

FEAR US FOR WE ARE ACOLYTES

A Dark Heresy RPG by Tadeusz Cantwell

For Gaelcon 2008

Introduction

'Fear us for we are acolytes' is a scenario about the lies told to fulfil selfish needs. The PC's play a group of con artists who pose as an Inquisitors acolytes. They target wealthy but isolated people, claiming them as heretics. The victim is killed and possessions taken as evidence. Then the PC's lay low for a few months, living off their wealth, before looking for a new target. The gang consists of former members of the following professions; a Guardsman, a Cleric, an Adept, an Arbitrator, and a Tech-priest. And finally a Scum who didn't have to change much!

Explain to players

As con-artists their knowledge of the Imperial world will be little better than the common citizen. For example they would not know the names of the four Chaos gods. Just that Chaos corrupts and distorts.

When explaining 40K universe the following may be helpful. Most people live short brutal lives and that is in peace time. Think of the European Medieval world in terms of tone. With fear, secrecy, superstition etc. The few with power lord it over the majority. Few have personal freedom to change the lives they were born into.

Background

The lies told by the gang will be pitted against the lies of a follower of Tzeentch, the Chaos god of deceit. The PC's last victim was really a cultist, with connections the city Mayor of Crop Drop on the planet 'Sozomans last stand'. Mayor Grazdale's agents have convinced the PC's that her city is a quiet place to hide. Instead they will be set against her Khornite and Slaaneshi enemies on her behalf. How will they respond to facing real terror and corruption. For in the 41st Millennium there is no such thing as an ordinary decent criminal.

The Chaos situation in the city is complex. At its heart is three rivals who once were friends. They all were fascinated by the idea of Chaos and gaining power form worship and adherence. They went on individual journey's and came back as followers of different Chaos Gods, Tzeentch, Khorne and Slaanesh. Oaths sworn, the once friends became bitter rivals. Thirty years later and they are still fighting. Mayor Grazdale (Tzeentch) has been hatching a plot to destroy Mistress Zhanbi (Slaaneshi) and Militant Commander Drak. Zhanbi is queen of the brothels and Drak runs a militia which on the surface acts as a line of defence against invasion.

Setup

The PC's believe that they are en route, with their loot to a city to hide out in. Their loot has already been taken by the Mayor, who recovered some important cult items. The PC's container has been filled with Grox hide.

Scene One

Read the following to the players.

The end of a long journey is in sight. The city of Crop Drop on the planet of Sozomans Last Stand is a few hours away by landing shuttle. The container of your stolen goods sit in the hold. The passenger area is a long rectangle. Seats line each side and a table inscribed with a giant aquilla and the motto, 'The Emperor protects', below. The walls are covered in layers of graffiti from troopers. You guess this was once an Imperial trooper drop ship. Considering what kind of falling apart junks they have it doesn't bode well for the journey to the planet.

Tell the players to introduce and describe themselves.

Scene Two

A mechanical announcement bluntly states, 'Entering atmosphere in 5 minutes. Strap yourselves in. If you don't there is no recompense'. The shuttle shakes violently before a shock wave of thrusters slam through your body. It seems the vibrations are shaking every metal bolt loose from the metal plates. A bone jolting thud shakes you as the shuttle slams onto the ground. The engines power down and without ceremony a door opens with a loud hiss. 'Disembark, your journey is at an end', intones the emotionless voice.

The PC's have either roll Toughness or Willpower. If they make the roll they land with no ill effects. If they fail they have are at -5 to all rolls for thirty in game minutes.

At the doorway fresh pollinated air wafts into the stale recycled room. Warm yellow rays of sun light the dull metal interior. A stairway has detached from the shuttle to the rockcrete below. A land Jeep marked Custodian waits, with uniformed and armed men.

On the ground they are met by Custodian (name for local police) Sargent Durnnut. Behind him are four privates lounging around a Jeep. They are armed with Las rifles have the bearing of ex-servicemen.

Sargent Durnnut is in the pocket of Mayor Grazdale. He has been ordered to provoke them into stating they are acolytes. He asks why six ordinary travellers without merchant papers have a large container of goods. He will detain them on the suspicion of being suspicious if they claim innocence/ignorance.

At the back of the shuttle two servitors are unloading the containers and a customs agent are inspecting the cargo. The PC's will need to make perception checks to notice.

If the PC's say they are acolytes, Sargent Durnnut will ask for identification. He will appear satisfied. A successful deceive roll will tell the player he didn't need convincing. He will ask do they wish to meet Major Grazdale, to help with an ongoing investigation. He will take a no at face value, but give a contact number. If they say yes, he will make a call to her office. Making a show of going through various levels of bureaucracy and saying code words.

The custom official will call Sargent Durnnut. Durnnut will pass a comment about the container containing Grox hide. If the PC's check it out they find their container full of Grox hide. The maglock has a security number. Each time its used the number goes up one. A successful check shows the lock has been replaced with one that can be set with to number.

Scene three

The Administratum in the Starport will be bound down by red tape and the minutiae of record keeping. Describe a cadre of withered old men dithering over mountains of data. According to their records nothing has happened to the container. If they have an appointment with Mayor Grazdale, transport will be waiting for them.

Scene four

If they have agreed to meet the Mayor the acolytes will be brought through side entrances in a clandestine manner until, led by Sargent Durnnut. He stations himself outside the door they came in.

If they choose to meet her later they will need a very good reason for a meeting. They will have to wait in a large lobby along with other people who wish to petition her for aid.

If the PC's have arrived in the city without the intention of meeting the Mayor she will find them anyway. At the hotel/place they are staying she will arrive with some guards and a psyker who moves around like a hunting dog. She will if possible wait until all of the PC's are there.

Thank the Emperor on the Golden Throne you are here. the city is infested with vile cultists of the ruinous powers. I had thought my petitions for aid unheeded. Thankfully two of my agents have been able to infiltrate a gang each. The two cults plan to trade a shipment of arms in two days time. My plan is to use secretly record the deal and then strike later. Alas the PDF is away and my Guardians are not equipped or trained for such a mission. I can arrange for you to meet the agents tomorrow. Then I trust you can call upon your inquisitor to finish this once and for all. Durnut will be your liaison.

The Custodians have a special forces team 50 strong. The Major does not wish to use plain cloths custodians, she fears crime becoming rampant if half them are killed in a large battle. Reports say the combined numbers will be several hundred.

Scene Five

PC's have a night off. They can do some exploring if they need to. The city is the economic hub in the area. Around is mainly agricultural lands. Here the food is processed and shipped out. Goods are manufactured for the whole continent. PC's asking around can find out about the increase in flesh houses that offer bizarre practices. And the militia which fears an invasion any moment, despite this being a safe planet. Plus all kinds of crime, scum, drunks and thieves. The Mayor is seen as a typical politician, saying much without meaning.

Scene Six

The PC's and Durnnut will be briefed by two agents. One is dressed in outlandishly garish cloths. The other in a mixture of combat and leather, with war inspired tattoos. The war cult will sell guns to the pleasure cult. The transaction will take place in a large open warehouse. Members from each gang are already watching the place. The PC's can be disguised as part of the group from each cult you will count the money/goods. They are given surveillance equipment to record the leaders of the cults. It is presumed they are experienced in this.

Scene seven

Both gangs arrive at an abandoned warehouse from opposite sides. Both are heavily armed. The Slaaneshi resemble a bloody carnival. The Korninites arrive in military camouflaged trucks. Each side drives their trucks to the edge of the warehouse. Palette loaders bring the goods in for the PC's to count. Gunfire sounds off. People run for cover and fire. Drak will call his side to stop shooting, I.D the traitors, who are killed. Then the PC's are called to protect the two leaders for talk.

In a small room the leaders face the PC's. Durnnut is tied up on a chair. It is explained the Major is also a follower of Chaos and they now know the PC's are fakes. She has their container, some items are shown to them. The Slaaneshi suggests they join the forces of Chaos. The Kornite wants to kill them for fun. Let them time to decide what to do.

Then fighting starts outside. The PC's are faced with the PDF, real acolytes and an Inquisitor in Stormtrooper Carpace. The PC's should be told the Inquisitor will reach them in five minutes. They must find away to not die!

Custodian

WS35, BS35, S35, T35, AG30, INT30, PER35, WP20, FEL30

Wounds 10

Skills: Awareness, Climb, Common lore:Imperium, Interrogation, Language:Low gothic

Talents: Basic weapon (sp, las) melee weapon(primitive), pistol training(SP) Disarm, Takedown

Armour: Guard Flack, 4 on all locations

Weapons: knife (3m1d5+3 R Primitive) Stub auto (30m, S/3/-, 1d10+3 I, Rld Full) shotgun (30m, S/-/-, 1d10+4 I, clip 8, Rld 2Full)Lasgun (100m, S/3/-, 1d10+3 E clip 60, Rld full, reliable)

Gear: 2 lasgun clips, micro-bead, respirator.

Sergeant Durnut

WS35, BS37, S36, T35, AG36, INT31, PER35, WP20, FEL31

Wounds 14

Skills: Awareness, Climb, Common lore:Imperium, Interrogation, Language:Low gothic

Talents: Basic weapon (sp, las) Melee weapon(primitive), Pistol training(SP) Disarm, Takedown, swift attack

Armour:Guard Flack, 4 on all locations

Weapons, knife (3m1d5+3 R Primitive) Autogun with manstopper rounds (90m S/3/10, 1d10+ 3 I, pen 3, Clip 30, Rld Full) Stub auto with dum dums (30m, S/3/-, 1d10+5 I, Clip 9, Rld counts as full, AP counts as double)

Gear: 2 lasgun clips, micro-bead, respirator, photo-visor.

Slaaneshi follower

WS28, BS27, S30, T30, AG22, INT30, PER27, WP25, FEL30

Wounds 10

Skills: Awareness, Carouse, Common lore:Imperium, Deceive, Intimidate, Language:Low gothic

Talents: Basic weapon (sp) melee weapon(primitive)

Armour: none

Weapons: knife (3m1d5+3 R Primitive) Poor quality auto-gun (90m S/3/10, 1d10+3 I, Clip 30, Rld full, Unreliable)

Gear: common clothing, clips of ammo.

Follower of Khorne

WS35, BS35, S36, T32, AG30, INT30, PER31, WP27, FEL25

Movement: 3/6/9/18

Wounds: 11

Skills: Awareness (Per), Forbidden Lore (Chaos) (Int), Intimidate (S), Secret Tongue (Chaos) (Int), Speak Language (Low Gothic) (Int)

Talents: Basic Weapons Training (Las, Primitive, SP), Berserk Charge, Frenzy, Furious Assault, Melee Weapon Training (Primitive), Pistol Training (Las, SP), Unshakable Faith

Armour: Guard Flak Armour (All 4), or Leather (2 on body and legs)

Weapons: Combat Knife, Laspistol or Stub Automatic, Lasgun or Autogun, 2 Frag Grenades

Gear: 2 Laspistol Charge Packs or Stub Clips, 4 Lasgun Charge Packs or Autogun Clips, Blood-Stained Clothing, Grotesque Faceplate

Inquisitor

WS50, BS50, ST45, AG45, INT40, PER55, T50, WP60, FEL65

Wounds: 20

Skills: Dodge +20, Invocation +10

Talents: Ambidextrous, Blademaster, Combat Master, Fearless, Logis Implant, Mental Fortress, Precise Blow, Resistance (Psychic Powers), Step Aside, Swift Attack, Wall of Steel

Armour: Best Stormtrooper Carpace (All locations on 6)

Weapons: Good Inferno Pistol (10m S/-/, 2d10+4 Pen12, Clip3, Rld Full) Best Power Sword (1d10+5 E, Pen6)

DARK HERESY™

BACKGROUND & NOTES

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MELEE WEAPONS

Name:		Class:	
Damage:	Type:	Pen:	
Special Rules:			

Name:		Class:	
Damage:	Type:	Pen:	
Special Rules:			

Name:		Class:	
Damage:	Type:	Pen:	
Special Rules:			

Name:		Class:	
Damage:	Type:	Pen:	
Special Rules:			

HANDEDNESS:

ARMOUR

HEAD (1-10)	
Type	
BODY (31-70)	
Type	
RIGHT ARM (11-20)	LEFT ARM (21-30)
Type	Type
RIGHT LEG (71-85)	LEFT LEG (86-00)
Type	Type

CHARACTERISTICS

WEAPON SKILL (WS)

BALLISTIC SKILL (BS)

STRENGTH (Str)

TOUGHNESS (T)

AGILITY (Ag)

INTELLIGENCE (Int)

PERCEPTION (Per)

WILL POWER (WP)

FELLOWSHIP (Fel)

MISSILE WEAPONS

Name:		Class:	
Damage:	Type:	Pen:	
Range:	RoF:	Clip:	Reload:
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Special Rules:			

GEAR

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WEALTH
Throne Gelt
Monthly Income

Walk (1/2 Action)	<input type="text"/>	Charge	<input type="text"/>
Walk (Full Action)	<input type="text"/>	Run	<input type="text"/>

WOUNDS
Total
Current

CRITICAL DAMAGE
FATIGUE
Max FATIGUE = TB

FATE POINTS
Total
Current

INSANITY POINTS
Insanity Points
Degree of Madness
Disorder: <input type="text"/>
Severity: <input type="text"/>
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CORRUPTION POINTS
Corruption Points
Degree of Corruption
Malignancies:
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