

Using This Scenario

This scenario is written to put closure to the Crow Father arc. However, it could be altered to be another daemonic threat if you would like to use the setting and outline. Note also that the profiles assume Acolytes around rank 4 with exceptional gear (on loan, see Briefing section below). You will want to scale the threats appropriately to the level of your acolytes and the quality of the gear you choose to lend them. If you choose not to provide any gear you will almost certainly want to scale down the daemonic profiles. This adventure provides a lot of opportunities for the GM to personalize it to his group. You should read it carefully before running to decide what preparations you want to make.

Dramatis Personae

The major characters of Coseflame are presented in this section. For profiles where it might become relevant, see the appendix.

Elsbeth Brechter

Elsbeth is a young woman in her early twenties with auburn hair and striking features. She is also a developing pyrokinetic. Until recently she has been able to stay under the radar. However a pyrokinetic in city of black powder technology is well- a powder keg. A mishap with her powers recently resulted in a large explosion in the trading platform. Although the real reason for the accident is unknown, she is suspected of arson and terrorism. Arbitrator Sizer has been actively looking for her. Elsbeth is a decent person who just wants to avoid the feared black ships (as well as a more-likely death by angry mob) if her powers are found out, and of course avoid being arrested. She is trying to get off-planet and make a fresh start pretty much anywhere else.

Magnate Silus Karlzon

Silus Karlzon is arguably the ruling figure in Westeye. He owns most of the mines in the area, including the two largest sites simply known as the upper and lower mines (shown on the city map). He makes the laws in town since he employs most of its workers, and is more or less a feudal lord over the town, collecting taxes from the other miners and centralizing the tithe for Administratum collection. Karlzon is a devout Imperial citizen, and not particularly malicious or power hungry when it comes to the other mine-owners, just arrogant. His majority stake in the town is so overwhelming that even all the other owners together couldn't rival him. So as long as they acknowledge his ruling position, he treats them all fairly. Karlzon's mines are very efficient given the technology level of Coseflame. He relies on machines built by the Constant Cog, but will not allow tech-priests on his site to avoid giving them power over his operations. They put up with it only because he funds a massive research conclave for them.

Harvus Trotter

Harvus is Karlzon's right hand man. He oversees the lower mines (the largest of Karlzon's mines) and is respected by all of the workers. Harvus is a smart, ambitious man though, and realizes his boss's power only comes from his wealth. He knows he is well positioned to get out of the dirty mines and into the nice manor if he can displace Silus. He has made large steps towards this by seducing Martina, Silus's daughter. However, he legitimately came to love the girl, which somewhat halted any progress towards a rise in power. He knows Martina is involved in something questionable, but has no idea of its scope. Protecting her from whatever trouble she's gotten herself into is his first goal. Harvus is in his mid-30's. He is muscularly built with shaggy brown hair and a square jaw.

Martina Karlzon

Martina Karlzon is Silus's only child. Pampered, sheltered, and bored, she was seduced almost as easily by Tsyiak as she was by Harvus. Martina is gentle-natured but very naive. The feathered daemon originally brought Martina into his fold by convincing her that she could help return Coseflame to the kind of verdant world she has only seen in pictures. She is thoroughly blinded by its spell, and even if confronted directly, no amount of evidence to the contrary will convince her that she is dealing with a daemon. She has long braided hair that is light brown in color, and heavily lashed sky blue eyes.

Magos Skrath

Skrath is the current head for the Westeye operations of the Constant Cog, the sect of the Adeptus Mechanicus to which nearly all of Coseflame's machine cult belong. More power-hungry than his predecessor (who built most of Karlzon's technology), Skrath does not like the current deal with the Magnate at all. Unfortunately his hands are tied unless he wants to go as far as doing harm to the fabulous machinery already built. (Perish the thought!) He sees the recent rash of malfunctions as the will of the machine god. Skrath spends the majority of his time at the generatorium.

Rast

Rast is a young member of the Constant Cog, just beginning to get the implants of a member of the order. He joined to try and find out what happened to his birth mother, who gave him up when he was an infant so she could join the machine cult. Rast works under Magos Skrath.

Deacon Kaminus

Kaminus is Rast's mother, and the current head of the research organization housed in the Halls of the Constant Cog. She is a strong sympathizer with the Sisterhood of the Divine Spark, but would never leave her order because of her son. (She would also likely have Skrath's position were the Constant Cog not so male dominated.) She has little interest in the politics of the city, as long as the Constant Cog continues to get funding. Although not really a 'rival' to Skrath, she is the second most prominent cult member in Westeye, and does not like the Magos's leadership. Should the relationship to Rast be determined and brought up to her, she will be of mixed feelings on the matter. On the one hand, she does not want to acknowledge connections of the flesh. But on the other hand, she will subtly try to have Rast transferred from the Generatorium to the research halls, to move him further away from Skrath.

Khan Scheinweiss (pronounced Shine-vise)

One of the smaller mine owners in Westeye, he owns the Scheinweiss Tract. Khan more or less represents the interests of the collection of smaller mine owners. And all of them wouldn't mind seeing Karlzon ousted. (Though in all likelihood, none of them would be able to rally the power he has unless they also took his property, which would probably put the town under more direct Imperium control)

Comptroller Raltus Lex

More traditional rule is exactly what Lex would like to see. His job is in little more than name only, filing paperwork, sending messages back to the Imperium. Karlzon runs a tight ship when it comes to seeing that generous tithes get delivered, so the Administratum doesn't much care or question who is setting laws and policy in town.

Arbitrator Kef Sizer

Sizer is the lead officer of the 3 Arbites stationed in Westeye, there mainly to watch the stream of traders and back up with Administratum if needed (which they usually aren't). Sizer knows his job is boring but doesn't mind if it means he gets to spend more time smoking and playing cards with the other arbitrators. He is a personable man who wants what is best for a city he has become attached to. He has thrown himself into the search for the potential terrorist Elsbeth Brechter whole-heartedly, as it's the first serious crime he's had to work on in a while.

Mission Briefing

The briefing and de-briefing parts of the adventure are written using NPC's from my campaign: <http://aethel.net/darkheresy/npc/> (in the Noctean, Frost, and Malleus documents) but feel free to substitute the appropriate NPC's from your own game.

If using any of these PC's, it is worth noting that Johnathan used to be in Inquisitor Barrier's retinue, and is actually his son. He despises his father, and will make his contempt for the man's radical methods plain as often as he can in front of the "impressionable acolytes." Frost does not share this dislike.

The PC's are summoned to a briefing very soon after they return from their last mission. Waiting for them are Johnathan Summerset, Venris Frost, and Hans Barrier. Frost does most of the talking, and it is obvious he is spearheading the operation. Hans Barrier has been involved because he has information on Coseflame, a planet with ancient ties to a daemon he has been researching for some time. Esha Raine (ala Illumination, and not entirely pleased to have been dragged off her world) is also present, as the Inquisition have requested her help in putting together the missing pieces of the Tsyiak legend. Using this combined information, Frost believes they have cornered Tsyiak. A particular point should be made of the "seize the moment" atmosphere of this mission. He tells the group something to the effect of:

"I hope you are all ready for another journey. I'm sure you remember Mamzelle Raine and the events that transpired on her planet. I am equally sure you remember the entity behind them. Well, through the Emperor's provenance, we have learned more about 'The Crow Father.'"

"Inquisitor Barrier has been studying Coseflame for some time. He suspected that its inability to support life may be malefic in origin. It turns out his culprit bears a striking similarity to the legends of Iocanthos. With the help of Mamzelle Raine, we are fairly certain Tsyiak's original lair, his "nest" if you will, is Coseflame."

"What's more, a credible prophecy suggests his daemonic senses are forever shut to those who have blinded him once. And if they defeat him again in his place of power, it will banish him permanently. You're nowhere near ready to deal with an entity of this power. But there seems little choice. You will go to the city of Westeye, built in the cliffs where we believe the daemon first emerged from the warp. Determine if it is present there, and if it is, destroy it."

This prophecy would seem to leave only the PC's capable of doing the job. Frost makes it clear he doesn't think they're ready, but has no choice. Their Inquisitor was hesitant to send them, but Frost has agreed to see them equipped "*with holy relics worth more than you are*". He makes it very clear that they will have to give the gear back. There may also be some discussion (quickly shot down by the others) from Barrier that there are better things (i.e. non-Imperial technology) still to offer them.

Before this adventure, you should prepare a list of high end gear for each of your characters.

Since they will be returning it after the adventure, feel free to improvise with what the gear can do. (A sample of what I gave my PC's is available on Sin & Salvation. I included a good deal of flavor text which was roleplayed through, in addition to just raw stats. It made for more in character impact.)

Additionally, they will be given a writ of authority should they need to bring the Inquisition's authority to bear. (This assumes your PC's do not already carry rosettes.) Johnathan will place the writ on a table before the group, and watch carefully to see who reaches for it. Whichever group member picks it up, he will challenge based on their previous track record. For example, those who are soft hearted may be asked "if they can do what is necessary?" Those who have shown a habit of rushing to violence may be asked if they "understand there is also a time to be subtle?" Johnathan will emphasize that the daemon is certain to already have servants on the planet, and letting on too soon that the Inquisition is there will be a sure way to drive it underground.

The writ bears the seals of all three Inquisitors involved: (substitute as appropriate to your NPC's) Nocetun: The Ecclesiarchy skull in half shadow; Frost: The Inquisition =I= with a sword running parallel down the center of the I; Barrier: A hammer diagonally crossed over a temple spire. The particular shape of the spire is a common depiction of the temple from which the resurrected Saint Drusus emerged, and is associated both with the saint and Maccabeus. An adept will help them with whatever aliases they desire for their cover.

No one can be sure with the changing topography, but by best estimates from old books and paintings, the heart of the daemon's old worship is where the city of Westeye is now. So the PC's should start there. Data on the city is sketchy simply because there has been no Inquisitorial involvement there for centuries, and with the rushed nature of this mission, there was little time to gather better intelligence. Frost can only advise them to expect a heavy presence of the Constant Cog, the planet's local Mechanicus sect.

Reaching Coseflame

Johnathan transports them to Coseflame in his ship (a modestly sized vessel modified to be warp capable), the Steadfast Gate. He lets them know he intends to wait on board the ship once it arrives, lest he tip the daemon off since it is not "blind" to him. The smoke-choked atmosphere will make vox communication between ship and surface difficult at best, and he recommends vox silence anyway. He gives them a pulse beacon they can use to alert him if he needs to intercept any ships trying to leave orbit. Lionus Xanto will shuttle them down to the surface, and handle any additional fund requests they need to make while on the mission.

Lionus Xanto

Xanto is the pilot who takes the PC's down to the surface. A former Imperial Guard, he is a simple fellow who doesn't tolerate a lot of nonsense. He has been on numerous missions with Johnathan. He will hold the purse strings for any expenditures the PC's wish to make on planet. He will be generally amenable to anything that is not too outrageous, as long as he's sure it isn't going right into their pockets.

Westeye is covered in black soot, and dark clouds billow up through the chasm. Travel inside the city is haphazard, with old scaffolding, metal stairs, and hydraulic lifts that only go a level or two. It is obvious no planning was put into the growth of this cliff-clinging city. The areas fortunate enough to be supplied with power from the generatorium are evident, mad cabling strung everywhere.

The Constant Cog members are also prominent figures throughout the city. They wear the typical red robes of the Adeptus Mechanicus, but particularly large black cog trim is prominent on the sleeves, neck, and hems.

After debarking at the spaceport (see the downloadable map and locations write up below), the Acolytes cross into the trading platform and are greeted by the usual array of hawkers touting the services of Westeye. This includes advertisements for Inns both on the trading platform and near the Magnate's manor. They may also see Sizer and/or the few local Arbites in this area, as it is where they are stationed.

As soon as they leave the trading platform, Elsbeth Brechter (see *Dramatis Personae*) will approach them looking to beg or barter for a ride off planet. Any psyker in the group will easily be able to determine what she is, though she will not bring up her plight unless confronted with her psychic potential. She may make up any number of stories depending on the cover of the PC's. She will quickly retreat if threatened (physically or with reference to the authorities).

Westeye

1: The Spaceport

The spaceport is a bustling hub of activity, and unquestionably the location of the most sophisticated technology in Westeye. Traders from all manner of origins come and go from the planet, bringing off world food and supplies to those who can afford it, and buying the many precious ores Coseflame has to offer. The spaceport extends out into the main chasm on a giant platform, and the docking materials and equipment are all out towards the tip. While some of the machinery is standard technology, a good deal of it has been created or re-fitted using the steam and black powder standard of Coseflame. Refueling tankers belch black clouds, docking clamps hiss with clouds of steam and have great pistons working on their backs, and so on. This is the only place where servitors can be found in large numbers. Many of them are thoroughly covered in a layer of soot, and even the better kept ones will still have black lines under their nails and caked in the folds of any cloth coverings. The landing area gives an excellent panorama of the chasm city, where many black and gray clouds of smog and soot hang. The water from the generatorium also pours by behind the platform in a roaring torrent.

2: Trading Platform

As arrivals to the city leave the landing area, they will be greeted by an array of criers for the various businesses of Coseflame. These individuals are paid to come down and advertise to off-worlders, shouting the virtues of their employer's particular offering, and sometimes waving advertising parchments or wearing outlandish attire to attract attention. The most numerous offerings will be Inns and restaurants. (The vast majority of Inns are either in the Trading Platform or near the Magnate's Estate, though some are dotted all over the city.) After that, will be prospectors and sellers for the various mining operations, trying to convince merchants of the high quality of their ore and its low prices. Many of the hawkers will be advertising Vichrys, a red crystal found plentifully in Westeye, which is a component in many delicate pieces of psi-technology such as well made tarot decks or force swords.

3: Manufactories

The largest conglomeration of factories in Westeye is situated on the west chasm wall, just below where the Central Crossing connects. They produce most of the day to day goods the city's inhabitants use, including the mineral wafers (nutritious bars formed from edible rock composites) which are the planet's staple food. The goods produced here are largely not of interest to off world traders (being of only middling technology level), but are traded to other cities on Coseflame. The factories use mainly a combination of their own steam power, and power cabled in from the generatorium above. Massive trunks of wiring (some of it openly sparking and dangerous) run down the cliff face between the two locations, haphazardly weaving through the structures on the levels in

between. A perpetual cloud of steam also rises from this area. Although not an especially potent source of black fumes, the area is very noisy, making the cliff face directly around it less desirable places to habitate. The majority of Westeye's citizens work either here, or in the mines.

4: Central Crossing

This massive bridge is the largest and most centralized way between the two sides of the chasm city. To those crossing it, it is obviously a structure that was built up over time. While it does have one large thoroughfare, that is by no means the only way across the bridge. Hundreds of other passages of various size, elevation, and accessibility intersect, diverge, and remerge as one makes their way across the structure. Although some parts of the construction look very old, as a whole it seems quite solid and well-maintained.

5: Ruins

This area under the generatorium is simply called "the Ruins." From time to time the Mechanicus perform excavations there, but it is largely left alone. Ghost stories abound about the place, but nothing more suspicious than any other mysterious landmark in an Imperial town.

6: Generatorium of the Constant Cog

The majority of the local Adeptus Mechanicus actually reside at the generatorium, since the elaborate plant is the largest machine in Westeye. This plant mystically extracts power from the subterranean river which gushes out of the west cliff face, and uses it to appease the luminators throughout the town of Westeye. It is a huge complex, half functional and half temple, which takes up most of that entire cliff ledge.

7: The Magnate's Estate

Silus Karlzon has his manner very close to the Central Crossing on the east cliff (where both of his largest mines are). It is multiple levels with a courtyard containing many elaborate sculptures- some of them themed to the Imperial Creed and some simply works of art; there are a large number of animal statues. Also in the courtyard and outside his home are many plants (all of them potted in off world soil if you look carefully), showing off his wealth. The white stone is very clean, and at almost all times, servants can be seen cleaning it to help keep the city grime off. The area around Karlzon's estate is the second most active trading area in the city.

8: Halls of the Constant Cog

This is the lecture and research facility where Kaminus spends her time.

9: Upper Mines

Karlzon's upper mining stack is a buffet of valuable ores, with veins of many of Coseflame's best exports running through the various caverns. The large cave network is filled with mining machinery, much of it belching steam, smoke, and odd noises.. While the upper mines are definitely damp, subterranean bodies of water are not as common in these mines as the lower.

10: Lower Mines

The lower mine complex is larger than the upper, extending deep into the ground of Coseflame. It is much more varied in the geology, with many underground streams and pools running through it. Like the upper mines, different sections are mined for different minerals, however Vichrys is common throughout most of the caves, hanging in shimmering rows off the ceiling and forming reflective sheets on many walls.

As the PC's investigate the city, they should hear talk of the series of recent earthquakes and get a sense of the city's politics and personages. Good Inquiry or similar rolls will yield either Karlzon has had supply problems, or that he is hiding something. (Possibly even that the city's "machine spirits are restless") depending on who they talk to.

Avenues of Approach

The course of events below is by no means the only way to run through this open-ended scenario. However, I suggest nudging (though not railroading) your players along, as it gives them a chance to see the different venues and people of Westeye without the scenario playing out too quickly. (That said, my players bypassed the entire Constant Cog subarc when they played it.)

If the PC's approach Karlzon in a remotely civil manner, or if he gets word that they are looking into him (thus bringing them to his attention), he will ask for help with his Mechanicus problem, offering a hundred thrones each if they can convince the Mechanicus to look at his errant machinery.

Should the PC's take up this offer and successfully persuade either Skrath or Kaminus to look into the problem, the Constant Cog will spend a half day examining the mining equipment. They then report spontaneous but subtle defects have manifested in key parts of the holy machinery. These deviations suggest the machine spirits have become corrupt, with a higher degree of warping in the equipment in the upper mines than lower.

When they report this to Karlzon, Martina is also present. However, on hearing their findings, she slips out in a great hurry. Should the PC's determine Martina's involvement, the Magistrate will staunchly defend his daughter. If they get hostile towards her, Karlzon's Bodyguards (see appendix) will harry them throughout the rest of their time on Coseflame.

Harvus Trotter also knows Martina has been sneaking into the mines, for reasons he can't guess. If questioned at any time on the subject, he is conflicted. A particularly persuasive PC might talk him into divulging information, but otherwise if he realizes they are asking questions that could get her into trouble, he will play dumb. Then he will immediately go and talk to her, which will prompt her and the other cultists to head down into the mines, accelerating their schedule for their ritualistic attempt to summon Tsyiak.

If the Acolytes try to leverage their Rosette, it means little to anyone but Sizer. Westeye has never seen the Inquisition in action, and most important NPC's will put their own priorities above the outsiders' authority.

The Ritual

One way or another, the PC's will make it to the ruined altar of a forgotten temple deep in the upper mines. (See map download.) Along the way, they will pass many formations of Vichrys, gleaming with red iridescence and alive with half-formed images. Conveniently, as the PC's reach the altar, the cultists (including or not including Martina, as appropriate) are just starting their ritual to summon Tsyiak's avatar into a captive psyker. The word "AVATAR" is scrawled across the cave in a tumult of languages. A man is bound to the altar. He is struggling, and anointed with strange oils.

At the beginning of the round where combat is initiated, two things happen. The first is a cave in behind the Acolytes, trapping them in the temple complex. The second, is that from the opposite entrance into the altar room, a murder of crows sweeps in. The daemonic birds fly to the cultists (whatever number presents an appropriate threat), and clutch onto their shoulders. The sharp beaks bore into their ears. That round, all of the cultists mutate into twisted monstrosities called "Whispered" for the birds whispering in their ears. They can take on one of several aspects. See the Appendix for more details.

The first action the cultists will take upon seeing the Acolytes is to kill the captive on the altar. The rest will attack. A tangible presence (detectable by any psyker) fills the cave. When the Whispered are defeated, the presence flees, and there is a flash of feathers through the red crystals clinging to the ceiling above.

The Forgotten Temple

After the cave-in, the Acolytes will have nowhere to go but deeper into the old temple. Many rooms are crumbled beyond recognition. They pass the eroded remains of amphitheaters and chambers, statue faces and carvings worn to only hints of their old selves (and in many cases probably better that way). Dripping water echoes constantly. They make take a few wrong turns into damaged areas and have to backtrack, but it is fairly obvious this temple was contiguous with one main circuit. Eventually, they reach an area that seems more intact than the others. (If you don't find the deliberately childish drawings laughable, pictures labeled 1-5 are available for download to go with each room.)

1: The first room has faded stone paintings of people farming. But there are two striking features in the landscape: vibrant red crystals dot it, and strange wraith-like forms wander the painting. The eyes on all of the people are exaggeratedly wide.

2: The second rooms shows the wide-eyed people looking at the wraiths. In many paintings the wraiths seem to be looming over the people.

3: The third room is dominated by the theme of birds, and shows many messenger birds landing to talk to the people, and perching on their shoulders and whispering in their ears in several depictions.

4: The fourth room shows a landscape far more recognizable as Coseflame today. The red crystals are absent, and in their stead are many black rocks, piled on the ground and spilling out of mines. All the people in the drawings (who are largely engaged in gathering the rocks), have black voids instead of eyes. There is one particular painting that shows a woman carrying a swaddled infant with a bird's head. This room is also littered with bones. Some are intact skeletons and others have been strewn beyond re-assembly, but the number of people that made this up must be in the hundreds. Many of the bones show signs of damage, as though they died violently.

5: The fifth room looks largely unfinished; the walls look like they never contained carvings. And there is only an unfinished painting of a stern bald man with an imperial halo. A single skeleton lies on the floor beneath the painting.

Vision Chamber: After emerging from the fifth room, the Acolytes can hear running water. Following the path towards the sound leads to a red chamber carved from Vichrys. The sound of running water is louder on the other side. Unknown to the Acolytes, this room was used for vision ceremonies, as the crystal has portentous properties. As they pass through the room, every Acolyte sees a vision (of what, is up to the GM. You will need to write these in advance). The visions I wrote for my Acolytes were very personal, and you can find them on my website. I also chose to have each vision seen by the person it was intended for, and one other member of the team. (So each person saw two visions, their own and someone else's.) This was a nice way to expose the characters to each others' personal stories. But that method (as well as the visions entirely) are purely optional.

After exiting the vision chamber, they at last locate the water source. It is a stream which eventually joins the river feeding the generatorium. For the rest of the trip through the caves, every

time they see a Vichrys formation, it shows milling people and flashes of flame. Following the river leads to a small fissure near the ruins location on the Westeye map, where they can exit.

Final Act

The following events assume the PC's did not kill or irrevocably make Elsbeth Brechter inaccessible. If they did, you will have to devise an alternative victim for Tsyiak's avatar.

While the Acolytes have been spelunking, Kef Sizer has not been idle. He has finally managed to locate Elsbeth Brechter, and has chased her to the main bridge. (If the PC's agreed to help her and had her hiding somewhere, she fled when Sizer found her.) What's more complicated, a large mob has formed around the frightened psychic, demanding justice for the mine explosions. Even from the ruins, the glow of fire is visible to everyone, and those with psyniscience can sense the uncontrolled warp powers being unleashed. Elsbeth fights back against the crowd with catastrophic collateral damage as Sizer tries to take her down.

But things only get worse as the Acolytes arrive. More birds swoop out of the caves. They possess an appropriate number of onlookers and transform them into a more potent breed of daemon than seen in the cave. Meanwhile, a fiery aura in the shape of a bird forms around Elsbeth (or your chosen Avatar). This is going to be a difficult fight, made more challenging because several of the Whispered can fly, and the bridge (see map) is multi-level. The map layout is fairly complex. If you think it will slow combat down too much, you can simplify and run on a straight, narrow map to represent one level only.

As Tsyiak's avatar rushes towards them, targeting any Acolytes who vexed it in Illumination first, he shrieks, "Have you seen? If you still don't understand the curse of sight, I have more yet to show you!"

The Avatar has nothing but pits of flame for eyes, eliminating that weakness this time around. However, the Acolytes were hopefully well-armed by their master. As long as the final blow is struck by someone who battled the Skae-Thing in Stern Hope, the Crow Father should be destroyed.

Aftermath

When the battle is over, there will be a large number of people who have seen the forbidden. The follow up on that will depend on your Inquisitor's methods and the agents they chose to bring along.

Johnathan Summerset's solution would be to use melta-bombs to blow up the central bridge, including any unfortunate sacrifices on it. He will fabricate and disseminate that a mine explosion destabilized the bridge and caused it to collapse. If the Acolytes point out that there were probably many witnesses who did not go down with the bridge, he replies,

"If there were witnesses, then what they saw is that the witch never prospers. They saw fire and horror claim those whose faith faltered. You are right, there may be rumors. Let there be. For it is whispers of the Unclean and their fate that drives men to shelter in the light of the Emperor."

About the Author:

This scenario was written by Andrea Gausman, who goes by aethel on the Fantasy Flight Game forums. Her Dark Heresy website is located here: <http://aethel.net/darkheresy> . Andrea runs an online Dark Heresy game called Sin & Salvation, and is the author of *Eternal Tide*, the winning scenario from the first Dark Heresy Scenario Contest.

Special thanks to DocIII and Wu Ming (aka Cypher) from the forums for their collaboration on the greater planet of Coseflame.

Appendix: NPC's and Antagonists

Elsbeth Brechter

Elsbeth is a young woman in her early twenties with auburn hair and striking features. She is trying to conceal the fact she is a psyker..

Elsbeth Brechter Profile								
<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>Ag</i>	<i>Int</i>	<i>Per</i>	<i>WP</i>	<i>Fel</i>
30	30	30	33	40	35	38	41	38

Movement: 4/8/12/24

Wounds: 13

Skills: Concealment (Agi), Awareness (Per), Charm (Fel + 10), Psyniscience (Per + 10), Invocation (WP)

Talents: Psy Rating 3

Armour: None

Weapons: None

Powers: Deja Vu, Distort Vision, Healer, Lucky, Chameleon, Dull Pain, Call Flame (8), Firebolt (11), Wall of Fire (17), Douse Flame

Gear: None of Note

Lionus Xanto

Xanto is a large man with a perpetually stubbled face and a gruff demeanor.

Lionus Xanto Profile								
<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>Ag</i>	<i>Int</i>	<i>Per</i>	<i>WP</i>	<i>Fel</i>
57	43	51	50	35	32	37	40	34

Movement: 4/8/12/24

Wounds: 15

Skills: Awareness (Per +10), Dodge (Agi + 10), Drive (Agi + 20), Medicae (Int), Survival (Int), Pilot: Military Craft (Agi +20), Tech Use (Int), Pilot: Spacecraft (Agi+20)

Talents: Crushing Blow, Bulging Biceps, Quick Draw, Training: Chain, Heavy Weapon: (Las), True Grit, Blademaster, Furious Assault, Lightning Attack

Armour: Good Quality IG Flak (AP 5, 4 to head if helmet is worn)

Weapons: Chain Sword (1d10 + 7 R) Tearing, Balanced

Heavy Bolter (2d10 X. Pen 5. Clip: 60)

Gear: Vox, Auspex, Medikit, Rations, Lho Sticks

Kef Sizer

Kef Sizer Profile								
<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>Ag</i>	<i>Int</i>	<i>Per</i>	<i>WP</i>	<i>Fel</i>
38	45	35	40	40	40	41	38	42

Movement: 4/8/12/24

Wounds: 14

Skills: Inquiry (Fel + 10), Scrutiny (Per + 10), Awareness (Per + 10), Dodge (Agi +10)

Talents: Takedown, Crack Shot, Hip Shooting

Armour: Enforcer Carapace (AP 5)

Weapons: Shock Baton, Autoshotgun

Gear: Arbites badge, Vox

Harvus Trotter

Harvus is in his mid-30's. He is muscularly built with shaggy brown hair and a square jaw. He carries a local version of the Hand Canon, which packs a huge black powder punch.

Harvus Trotter Profile								
<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>Ag</i>	<i>Int</i>	<i>Per</i>	<i>WP</i>	<i>Fel</i>
45	42	43	51	33	32	28	34	31

Movement: 4/8/12/24

Wounds: 15

Skills: Command (Fel +10), Dodge (Agi), , Awareness (Per)

Talents: Leap Up

Armour: None

Weapons: Boomer Hand Canon (1d10 +4 1, S/-/- Pen 4 Range: 30, Clip: 5)

Fists: 1d10+1 (prim)

Gear: None of Note

Karlzon's Bodyguards

Karlzon pays to keep his person, his belongings, and his family well protected. He hires the most competent fighters in Westeye to be his guards, and equips them with the products of the Constant Cog. When on duty, these large men, mostly ex-miners, wear angular steel plates welded together with large, protruding bolts.

Bodyguard Profile								
<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>Ag</i>	<i>Int</i>	<i>Per</i>	<i>WP</i>	<i>Fel</i>
45	40	35	35	30	30	35	30	30

Movement: 3/6/9/18

Wounds: 12

Skills: Dodge (Agi), Awareness (Per), Tracking (Int), Scrutiny (Per)

Talents: Double Team, Takedown

Armour: Overlapping steel plates. AP 4 (Primitive)

Weapons: Steam-heated Knives. 1D10+ 4. Pen 3. (Looses Pen and does -1 damage when steam runs out after 6 rounds)

Good quality Revolver: S/2/- 1d10+3. Pen: 0 Clip: 6

Gear: Karlzon's guards carry large knives with huge, handles that jet steam when activated.. These products of the Constant Cog super-heat the blade, causing extra damage and removing the primitive quality.

Martina Karlzon

Martina dresses in petticoated dresses. She has long braided hair that is light brown in color, and heavily lashed sky blue eyes.

Martina Karlzon Profile								
<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>Ag</i>	<i>Int</i>	<i>Per</i>	<i>WP</i>	<i>Fel</i>
30	30	30	33	40	35	38	41	38

Movement: 4/8/12/24

Wounds: 11

Skills: Charm (Fel +10), Awareness (Per), Deceive (Fel)

Talents: Charm (Fel +10), Awareness (Per), Deceive (Fel)

Armour: Melee Weapon Training (Primitive)

Weapons: Small silver best quality Revolver: S/2/- 1d10+3. Pen: 0 Clip: 6

Gear: None of Note

Whispered Cultist (Telepath)

An eyeless bird sits perched on this cultist's shoulder. Their eyes have gone dark, long claws have grown on their hands, and rotting wings sprout from their back.

Whispered Cultist (Telepath) Profile								
<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>Ag</i>	<i>Int</i>	<i>Per</i>	<i>WP</i>	<i>Fel</i>
40	40	30	45 (8)	40	55	40	55	30

Movement: 4/8/12/24

Wounds: 17

Skills: Awareness (Per), Dodge (Agi)

Talents: Daemonic, Natural Weapons (Crow Claws)**, From Beyond, Fear Rating 2. Favoured of the Warp, Psy Rating 3, Flier (8). Power Well x 2

Armour: Natural Armor (4)

Weapons: Weapons: Crow Claws: 1d10 +5* Pen 3

Powers: Compel (PT 17), Psychic Shriek (18), See Me Not (14)

Gear: None of Note

*Includes Strength Bonus

** Crow Claws: These terrible gifts of Tsyiak do 1d10 + 2 base damage and have a Penetration rating of 3.

Whispered Cultist (Biomancer)

An eyeless bird sits perched on this cultist's shoulder. This cultist's body has grown bulky and misshapen beneath their clothing, in addition to the claws on their hands.

Whispered Cultist (Biomancer) Profile								
<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>Ag</i>	<i>Int</i>	<i>Per</i>	<i>WP</i>	<i>Fel</i>
40	40	40	45 (9)	40	55	40	60	30

Movement: 4/8/12/24

Wounds: 17

Skills: Awareness (Per), Dodge (Agi)

Talents: Daemonic, Natural Weapons (Crow Claws), From Beyond, Fear Rating 2. Favoured of the Warp, Swift Attack, Regeneration, Sprint, Psy Rating 3

Armour: Natural Armor (4)

Weapons: Weapons: Crow Claws: 1d10 +6* Pen 3

Powers: Biolightning (PT 14), Blood Boil (PT 19), Cellular Control (PT 16), Hammerhand (PT 15)

Gear: None of Note

*Includes Strength Bonus

Whispered Cultist (Unstable)

An eyeless bird sits perched on this cultist's shoulder. They have grown long claws, and their entire body is strangely flickering and translucent.

Whispered Cultist (Unstable) Profile								
<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>Ag</i>	<i>Int</i>	<i>Per</i>	<i>WP</i>	<i>Fel</i>
50	40	40	45 (8)	40	55	40	55	30

Movement: 4/8/12/24

Wounds: 17

Skills: Awareness (Per), Climb (Str +10), Dodge (Agi)

Talents: Daemonic, Natural Weapons (Crow Claws), From Beyond, Fear Rating 2, Warp Weapons, Swift Attack, Leap Up, Lightning Reflexes, Furious Assault, Combat Master, Step Aside, Psy Rating 1

Armour: Natural Armor (5)

Weapons: Weapons: Crow Claws: 1d10 +6* Pen 3. These attacks ignore armor unless it is psychoactive.

Powers: Powers: Forget Me (6), Float (8), Precognition (6)

Gear: None of Note

*Includes Strength Bonus

Whispered Cultist (Telekine)

An eyeless bird sits perched on this cultist's shoulder. This cultist has grown long claws, the air around them seems distorted, and they have twisted wings sprouting out of their backs.

Whispered Cultist (Telekine) Profile								
<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>Ag</i>	<i>Int</i>	<i>Per</i>	<i>WP</i>	<i>Fel</i>
40	40	30	45 (8)	40	55	40	60	30

Movement: 4/8/12/24

Wounds: 17

Skills: Awareness (Per), Dodge (Agi)

Talents: Daemonic, Natural Weapons (Crow Claws), From Beyond, Fear Rating 2. Favoured of the Warp, Swift Attack, Psy Rating 3, Flier (8)

Armour: Natural Armor (4) + Telekinetic Shield

Weapons: Weapons: Crow Claws: 1d10 +5* Pen 3

Powers: Telekinetic Shield (17). Force Bolt (13), Force Barrage (21), Catch Projectiles (16)

Gear: None of Note

*Includes Strength Bonus

Tsyiak's Avatar

A human silhouette is visible beneath the sheath of warpfire. Large burning plumes extend from its back like wings, and its distended talons burn with malign power.

Avatar Profile								
<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>Ag</i>	<i>Int</i>	<i>Per</i>	<i>WP</i>	<i>Fel</i>
55	40	42	49(8)	53	60	45	63	40

Movement: 4/8/12/24

Wounds: 45

Skills: Awareness (Per), Dodge (Agi)

Talents: Ambidextrous, Daemonic, Natural Weapons (Warped Claws)**, From Beyond, Stuff of Nightmares, Fear Rating 4. Favoured of the Warp, Swift Attack, Psy Rating 4, Discipline Mastery (Pyromancy), Flier (8)

Armour: Natural Armor (4)

Weapons: Weapons: Warped Claws: 1d10 +7* Pen 4

Powers: All Pyromancy from Core Rulebook plus Molten Man from Disciples of the Dark Gods

Gear: None

*Includes Strength Bonus

**Warped Claws: These devastating talons can shear through armor and flesh like a knife through soft clay. They do 1d10+3 base damage, and have a penetration rating of 4.

Unstable Whispered

This half substantial daemon has flicking wings, and seems to fade in and out of reality.

Unstable Whispered Profile								
<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>Ag</i>	<i>Int</i>	<i>Per</i>	<i>WP</i>	<i>Fel</i>
50	40	40	45 (8)	45	55	40	55	30

Movement: 4/8/12/24

Wounds: 25

Skills: Awareness (Per), Dodge (Agi)

Talents: Ambidextrous, Daemonic, Natural Weapons (Warped Claws), From Beyond, Stuff of Nightmares, Fear Rating 3, Swift Attack, Flier (8)

Armour: Natural Armor (4)

Weapons: Warped Claws: 1d10 +6* Pen 4. These attacks ignore armor unless it is psychoactive.

Gear: None

*Includes Strength Bonus

Screeching Whispered

A horrible keening surrounds this winged daemon at all times. It can emit terrible shrieks from its beak-like maw.

Screeching Whispered Profile								
<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>Ag</i>	<i>Int</i>	<i>Per</i>	<i>WP</i>	<i>Fel</i>
50	40	40	45 (8)	40	55	40	55	30

Movement: 4/8/12/24

Wounds: 25

Skills: Awareness (Per), Dodge (Agi)

Talents: Ambidextrous, Daemonic, Natural Weapons (Warped Claws), From Beyond, Stuff of Nightmares, Fear Rating 3. Swift Attack, Flier (8), Screech of the Damned**

Armour: Natural Armor (4)

Weapons: Warped Claws: 1d10 +6* Pen 4

Powers: Telekinetic Shield (17). Force Bolt (13), Force Barrage (21), Catch Projectiles (16)

Gear: None

*Includes Strength Bonus

** Screech of the Damned: As a half action, the daemon can emit a horrible wail, affecting all targets within 3 meters. Targets must immediately make a new fear check against the daemon. If they fail, do not use the normal Fear chart. Instead, they are at -20 to all Tests until they can pass an unmodified WP Test on their round. The -20 does not stack with any current effects of fear they may be suffering.

Skeletal Whispered

This daemon is a vaguely avian assemblage of sharp bones. Protrusions on its back may be the remnants of wings, but they are not functional.

Skeletal Whispered Profile								
<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>Ag</i>	<i>Int</i>	<i>Per</i>	<i>WP</i>	<i>Fel</i>
50	40	45	45 (8)	51	55	40	55	30

Movement: 5/10/15/30

Wounds: 25

Skills: Awareness (Per), Dodge (Agi)

Talents: Ambidextrous, Daemonic, Natural Weapons (Warped Claws), From Beyond, Stuff of Nightmares, Fear Rating 3, Swift Attack, Two- Weapon Wielder (Melee)

Armour: Natural Armor (4)

Weapons: Warped Claws: 1d10 +6* Pen 4

Gear: None

*Includes Strength Bonus

Hulking Whispered

With a massive and twisted body, the small wings on this daemon's back cannot possibly support its weight.

Hulking Whispered Profile								
<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>Ag</i>	<i>Int</i>	<i>Per</i>	<i>WP</i>	<i>Fel</i>
50	40	45 (8)	45 (8)	40	55	40	55	30

Movement: 4/8/12/24

Wounds: 30

Skills: Awareness (Per), Dodge (Agi)

Talents: Ambidextrous, Daemonic, Natural Weapons (Warped Claws), From Beyond, Stuff of

Nightmares, Fear Rating 3, Swift Attack, Unnatural Strength (x2)

Armour: Natural Armor (4) + Telekinetic Shield

Weapons: Weapons: Warped Claws: 1d10 +11* Pen 4

Gear: None

Appendix: The Constant Cog

The Brotherhood of the Constant Cog dominates Adeptus Mechanicus membership on Coseflame. This sect arrived on the planet when its level of technology was at the steam and black powder level it is today, and have been the maintainers of the complex steam works and various machinery ever since.

The sect motto is 'Constant, Continual, Consistent, Concrete, Consecrated, and Created' and they believe firmly that to progress beyond the scope of the current technology is a great blasphemy. They have ardently kept the planets tech static for centuries, and are zealous about guarding the sanctity of their creed and mission.

Their seat of power is the Ambitusine Temple, which also oversees the lesser temples, particularly in regards to information on any new technology that makes planet fall. Although strictly forbidden to emulate such devices, detailed files and obtained schematics are kept in the central temple on any such "dangerous" items they manage to examine. From the Ambitusine Temple, the Prelate of Perpetuality assures that technology remains within the Omnissiah's clearly defined vision of constancy.

Each Temple is named for a different Sacred Gear and has a specific functions and areas of expertise in relation to its name. Ambitusine is named after those non-circular and thus unorthodox gears. As such, the use of any such Gear or innovation must go through Ambitusine.

The members of the Constant Cog found in Westeye nominally belong to the distant Temple Hypoid. However, being so remote from it, they effectively operate independently under the direction of Magos Skrath.

Also worth noting are the Sisters of the Divine Spark, a female dominated sect who split off from the Constant Cog nearly 400 years ago. While far behind the tech level of the forge worlds, they look to the future and seek modernization of Coseflame. The two Mechanicus factions on Coseflame have been fighting a secret war against one another for approximately 175 years.

Furthermore, there are from time to time other members of the Adeptus Mechanicus from off world at the spaceports or employed by one noble house or another.

The Constant Cog were conceptualized by Wu Ming: <http://eddur.wordpress.com/> and they are used here with his express permission.

Appendix: Mission Briefing

A small inhabited planetoid criss-crossed by deep canyons and gorges, Coseflame is sometimes known as the “cracked world” due to its appearance from space. Nevertheless, Coseflame supports a burgeoning human population who have developed numerous “chasm-city” states, driven by steam power and black powder, which constantly bicker and fight one another. Many off-world traders and agents can be encountered in the numerous marketplaces, bartering sophisticated goods and weapons for the wondrous crystals and rare ores the planetoid is famed for. Exports include metallic ores, promethium predicates, rare crystals such as Mizpal, and Vichrys.

Coseflame is composed of several City States, each ruled by a noble family whose rights are largely built on mining claims. The city of Talmeade serves as the planetary capital, and is overseen by the planetary governor Antony Atellia Gallean, of House Gallean. The Administratum maintains tithing houses in several major settlements on planet, including the capital city, as well as two smaller locations outside the planet’s most mineral rich tract, a series of winding chasms known as the Labyrinth. There is one major Arbites precinct on planet, outside of Talameade, with smaller substations in other settlements.

Long distance travel on Coseflame is largely conducted via dirigible airship as the canyoned surface makes ground vehicles impractical. Sky Piracy is a constant problem, with the most infamous vessel be the *Sacristan*. Its captain is known only as the Black Priest, a black skinned firey-eyed titan who exhorts his crew with prayers to the Emperor most high while sending his foes to burning death.