memnon Dynasty
2. cold trade war between factions dependent on PC Dynasty
 - a) Yu'Vath artifacts
 - (1) Slaught fear artifacts will reveal them
 - (2) Amaranthine Syndicate moves against movers of artifacts
 - (3) Memnon Dynasty moves artifacts through Nexus brokers
 - b) supply of slaves needed by Dark Eldar
 - (1) Thorn-brokers attempt to interrupt slave flow to Nexus
 - (2) Thorn-brokers hire Memnon to introduce new slave supply to Nexus brokers
 - c) supply of slaves needed by Chaos
 - (1) Nexus has supply but Chaos is not welcome there
 - (2) Memnon is hired by third parties to funnel slaves to Footfall
 - d) both artifacts and slavery encroach on Quintet markets
 - (1) Mist Fleet decides to gain Quintet ascendance by working with suppliers of cold trade (they want to be the movers)
 - (2) Thorn-brokers are manipulating Mist Fleet to gain access to captains willing to go renegade for profit
3. resulting attack on the Nexus of Shadows could have Quintet or Chaos backing, or both, or neither
 - a) Salaine gathers her renegade fleet; great council of captains results in a challenge from a Chaos Champion whom she defeats spectacularly by turning him to dust with her sword
 - b) renegade fleet lays siege to Nexus of Shadows
4. without PC Dynasty intervention, the default results in the Memnon Dynasty conquering the Galean Sphere in concert with the Quintet while driving the Amaranthine Syndicate nearly out of business, but not revealing the presence of the Slaught
 - a) allies that can be gained include:
 - (1) Domos the Magos
 - (2) Ludvos Tarn, Imperial Fist
 - (3) Captain Anja Shen, *The Hostile Transaction* (Havoc-class)
 - (4) Nashrik Hakh, Kroot
 - (5) Neija Tromeau, Warp-Wyrd
 - (6) Relhadhar Antariel, Eldar Corsair
 - (7) Hobhyoos Giel, Stryxis

III. Driving Vehicle - The Council of Captains

- A. Council of Captains is established on Footfall (?) and forms into factions - Winterscale and Chorda are the most fractious and difficult to deal with but if the other factions press them they will acquiesce. They are both looking for an

excuse to war with each other. If the other factions ally against them, though, it will press them into an alliance with each other against all comers. This is probably the best opportunity for the PCs to form a power bloc with themselves as leaders. Council meetings provide 4 points of focus for the campaign 1) keep the players apprised of the goings-on in the Expanse, 2) provide a vehicle for the political maneuverings of the Rogue Trader Dynasties, 3) modeling for the players on how to operate their own holdings, and 4) provide reasoning on why the Imperium can't effectively expand (in-fighting).

1. Winterscale Supremacy - they only want to remain the dominant power in the Expanse, thus rivals need to be knocked down; their difficulties are their own problems; will obstruct any action by the Council
2. House Krin Dominance - faction fears the power of Chaos more than anything; this faction sees more raids by the pirates of Iniquity than any other faction; they would love to see a crusade declared against Iniquity
3. Trade Admiral's Cartel - the Ork of 'Undred 'Undred Teef raid this faction's trade routes and colonies; the members are always presenting "new evidence" of a sector-wide WAAAGH!
4. Machenko Consortium - already at odds with the Eldar; most of these dynasties will attack the Eldar on sight; this faction initially has the highest probability of allying with the Quintet Sovereignty since the Principles also want the Eldar humbled
5. Trask Hegemony - most are smarting over the setbacks they suffered at the hands of the Eldar during Lure of the Expanse; would love to see a concerted action against the Eldar
6. Quintet Sovereignty - they have access to ready markets and merely want to protect their own while keeping the Cold Trade risky enough to maintain high prices; they will oppose any faction moving volumes of Cold Trade goods and use meetings to glean information that can be used to blackmail rivals or compromise their activities; see Eldar activity as their biggest threat
7. Portellan-Memnon Alliance - expected PC faction so let them invent their own interests; if PC alliance doesn't materialize then use this faction to represent another Free Trade bloc, one that is in conflict with the Quintet Sovereignty; having particular problems with the Rak'Gol attacks on their colonies

B. Council meetings

1. as *Lure of the Expanse* winds down the Trask Hegemony forms; they will push for a Crusade against the Eldar
2. fears of a WAAAGH! after continued raids against the Trade Admiral's Cartel and the events at Damaris
3. as the Quintet starts to fracture, Chaos raids against the House Krin Dominance increase

4. Nexus of Shadows events implicates Council as a vehicle of subversion - Inquisition investigates dynastic loyalties; many operations are threatened
5. Margin Crusade revealed as a fraud - anarchy threatens lines of Imperial communications as Calixis Sector goes up in rebellion (Malfi leading) - new Crusade rumored to be mobilizing to crush rebellion - Rogue Trader Dynasties isolated beyond Calixis
6. Passage Watch Est-27 or the Jericho Maw Gate becomes common knowledge to the Captains; some flee to the new sector
7. The Faceless Lord's attack on Footfall separates the factions as some dynasties run for the hills while others prepare a defense; those remaining behind gain traction with the Inquisition but are not vindicated as some inquisitors suspect that those remaining behind are 5th Columnists

Background on the Dynasty in the Koronus Expanse

Grandfather established Damaris a few hundred years ago. The Dynasty still has holdings there, though the colony hasn't been visited in over a hundred years due to the long voyage through the Warp. The colony was deemed unsuitable and unprofitable after Grandfather disappeared. Only he was able to transit the Warp in a time reasonable in length to justify the meager rewards from the colony. He left behind a base there (The Bulwark), and he negotiated with the Adeptus Mechanicus to establish a Forge there. The colonists had local autonomy and an appointed, but hereditary governor. Mining rights in the system remained in the hands of the Dynasty. Travelling to Damaris can re-establish the Dynasty's rights to the Bulwark and gain the party wealth and influence.

Session 1

Start Time: 01 500 816.M41

The PCs ship is fleeing the Calixis Sector, with the Rival Coalition in hot pursuit, their trained Navigator's tracking them through the Warp. The PCs will not be attacked in dock at Port Wander or Footfall, but anywhere else is fair game. This condition will last until the PCs shake them off somehow.

Complete

These pursuers are captains of the Lo Pan and Sult Dynasties. 2 Frigates and a Raider are in close pursuit. They are known to be backed by House Krin. The *Wings of Destiny* (Lo Pan Sword-class Frigate) is commanded by Captain Amadeus Lo Pan, and the *Rightful Spoils* (Lo Pan Dark Eldar Corsair-class escort) by Commander Esmeralda Buonofucci (a Lo Pan protege). The *Teapot Rotunda* is commanded by Commander Erwin Sult.

Complete

The first time our heroes visit Port Wander there will be an unusually high number of powerful craft on hand. Admiral Horne is there with the battlecruisers *Gryphon* and *Stormwind*. Also present are the cruisers *Sirius* and *Gethsemane*. There are also 8 Imperial frigates and 4 destroyers. Morthus Whitehold (*Emperor's March*), Calligos Winterscale (*Emperor's Vow*), and Rhodius Memnon (*Caveat Emptor*) are also present. The Storm Wardens' frigate *Typhoon of Destruction* is also on hand. Rogue Traders Ignateous Xarn, Naj Amardi, Maranor Fel, and Wrath Umboldt are currently in port. [This is a total of 10 capital ships and 15 escorts] There are also the normal number of around 50 ships (escorts and merchants) present in the port. A Cassini navigator might notice that his Navis House's fast clipper, the *Thermopylae*, is also present, meaning an important functionary of the House is in attendance. Lo Pan and Sult show up shortly (or maybe in a few weeks depending on their travel time).

Complete

Winterscale will be present in Port Wander the first time the PCs arrive there. He will invite the party for a meeting aboard his grand cruiser, or his apartments on the station if that is not acceptable. He will be insulted if they don't come to either. Winterscale will remind the party of past alliances and attempt to get the Dynasty to agree to delineated spheres of influence, maybe with some side contracts if the Dynasty has a rough start. He doesn't really want another contender, let alone rival, in Winterscale's Realm. He can be negotiated with. Possible bargaining points might be help in escaping the pursuers. "Yes, I think I can throw off your pursuers. Would you be interested in carrying a cargo to Lucien's Breath for me? I have a backlog of equipment in warehouse on Footfall. I'll provide you with a Writ of Winterscale Protection from here to Footfall, and from there to Lucien's Breath and back. Surely, they won't chase you that long. They have to pursue profits, too. Anything past that and we can always renegotiate."

Complete

Lt. Commander Gaius Minten - Voidmaster, is a Dynastic remnant on Port Wander. If the Lord-Captain Portellis is broadcasting his transponder, Minten will contact the ship. Otherwise, wait until the players have spent some time in the port for him to get word of them. He has kept the Dynasty's holdings in the port the entire time that Father has been ignoring this side of the Dynasty's business. He should win the player-character's confidence when he shows that he has kept track of all the RT Dynasties that have put into the port over the past several decades, and the Navigator Houses whose flags they flew. He asks retainers all the right questions before being presented to the current Warrant Holder, so knows the correct forms of address. He has excellent Common Knowledge (Koronus Expanse) and (Rogue Trader) skills. He knows a lot about current alliances, Dynasty and House politics. He has not made a profit over the years, probably because he has maintained a household of bondsmen, laborers, and servitors in an asteroid manse all these years. If the Dynasty accepts his dealings as their own then they must accept -1 PF, but this gives them immediate access to warehouse space that belongs to the Dynasty. The warehouses are in Footfall and Minten spends all his time travelling back and forth between Footfall and Port Wander (on other captains' vessels). He could have broke even, but he didn't want to make the decision to warehouse cold trade goods and thereby threaten the dynasty's local standing. He has even maintained an Arvus Lighter and a Chiropteran Scout. Most of his income still comes from the Damaris trade route. He manages to collect a small percentage of the revenue that the system ships through Footfall. He will suggest a visit there (Damaris) to see that the proper tithe has been paid through all these years. He suspects they have not (actually he's wrong...that part of the trade that the colony owns has gone through his warehouses...it's the trade by such as Orleans, Blitz, and Armengarde that hasn't). "You have returned at an interesting time in the Expanse. Over 50 vessels have gone missing in the last four years. Maybe they are late returning; maybe they have fallen prey to pirates or xenos."

Complete

If the players visit Admiral Horne (or Commander Larius Sans, commander of Port Wander), they walk in on a meeting between the Admiral, the Commander, and Rhodius Memnon (it appears as if an Admiral and Captain of the Imperial Navy are having a discussion while the

Commander waits on them). The Commander immediately looks your way as you enter, but the other two are arguing fiercely and either don't notice you, or ignore you.

[Memnon] "I came here to speak of trained pilots, Furies, and Starhawks."

[Horne] "I have none to spare."

(Memnon slides a dataslate across the table)

[Memnon] "I have this in trade."

(Horne studies the dataslate)

[Horne] "I'd like to know how you Rogue Traders get your information. Having what I need is good, but knowing what I need means you have spies in my organization, in the Emperor's Imperial Navy!" (He pounds his fist on the table at this last remark) "I should have you arrested."

[Memnon] "You do not have the authority."

[The Commander notices the PCs and whispers in the Admiral's ear]

[Horne] "I have the power." *(He looks up.)* "Very well. We shall both have what we need. Now we have visitors." *(They both look up, stand up.)* [Horne] "I am Admiral Horne. To whom do I have the pleasure of speaking?"

Complete

Session 2

Navis Nobilite House Cassini will attempt to bring our heroes and the Memnon Dynasty together. If our heroes have a House Cassini Navigator then the House doesn't wish a replay of their earlier disaster and at the very least insist upon a non-aggression pact between the two Dynasties. First, the House will bring the two navigator's of the respective Dynasties together. If there is no House Cassini Navigator in our heroes' party, then their Novator (a grossly overbloated Dune-style Navigator) will host a meeting and press their "need" for "cooperation." The Novator will make vague statements ("I can see the strands of fate deep within the Warp, and while I cannot say what challenges you might face I can say with certainty that only cooperation between your two dynasties will avert a local catastrophe to the Imperium (of course, this is in reference to the ancient Yu'Vath-Slaught Feud threat both will face).") On their part, the Memnon Dynasty will offer their orbital docks on Schwartzzegebirg (yet to be placed, depending on the party's needs) for trade, resupply, refuel, hull repairs (not modifications), and crew recruitment. They expect one supply run for each stop at the system in return for these privileges. This is negotiable.

Complete

Addendum: There is to be meeting aboard the Memnon flagship, *Opus Requiem*. The Memnon Dynasty also employs Cassini navigators. When the party arrives, they will be met by 2 Cassini navigators, Livia Cassini and Antonia Cassini-Ormen. Neither are the ship's Navigator Primus, who is Lorayne Cassini, but both are experienced guides of the Expanse. They will make apologies for the captain, who they say is busy seeing to an issue arising from the shakedown cruise, but will join them later, and offer to guide the party on a tour of the ship (along with a Stormtrooper detachment). The tour, of course, is designed to impress the visitors, so they will

be seeing the decorated sections of the ship, witnessing its general martial air, and sampling some of its archeotech. In particular, they will visit the bridge, with its Warp Sextant, where they can witness Lorayne Cassini in the immersion tank. The Portellan navigator can speak with her if he wishes. He will have to wire himself up in order to communicate (the pilot's chair is designed for this) and the experience will prove very intense and more than a little erotic. The *Opus'* Master Helmsman and Chief Bosun, Ace Harkins, will be noticeably annoyed by the intrusion into his sphere of control. After the bridge, they will all tour the gun decks and hangars, to be suitably impressed by the ship's weaponry, and the Cassinis will be happy to expound on the Lord-Admiral's unorthodox tactics and choices of armament. If any questions of their pasts exploits are forthcoming, they will happily relate those, too, except as concerns the particulars of location and passages, which they hope they can reveal at a later time, given an alliance between the two Dynasties. When the Lord-Admiral arrives, he is accompanied by his personal secretary, Curator Miriam Avarnus, and his Choir Master, Eudisia Bogdanoff, both who walk behind him and say little, but spend all their time giving the visitors piercing glances. Memnon will make his apologies for keeping them waiting and take them back to the bridge, where a full staff meeting will be held, and negotiations for alliance will take place. Memnon wants help transporting equipment to his colony, Schwartzgebirge, and an agreement to help each other in time of emergency. To that end, he wants the two Choir Masters to "do whatever it is they do to ensure good communications." For his part, he is willing to give the location of the colony, grant repair and refitting rights (including crew replacements, up to a certain number), and allow the Cassini navigators to share their charts with each other.

Complete

An Ordo Xenos operative will insist on passage; Deathwatch Battle Brother (and Kill Marine) Apothecary Galen of the Salamanders seems to know that Damaris will be the party's destination and declares that planet his objective ("Your destination is Damaris. I require passage."). He will disappear into the colony until the Ork Waaagh! He can then reappear to provide tactical advice, medical expertise, and even provide the party with mutagenic weaponry to aid them. If the party isn't going to Damaris he will try to get them to go there, but will not be insistent or provocative in this instance. Regardless, he will show up there during the Damaris WAAAGH! Good opportunities to bring him into the story include when/if the party performs The Vanguard mission, during a mission to save an outlying settlement, or when the convoy from the Forge needs a better driver. His contributions can include his considerable medical skills, and perhaps some special mutagen weapons to aid the attack on the Roks, Snokgritz's cruiser, or in cleaning up Damaris in the aftermath. He leaves after the attack on Snokgritz with news for his superiors (of the Chaos connection if our heroes do their job well).

Complete

Someone in the Dynasty, maybe even a family member, will suggest (if none of the PCs do) an HQ Administrative Center be opened at Port Wander or Footfall, a central location for the storage of goods, and the collection of data. It's harder to send an astropathic message to a moving ship than it is to a more stationary target. Of course, Gaius Minten already has such a center established if the Dynasty is willing to take that hit to their PF and absorb his holdings

(they already belong to the dynasty - not accepting this should require a Misfortune check for not backing their own underlings).

Complete

Addendum 1: While the ship has been repaired, there has been no attempt made to replenish the crew. There are several ways to do this.

- recruit naval personnel - it requires Peer (Imperial Navy), and a scarce Acquisition check; Crew Rating +1
- recruit common laborers - common Acquisition check; Crew Rating +0
- send out the press-gangs - requires Peer (Underworld) or Common Lore (Underworld) plus a Challenging (+0) Inquiry check, and a Challenging (+0) Barter or Commerce check; Crew Rating -1
- raid the prisons and the underdecks; there is no cost or Acquisition check, but morale drops 1d10+10 (can't be restored until the ship sails); Crew Rating -1

Complete

Addendum 2: Someone needs to be chosen to replace Gaius Minten if he is to be taken along. It will probably take 2 people to replace him, one in Port Wander and one in Footfall. - Brother Capote has been left behind.

Complete

Board Meeting

1. Carrying cargo for Winterscale: both NPCs will be wary of being seen as another Dynasty's errand boys, but Adeptus Benhamen thinks it's an easy run for profit, given the size of the *Fiat Justicia*'s cargo holds (PF 0 = PF 2, PF 3 if paying passengers can be found).
2. Alliance with Memnon: at first glance, this seems like a winner because nothing is really promised until A) a distress call comes in, in which case it's a loser since anything Memnon can't handle is likely to be something the *Fiat Justicia* also can't handle, or B) we need repairs, in which case we become errand boys just like for the Winterscale Dynasty.
3. Voyage to Damaris: This seems like the independent thing to do, which is good for prestige; but it's also the one venture that promises absolutely nothing in return. Benhamen won't initially support this option, but the Baron Virinasi will.

Complete

Addendum 3: The players haven't thought to Inquire about possible cargos in addition to what they've contracted to carry. Help them along on this first run with their new NPC advisor, Gaius. He comes up with lists and lists of manufactoria, machines, and spare parts in need on Lucin's Breath, plus leads on where to acquire these here in Port Wander. Some of them might even exist within the Dynasty's own warehouses.

Complete

First Passage of the Maw

Make the first Passage of the Maw as intense and gripping as possible. Explain the special navigation rules that apply to the Maw. Be sure to let the players know that the map is **not** to scale and that the distance from Port Wander to Footfall is not that great. Relate any common legends they may have heard (e.g. it is often thought that the two great stars Rubicon II and Furibundus help keep the Warp Storms, the *Screaming Vortex* and the *Void Dancer's Roil*, at bay and that is why the Mechanicus keeps special stations at both, investigating the properties of these stars).

Complete

When Footfall is first approached the party will observe a collection of structures, each the size of an orbital station, all connected to each other by massive chains, in an orbital spin about a statue of the God-Emperor the size of an Imperial frigate. This collection of structures is itself orbited by a halo of hundreds of other structures. Augur readings will note a dozen generatoriums, void shielding, and several macrobatteries. It wouldn't be safe to moor the ship to any of these structures, and even navigating within a thousand miles would be imprudent (and require a Pilot check to avoid debris). There are usually 3d10+10 vessels present in port, including arrivals and departures.

Complete

Throw the first 3 encounters of *Lure of the Expanse* at the party. "Longshore Bullies" can be brushed aside with a Difficult (-10) Awareness check. "Administratum Oeconomica Imperialis" can be handled with a Challenging (+0) Awareness check or Ordinary (+10) Common Lore (Imperial Navy) check, or a Routine (+20) Commerce or Barter check. Both of these can also be met with gunfire just as easily. The fake Administratum officials are guilty of impersonating Imperial Naval Officers and can be summarily shot. Of course, the Dynasty's Warrant of Trade permits the party to deal with people any way they want. "The Watcher" can be detected with a Difficult (-10) Awareness check. Additional DoS reveal that the mystery person is probably not human. A Difficult (-10) Forbidden Lore (Xenos) check informs them that this is an Eldar.

When our heroes first visit Footfall, the *Lure of the Expanse* will have just launched a few weeks (months?) previously. Nine Dynasties are vying for a Dread Pearl, and it's the talk of the town. It's too late for the PC Dynasty to take part but these events provide for some campaign background flavor and incentive for the various alliances that will form.

Complete

Chorda and Saul will be present on Footfall. Their ships are both going through loading/unloading procedures. They are both disappointed in missing the Foretelling though Chorda won't admit to it. They will separately invite the Dynasty to a meeting. Chorda wants to meet aboard her cruiser, but will agree to a more neutral location. Saul suggests a posh dinner club as neutral ground. Chorda will be polite and hope that the past bad relations between your

two dynasties won't carry over to the present. She might seem disingenuous to an astropath. She does offer to mediate a meeting for the Dynasty with House Krin financiers. She might even be able to call off their pursuers if given enough incentive (if that hasn't already happened). Saul merely wants to measure any new competition, suggest a cordial relationship, and make an agreement to help each others' vessels in distress. He also brings up the idea of a Captain's Council (foreshadowing). He would like to leave room for some future bounty missions on the Dynasty's part, though (these can be used to rebuild the party's fortunes if they botch things badly in the beginning).

Complete

Still need the Chorda meeting

Complete

And then there's the Liege of Footfall

Complete

Recent rumors available from Inquiry checks (rumors of the Foretelling are so common that they don't require an Inquiry check) "Lies, slander, and more damn lies, my friend, the truth is boring, and usually turns out to be a lie anyway..." Petre, Footfall Blathermonger "Primus"

1. "The Naduesh trade route is an easy and profitable run."
2. "Astropathic communications in the Heathen Stars has become difficult"
3. "The Rift Hydra, a warp monster larger than ships, has been spotted near Rune"
4. "The space hulk *Midnight's Lair* has been spotted in the Heathen Stars"
5. "There is a place, a stellar "anomaly" called 616-Theta, triangulated with Naduesh, Zayth, Valcetti's Salvation, and Solace Encarmine, where Imperial starships regularly disappear. A dozen ships have been lost there in the last decade alone. Only one has been recovered, and its crew was arrested and executed."
6. "The Kasballica Mission has a job for someone with discretion." (*Vaults of the Forgotten*)
EoTA

Damaris

The Mission in Damaris has many treasures stored away, including a relic of St. Drusus and Grandfather's Will and Testament, which no one ever bothered to retrieve. There are a few surprises in it, including some previously unknown holdings in both the Scarus and Calixis Sectors (an Astropathic message chain delivered back to the Calixis Sector will increase the Dynasty's +2 PF (worked into the Endeavor - discard). This is in addition to the Bulwark being reclaimed) and a Warp Chart. It was created by an unnamed Navigator that wrote in a stylized mixture of Navis Nobilite cipher and the Dynasty's cipher.

The War for Damaris can happen at any time, but earlier is preferable to later. Let the Dynasty make its first forays into the Sandbox Cluster if they locate the Star Chart early on. If they stall, then let them search around for a bit and start up the Ork invasion so the local Bishop will contact them (this will bring them the Star Chart if they haven't found it already). If the

party locates the Star Chart early and easily, stall the Ork invasion until later to allow the party to first develop their own local interests, giving them even more reason to help out Damaris when the Waaagh! comes.

Complete

The Murder of Benhamen

Chief of Deck 3a Security will proudly proclaim that she has apprehended the murderers of Prelate Benhamen. She will present 3 crewmen that were recently hired from Port Wander. They will somewhat readily admit to the crime and claim it was in revenge for some past misdeed of the Prelate's. Each will have a separate story, but each story involves a family member that was sentenced to death on the Prelate's testimony. All of this happened back in the Calixis Sector a few years ago, before Truman took over as Captain of the ship. These events are all true, and the crewmen in question do bear a grudge, but this is not the reason they carried out the act. They are paid stooges. They were offered their chance at revenge, and a large sum of money to be paid to their survivors, by the Machenko Consortium. The Consortium is covering the tracks of their illicit trade that the Prelate handled for Truman's late father. Some of this can be discovered if Ban works his Mind techniques on the culprits. If they are all executed immediately, though, this information is lost. Let the players know they've lost information if this is the case. Give them some clues about how they **should** be running their operations.

Complete

Ongoing Astropathic Transmissions - Ban begins picking up transmissions from the choirs aboard the ships participating in the *Lure of the Expanse*.

- A party of explorers led by a beautiful woman marches through a thickly-overgrown jungle, assaulted by giant insects all the while, some the size of a fist, some the size of a shuttle, some winged, and some crawling. the party lays about with lasguns and flamers and eventually drives off the stinging hordes, but not before losing many of their number

Complete

- A party of explorers led by a man in military attire comes out of a jungle in a clearing where a towering monument (Forbidden Lore -Xenos says Eldar architecture) stands. There are more parties of explorers present, including one with the beautiful woman from a previous vision. There are a few hundred humans present and a handful of strange xenos. The latter seem to accompany the beautiful woman of the previous dream. All parties begin to argue about something. The leaders appear to be the beautiful woman, the man in military attire, another beautiful woman in ornate and exotic armor, a man wielding 2 obviously antique hellguns, a man with 2 matched duelling swords, a man very augmented with expensive implants, a masked man with a huge bolt-pistol, a huge bald man with scars across his face, and another large man who wears an augmented monocle that doesn't begin to hide the expression of half-madness across his face. The discussion heats up and weapons are levelled. Suddenly the tower pulses in a wave of psychic power, knocking all parties to the ground. Forgetting their differences, the parties begin to charge towards the central structure of the complex.

They come under fire. Many fall to this fire. Still others gain the structure and fight their way up winding staircases. They are under attack by strangely-armored opponents. Lances of eldritch witchfire reach down the staircases to attack the climbers and more fall. Still the battle continues and the humans reach the summit of the tower. They do battle with the strangers, who only number a couple-score, while the humans originally numbered in the hundreds. Some of the strangers do not participate in the battle, but instead focus on some arcane ritual. Eventually the smoke clears and the humans are all that are left standing. But the ritual seems to have had some effect for the structure they are standing on is phasing in and out of reality. One of them points to the center of the floor and all study something there. One claims loudly, "It is a star chart." Vidpicts are taken and they all start scrambling for an exit. Shooting erupts again and there is a fighting retreat down the staircases. Hundreds began this episode but few make it out alive. They go their separate ways into the jungle after a few more parting shots at each other.

Complete

- The man with the augmented monocle and half-mad expression is aboard a gun-cutter, along with a woman with a boltgun, and an explorator with mechadendrite arms. There are also armsmen, obviously underlings by their uniforms. The madman is flying the gun-cutter through a storm of epic proportions. The cutter lands, almost crashing on the surface of a world, and the people exit the craft to find a woman, human, singing to the storm on an altar of pagan origins. The storm swirls about her, never touching her. The surface of the world is littered with an enormous inventory of crashed ships, as far as the eye can see. The woman and madman go off together to speak. They return with satisfied expressions on their faces and part company. There is no storm present as the craft lifts off the surface of the world.

Complete

- This transmission is not a broadband transmission, but specifically targeted. Ban Doozle will suspect this intuitively. A starship combat between the battlecruiser, *Caveat Emptor*, and several smaller xenos ships ensues in the vision. The smaller ships can't fire until they close on the larger ship, and they can't seem to bring their weaponry to bear even then. They seem intent on closing the range. They are fast, though not very maneuverable. All but one are destroyed in the attempt to close the range, but the last crashes into the battlecruiser. Blurred visions ensue, giving the indication that time has passed, then focuses again on a boarding action in a large alien passageway. Humans are fighting xenos with an insectoid appearance. The xenos are large and they ambulate on 4 legs, keeping 2 free to wield weapons, with individuals of them overcoming entire squads of humans, tearing into them after having crossed metallic ceilings on their multiple appendages. The action focuses in further on one of the insectoids that has crystalline protuberances pulsing with what you discern to be warp energy. Scores of human guardsmen fall to the advance of this creature. Finally you see a familiar face, that of Rhodius Memnon, along with some of his retinue that you remember seeing before even if you don't remember their names. Memnon engages the creature sword and pistol in hand. He isn't alone or unaided, yet you feel as though his presence is the only one

important, as he engages the creature and hacks through its body with his ornate power sword. The vision fades as Memnon orders the creature sequestered and that nobody touches the pulsing gems. Vidpicts are taken immediately. The immediate scene looks very orderly despite the chaos in the background. Memnon wades further into the fighting, xenos blood and ichor dripping from him.

Complete

- To Ban: “Sir, I’ve picked up an incoming transmission. It’s encoded, sir. The recipient is one of us, sir, one of us ‘paths in the choir. That just seems odd to me, sir. Do I deliver the message, sir?” If successfully decoded, the message says, “The Ordo wishes an update on Lion Cub. Has he found Lion’s Den? Are Hyenas following? Is there a Game Herd in the precinct?”
 - Mind Probe interrogation reveals that the Astropath has been reporting on the ship since Dad was Captain - consider this a source of both the Inquisition and the Opposing Alliance

Complete

- Ban receives another narrow-band transmission, probably from Eudosia Bogdanov of the Memnon Dynasty; the mind-touch is a familiar one. This one displays a panoramic view of space outside the viewport of a ship. In the near distance hangs an artifact of immense size. You’d guess it to be of xenos-origin (but you don’t have a skill that will help you determine that for sure). Maybe it’s a space-station of some sort. After some time, a small craft launches from the starship you’re viewing from and heads toward the artifact. After another interminable length of time a small craft comes from the artifact to the ship, maybe the same one, probably the same one.

Complete

Officer’s Reports

- Captain - There are enough gemstones in the hold of the *Glory of Dynasty* to fill half a hold of the *Fiat Justicia*. This is an incredible amount of precious and semi-precious stones. Trying to dump these on any market smaller than a hive world would instantly crash the economy of that world, and make the gems almost useless in trade as inflation would spiral out of control.

Complete

- Captain - There is enough refined promethium in Station Y1R to fill both cargo holds of the *Fiat Justicia* several times over. The *Glory of Dynasty* is ideally suited to this type of trading mission, but of course it is currently disabled for purposes of interstellar trading. Port Wander, being a naval base, is an ideal location to sell off the fuel. Calixis Sector has several more such systems that would provide a good market for promethium sales.

Complete

- Magos Genetor - The inhabitants of Station Y1R are malnourished, not mutating. They are suffering from nutrient-deficient diseases, such as scurvy and rickets. No doubt this is a result of prolonged reliance on their diet of hydrocarbon bricks. The station has hydroponics decks, but their plants died out long ago. This is a result of the lack of expertise in the biologis-field aboard the station.

Complete

- Enginseer - The structure of Station Y1R is unsound. Its interior has been cannibalized over the decades for parts for other systems (as yet unidentified). Major repairs are required for simple stability. Towing this station to another system, as was originally envisioned, is now out of the question.

Complete

- Enginseer - The operating scoop-ships are in bad repair. The parts are available, and even in place, but the technical expertise required is not in place on the station. The non-operating scoop-ships are in bad need of replacement parts, not just repairs.

Complete

- **Incoming (scrambled) Astropathic Transmission (to Villutru Fall in Secret Tongue)** - "...artifacts recovered near. . .<static>. . .retrieve holy. . .<static>. . .pilgrims. . .<static>. . .acknowledge."

Complete

- Incoming Astropathic Transmission (to Tercio O'Hagan in Secret Tongue) - "Previously undiscovered Navis geneseed uncovered by Memnon Dynasty. Top secret. Top priority. Provide any assistance needed."

Complete

- Magos Brother Preduncius is noticing that the ship is deficient in biologists personnel where the subject of non-servitor functions are concerned. There was a question about seed or rootling availability. The ship's Arboretum is staffed by lay members of the Machine Cult. This leads him to believe that information about seeds and appropriate measures concerning hydroponics are insufficient due to lack of proficiency in this discipline. This is something to look into next time the ship visits a Mechanicus outpost.

Complete

Touring the Colonies of Refined

1. The party begins the session at the Refinery (Station Y1R). The first leg of the voyage is to Station X1M, an ornamental mineral mining outpost. It is a Wayfarer Station built onto and into an asteroid.
 - a. Trip lasts 3d10 days +/- 1 days per DoF/DoS Navigations (Stellar) check
 - i. Dust Clouds - Difficult (-10) Navigation (Stellar) + Detection check (for every DoF add 1 day to trip)
 - ii. Asteroid Belt - Routine (+10) Pilot + Maneuverability check (take 1d5+1 hull damage for failure + 1d5+1 for every DoF)
 - b. Difficult (-10) Charm check to win over colonists
 - c. Common Lore (Tech), Tech Use (or related) check to evaluate station (it's been cannibalized for spare parts over the decades, especially for the ship). The station is still structurally sound...barely.

Complete

2. The next leg of the journey is to Station A1A, the sole agricultural colony. The station mines hydrocarbons and turns them into carbohydrate and protein bricks.
 - a. Trip lasts 3d10 days +/- 1 days per DoF/DoS Navigations (Stellar) check
 - i. Asteroid Belt - Routine (+10) Pilot + Maneuverability check (take 1d5+1 hull damage for failure + 1d5+1 for every DoF)
 - ii. Dust Clouds - Difficult (-10) Navigation (Stellar) + Detection check (for every DoF add 1 day to trip)
 - iii. Asteroid Belt - Routine (+10) Pilot + Maneuverability check (take 1d5+1 hull damage for failure + 1d5+1 for every DoF)
 - iv. Radiation Bursts - Ordinary (+10) Scrutiny + Detection check to notice and hide behind an asteroid; failing that a Hard (-20) Tech Use check to temporarily insulate the ship's augurs or suffer Sensors Damaged crit
 - b. Arduous (-40) Charm check to win over colonists
 - c. Medicae check can determine that diet of all colonists is short of necessary vitamins, explaining maladies
 - d. Common Lore (Tech), Tech Use (or related) check to evaluate station (it's **not** been cannibalized for spare parts over the decades, hence Captain Pee's statement about the station's reluctance to participate in the system's survival)

Complete

3. The next leg of the journey is to Station X2M
 - a. Trip lasts 3d10 days +/- 1 days per DoF/DoS Navigations (Stellar) check
 - i. Asteroid Belt - Routine (+10) Pilot + Maneuverability check (take 1d5+1 hull damage for failure + 1d5+1 for every DoF)
 - ii. Radiation Bursts - Ordinary (+10) Scrutiny + Detection check to notice and hide behind an asteroid; failing that a Hard (-20) Tech Use check to temporarily insulate the ship's augurs or suffer Sensors Damaged crit

- iii. Dust Clouds - Difficult (-10) Navigation (Stellar) + Detection check (for every DoF add 1 day to trip)
- iv. Asteroid Belt - Routine (+10) Pilot + Maneuverability check (take 1d5+1 hull damage for failure + 1d5+1 for every DoF)
- b. Difficult (-10) Charm check to win over colonists
- c. Common Lore (Tech), Tech Use (or related) check to evaluate station (it's been cannibalized for spare parts over the decades, especially for the ship). The station is still structurally sound...barely.

Complete

- 4. The next leg of the journey is to Station Z1M
 - a. Trip lasts 3d10 days +/- 1 days per DoF/DoS Navigations (Stellar) check
 - i. Asteroid Belt - Routine (+10) Pilot + Maneuverability check (take 1d5+1 hull damage for failure + 1d5+1 for every DoF)
 - ii. Dust Clouds - Difficult (-10) Navigation (Stellar) + Detection check (for every DoF add 1 day to trip)
 - iii. Asteroid Belt - Routine (+10) Pilot + Maneuverability check (take 1d5+1 hull damage for failure + 1d5+1 for every DoF)
 - b. Difficult (-10) Charm check to win over colonists
 - c. Common Lore (Tech), Tech Use (or related) check to evaluate station (it's been cannibalized for spare parts over the decades, especially for the ship). The station is still structurally sound...barely.

Complete

- 5. The next leg of the journey is to Station X3M
 - a. Trip lasts 3d10 days +/- 1 days per DoF/DoS Navigations (Stellar) check
 - i. Asteroid Belt - Routine (+10) Pilot + Maneuverability check (take 1d5+1 hull damage for failure + 1d5+1 for every DoF)
 - ii. Dust Clouds - Difficult (-10) Navigation (Stellar) + Detection check (for every DoF add 1 day to trip)
 - iii. Asteroid Belt - Routine (+10) Pilot + Maneuverability check (take 1d5+1 hull damage for failure + 1d5+1 for every DoF)
 - b. Difficult (-10) Charm check to win over colonists
 - c. Common Lore (Tech), Tech Use (or related) check to evaluate station (it's been cannibalized for spare parts over the decades, especially for the ship). The station is still structurally sound...barely.

Complete

- 6. The last leg of the journey is back to the Refinery Station Y1R
 - a. Trip lasts 3d10 days +/- 1 days per DoF/DoS Navigations (Stellar) check
 - i. Asteroid Belt - Routine (+10) Pilot + Maneuverability check (take 1d5+1 hull damage for failure + 1d5+1 for every DoF)
 - ii. Dust Clouds - Difficult (-10) Navigation (Stellar) + Detection check (for every DoF add 1 day to trip)

Complete

7. Final evaluation - while each station is short of personnel, the shortage is not yet at a critical stage. Each station could easily handle a population 10-15 times their current size. This system needs an influx of 500,000-700,000 colonists. There needs to be a regular trade route here. The *Glory of Dynasty* is perfectly suited to this task.

Complete

1. Missionaries of the One True Way - Ministorum remnants communicate with the ship via vox. They want to send an embassy to the Captain.
 - a. “as we understand, there is a planet called Terra where the Emperor of All Mankind sits upon a Golden Throne, but we have been out of contact for some time...”
 - b. Zentara Orellana
2. Ortiz Rembrandt - Vox transmissions from the government indicate a willingness to hand over the reins of power. The General is playing a game, though. He will entertain any party sent to the surface, but stall for time. He will not hand over anything. He wants the Dynasty to come down personally, at which point he will ambush them.
3. Believers of the Old Ways - indigenous natives
4. Adeptus Remnants - They are mixed thoroughly in with other factions, but an autonomous faction at Idumaea (port and river port nearest the Line), led by Stephan Cordoba II (calls himself the High Pontifex of the Cog God), contacts the ship with an invitation to inspect their temple. The Cult is “led” by a servo-skull they call Saint IXus (in life was Erwin IXus St. Sebastian). Saint IXus is more than half-mad, speaks only in binary, and the local cult has a bank of servitors that “interpret” the skull’s prophecies. (While the players are present, a servitor will finish scrawling 1’s and 0’s on a wax tablet and discard it by tossing it behind him. It will randomly hit one of the players - a player can choose to have this happen to them if they have a charm. The native onlookers gasp and get an inspired look in their eyes. Stephan says, “You have been chosen by the Saint. This is a Class V benediction. Shall we interpret your future for you?”) The Saint is enshrined in an immense and highly polished reliquary of silver and glass that sits underneath the central dome of the cathedral. A perusal of the Saint’s oracular verses and the documented activities these verses have incited might lead one to believe that the Cult has been busy creating a space dock. In fact, the skull is on an endless loop of exactly that...it is reciting the instructions on how to build an STC space dock, complete with Hecutor batteries. They have sacred artifacts they have been guarding for this occasion. They include:
 - a. trade goods from One Way
 - i. warpweave clothing (for special occasions) - from the Shrine of the One True Path (or One True Way) - psychically sensitive clothing
 - ii. wraithbone dinnerware (used during formal dinners) - from the Shrine of the One True Path (or One True Way)
 - iii. tantoya-leaf tea tree (burned as incense in meditation services) - from the Shrine of the One True Path (or **One True Way**)

- b. some small-item archeotech components kept in reliquaries in the central worship assembly hall...these are all discarded possessions of Saint Andrew (Grandfather) Portellas, but the Cult thinks otherwise...
 - i. (3) Locke Conversion Fields
 - ii. Power Sword (1d10+5E, Pen 6, Balanced, Power Field, Defensive - gains additional +10 to Parry, grants Sure Strike Talent, Precise Blow Talent if Sure Strike is already possessed)
 - iii. Archeotech Artificer Utility Mechadendrite [+20 to Tech Use for analysis and repair, Trade (armorer and starship)]
 - iv. Archeotech Artificer Backpack Omni-BioTool (+20 to Tech Use skill checks to repair bionics and servitors - can remove 1d5 wounds from such), +20 Trade (Chymist) and Chem Use
 - v. a map of the caverns underneath the cathedral - with a message from Grandpa - "Happy Birthday. Son" (a hidden teleportarium)
 - c. the system's only low orbit defenses (a Torpedo Silo, a Lance Silo, and 2 Macrobattery Silos) these are scattered over 10k sq. mi. of the local countryside, each 100 miles from its nearest neighbor
 - d. components for a space dock (far from complete); the components are all of a size to fit aboard a Halo barge. It would take thousands of trips into orbit and decades of labor to actually assemble the space dock, but the remaining components might be complete in that time, permitting an actual opening of the dock. These components are stored in the cavernous tunnels and caverns beneath the temple. Unknown to all, these caverns lead to the Ork Warrens. There are tens of thousands of miles of labyrinthine tunnels, all limestone.
- 5. Armand Tolstoy - followers of the Portellan Dynasty (and broadcast in the House language), Tolstoy will inform the Dynasty that Rembrandt's following is the people of the countryside, that he is weak in the capital. He thinks that marching on the capital will incite the people there to riot, but he's afraid of weakening the defenses of the Portellan Wall. He has an extensive upload of the planet's business ready for upload. It is mostly military records. Government records are kept in New Star City, so those are not available. Orks have been busy lately and they've been exhibiting signs of increased technology, or at least the numbers of their latest technologies have increased (machineguns and howitzer batteries are more numerous, and there have been several massed rokket attacks - local counterattacks show that the orks are more cunning, too, as they move their artillery positions after any bombardment and establish ambush traps with emplaced machinegun nests and infantry guns). Tolstoy has forbidden any more offensive actions against the Orks.
- 6. Badass Aaarm-Rippa - "Aight Humies, weese knows yer up der. Youse stays in yer ship up der and leaves dis here planet to us if youse knows whats good fer ya. Dis here is Badass Aaarm-Rippa and Weese da Blood Clawz Orks and mah boyz are itchin fer a faht. Imma declarin Waaagh! on deese here humies and if ya get in mah way Ahm a gonna put yer heads on mah pointy stick. Dat's an honor, dat is. Hehehehehehe!" When disregarded, "Aight Humies, Ahm a gonna launch my Bigga Rokkits ats yas." In the

background, “Ey ya pimply grots, Ow long till weese can launch da Bigga Rokkits? What? It’s still turned on? Well, turn if off, ya gits!” The sounds of screams, chainsaws, and sporadic gunfire followed by static...

7. Scans of the Ork Peninsula show extensive orbital bombardment patterns; further investigation with information available from the populace show that Grandfather twice bombarded the region and didn’t slow ork development either time. These records are available from local Ecclesiarchy sources. (or with the 12 degrees of success that were rolled for - with aids) Study shows the patterns follow a fault line along a rift valley
8. Astropathic Transmissions
 - a. Processional of the Damned - The exotically beautiful woman in ornate armor is on the bridge of her ship. She is accompanied by several xenos. They seem to be her companions. She is looking out a magni-viewport at a space hulk more immense than any you’ve ever heard reported. Her ship is closing with this space hulk.
 - b. Relayed Message - “John has a long mustache.” - No ID of sender or recipient
 - c. *Light of Terra* - The madman with the augmented eye and his constant companions (astropath, armored woman with peaked cap and boltgun) are on the bridge of a great man-o-war. They seem to be speaking to a mummified corpse in the captain’s chair. If so, it is not answering, or at least its mouth is not moving. It wears a familiar medallion (?). After some time, they get agitated and leave in a hurry. They board a gun cutter and head toward their own ship, a raider. As they look back, the ship they were on, a great and ancient battleship by the looks of it, translates into the Warp and disappears.
 - d. Prophetic Dreams trouble the Navigator, especially since others in the family are having the same dreams - an Ork Kroozer is dragging asteroids into orbit around a massive gas giant, larger than any you have ever heard of. The asteroid belt is extensive in a legendary way. There is an Ork asteroid-manufactorum converting these asteroids into Ork Roks. You can’t help but feel that the Dynasty’s holdings are threatened. Voices in your head keeping chanting the word, “Skaadi.”

Board of Directors: - called by the Baron Virinasi

“I have gathered us here, as is my right as a member of the Board of Directors. I wish to discuss our current enterprise. We have come upon wondrous civilizations and Dynasty colonies. We are on the verge of something truly momentous. We must not risk this fantastic fortune, yet we must be bold, to grab the opportunities presented to us. We are critically short of many of the resources needed to complete the missions we have established for ourselves.”

1. Refined easily needs a million colonists that Damaris can barely supply. We also need specialists that Damaris cannot supply. These specialists are only available to us at certain Hive and Forge worlds.
2. Both the colonies established by your Grandfather are debased in their worship to the Emperor. I do not blame the colonists for this, but it needs our attention. We need missionaries from the Adeptus Ministorum to return them to the proper fold. We will probably only find the numbers of Ecclesiarchs we need back in Calixis Sector.

3. Head Start appears to have a severe Ork infestation. A few regiments of Imperial Guard would go a long ways to restoring the balance. We have a couple companies. The Memnon Dynasty seemingly has entire regiments of Imperial Guard. Perhaps we should seek our own from the same source where they get theirs.
4. We have no contact with our holdings in Calixis Sector, with Port Wander, Footfall, Damaris, Refined, here at Head Start, or with the *Glory of Dynasty*. We need many astropaths to affect this communications, and those are only available at major Adeptus Administratum installations, mostly at Hive worlds. Maybe they aren't even available, but we won't find out here.
5. We are in need of colonizing equipment: terraforming equipment, mining equipment, agricultural equipment, hab-blocks. We need a small fleet of Halo Barges. These are only available at an industrial world, probably a Hive or Forge world.
6. We have great treasures already accounted for. We cannot liquidate these where we now stand. We need a Hive world.

"In short, we are in dire need of all the implements of Dynasty, and none of those are available to us here in the Koronus Expanse. They are only available to us in the Calixis Sector. Now we might explore another star system and find out we need even more. We might explore all the systems on this map of your grandfather's. But we aren't doing that sitting here and getting engaged with both heretics and greenskins. Either we should push on with our explorations, find everything we need, then return with that; or we should head back now and get what we need for now. But, getting engaged in a war on this planet seems to me a far cry from what needs to be done." (it becomes obvious during this speech that several members of the Dynasty are swayed by the Baron's words...depending on the Baron's Charm skill check)

Next Session

1. MaX is working on systems (Quarters) - figure out time schedule for next modification roll (6 weeks for GC + 7 weeks for BC) - 2 weeks into modification **COMPLETE**
2. Be sure to catch up everyone's XP, especially Bob **COMPLETE**
3. Footfall - The Dynasty's Warehouses have been taken over by a narco-gang. This has become known. The Dynasty will lose -1 PF if they don't retake the installation.
4. Footfall - The Dread Pearl is over. It's survivors are in port and so is Trade Admiral Saul. They are negotiating the formation of the Captain's Council. Jonquin Saul and Sarvus Trask are the 2 most prominent Rogue Traders, and the drivers of this initiative. Rogue Traders that will go out of their way to reach Truman include Adelbrechta Machenko ("Daddy doesn't want you dead, that's just the Lo Pans."), Charlabelle Armelan ("I'm looking for new horizons."), Jeremiah Blitz ("I'll head back to my old stomping grounds for now."), and Cara Marner ("It's time we renewed our old alliances.").
5. MaX cashed in for a protege
 - a. While transiting the Maw, the *Fiat Justicia* receives a distress call from a Memnon ship, the *Caveat Emptor*, also located in the Maw. A few hours away, they find 3 wolfpack raiders circling 2 transport vessels. One transport appears disabled and barely capable of maneuver, while the *Caveat Emptor* seems to be guarding it. If the party intervenes, the 2 of the raiders will move to intercept.

Space combat is on. The 2 raiders will not form squadron, and if either is damaged badly, both will break off and flee. The 3rd raider keeps between the ongoing battle of its prey. If the battle goes badly for the raiders, it will flee.

- b. Captain Claire de Lune commands the *Caveat Emptor*, and the party might remember her from the meeting on board the *Opus Requiem*. Once the party agrees to tow the wounded vessel back to Port Wander she will continue with her mission to Schwartzgebirge. The *Steady Hand of Voltturnus* (Carrack-class) is commanded by Free Captain Vironia Archos. The two ships are sister ships launched from Bront, and both carry Brontian regiments on board, so of course the Memnon ship intervened in the lopsided battle.
 - c. Colonel Draxus Maccabeus of the Maccabeus military family of Bront is the Colonel of an Imperial Guard Regiment on board a transport bound for the Margin Crusade, or so he was originally told. He is now aware of the deception and is very angry about it. He has threatened to take over the ship. The ship was destined for Passage Watch Est 27. The captain won't speak of it, and will frankly admit it's a top secret location. She also will not explain why a ship bound for the Margin Crusade is in the Maw. She will, however, agree to any accommodation the Colonel makes with the Dynasty, even carrying the regiment all the way to Damaris. She does expect payment, of course (a number of free refueling stops at Damaris will suffice). She can be further bargained with to carry goods for the Dynasty if she is offered a commission and sanctuary under the Dynasty's flag. The regiment is the Brontian 116th Mechanized. All told, there are over 11,000 troops.
 - i. 3 battalion combat teams, 1 artillery battalion, 1 support battalion
 - ii. HQ, intel company, surveillance company, discipline company, NBC company, construction engineer company, medical company, signals company
 - iii. 3 static battalions, each with HQ and 3 infantry companies reinforced with towed artillery: earthshakers, heavy mortars, icarus cannons, sabre platforms, tarantula turrets, and void shielding
6. Port Wander - The port is curiously devoid of ships (rumors to the effect of goings-on in Footfall). Even the Imperial Navy is absent; the only capital ships present are the *Hand of Redemption* (Lunar-class cruiser, Lord-Captain Keel) and the *Aegis* (Dauntless-class light cruiser, Lord-Captain Sylvia Locke), plus the ever-present *Righteous Crusader* (Wrath Umboldt) and *Emperor's March* (Morthus Whitehold). The Dynasty's holdings prosper (add 50 AP to any single Endeavor). The lack of shipping provides an excellent opportunity to repair the damaged vessels. Captain Locke brings this up if noone else does ("Lucky you that nobody is using the drydocks right here and now. You should find quick and cheap repairs.").
- a. Larval Novator Oprichniki Cassini has established a Chancellery for House Casini here. A House operator will vox the Dynasty and summon Tercio. "The Paternova has instructed me to tell you to bring the treasure."

- i. “Yes, this is goood...I will send my daughter to you. Make a baby with her.....You do exactly what I say, boy, or the thread of warp-fate will unravel. Do you hear me? First stop in Haddrak. Do you still have promethium in your holds? **[Yes - take it there. No - fill your holds with the stuff]**. The Magi of Haddrak already know you are coming. I have told them that this is your fated tarot. They will already have much prepared for you. The House is backing you financially. Do not get involved with the Princess Ignetta there, but do not offend her either. She is Kasballica and they touch your strands of Fate later. Then seek the nobles of Malfi for riches, but play them off against each other. Never let them know the full extent of your treasure. Let them bid against each other for smaller packages of the whole. Do not land on that planet. Forgo its pleasures and all its temptations. Chaos breeds on that planet. Be prepared to leave quickly when they discover your ruse. You will be chased, so make your purchases first. You have no further questions, so leave.” He ignores your presence, and starts playing with the charts. He gets excited and begins excreting liquids; you’d swear he just jizzed on the charts, but you’re not sure where his dick is... His daughter, Arachnia Cassini, is waiting outside the chamber. “I know everything that just happened and I have a mem-plant.” She hands you a dataslate. She then gets kinky all over you right there in the hallway. She tells you this is required. She says, “Daddy likes to watch.” If the Board of Directors agrees to the terms on the dataslate, then House Cassini gets another 2 votes on the Board of Directors. The Portellan Dynasty gets whatever is waiting on Haddrack (and Opening the Cauldron Endeavor 100 APs x 2 for alliance with both Cassini and the Ad Mech Sect of Sollex), and PF +1. Either way, from this point on in the campaign, whenever making personal acquisitions (not starship components or other big ticket items) consider yourself to have a PF of 80, or whatever the Dynasty’s PF is, whichever is higher.
7. Haddrak - Death World; Mechanicus explorator base, Sollex AdMech sect: The Cult of Sollex is the name of a faction within the Adeptus Mechanicus, consisting of weapon mystics that operate on the Forge World of Haddrack, located in the Drusus Marches of the Calixis Sector. Since its creation, this sect has grown beyond their homeworld and possesses many adherents within the Tech Priests of Battlefleet Calixis as well as the Magos Militant of The Lathes. The followers of the Cult of Sollex are dedicated to the arts of war and destruction; thus they study the mysteries of **lasers** as well as photons. This sect sought great wisdom and knowledge from the spectrum of light. Their specialization in that field meant that they are able to produce remarkable holographic images and advanced weaponry. The aims of the Cult of Sollex are both esoteric and hidden from the rest of the Cult Mechanicus. Members of this sect are seen as fanatical even by their comrades' standards and are seen as being almost inhuman in their actions. Their devotion to the dogma of the Cult Mechanicus means that they are unforgiving of those

who blaspheme against the Machine God. These talents for warfare, experience against aliens, and with different types of arms means that they are an attractive recruit for an **Inquisitorial retinue**. **This is the world that 2 renegade Explorator fleets have launched from in the past few hundred years. Both are loose in the Expanse. Both have attacked Imperial citizens. Neither has been declared Apostate by the Adeptus Mechanicus.**

- a. Sollex-Brother Adamantium010, 5 tech-priests, 400 lay-brothers, and 1200 heavy labor servitors
 - b. 15 Hephaestus Ore Seekers (assembled), 1 Manufactorum-Foundry (unassembled)
 - c. 28 Halo Barges (unassembled), 2 Liberty-class dropships (assembled), each capable of delivering a battalion to the surface; these will be attached to the hull of the *Fiat Justicia*. They can be blown off with explosive bolts, but once they've been launched they cannot be reattached, except at a major port installation. The Dynasty will have to find a means of recovery for them or another way to launch them.
 - d. orbital warehouse full of crates containing fortifications, equipment, and supplies, enough to equip a static regiment for months of fighting
 - e. 1 Capitol Imperialis (*Lex Portellas*) command vehicle, 3 Shadowword super-heavy tanks, and 75 Rapier Laser Carriers
 - f. a battlefield recovery company (with its own tech-priest)
 - g. All of the above is waiting in an orbital warehouse. All of this comes compliments of House Cassini. Furthermore, the Tech-Magi of Haddrack expect the Dynasty to further negotiate for such items as mass transit, port facilities, and other transportation infrastructure, **plasma generators** and transmission grid infrastructure, filtration and desalination plants, and other water management infrastructure, large-scale agricultural facilities ranging from corpse-starch processors to hydroponics systems, telecommunications satellites networks, and **astropathic relays, mining equipment, Halo Barges** [2 DoS]. 2 Main Cargo Holds full of stuff.
8. Malfi
- a. **Baron Armand Carranza, Truman's cousin takes a shuttle to the ship - he's contracted with the planet's most exclusive caterers to bring a great meal to the ship - he wants to be the Dynasty's agent in Malfi...he's fallen on hard times but won't let on to that...he's spent his last gelt on the entertainment. Truman's mother will be on hand to welcome him...she invited him on board and promised him wealth and influence for once again serving the Dynasty (and she will tell this to Truman using the Dynasty's secret tongue, making a case for using Armand as a local agent to expedite all transactions, making it possible to leave Malfi quickly, and without actually landing on the planet) — Armand hires an Astropath Transcendant and maintains contact with Ban Doozle**

- b. **Selling the gems**
- c. **hiring colonists - sub-sector governor Jendrous Kaffiq will grant recruiting rights on the orbital prison hulks (-20 AP toward Opening the Cauldron); planetary governor Her Eminence Glydus Matriarch will provide contacts on Maleziel in the Koronus Expanse (-10 AP toward Opening the Cauldron); local nobles will openly resist any recruiting among their subjects; free colonists can be acquired normally**
- d. hiring missionaries - this will be 1 step easier than normal
- e. **hiring astropaths - if acquisitions are missed, the Administratum will attach 3 ATs and 30 astropaths to the Dynasty for an additional vote on the Board of Directors - 1 left at Port Wander**
- f. **contracting with paying passengers can earn 100 AP toward Establishing Dynasty Rule**
- g. Amadeus Lo Pan shows up in the *Wings of Destiny* (Sword-class frigate). Immediately, 8 systems ships and 2 monitors launch from orbital stations to intercept. They will rendezvous and form battle formation, then attack the party.
- h. 1 Regiment of Malfi Mechanized Infantry complete with Astropathic Choir and Heavy Artillery
- i. Air Wing — 2 squadrons of Thunderbolts (80), 2 squadrons of Marauders (40), and 2 squadrons of Valkyries (80)
- j. 50,000 filtration plugs for use on Head Start
- k. [50,000] plasma and melta incendiaries
- l. 1 Tech Priest, 200 Lay Brothers, and 870 Technomats
- m. 5000 Pilgrims
- n. 5000 Lasguns
- o. Haddarack will pick up promethium at Footfall
- 9. Aquila Lander arrives: New Protege - Mahmoud O'Grady, former Seneschal of Nikolaus Machenko (traveling with Lupokhina Machenko, Nikolaus' youngest daughter, and the reason for his defection)
 - a. Spy Master - all Stealth, Awareness, and Deception skills, as well as B&E
 - b. Lore Master - Koronus Expanse, Administratum, Xenos, Bureaucracy, Archaeology, Imperium, Pirates, Underworld, Chymistry, and Inquisition @ 70, as well as all other Common and Scholarly Lores @ 30 [Infused Knowledge]
 - c. +1d5 DoS to all Inquiry or Investigation attempts made by other PCs
- 10. Port Wander
 - a. Novator's daughter is pregnant; 6 additional female navigators are added to the Dynasty
- 11. Hermitage - stopover during Warp Storm
- 12. Footfall
- 13. Damaris
- 14. Refined
- 15. Head Start

- a. Arm-Rippa defeated
- b. Tek-Mek still alive
- c. Casualties less than 50%; mostly infantry
- d. natives are fired up; ready to finish this war

Military Intelligence

1. New Star City with a garrison of 50,000 (will be over 100,000 later)
2. New Asceline with a garrison of 8,000 (will be 12,000)
3. The Wall with a garrison of 350,000 (overrun and decimated with no replacements in sight) STR 100
4. Idumaea with a garrison of 12,000 (skeleton guard of the Dynasty's troops) STR 12
5. Dynasty Landing Troops
 - a. Bront Mech - STR 10
 - b. Malfi Mech - STR 7
 - c. Garrison - STR 6/9
6. 12 Orc armies, each with approx. 300,000 greenskins, two-thirds of which seem to be gretchin. They have tanks, trucks, armored cars, motorcycles, fighta-bommas, and many other things besides...the increase in technology is unexplained. Gretchin seem to supply the skill. They make up the crew-served weapons, though not the motorized-vehicle drivers. The entire army is still dependent on the services of 600,000 squigs to draw the artillery. Less than 10% of the entire force is motorized.
 - a. Ork mobile armies (2) STR 150
 - i. 20 armored divisions - 3500 tanks, 18k IFVs, 200k orks
 - ii. 10 motorized divisions - 15k IFVs, 150k orks
 - iii. 10 infantry divisions - 150k orks with hvy. artillery
 - iv. 1 squiggoth division - 200 squiggoths, 4000 IFVs, 60k orks
 - b. Ork hordes (3) STR 100
 - i. over 100 divisions, or 3 million greenskins, of which 85% are gretchin, and very few of the orks are nob
 - c. Rondar Ben - 300k orks, 18k AFVs, and the Warboss are headed for Rondar Ben
7. "The Orks attacked 79 days ago. A mobile force broke through on our far right flank and is headed for Rondar Ben. They are massacring civilians on their way. Our aerial reconnaissance shows horrendous scenes. The attacks on our far left flank are in numbers of 10:1 over us. My regiments have been largely overrun and the troops are falling back in disarray. It's going to take a showing of the flag to rally them. Can you do it, Sir?"
 - a. "Sir, fighting orcs is like fighting snakes. Cut off the head and the body dies. We need to get this Warboss Armrippa. Warbosses lead from the front. He is most likely with his mobile army at Rondar Ben. We should concentrate the Dynasty's troops there and crush this force. Then we need to quickly redeploy and stop the main push toward Idumaea. I recommend you go to Idumaea and establish an HQ, let the people there know we will be defending it, then join the Dynasty's forces in Rondar Ben. The war will be won or lost at Rondar Ben."

- b. make sure to use plenty of ork stereotypes: burnaboyz, stompas (squiggoths), rokkitboys, shootaboyz, and choppaz (mostly choppaz since the troops haven't been fully modernized yet), and use big bannaz for morale purposes; and give the big boss a big red button at the end to detonate a thermonuclear warhead when all is lost...yeah, lots of troops will be lost, force shields will come into play, and elite NPCs that survive will acquire Touched by the Fates Talent. This is probably a good time to hand out a Fate Point for survival.
 - c. If the party forces a showdown with the Warboss and the RT or one of his wonder-buddies kills the Warboss personally, the horde will melt away. If they instead decide to kill him from afar, or from orbit, or in any other way other than up close and personal, then fight it out...another Nob will take the Warboss' place.
 - d. "What, you want to kill the Warboss? I recommend using our airpower to isolate his command as much as possible, then air mobile our best troops right on top of his HQ."
 - e. "I recommend an orbital bombardment across the path of the major ork concentration, not their mobile forces, but their infantry. It would help, of course, if we had an artillery officer, or someone else with good skill at surface navigation, and an astropath calling in the co-ordinates."
8. Mopping up Operations
- a. storm New Star City and replace the False Emperor
 - i. Shadowstorms blast down the city gates
 - ii. False Emperor is burned by Missionary
 - iii. images broadcasted by Ban Doozle to the Sector and more
 - iv. traitor troops used as replacements and dispersed among the units
 - 1. the best of these troops will raise the training of Dynasty troops in time, as they train up to using Imperial tech
 - b. new Governor installed - Baroness Vivianna Portellas (sister, perfectionist, zealous)
 - i. Tolstoy as Generalissimo
 - c. establish workforce for orbital station
 - i. Metallurgicus Zenobius Neonimus left behind
 - ii. Sollex-Brother Adamantium010, 5 tech-priests, 400 lay-brothers, and 1200 heavy labor servitors
 - iii. 15 Hephaestus Ore Seekers (assembled)
 - iv. 1 Manufactorum-Foundry (unassembled)
 - v. 28 Halo barges
 - vi. reform the Machine Cult
 - d. Astropathic Relay and Choir established in New Star City
 - e. lay space minefields & send astropathic transmission to order more of the same
 - f. search & destroy Mekboy
 - g. blow up Ork Rok or push it into the Sun

Session 23

Ban wants a random protege - Eldar or “1/2 Eldar” Ranger/Bodyguard, Aramandilou - nix

Colonels Enterrim and Maccabeus have generated invasion plans for the Exodite world. In the dealings with the Eldar, let there always be a Harlequin in the background.

Major Players

- Governor Knut Bacchus (M) of Waleton Station (Gas Giant), small town mayor
- Governor Chronos Rankin (M) of Research Station Secundus, absent-minded professor
- Governor Wu Pee (M) of Research Station Tertius, diligent administrator
- Governor Eye Zod (M) of Zurgville Station (Mining World), greedy capitalist
- Governor Bernardo Choudary (M) of Metropolis (Manufactorum Orbital), accountant
- Magistrate Anna Emory (F) - chief human negotiator on Arilou (Exodite World), gregarious but guarded (emotions: curiosity, trepidation, lack of confidence)
- Farseer Faederleen (F) - friend of humans and Queen of Portellas City
- Farseer Ondaman (M) - main opposition leader to human interaction
- Farseer Sindinarin (M) - ancient of his race, silent, inscrutable
- Autarch Moriaramin (M) - notable warchief, undecided about humans
- Anstan Djugashvili (M) - human psyker, telepath extraordinaire, expansive visionary
- Governor issues - [Knut] Is the Dynasty returning? Will goods be coming this way? Are we to provide exports? Will our production quotas be raised?

Farseer Faederleen, if treated with respect, will request an embassy to visit her kingdom.

Anstan has been reading the party's minds during this whole time and believes that they are genuinely decent people, if misguided Imperials. He suggests that they should request going on “Isha's Pilgrimage” to the party. If accepted, along with a Seer's Council, Faederleen takes the group on a tour. Anstan also goes along. Your wilderness guide is called The Silent Ranger. Faederleen says, “You may bring along some of your people if you wish, but I do not advise it. They journey will be dangerous and my people can only protect just so many of you. The more you bring, the more will perish. I have seen this. We will leave in 2 days.”

- The first leg of the journey takes the party through a gap in the Encircling Mountains
 - Here they will be attacked by Ptera-beasts, sometimes called gargoyles
- Temple of Asuryan, the Phoenix King -a bit of green on an arctic plain
 - On the journey here, the Silent Ranger leading the party motions for all to stop. He kneels down to touch the snow and listens. He communicates with the other Eldar using sign language. Faederleen mindspeaks to all and lets them know where to walk. After walking a short while they all stop. The Silent Ranger grins and casts a rock far behind the party using a sling. This starts an avalanche that carries away a veritable mountain of snow and ice. He signs to the party; Faederleen interprets, “He says, this world swallows armies.”
 - There is only a single monk here that tends the structure. No one worships the Phoenix King. “The Phoenix King abandoned us. We no longer worship him

though we still recognize his overlordship. This place exists for Exarchs, those that become lost on The Path. Sometimes you find a dozen residing here, sometime the place is empty.”

- After leaving and having walked for a day, the Silent Ranger motions everyone to be still. He signs and Faederleen interprets using mindspeech, “A wild dragon is stalking us. It is wounded. There will be no negotiating with it. Prepare yourself for the fight of your life.” She and Anstan heal people miraculously after the fight...if they live through it.
- The journey enters the forested lands. The Silent Ranger often stops the party to speak in sign language. Faederleen always interprets in mindspeech, explaining some dangerous plant or terrain that they must negotiate. There are small herds of herbivores in the forests. The Seers bring down game with their bows and the party eats well. All of them seem to know how to hunt, dress, and cook game. They pass through villages of Eldar who live simply. Eventually they come to a town of some size. Here they get to observe the gathering of Tantoya Leaves.
- The journey out of the forest is much the same as before, with the Silent Ranger always leading them around dangers. They enter a vast plain. After some days of traveling in what seems to be relative safety (the Silent Ranger is navigating around as many obstacles) they enter a cultivated region. Along the way, the Silent Ranger points out a species of poisonous snake called the Venomed Terror in the Eldar language. Faederleen adds that they are a strange species of reptile that lives together in large numbers, and instead of swallowing their prey whole they tear off chunks of meat and actually chew the stuff up. They even raise their young. When they get old, they molt and grow wings. Those are the most dangerous variety, but fortunately they are quite rare. They also live alone in that stage of their existence. They are the source of the rejuvenate compound, so the more intrepid hunters come out here to trap them. “Catching them at this stage does the environment little harm. It does permit the Borghum Beast, a prolific herd animal of the plains, to overpopulate, but then the people just hunt more of them to keep the numbers down. When this happens, we sell the excess meat to you Humans. You seem to prefer the change from your jellyfish diets.”
- Faederleen tells them they have entered the Kingdom of Eaarlabeth. King Sindinarin wishes to see them. They come to a modest-sized city of white wraithbone set along the coast. The meeting with the King is very quiet. The King doesn’t speak. Faederleen tells the party, “He says you must be judged. We were going to visit the Temples of Lileath and the Laughing God anyway.” While here the party gets to observe the making of wraithbone wares.
- The party takes ship from the city and sails to another city along the coast. The voyage takes many days. This the city of Andurmann, the home of Autarch Moriaramin. This is where many of the Eldar go to learn the arts of war. It is nearly an island, but connected to the mainland by a spit of land barely above water. The party can observe the production of Eldar arms and armor here. It is all of wraithbone construction.
- Temple of Lileath and the Laughing God

- The temple is in the hills, but they are rugged, akin to climbing mountains. They party walked for many days, sometimes only making a few miles each day.
 - Though Lileath was slain, the Eldar still worship her and keep her temple as the location to train all future warlocks and seers
 - Anstan mentions that this is not where he was trained, since he is a telepath and not a Seer. Sometimes humans are trained here, but none of the psychic humans currently alive are seers, hence they haven't been to this place before.
 - Traveling Harlequin troupe entertains - the party will be here for some days. Many plays will be enacted. Faederleen interprets them for the party, though sometimes one of the Seers will take her place.
 - The party will be silently judged by the Harlequins. This will have a great effect on the campaign later. Faederleen views the Harlequins with mixed feelings. They are a subject of awe amongst the Eldar, but their presence means there is a Webway Gate on Arilou that the Eldar are unaware of.
- From here the party travels into the swamps, the domain of King Ondaman. While the King doesn't approve of Eldar-Human interaction, he has requested to meet with the human King that comes from so far away. His city is deep in the swamps, near the edge of the mountains. Here is where the party gets attacked by a Shadowed Stalker. There is warning from the Silent Ranger, but the attack is swift and to the death. If the party should wonder what the Stalker eats in order to stay alive, Faederleen tells them that the swamps are full of herd beasts, but they are psychic and know of the Humans approach long before the party sees them. The Eldar can shield their psychic energies from the herd beasts, and so hunt them. "It seemed wise to let them run away from us, since that might also keep their hunters at bay."
 - Ondaman will be apprised of the Harlequin's judgement and this will temper his attitude toward the party. He might order them to leave the next day. If so there will be a table set near the gates with last night's meat. If so, this will anger Faederleen, who states, "I will not eat cold shoulder from anyone." If the party is permitted to stay longer they will observe the making of warpweave clothing, that is woven from the swamp grasses to the songs of Bonesingers.
- Temple of Isha - The party will enter a cave. Faederleen tells them that they have reentered her Kingdom, but that the journey will be underground from this point. The cave is well lit from gems set into the wall. These gems glow and the source of their energy is not visible to the party. If asked, she will tell them that the gems derive their energy from the psychic residue of the mountain spirits above them. The journey underground is long and takes many days. The party will be out of communication with the fleet during this time. They might mention this to their people or there might be serious implications later on.
 - Along the way there are places in the cave where delicate Wraithbone arches reinforce the ceilings, but at other point much rockcrete has been used.
 - The party visits a Shrine to Isha that Faederleen tells them is intertwined with the roots of the World Tree. "This tree has roots all over the continent and is the source of much psychic dampening. This keeps us hidden from the Prince of

Darkness and works for us much as an Infinity Circuit does for the Craftworld Eldar. This is one of our most sacred places and all Eldar visit here at least once during their life.”

- There are myconid forests along the way that are the source of many of the medicines traded to the humans.
- The City of Isha is reached. Strangely enough, its reinforcing pillars are made of rockcrete instead of wraithbone. If asked, Faederleen informs the party that this is because wraithbone is hard to call into existence down here. “This is the safest place on this planet. The Prince of Darkness has no sway here at all. Even your weapons cannot reach this place. This is our final sanctuary.”
- Spirit stones are crafted for the party; each grants the following powers:
 - 1 Fate Point; it can be used each session, but if “burned” the stone is lost
 - +10 Resistance to psychic powers, Fear, Insanity checks, and Corruption
 - Add +5 to 1 Attribute of your choice

Gaius Minten is the new Governor in charge of the system. Mahmoud O’Grady and Lady Machenko are left as advisors. A complete shake-up is initiated. Sir Ahmed Goldstein is the new Governor of Research Station Secundus. Lady Tristafarne is new Governor in charge of Zurgville. Governor Eye Zod is executed.

The scholarly ex-governor Rankin is now free to pursue his studies in xenotech. His instructions are to concentrate on extracting the Goliath-class vessel from the space mass, and make it as travel-ready as possible.

The Dynasty is confiscating Governor Zod’s wealth, minus the cash which is left to his family. Much of Zod’s wealth existed in assets the Dynasty claimed when re-entering the system, so the actual wealth seized is minimal. This move will also make the Dynasty considerable enemies in the form of Zod’s partners in crime, though that was probably going to happen anyway. It will take some time to root out the corruption, as it is deep (+2 PF).

Gaius Minten and Mahmoud O’Grady initiate a purge to stop the Fix traffic to Arilou, Governor Knut Bacchus is seized by the Dynasty and tried for corruption. He is removed and executed. The Waleton trial exposes much of the Fix smuggling ring. This brings the Dynasty some wealth as shuttles that were occupied in smuggling come back online to more efficient trade routes that enrich the Dynasty instead of the smugglers (+1 PF).

The Silent Ranger presents himself as a retainer to Ban. He wants to leave Arilou and see the galaxy. He can become Ban’s protege. No more protege’s will be offered until the party returns to normal space (i.e. Damaris and beyond).

Add Head Start’s new colony name to the map. Name the planet, not the system.

The *Glory of Dynasty*’s finances were in arrears. I factored that out and subtracted 1 PF from the Dynasty. Colonel (?) suggests moving both regiments to the *Steady Hand of Volturnus* since the garrison battalions will be left in One Way. This should improve morale.

There's a hullghast problem on Deck 72c. Three times in the past month there have been attacks. The news is just now filtering up to the bridge. Usually you never hear of these incidents if you're not making regular rounds of the ship's nether regions. This one is unusual in that there is a pack of hullghasts hunting humans, instead of the usual single hullghast. You can make inquiries yourself, send a personal investigator, or let the death cult investigators from Deck 43 handle it as usual. If personal inquiries are made they discover that the attacks follow a pattern. First, there is a sighting of a woman who may or may not be blind, but definitely has damaged eyes. She seems unaware of her surroundings. Next, a group of bedraggled people appear, maybe 4-6 strong. One of them throws themselves at a victim while the others try to keep bystanders at a distance. The rest of the pack are also hullghasts, but descriptions are inconsistent with one exception. One of the pack is a tall man with ragged teeth and a short beard, carries some sort of tool in his hands, and wears a long brown trench coat. After a while the group leaves, though the actual attacker remains behind...dead on the deck. Each time the victim died a couple days later. Autopsies indicate a sort of sepsis. Boils appear on the victims' bodies after death. The attacking hullghast virtually melts and the body decomposes quickly afterwards.

Ban can signal the *Glory of Dynasty* to rendezvous with the squadron.

Needed: Silent Ranger's knowledge of the Webway needs to be plotted....known so far...he knows the way to Footfall. So Footfall has a webway gate. In fact, maybe the station was placed where it was due to the location of a webway gate. The Silent Ranger has had dealings with the Librarian, who makes him uncomfortable, though he doesn't know why, though he knows the Librarian is a xeno. There needs to be webway gates near One Way (on Arilou and on One Way Secundus), near Head Start, the Serpent's Cradle, the Egarian homeworlds, the Heathen Stars, and numerous holdings of the Winterscale Dynasty. He is not knowledgeable of webway gates that can pass a starship. S.R. was once a Crow Spirit, and as such is a descendant of Lu'Nasad. He has friends among the Crow Spirits, the Harlequins, and Sidra Voidwalker (if that ever comes into play).

Something else: the joke came out in downtime about people waking up with Preduncius taking blood samples from them. This couldn't be further from the truth, even if it makes a good joke. Every major character not only has their own secure quarters, but an entire section of the ship that's comparable to the entire floor of a world-class hotel, if not more. And every major character has a bodyguard, and they are rather zealous bodyguards. To begin with, Truman inspires people to the point where they can't be pinned in the face of machinegun fire. They aren't subject to fear, either, even when faced with daemons of the warp. So Truman's bodyguards wouldn't even permit Preduncius to collect his skin cells from a chair Truman had sat in. In fact, there's probably a cult onboard that collects Truman's skin cells, hair, and spray from his mouth when speaking excitedly, and sees to it that they are disposed of in a ritual fashion. Other people's bodyguards might react less zealously, but Truman's aura of command is such that he inspires other people's bodyguards with a fanaticism that matches his own bodyguards. Yes, Preduncius probably does have everyone's DNA, but not because he needs to

sneak around to get it, but because he's an awesome physician, and everyone onboard knows that in a pinch he can save them when nobody else can.

The War for Damaris - There's a full scale disaster taking place. Damaris hasn't seen a major attack in its 300+ years as a colony. The planet's wealthy are bidding for passenger space on Blitz's ship. He is taking war profiteering to new levels. Orleans is threatening to attack his ship in its berth at the Bulwark. Locke is getting her ship repaired and not speaking to anyone about her intentions. She has no authority over the Rogue Traders or the planetary governor. In fact, the whole matter is out of her jurisdiction. Reynolds is preparing the Bulwark for war, but he is very unsure what he's supposed to do. He's sequestered 2 squadrons of Furies on the Bulwark. Dante seized the rest of the Bulwark's light attack craft on the planet's surface. Dante has occupied the media stations and is jamming most broadcasts to the planet, plying the citizens with propaganda deriding Governor Kapak but ensuring the population they are safe from the Orks while under his supervision.

The Arbites precinct gets an occasional broadcast through to space. They are under siege and facing sporadic attacks. Dante is bringing up heavy artillery and preparing to pound them into submission. The entirety of the armed force has been mobilized, all 25 regiments, and the militia has been called up, all 116 regiments. Dante has occupied all the surface installations. He has ordered all outlying settlements evacuated to Damaris City. The smaller cities are rebelling against this order. Dante is also moving against them.

It seems noone, not even Dante, has an accounting of all Damaris' military assets. Between the Planetary Defense Forces, the Adeptus Arbites, the Adeptus Ministorum, the Adeptus Mechanicus, the Departamento Munitorum, and the private paramilitary forces of the wealthy elite, not to mention the formations of the Portellan installations that seem to have no direction, nobody has made an accounting of all the units in existence.

Orleans has seized the Sphinx spaceport. Apparently she has thousands of troops on the ground. Intercepted messages from them indicate they might be preparing to evacuate, or maybe they are evacuating dynasty personnel. Reynolds has been supporting her actions, and defends his decisions as part of the agreement made with the Orleans Dynasty...if he's questioned closely about it.

Post-Dark Tower or Dark Fortress or Fear

Receive an astropathic transmission from Kevil Stasys. Damaris-space is under attack. The system is already under blockade by at least a dozen Ork vessels of unknown configuration. An invasion is expected shortly. The Emperor's Tarot indicates that the Ork Warboss Phatass PlumbaCrack leads a massive Waaagh! This is a broadband transmission to anybody that can hear it.

Some days later (or even later, depending) there is another transmission that speaks of a coup in the capital. General Remi Dante has overthrown the Governor and now rules Damaris. Shard has closed his Forge to the outside.

The planet's Arbites Precinct is refusing to recognize the General. Governor Belkan Kapak and Kevil Stasys have sought refuge with Marshal Solaria Thrace. Bishop Arint is

strangely silent. When the Dynasty enters Damaris system, anarchy reigns. An Imperial warship is in orbit. Orleans and Blitz are both at anchor off the Bulwark.

If the Dynasty chooses to parley with Dante, he will invite all influential parties to an embassy at the Governor's Palace. He is ready for an invasion. The regular army is mobilized. The militia has been called up. While the 4 orbital batteries are still under the control of Commander Reynolds, Dante has all 12 surface batteries manned and on full-alert. All but 2 squadrons of Furies are also under his control, as they were confiscated during the coup. This leaves 4 squadrons of Furies and 6 squadrons of Starhawk bombers in Dante's possession. They do not, however, have trained crews to man them.

If the Dynasty makes it clear that Dante will not be permitted to rule Damaris, he will be assassinated almost as they arrive in orbit...by Galen. Galen rebukes all participants in the coup. "Will it always be this way with Humanity, that they fall to fighting each other while their enemies close for the kill?" The troops rally to the Dynasty, killing or arresting their officers. This spontaneous purge leaves the Damaris military woefully short of trained officers at this critical juncture. Give the players all the handouts for the War of Damaris.

There are still loyalist officers in the Damaran military. The highest ranked of those will be General Jorgen Bjornson. Colonel Rasta Assad of the Sphinx Heavy Guard is only regular army colonel that remained loyal. 24 of 37 generals, and 92 of 141 colonels are arrested in the purge. Only 13 generals and 49 colonels remained loyal to the Imperium.

Next Session

- Truman contacts Captain Locke - she might reveal her orders, especially if requisitioned; she agrees to be requisitioned after she gets the Warrant parameters and "orders" from Truman
- Preduncius contacts Shard - he has a tight beam that breaks through jamming easily; agrees to send an armored train with 2 cohorts of skitarii to city center
- Deal made with Blitz for 2 PF (already subtracted) and a piece of archeotech; Blitz no longer pays docking fees, refueling fees, etc., but will help defend Damaris in perpetuity
- As the Dynasty makes its planet-wide broadcast against Dante, Shard boosts the signal to the whole population

Preduncius Creating Neo-Humans

- Strength Bonus +2 (Rare)
- **Autosanguine (Rare) 5 DoS**
- Toughness Bonus +2 (Rare)
- Secondary Heart (Rare)
- **Respiratory System (Rare) 2 DoS**
- Bulging Biceps
- Chem Geld
- Jaded
- Lightning Reflexes
- Nerves of Steel
- Resistance (Heat, Fear)

Artificial Insemination of Navigators using Brother Preduncius' skills as Genetor

Future Plots

1. Pick up a xeno. Crew and command staff vary in reactions. A virus affects the ship and its entire crew, virtually incapacitating them...except the xeno. The xeno pilots the ship out of danger. The crew recovers. Morals of the story: sometimes you have to trust a xeno...and...A diverse crew is more difficult to incapacitate from a single source (use this a distraction, an indiscretion, and a temptation).

Competing Dynasties

Jeremiah Blitz, Lady Elizabeth Orleans, Aoife Armengarde, Lady Charlabelle Armelan, and Anna DeVarenne all frequent (or will frequent) Damaris.

Blitz will start the campaign chasing *The Dread Pearl*. His Dynasty has a small fleet of merchant ships that regularly trade here on their routes, but will be slowly lost to pirates. He will swear revenge and spends too much time patrolling the nearby systems looking for pirates...after the *Dread Pearl*.

Armengarde is the local foil and operative of House Krin. She maintains a veritable army of spies on Damaris, and uses them to sniff out the trade routes and activities of other Rogue Traders so she can take advantage of them (poaching their trade). She runs arms to rebels, smuggles other people's goods, and blackmails those who might run afoul of Imperial authorities with those cargoes. Armengarde employs a Navigator capable of tracking vessels through the Warp.

Orleans uses the system as her waypoint to colonies she has established along the rimward edge of the Scourge of the God-Emperor. She will periodically put in for resupply and repairs, dealing with the locals. Lady Orleans dislikes Armengarde, but doesn't feel she can challenge her. She suspects Armengarde's Navigator of tracking her ship. This rivalry can heat up during the campaign. Have Blitz side with the dynasty the party sides against, establishing a rivalry between them and Blitz.

Charlabelle Armelan will be a late-comer to the region. Like Blitz, she shows up here after *The Dread Pearl*. Her Dynasty is on its last resources and she's looking for any alliance. She enters the region with a load of colonists and terraforming equipment, and wants to establish some mining interests (the party already has mining rights to the system so she's ready to negotiate with them). She's an easy recruit for the Dynasty; she will willingly take a subordinate role, but she won't be cheated.

Anna DeVarenne is also relatively new to the region, but came here with numerous contacts in the Underworld, particularly the Mist Fleet. Her legitimate cover comes from the Departamento Munitorum. She brings Imperial military cargo to Damaris. From there, she travels to clandestine meetings at remote locations where she picks up questionable cargoes and makes lengthy journeys back to the Calixis Sector to deliver their contents to dubious buyers. She is skilled at her trade but the voyages are long and her stops at Damaris not as frequent.

This file is now closing. The Damaris War is beginning and I'm going to use that file for its progress. When that episode is concluded I will begin another file: Campaign Progress II.