

DARK HERESY

TATTERED FATES



ROLEPLAYING IN THE GRIM
DARKNESS OF THE 4TH MILLENNIUM

CREDITS

LEAD DEVELOPER

Ross Watson

WRITTEN BY

Alan Bligh and John French

EDITING

Mark O'Connor

GRAPHIC DESIGN

Kevin Childress, Mark Raynor
& Rory McCormack

COVER ART

Clint Langley

INTERIOR ART

John Blanche, Ed Bouelle, Matt Bradbury,
Imaginary Friends Studios

ART DIRECTION

Zoë Robinson

PRODUCTION MANAGER

Gabe Laulunen

MANAGING DEVELOPER

Michael Hurley

PUBLISHER

Christian T. Petersen

DARK HERESY DESIGNED BY

Owen Barnes, Kate Flack, and Mike Mason

GAMES WORKSHOP

LICENSING MANAGER

Owen Rees

LICENSING & ACQUIRED RIGHTS MANAGER

Erik Mogensen

INTELLECTUAL PROPERTY MANAGER

Alan Merrett

HEAD OF LEGAL & LICENSING

Andy Jones

SPECIAL THANKS

"Bring The Noise" James Savage with Davie Gallacher, Thomas S. Ryan, Stewart Strong, "No Guts No Glory" Sean Connor with Mathieu Booth, Steven Cook, Les Hedges, Nick Hodge, Chris Pitson, Stephen Pitson, Sean Mulhall with BJ Campbell, Chris Carpinello, Chris Dodson, Scott Powell, Kyle Roberts, Jeff Stevens, Nathan Sweyte, Jason Vaughn



Cubicle 7 Entertainment
Ltd, Unit 6, Block 3, City
North Business Campus,
Gormanston,
Co. Meath. K32 DP60,
Ireland.

Warhammer 40,000: Tattered Fates © Copyright Games Workshop Limited 2019. Dark Heresy, the Dark Heresy logo, GW, Games Workshop, Space Marine, 40k, Warhammer, Warhammer 40,000, 40,000, the 'Aquila' Double-headed Eagle logo, and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likenesses thereof, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world, and used under licence. Cubicle 7 Entertainment and the Cubicle 7 Entertainment logo are trademarks of Cubicle 7 Entertainment Limited.

All rights reserved.

www.cubicle7games.com

INTRODUCTION

Game Master’s Briefing 4
 Background Synopsis 4
 GM’s Advice: Integrating Existing Acolytes 4
 Using Disciples of the Dark Gods..... 4

CHAPTER I – The Quaddis Gazeteer

The World of Quaddis 6
 The Great City of Xicarph 8
 The Festival of Tattered Fate 12

CHAPTER II – The Red Cages

Structure..... 14
 An Unexpected Turn of Events..... 15
 Escaping The Red Cages: The Adventure Begins 16
 Heron Mask..... 19
 Vault 13 22
 The Dreadful Fate of Inquisitor Karkalla 27
 Getting Out Alive..... 28

CHAPTER III – The Carnival of Blood

Structure..... 30
 All The Fun of The Faire 31
 Making An Entrance: The Carnival of Blood Begins..... 34
 Places to Go, People to See..... 35
 Blood on The Sands..... 35
 Sole Survivor 37
 Chase The Lady 37
 Street Preacher..... 38
 Twilight Gardens..... 38
 Bloody Murder in Xicarph..... 40
 Progressing to Part III..... 40

CHAPTER IV – The 13th Hour

Structure..... 42
 The Celebration of The Revel of Darkness 44
 The Layout of The Estate..... 45
 The Manse..... 46
 Discoveries to be Made in Gabriel Chase..... 48
 Links to The Haarlock Legacy..... 49
 The Other Guests 50
 The Chimes of The Steel Clock..... 51
 The Striking of The 13th Hour..... 53
 The Grand Conjunction 54
 A True Revel of Darkness 54
 The Final Confrontation..... 55
 Aftermath 56
 Rewards 56

CHAPTER V – Appendices

Appendix I: NPCs & Antagonists..... 58
 The Principals..... 58
 The Masses 62
 Appendix II: The Haarlock Legacy Campaign 66
 A Legacy of Terror..... 66
 Elite Campaign Packages..... 66
 Survivor of the Red Cages 67
 Player Handout I: Taken..... 68
 Player Handout II: Heron Mask’s Note..... 69
 Player Handout III: The Haarlock Warrant 70



INTRODUCTION

GAME MASTER'S BRIEFING

TATTERED FATES is an adventure divided into three parts that features a number of different game styles, from survival horror, to intrigue, to investigation and desperate action. It can be played on its own, but is intended to form the first part of the modular Haarlock Legacy Campaign.

The adventure opens with the Acolytes being captured and plunged into a nightmarish experience of psychic invasion, pain, and darkness before waking into a hellish death-trap; to escape, they must fight for their lives. Once free, the Acolytes race to discover what is happening amongst the pageantry of a great and surreal carnival before discovering where they must be and what they must do in order to stop the death of an entire world at the appointed hour of fate and stop a hideous evil from gaining possession of a vital part of the dread Haarlock Legacy.

TATTERED FATES will reward involved and imaginative play, and the adventure itself is intended to take two to six Acolytes somewhere between six and ten sessions to complete,

GM'S ADVICE: INTEGRATING EXISTING ACOLYTES INTO TATTERED FATES

Depending on the kind of campaign you are running, it is quite possible that your Acolytes have accrued all sorts of interesting bits of kit, weapons, and charms, perhaps even a vessel of their own, which you lose by beginning this adventure as written, going to mercilessly take from them. This divestment is not necessarily a bad thing. After all, **DARK HERESY** is not a game about who can acquire the most toys and spend the most money, but about holding back the nightmare for one more day. However, you need not deprive them permanently of items they have fought and strived for. Their possessions can simply have been left behind when the Acolytes were abducted and now be in the hands of the Inquisition, which is no doubt investigating the Acolytes' disappearance, to be reclaimed later should they prove successful on Quaddis.

Alternatively, you may seed personal items, weapons, and other gear for the Acolytes to find and recover during the closing stages of the Adventure's first part, The Red Cages (see the Vault 13 section on page 22), or their favourite gear might be found in the hands of their abductors. The city of Xicarph itself offers numerous places where replacement kits of a very high standard may be acquired by fair means or foul. However, it is important to note that if you do restore lost possessions to your Acolytes, signs and proof of their Inquisitorial authority or means of escape off Quaddis should be withheld—after all, we don't want to make things too easy for them!

USING DISCIPLES OF THE DARK GODS

This adventure features two villainous organisations: the Pilgrims of Hayte and the Beast House, both of which have been fully detailed in the Dark Heresy supplement **DISCIPLES OF THE DARK GODS**. While the information presented there is not needed to run this adventure, it can help the GM to add considerably more depth and options for these baleful groups, and the adventure *The House of Dust and Ash* contained within it also forms part of the Haarlock Legacy Campaign and can be played before or after **TATTERED FATES**.

depending on how many of its options are used. The Acolytes played may be of any rank with some modification of the opposition presented here (although ranks four to six are perhaps best), and in fact the context of the opening episode in the Red Cages of Xicarph makes an ideal way to introduce fresh players and novice Acolytes into a **DARK HERESY** campaign.

BACKGROUND SYNOPSIS

Long ago during the birth of the Calixis Sector, the Rogue Trader line of Haarlock brought with them across the stars a servant to protect their secrets. Ancient and terrible, it knew every price the Haarlocks paid for power; it was named the Widower and brought death to any who would try to learn its master's secrets. The Widower was a protean terror, a thing of many shapes and endless masks. It was bound to the strange power of the Steel Clock at the heart of the Haarlock estate in the city of Xicarph and only obeyed the will of a scion of the Haarlock line. Prophecies whisper that it will reappear in the time when the sun above Xicarph turns black and the Light of the God-Emperor is lost. The Pilgrims of Hayte, a nihilistic warp cult, seek to claim Haarlock's Legacy and believe that the Widower can reveal its secrets. So, the Pilgrims have come to Quaddis to claim the Widower through a diabolical plot. They have bought the services of the infamous Beast House slavers to bring them individuals who have been marked by warp spawned prophecies and amongst whom they hope to find one who has the blood of Haarlock and can command the Widower to reveal the Haarlocks' secrets.

The Widower, however, has its own plans. Spiteful and enraged at the Pilgrims' plot, it seeks to manipulate the Steel Clock and the Grand Conjunction to bathe the world of Xicarph in the light of Komus, the Tyrant Star—a sight captured centuries ago by the Haarlocks' power—and lay all to waste.





THE QUADDIS GAZETEER

THE WORLD OF
QUADDIS

•

THE GREAT CITY OF
XICARPH

•

THE FESTIVAL OF
TATTERED FATE

CHAPTER I: THE QUADDIS GAZETTEER

THE WORLD OF QUADDIS

Considered by some that have heard of it to be little more than a myth, Quaddis is a strange world, and one unique in the Calixis Sector both in political structure and history. Quaddis is not a planet eaten up by agriculture or vast and hungry factories, but rather it is bound to the whims and caprices of the elite of many other worlds and is carved up into their private kingdoms. Quaddis is a world isolated and protected, a false paradise of captured wonders and of long buried secrets.

Having only one city, the remainder of this pleasant and temperate world is given over to vast estates known as fiefs. Each fief is used for whatever diversion the owners wish, from cultivating rare vintages to hunting exotic creatures. A fief is the absolute realm of its owners, and within it, they are subject only to their own laws and the lore of the Throne, though “what the Emperor does not know,” they claim, “will not hurt him.”

Quaddis’ star system is also unusual in two ways. The first way is the strange and erratic orbits of its many small planets,

PLANETARY DATA

Population: Unknown/Variable (resident population estimated to be fewer than 5 million).

Tithe Grade: Colonial Exemption (planet not developed to point of tithing).

Climate/Geography/Biosphere: Abundant flora, ideal life sustaining conditions, few hazardous life forms other than those introduced from off-world. Extensive tropical equatorial region, with wild uncultivated temperate zones and saline seas covering the majority of the landmass. Ice-bound Polar Regions. The only major settlement is in the northern polar region (Xicarph—colonial centre of governance).

Governmental Type: Colonial administration—Central Authority Indefinitely Suspended

Planetary Governor: None (Last Colonial Governor Regent—Thaddeus Haarlock circa 457-690. M41)

Adept Presence: Minor Adeptus Administratum and Adeptus Ministorum presence. Note that due to its unique history, Quaddis is adjudged not to be fully part of the Imperium of Man nor subject to the full weight of its law. Military: None except private vassals of the fief owners

Trade/Economy: None; Quaddis has no industry, has nothing to trade, and has no basis for any economy other than the intrinsic wealth of its masters.



which lead in turn to many strange and unpredictable tidal forces and cosmological phenomena (of which the “Grand Conjunction” is the best known). The second way is that the system is almost alone in its volume of space, far from any other inhabited systems, unattended by trade routes, and not appearing on many star charts.

PLANETARY HISTORY

Quaddis is a world that would not exist if it were not for the peculiar circumstances of its foundation. As the Angevin Crusade swept through the volume that would become the Calixis Sector, it discovered many worlds, some of which were inhabitable and a great many of which were not. Of those capable of supporting life, some were bitterly contested through war while others never felt the footfall of sentient creatures. Quaddis fell into the latter category, discovered by a small expeditionary fleet under the command of Faustino Haarlock, second son of the Haarlock line. Quaddis was then unnamed and unexplored, and the only habitable planet within this volume of largely empty and otherwise unremarkable space. Haarlock was notoriously farsighted and immediately designated the world as a newly founded open colony, dividing it into independent development fiefdoms and giving it the name Quaddis in reference to an ancient Terran force of judgement. Quaddis was graded as possessing great potential. However, because it was completely undeveloped and existed in a near stellar desert, it would require considerable resources to develop, resources and effort that at the time the Crusade could not afford, and so the matter was given little thought by Haarlock’s superiors. During the normal course of events, matters would have progressed until viable settlements were established, at which time governance of them would have passed to the world’s first fully mandated Imperial Commander. At that point, Quaddis would have taken its place in the Imperium and have passed under central authority, and so it would have (albeit slowly) were it not for Faustino Haarlock’s cunning.

Haarlock’s plan was elegant in its simplicity. He reasoned