

To. Acolyte Cell 44. Alpha  
From. Inquisitor Valtor  
Priority Delta.

### Opening Briefing:

The planet Gavolien in the Calaxis Sector has asked for the assistance of the Inquisition in dealing with a possible Xeno threat. I was called to answer this call but another situation has need of my attention. Your handling of the situation on Tarkof has proved that you are a very versatile if not untested group. I have the faith that your abilities and that you will be able to deal with whatever is going on down there.

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Gavolien is a relatively under-developed planet with few exports and only mediocre importance to the all around sector. The only true importance of the planet is a vast research station set underneath the large Imperial Guard Bastion near the North end of the planet. At this research station there are some of the best and brightest minds hard at work on experimental weapons technology that will remain classified until I deem the knowledge necessary to your ears. If you prove yourself here I may just consider you for admonition as one of my Acolytes.

The main and sole Hive of the planet is Hive Uedahlus, the population of the entire planet finishes at around 6 billion not counting the Imperial Guard contingent of around 10 million. There are several other port cities throughout the planet but they are so numerous only a few are worthy of my attention.

Port Deston is the largest of all and is on the same island continent as Hive Uedahlus. It is the main area of import and exportation on the planet and besides Hive Uedahlus it is the only place that allows for interplanetary travel. It has only Two Billion inhabitants and is famous for hardy sailors that for generations have tamed the high seas of the island filled planet. Connected to the main continent is the neighboring continent of Ijator. Ijator is also the home of the Imperial Guard Bastion. The Bastion is connected to Ijator via a large bridge but recently the bridge was destroyed by possible terrorist activity. It is your main priority to figure out just what is going on with the planet.

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The Governor Militant is Alexander Malvodus a long time veteran of the I.G. According to the reports I've reviewed about the planet there has been no report of irregularity during the entire rule of the Governor and at this point he is not suspect to anything of un-Imperial thinking as far as we can assume but of course I'm sure you'll be

able to ascertain the situation better than my reports may. Your main concerns is to deal with all if any threats to the research station as well as making a full report of the planet for my review. There is nothing else besides the request that they made that has reached my ears but if you see anything use your reason to comprehend the appropriate action that is required.

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## Contacts:

**Sergeant Fl edius Tormkor**- Imperial guard liaison on station with Adeptus Arbites, I've known fl edius for a few years now and consider him a loyal asset to my activities in the sector. Contact Fl edius upon your arrival , I've forwarded him with a request for a transport to allow you to travel throughout the planet. You must reach the IG. Bastion and figure out just what happened to the bridge.

**Under-consul Edanvis Bol Iivor**- the under-consul reports directly to the Governor militant and is the surest way to get in direct contact to the Governor. Other than this information I have little knowledge about him.

**Scientist Wenisai Pavevrok**. Head researcher at the Bastion, question her directly about why she thinks the bridge was destroyed and gauge her reaction. I doubt she is directly involved with the incident but it's worth the trip you're your investigation.

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## Places of Significance.

**Hive Uedahlus**. Population estimated around 3 billion. Main center of activity and Imperial rule. Offices of the adeptus Arbites, the adeptus ministrotum, and the adeptus mechanicus are located here.

**Port Deston**. Population estimated around 1 billion. Secondary spaceport of the planet. Major recruitment source to the IG garrison due to the inherent strength of its inhabitants.

Various other ports and smaller settlements dot the entire planet but they are of little relevance to the world as a whole.

As this briefing shows this mission was written for PC that are not fully employed by an Inquisitor but you could easily change it to meet your needs. My original plan was for a mission dealing with Heretics but the group I have been working with has really pushed for an invasion by Orks. Naturally this has thrown a wrench into my plans but I have found a way to cover the bases.

The PCs have been called into action by their inquisitor to deal with an unknown threat, all they know is that a bridge was destroyed that connects the island continent of Ijator to the Imperial Guard fortress called the Bastion. What exactly is going on inside the Bastion is completely in the hands of the GM. Story-wise it could be an ancient artifact or a highly advanced weapon system. What follows are two independent story lines, one Ordo Hereticus and one Ordo Xenos.

Ordo Xenos.

The PC characters have a choice right off the bat. They can either land at Hive Uedahlus or at the smaller spaceport in Port Deston. The two are vastly different and have immediate effects on the PC. All roads lead to investigating the Bastion but let's start at Hive Uedahlus.

### **Hive Uedahlus**

The major governing center of Gavollen Hive Uedahlus was formally known as Uedah the largest pre Imperium city on Gavollen. Since being turned into a Hive City it has remained the largest political and economic center of the world, it is second in trade only to Port Deston, whose infrastructure was what impressed Imperial missionaries.

The PC arrive in a bustling spaceport full of activity, ratings from transport ships run this way and that but most give the PC room instantly realizing that they are not the normal visitors they've seen so many times. Exiting the spaceport the PC find themselves on a wide central street.

Sharp-eyed character will notice that the street extends all the way down to the gates of the city. A massive structure catches the eyes of the PC, the building easily eclipses most of the buildings. Any acolytes with good knowledge of the Imperium identifies the iconography as that of Adeptus Ministrotum and is most likely the governor's residence.

PC may choose to immediately set off for the residence but they may like to take in the sights and sounds. If the PC haven't had a chance to re-supply of late they can check out the local vendors of upper city to get equipped for the tasks ahead. Some vendors of Hive Uedahlus have enough connections to the Bastion that they can get good quality las weapons and possibly even a few pieces of flak armor in their stores.

Of course soon enough the PC characters will like to get down to business and will eventually decide to get in contact with either the Imperial Guard Liaison, the Under Counsol or even the Governor militant if they get the chance.

**Imperial Guard Liaison Sgt. Fledius Tormkor-** Fledius is a career Imperial Guardsman, he's served for a year in 31<sup>st</sup> Galloventh Rifles. A record by any standard in the guard and it's made him a valued asset to both the Imperial Guard presence on the planet as well as the local Adeptus Arbites garrison. In character Fledius is a calm faced man, native to Galloven he's served his entire life hard at work making ends meet. Now still working in the guard and as a liaison his plate has never been fuller but he still managed to remain stalwart in his devotion to his homeworld and the Imperium.

His office is located in the Adeptus Arbites precinct in the hive city, its located just off the main street that the PC have just arrived on. The black iron walls project a foreboding sense of things but the arbitrators are more than willing to point them in the direction of Tormkor's office.

Unfortunately once there they find that waiting for them is only a floating servo skull. Immediately moving into action the machine floats toward them to deliver a message.

“Guard Tormkor regrets that he is unable to meet with his honored guests in person. As requested the appropriate transports have been provided for your transport around the planet. I'm on assignment to the Governor militant and cannot be contacted until my return to the Hive. I'm sorry for the delay but duty is an unyielding mistress. I suggest you set out immediately for the Bastion, they are already expecting you there. If you need anything else leave a request with this skull here and I'll get too it as soon as I return. Good luck. “

Obviously the Acolytes may choose to await the Guard but it will take a week for him to return and they will have lost precious time in their investigation. The vehicle provided is rusty Rhino or Chimera transport. Neither have any weapons and are purely for use as an armored transport. The transport awaits the PC at the city gates and will be given over without dispute. If none have the ability to drive the vehicle than a Guard driver will be assigned to them.

**Under-consul Edanvis Bollivor-** Next on the PC list should be a meeting with Under Consul Bollivor to get a better understanding of Galloven as a whole. As said before the Governor's residence is easy to spot and like the precinct is set just off the main street of the city. The interior of the residence has the look of mighty warship not unlike those that sailed the seas of Gavollen for so long. As soon as they make their presence known the PC are directed to the Under-Consul's office.

Edanvis Bollivor is a man with a thousand talents. Another native to Gavollen Bollivor's skin is well tanned and he has a lean form about him. He's learned repeatedly that life as an Under-Consul is unglamorous and often His robes are not as ornate as many that the PC have seen so far and it seems he wants to differentiate himself from the other agents.

Stepping into the Under-Consul's office it takes the acolytes a moment to spot the man they seek. Whizzing about back and forth are numerous servo skulls each holding many

dataslates for the Under-Consul's attention. It takes Bollivor a moment to realize he has visitors.

“Ah agents of the inquisition, I greet you.” With a stern hand Bollivor sweeps away the nearest group of servo skulls and moves from his chair to the entrance of his office. “I'm afraid that the Governor Militant wont be able to see you at the moment but I was told to give you this. (Gives PC Item A.1)

If the PC ask him about the Bastion he will relate that not even he is privy to the secret projects inside the Bastion. This is all he knows.

If asked about the planet he will tell about the planet's historic naval wars that shaped the civilization into what it is today. He tells about the various smaller ports that although dwarfed by Port Deston remain a important resource to the planet that keeps the trade going through the different island continents.

The Under-Consul only has one hour to discuss things with the PC if their lucky. The servo skulls once more surround the Under-Consul and he bids the PC good day.

Besides the two contacts and the vendors there is little that the PC characters can do in Uedahlus at this time. One way or another they need to set out for Ijator and continue their quest.

### **Port Deston**

If the PC decide to land in Port Deston the starting experience is quite different than the Hive landing. Where Uedahlus was a center for new age trade and administration Deston has seemed to remain true to the maritime values that make Galloven the planet it is. The sea side docks are often completely overcrowded with sailors and trade merchants. No adeptus arbites are stationed at Deston but it does have around 500 guardsmen stationed there. The traditional Galloventh Riflemen uniform has a suit of grey flak armor and beige fatigues, they're not the most common sight at Port Deston but their presence is known.

Besides vendors there is really nothing unique about the Port City at this time. However there is one thing that the PC can use to their advantage if they are lucky.

If the PC have asked anyone about good shops in the city one may divulge the shop known as the Iron Keel. The GM however must relate that the Iron Keel is not one of the portside vendors and is rather hard to find. After they hear about the Iron Keel any PC with the inquiry skill will gain the exact whereabouts of the shop. While rolling for inquiry PC take a -8 penalty on the test.

(Rules for the Iron Keel)

Basically the shopkeeper of the Keel, an elderly man named Jjurkes 'Carver' Deteris has accumulated a large store of weapons and armor. Note he doesn't have carapace or power but he has well crafted armor as well as excellent quality weaponry.

Once the PC get to the edge of Port Deston they can talk to the guardsmen to get directions for their route.

The guardsmen at Port Deston are harsh fighters but overall willing to help the citizens of the Imperium, even ones as mysterious as the PC. They will tell the PC that the road to the Ijator bridge is along the North road out of the city.

As I said before all roads lead to the Bastion or in this case the open roads.

Once on the open road either in transport or on foot the PC will be on their way to the Bastion. To get to the Bastion the way is long, both Hive Uedahlus and Port Deston are situated on the main continent of Kalu. Kalu is connected via a massive bridge to the neighboring island continent of Ijator. On the north west coast of Ijator is the Bastion. The bridge that leads to the Bastion of course has been destroyed.

It will take around 10 hours to get to the bridge to Ijator while on transport while it will take almost a full day by foot.

You can throw in some thug encounters at both cities and on the outskirts but besides that there is not much combat to be had at this point.

Once they reach the bridge to Ijator the party sees that the bridge is under strict control of the local Imperial Guards. Once they either identify themselves as agents of the inquisition or are identified as what the guards have been waiting for. A small bunker lies close to the Kalu bridgehead. Near the bunker is a convoy of about 10 vehicles ranging from troop and supply carriers and 3 older model chimeras. As they are ushered into the bunker their escorts leave them before the watch of a lone IG sergeant.

"Greetings agents of the inquisition, I am Sgt. Tormkor. I'm sorry I could meet you before at Uedahlus but the governor dispatched me with the bridging convoy last minute, I barely had time to make out the message."

He goes on to describe how everyone's been put on full alert since the bridge was destroyed. For years Gavollen has experienced an uneasy peace, many are the pirates and raiders who instead of folding into the new ways remained the kings of the sea and have advanced in new and inventive ways to harry the world's trade networks.

The pirates are wide and sporadic and are usually kept under control but this attack on the bridge was a concentrated and decisive strike.

Continuing Tormkor says that the PC are welcome to join the convoy as without the bridging materials.

End of Part One.