

Guild House of the Honourable Nutrisludge Cultivators

The guild house of the Guild of the Honourable Nutrisludge Cultivators is situated on Landunder, in Auxiliarus, one of the lesser hives. It is practically a fortress that enjoys limited legal autonomy; no local police force can enter the premises, so only the Arbites and the guild itself have the right to enforce the law inside.

Honourable Guild of the Nutrisludge Cultivators

Situated all over Landunder are factoriums that contain huge nutri tanks. The tanks are used to grow algae and fungi that form the basis of most of the food affordable to the common man. With the tanks belonging to local nobility and maintenance performed by the Adeptus Mechanicus, the cultivators working in these factoriums enjoyed few rights and had to work under dreadful conditions. When a terrible accident killed elven workers and the baron owning the tanks refused to pay compensation, the nutrisludge cultivators went on strike and after a month-long embargo, the workers gained numerous rights. As a result, the honourable guild was founded.

The guild has used the last 150 years to cement its position of power. Over the time, the workers have gained partial ownership of the tanks, have established their own police force, and to some extent control the nutrisludge prices. The guild members prevent non-members from working in food production and have been known to execute agents of the nobility infiltrating their ranks.

Guild members wear a rectangular orange patch with a white N on their work suits. On formal occasions, they wear blue uniforms with more elaborate patches and black shakos with white feathers. The guild police force, consisting of volunteers, wears red armbands and uses stun batons as their weapon of choice.

The Guildhouse

The Guildhouse occupies an outrigger section of a middle layer of Auxiliarus Hive. Access to the house is either through the main gate or via one of the docking gates covering the tip of the house. Both accesses are heavily guarded and the docking gates can be flooded to kill unwelcome boarders.

The guildhouse is divided into a public and a limited section. The public section primarily consists of the trading hall, where options on future sludge production are traded. There is also a small shrine dedicated to St. Aldo Grosius, the patron saint of the guild.

On the second level are the private rooms of the guild. There are a couple of administrative rooms, three guest rooms and the „Final Rest“. The guild bring their dead to this great tank to dissolve them and mix them into the nutrisludge. „They fed them in life, they feed them in death!“ is inscribed over the door. The content of the tank is sufficient to feed the guild members for over two months should they come under siege. At the core of the upper level are the armoury and the treasure chamber. Both are heavily guarded by the guild's internal police.

The interior of the guild house has the look of a Gothic cathedral that has been fitted with poorly maintained plumbing. The walls are covered with faded and damaged murals that depict the guild founders. A smell of yeast and incense permeated the place. A oft-repaired malnourished servitor ineffectually cleans the halls and rooms most of the time.

Prominent Members

- **Guildmaster Gaius Septimus** is a fat man with a jovial smile that does not reach his eyes.

He typically dresses in a more elaborate version of the guild uniform and sports gaudy jewelry. His powdered wig is a bit too large for him giving him a slightly comical look. Whatever the case, Septimus is a born politician, using favours for his followers to cement his own position of power. He has few scruples and no vices that deter from the goal of staying in power. (Use Merchant Magnate stats, DH pg. 342)

- **Satai Shinlock** is a defrocked tech priest, declared heretek, who has sought refuge with the guild in exchange for his technical knowledge. Shinlock is a standing diplomatic problem for the guild but is save as long as he does not leave the premises of the guild house. He is a tall and gaunt man dressed with an ill-maintained jumpsuit. His unshaven face looks almost skull-like and his implants are covered with guild symbolism. Satai is a bitter and broken man and reserves special hatred for tech priests. He is in charge of the armoury. (Use Heretek stats, DH pg. 340)
- **Chastener Alessandro Blaufuß** is the head of the guild police. He is a paternalistic leader and a good role model. Also, he is a loyal citizen of the Imperium first and uncompromising defender of the guild's interests second. Blaufuß dresses in the guild police uniform but also typically wears a rugged plasteel breastplate and carries a shotgun. The chastener is a big man with light brown skin and curly bright red hair. His impressive beard hides a beginning double chin and his bulging blue eyes dart around full of mistrust. (Use Arbitrator stats, DH pg. 336)
- **Deacon Soco Cist** is a lowly Administratum priest who tends to the shrine in the guild house. He is an old and almost senile man but a loyal follower of his faith. He cares little for the activities in the guild house and mostly keeps to his shrine. (Use Ministorum Preacher stats, DH pg. 342)
- **Foreman Hannes Greif** is one of the most outspoken guild members. He hates the nobility and wants full control over food production for the guild. The scrawny and spiteful man is typically seen in work dress, his small eyes shooting hateful looks at anybody who seems to be a social superior. (Use Slaughterman stats, DH pg. 344)

Other Resources

In times of crisis the guild house is typically occupied by 20 vat workers (minions that use Scum stats, DH pg. 344) and 10 guild police men (colourful minion Enforcers, DH pg. 339). The guild also has an Industrial Servitor (DH pg. 341) that they will also use in combat.

Adventure Hook: The Mystery Weapon

A mysterious series of killing has troubled the Auxiliarius Hive and rumours range from xenos to demon. When the inquisition comes, the Governor points them to Baron Nestler, a minor noble and important food producer who claims to have some information. Several killings have occurred near Nestler's factorums and the noble puts forward the theory that several of his workers are to blame. The men (one of them Hannes Greif) are currently at large. A search of their quarters will reveal a strange xenos pistol with a strong warp signature. The item is a shard pistol covered with unholy runes and forged of a metal only found in the Eye of Terror. Those with the appropriate knowledge skills might know that the gun has been forged by tech marines of the Iron Warriors for the Enoulians, a xenos breed that often works for the forces of chaos. The suspects will hide in the guild house once the Baron's henchmen start looking for them.

The guild will protest and claim that the evidence was planted by the noble who tries to rid his plant of the unwelcome influence of the guild. Indeed, the removal of the workers would be quite

convenient for him. If things are not handled sensitively, the guild house will go into lock down (albeit with internal conflict) and shut down all food production. Killing the guild members is discouraged by most (except for Nestler) as that would seriously cripple food production.

The guild is willing to negotiate but only from the safety of their fortress. However, appealing to their loyalty might prompt the Chastener Blaufuß to let in the acolytes provided there will be no bloodshed. However, once the acolytes are inside, some of the guild members will go wild and open fire.

There is indeed some evidence that the weapon was planted. None of the guilders know how to use it and no ammunition is to be found at all. However, there it is very difficult to link them to their true owner, the Baron Nestler, as the henchman hired to plant the evidence has been killed by a monorail accident. With their inquisitor demanding results, the acolytes can choose the easy route or admit defeat and suffer the repercussions.

Added complication: A group of two Eldar rangers has docked their small stealthship at the guild house, as they are also looking for the weapon and the guildsmen for their own reasons. The rangers might not even be noticed by the acolytes or they might take a few quick shots at the heroes.