

Rise of the Tyrant Star

An Adventure for Dark Heresy

Synopsis

The tyrant star has finally risen and threatens the forge worlds of the Lathes. Inquisitor Dalek and his men are rumoured to have control of a mobile control device. There is no trace of them and the Lathes are going crazy as the Black Sun causes madness in the Mars Priests and their followers.

A possible key is Van der Leuven's acolyte Marius the Confessor, who assigned to survey Dalek – however, evidence points to Marius having gone over to Dalek's side. When they find their former ally, they must decide whether they can trust him and follow him to the control room or they must follow another trail that seems promising but leads them directly into a trap of the vile Eldar.

If they manage to prevail, the acolytes will fight against a full-scale radical inquisitor and might get the chance to stop the threat of the Tyrant Star forever.

Background Story in all Details

Inquisitor Dalek has found the **mobile control unit** for the Tyrant Star in the hands of an Eldar corsair who did not know its meaning. He managed to steal the item but not without alarming his Eldar enemies who started to pursue as fast as they could. At the same time, **Marius the Confessor** sent a message to van der Leuven that Dalek was moving against the Lathes and that he would meet with his master at the **spaceport X-665**.

The **Eldar** consider van der Leuven far more dangerous than Dalek and decided to set a trap for him. For this purpose they **faked evidence** that marks Marius as a traitor. Also, they have set up a false trail that will lead the heroes into a trap.

Meanwhile **Dalek** has arrived in the orbit of the

Lathes and has **conjured the Black Sun**, which causes madness to run rampant on the forge world. **Marius** has escaped to the ground where he goes half-mad while waiting for the heroes.

Opponents

Dalek's Motivation

Inquisitor Dalek wants to use the Tyrant Star to **destroy random worlds in the Empire**. He feels that society has become to static and must be shaken up to regain moral strength. A true madman, Dalek is utterly convinced of his made scheme and is even willing to give his life for it.

Steinner's Role

Inquisitor Steinner will initiate a combat drop on the Lathes but will be destroyed by a lance of Titans who eradicate his force completely. Thus, even before the tale starts, **Steinner is dead**.

Eldar Motivation

The Eldar strike team wants to capture the mobile control unit to **destroy the Tyrant Star** forever – they feel the weapon is a threat to their race and is best destroyed forever. They know that the players are trying to get the star as well but want to **keep them out of the picture** through a trap they have set up by planting fake evidence about Marius the Confessor.

Van der Leuven's Goals

Inquisitor van der Leuven wants to control the Tyrant Star to **use it against the enemies of mankind**. He is selfless and genuinely concerned about mankind but his methods have a highly dubious cast. Will his acolytes support him or act against him at the pinnacle of the crisis?

Acolyte Tie-In

- **Call to the Lathes:** An astropathic message calls the acolytes to the Lahtes which are under attack. The control room on Solomon was destroyed by Eldar, Xanan's visions are the only hope to find the new control room in time. They are to contact Marius the Confessor who was long in Dalek's cell doing undercover work for van der Leuven.
- **Fake evidence against Marius:** There is evidence that Marius has gone over to Dalek sent in an Astropathic message. A very good roll (-30%) with an appropriate skill will reveal that the message uses a very stilted and formal Gothic used by a non-native speaker.
- **False trail to the Eldar trap:** There is a strong signal emitted by a source in a War forge. This signal is synchronized with the activity of the Black Sun.

Adventure Elements

How the Black Sun Works

The Black Sun is a powerful weapon that will drive the population of a planet insane and lead to auto-genocide within a week. However, deploying the weapon is not trivial and requires a network of warp foci to keep the sun stable.

- **Warp Focus Network:** Dalek has hidden four foci around the planet. These items are the size of a motorcycle and send a faint signal to the control unit. If these units are disrupted, the star will collapse within a day. If all units are found, their control modules can be used to trace the signal to the control unit. This requires two successful Tech Use rolls. Each attempt takes 1d5 hours. The units can be neutralized and the control units kept intact.
- **Mobile Control Unit:** The mobile control unit is the size of a massive tome

and has masked data exchange with the foci.

- **Black Sun:** The Black Sun is a stellar phenomenon that resists any humanly possible attack. It drives the people on the planet it orbits insane.
- **Insanity Effect:** The Black Sun causes 1 insanity point per hour to anybody on the planet it orbits. The disorders are mostly violent and/or paranoid and lead to civil war and anarchy.

Stopping the Black Sun: To stop the Tyrant Star, the heroes have to destroy all foci and ideally attempt to trace the control unit, otherwise Dalek can just replace the foci after some time.

Marius' Help

Marius the Confessor was **undercover** inside Dalek's operation long enough to know where the foci are planted but he is by now quite paranoid and it shows. He will battle his insanity and try to help but he comes over as quite strange.

False Evidence: When the heroes find Marius, they will detect a very obvious signal straight to the tyrant star as well as a point in the heart of a forge. It originates from a small comm unit in Marius's field kit that has been rigged to send cryptic signals by itself. Marius will claim not to know where the unit comes from and come up with nutcase explanations. The signal leads to a forge that will involve the heroes in a civil war between madmen and cost them valuable time.

Focus Locations: The acolyte can point the heroes to all four sites of the foci. The first is easy to locate but might result in a small fight against Skitarii. The next two are trivial but the last one (farthest away) is a major challenge – a major forge.

- Marius reveals all four positions
- Marius explains how to trace Dalek

Consumer Good Forge – the Right Trail

Entering the consumer good forge is relatively easy, safe for some crazed guards, amok servitors and industrial hazards. Eventually, the heroes will find Dalek and his control module.

Forge of War – the False Trail

This forge is dangerous to enter due to a massive firefight involving titans, skitari'i and survivors of Steinner's acolyte cell who have survived the drop.

Eldar Action

The Eldar will follow their own path but do not care about the foci and/or the destruction of the planet. They have their own xenos way of tracking the signal and are in orbit, looking to locate Dalek. They will either find him shortly after the acolytes or just before them (if the acolytes fall for the trap but survive).

Possible Pathes through the Tale

Trusting Marius – finding Dalek and being hunted by the Eldar

Not trusting Marius – lost time and eldar chase.

The showdown with Dalek will be in the consumer good forge with the Eldar either coming in too late or being there before the heroes, resulting in a multi-way combat. If the heroes manage to destroy the control unit, they can stop the threat of the Black Sun.

Dramatis Personae

Skitarii Trooper

A heavily enhanced trooper fighting for the various temples on the forge world.

Skitarii Trooper								
WS	BS	S	T	Ag	Int	Per	WP	Fel
55*	50	35*	43	42	30	35	40	30

Movement: 3/6/9/18

Wounds: Colourful Goon or 20 Wounds

Skills: Awareness 35, Ciphers (Logician) 30, Climb 35, Common Lore (Imperium, Tech) 30, Dodge 52, Interrogation 30, Speak Language (Low Gothic) 30, Secret Language (Tech) 30

Talents/Traits Notes:

- Re-roll failed rolls vs. fear and pinning
- +10 parry due to balancing
- 3 Attacks in Melee Combat
- Re-roll first miss in melee
- Successful parry grants an immediate riposte attack at -10

Armour: Power armour w/ helmet (AP 8 all locations, grants unnatural strength)

Weapons: Boltgun (90m, S/2/-, D: 1d10+5 X, Pen 4, Clip: 24, Tearing, Inferno Shells – targets must make agility check or catch fire), 3 fire bombs (9m, 2d10+4 X, Pen 6, Blast(3)), Combat Knife

Variant 1 - Heavy Trooper: Heavy Bolter (120m, RoF -/-/10; Dam 2d10 X; Pen 5; Clip 60; Reload 2 full)

Variant 2 – Melee Trooper: Power Sword (1d10+11 E incl. Strength bonus, balanced)

Gear: rebreather, mini extinguisher, 2 clips of inferno shells, microbead, anti-flash goggles, 3 fire bombs

Inquisitor Peter van der Leuven

Van der Leuven								
WS	BS	S	T	Ag	Int	Per	WP	Fel
35	32	25	25	20	40	40	65*	45

Movement: 4/8/12/24

Wounds: 30

Skills: Awareness 50 (70 w/ auspex), Scrutiny 50, Common Lore (Imperium) 30, Forbidden Lore (Warp, Daemons) 30, Secret Signs (Occult) 30, Speak Language (Low Gothic), Concealment 50, Dodge 40

Talents: Melee Weapon Training (Primitive), Pistol Training (Universal), Resistance (Fear, Psychic Powers), Strong-Minded, Psy Rating 5

Psy Powers: Chameleon (DH, pg. 165), Distort Vision (DH, pg. 166), Dull Pain (DH, pg. 166), Compel (DH, pg. 178), Mind Scan (DH, pg. 179), Inspire (DH, pg. 179), Terrify (DH, pg. 180), See Me Not (DH, pg. 180)

Armour: Power armour w/ helmet (AP 8 all locations, grants unnatural strength) with Immateria ward (+6 AP vs. psychic attacks)

Weapons: Power sword (1d10+11 E incl. Strength bonus, balanced), bolt pistol (40m, S/-/, D: 1d10+4 X, Pen 4, Clip: 12, Tearing)

Gear: Auspex scanner

Combat Notes:

- Use WP 75 vs. Fear, Psychic Powers, re-roll failed WP against psychic powers
- AP 14 vs. psychic attacks
- Psy strategy: Protect with See Me Not, Chameleon and Distort Vision, use Compel and Terrify

Dalek's Corrupted Stormtroopers

These warriors are the hand-picked guards of Dalek.

Corrupted Stormtrooper								
WS	BS	S	T	Ag	Int	Per	WP	Fel
59*	55	35*	43	42	30	35	40*	30

Movement: 3/6/9/18

Wounds: Colourful Goon

Skills: Awareness 35, Climb 35, Common Lore (Imperium) 30, Dodge 62, Interrogation 30, Speak Language (Low Gothic) 30

Talents/Traits Notes:

- Re-roll failed rolls vs. fear and pinning
- +10 willpower vs. psykers
- +10 parry due to balancing
- 2 Attacks in Melee Combat
- Re-roll first miss in melee

Armour: Power armour w/ helmet (AP 8 all locations, grants unnatural strength)

Weapons: Boltgun (90m, S/2/-, D: 1d10+5 X,

Pen 4, Clip: 24, Tearing), 3 fire bombs (9m, 2d10+4 X, Pen 6, Blast(3)), Combat Knife, chain sword (1d10+10 R, tearing, incl. Strength bonus, balanced)

Gear: rebreather, mini extinguisher, 2 clips of inferno shells, microbead, anti-flash goggles, 3 fire bombs

Inquisitor Dalek

These warriors are the hand-picked guards of Dalek.

Corrupted Inquisitor								
WS	BS	S	T	Ag	Int	Per	WP	Fel
65*	55	35*	43	45	30	35	40*	30

Movement: 3/6/9/18

Wounds: Colourful Goon

Skills: Awareness 35, Climb 35, Common Lore (Imperium) 30, Dodge 65, Interrogation 30, Speak Language (Low Gothic) 30

Talents/Traits Notes:

- Re-roll failed rolls vs. fear and pinning
- immune to psionic powers (collar)
- +10 parry due to balancing
- 3 Attacks in Melee Combat
- Re-roll first miss in melee

Armour: Power armour w/ helmet (AP 8 all locations, grants unnatural strength), Collar of Khorne (immune to psi powers)

Weapons: Meltagun (20m, S/-/, D: 2d10+4 E, Pen 12, Clip: 5, reload 2 full), power sword (1d10+11 E, incl. Strength bonus, balanced)

Gear: rebreather, mini extinguisher, 2 clips of inferno shells, microbead, anti-flash goggles, 3 fire bombs

NAME								
WS	BS	S	T	Ag	Int	Per	WP	Fel

Movement:

Wounds:

Skills:

Talents/Traits:

Armour:

Weapons:

Gear: