

The Death Cult of 41 Pry

An Adventure for Dark Heresy

Overview

The acolytes are ordered to investigate a death cult called the Ashen Tear, which is rumoured to operate in the underworld of the space station at 41 Pry. They are sent as undercover agent to learn as much as possible without taking direct action. It is stressed that they are to stay undercover at any cost.

Their investigation will lead them into a subculture of smugglers, xenos mercenaries, and finally a heretek assassin cult that operates from the depth of the space station and has ties to an organization bent on taking over the whole Callixis subsector.

Getting Involved

The heroes are infiltrated into the crew of a bulk freighter that is associated with narcotics smuggling. The freighter is on its way to take on board a group of assassins that have contacted their long-term allies to take them to the accursed world of Dusk for a secretive mission. They replace a group of new recruits that was intercepted by the Arbites and they have to slip into the roles of these people, with missing slots being explained by the Arbites attack:

- Dr. Salazar Hyphone: A medic who lost his license after applying xenos augmentics to hive gangers on Landunder.
- Rembrandt Victor: A slave overseer who is known for his creative punishments and who was requested to handle the rebellious slave force on the underdecks.
- Lydia McIntosh: A homely scribe, known to easily freak out, hired to keep track of the cargo.

- Enochius Dietmund: Heavily tattooed and notoriously short-tempered hive ganger.
- Gustavius "Gus" Widelyne: Heretek and former tech priest, specialist for warp engines. Mutant whose face looks like a sponge.
- Pecunius Secundus: Accountant with a known addiction to various narcotics.

Journey to 41 Pry

The journey to 41 Pry takes about 3 weeks, The actolytes will have to mingle with the crew and live up their assigned roles. There are several interesting incidents detailed below. During the journey, they will meet some or all of the following people:

- **Captain Avastus Derro:** The captain of the bulk freighter "Derro's Hope" is an incredibly fat and sweaty man. Pipes run from many parts of his body to his chair. Avastus does not walk by himself, instead, his chair runs on a series of ceiling-mounted rails that lead through most of the ship. Derro's mouth is sewn shut and a servitor in the form of a child's head does the talking for him. The captain is irrational and sees mutiny behind every action. (Merchant Magnate, DH pg. 342)
- **Navigator Spartacus Cedd:** A scion of the so-called "pauper house" of navigators, Spartacus is very conscious of status and always looks to humiliate others. Those who flatter him, will find him a valuable ally. All others will suffer his anger. Spartacus is quite young but looks very unhealthy, wasted away by the threats of the warp. (.....)
- **Devi Tanadas:** A dark-skinned, disturbingly tall woman who walks slightly hunched but has a friendly smile. Devi is very outgoing and will quickly socialize with people. She is genuinely friendly but quite gossipy, so anything the acolytes tell her will

quickly make the round onboard the ship. Her onboard responsibilities are unclear and everybody will avoid naming them. (Entertainer, DH pg. 339)

During the journey, there will be two major incidents once the heroes have settled in.

Cover Blow

One of the heroes is asked to perform a task he is supposed to know or treated in a way that reflects their cover story's flaws and quirks. There might be several implications:

- A life or valuable property is lost due to the character's incompetence. The captain turns all paranoid, fueled by his navigator. A skill challenge is in order to avoid being imprisoned or worse. (Three successful average interaction skill checks before two failures)
- The uncharacteristic behaviour alerts the captain. He will send two members of ship security to question the character (Enforcers, DH pg. 339). The hero must pass 2 out of 5 opposed Interrogation/Deceive checks (Enforcer skill level 30) to avoid suspicion.

Mutant Incident

If things turn boring, there can be a mutant uprising on the lower decks when a warp incident causes fear among them. While most are easily subdued by onboard security, a single Twist Hulk (DotDG, pg. 60) breaks through and attacks the acolytes and one of the named crewmen. This is a good opportunity to win back trust.

The Underworld Contact

When the acolytes finally arrive at 41 Pry, Navigator Cedd is sent out to contact the cult. He will take the acolytes as personal bodyguard, accountants etc. as well as three additional bodyguards (Enforcers, DH pg. 339). He will take the team into the temple of the cult where they have the opportunity to find out several interesting things:

- **Just sneaking off for a second:** This will require a skill challenge (3 move silent vs. awareness of guards (43%), before 3 failures). If discovered use interactions skills to avoid suspicion (3 successes vs. opponents scrutiny of 25% before 2 failures). If caught, a fight will break out. Otherwise, the acolyte can chance a glimpse on a "tech priest" that wears a dirty white robe and has some sleek implants that look like they are xenos products.
- **Breaking into places:** After sneaking off the character can also break into one of the cells, possibly after trailing the heretek priest for a while. Breaking open the door is 3 security successes (+10%) before a single failure to avoid triggering an alarm. The cell contains a tempting tech heresy for the character to steal. If caught, a battle will ensue.
- **Asking local servants:** With some focused interaction skill checks (4 successes before 3 failures) an acolyte can get some information out of a servant. The servants in the temple are scar-covered brutes that had their tongues cut out. However, if somebody wins their confidence, they will point him to a cell where a tortured tech priest is imprisoned.

The Negotiation

The navigator has a short discussion with a heavily augmented elder speaking binary. They seem to quickly agree on the next course of action and 5 assassins join the crew of the freighter.

The Dark Pyramid

After a longer trip through the warp the freighter arrives in the orbit of Dusk. A shuttle descends with a small team of volunteers and the assassins. A short trip through the foggy bog leads up to a dark pyramid surrounded by impaled corpses that somehow seem to be still alive.

The assassins start to take apart the corpses. With each removed corpse, the pyramid seems to stir and glow. If the acolytes do not interfere, the pyramid will final burst open and releases hordes of Bloodletters (DH, pg. 351). The assassins retreat back to the shuttle, leaving behind them the daemon incursion on Dusk.

The Cult of Ashen Tears

| Assassin | | | | | | | | |
|----------|----|----|----|----|-----|-----|----|-----|
| WS | BS | S | T | Ag | Int | Per | WP | Fel |
| 45 | 45 | 40 | 45 | 48 | 30 | 40 | 37 | 20 |

Movement: 4/8/12/24

Wounds: 15

Skills: Acrobatics 58, Awareness 50, Chem-Use 40, Ciphers (Logician) 30, Climb 58, Common Lore (Imperium, Tech) 30, Concealment 58, Dodge 58, Deceive 20, Drive (Ground Vehicle) 48, Secret Tongue (Ashen Tear Sign) 30, Silent Move 58, Speak Language (Low Gothic) 30, Security 58, Survival 30, Tracking 30

Talents/Traits: Assassin Strike (Acrobatics check to move 2 as free action after strike), Basic Weapon Training (SP), Blind Fighting (half penalty), Combat Master (no gang-up bonus), Deadeye Shot (half penalty targeted shot), Exotic Weapon Training (Needle), Hard Target (-20 to hit when running), Leap Up, Melee Weapon Training (Primitive), Swift Attack

Multi-Attack: 2 melee attacks

Implants: Mind impulse unit, good cybernetic eyes (dark sight)

Armour: Armoured Bodyglove (All 3)

Weapons: Needle rifle (180m; S/-/-; 1d10 R; Pen 0; Clip 6, Reload 2 Full; Accurate (+10 on aim), Toxic (Toughness test -5 per point of damage, 1d10 I unreduced by armour or toughness)), mono sword (1d10+4 R, Pen 2)

Gear: Portable stummer (+30 move silent)