



After the Eye of Terror



By Andy Hall

Last year's Eye of Terror campaign was the largest event Games Workshop had ever undertaken, in terms of storyline and participants. Millions of troops, ships and a multitude of races fought over whole sectors as Abaddon launched his Thirteenth Black Crusade from the Eye of Terror – his ultimate objective to seize the Chaos Gate. Whilst the Inquisition was kept busy during the war it is now, in the aftermath, that the agents of the Emperor's Holy Order are most active. There are many mysteries and puzzles to solve; it is no longer the time for the Emperor's armies but that of the Inquisition!

In the aftermath of the Eye of Terror the forces of Disorder have won a pyrrhic victory – whilst the Cadian and surrounding sectors are in anarchy, the planet Cadia itself remains in the hands of the loyalists. However, with Abaddon still free and the loyalist forces fractured throughout the theatre of war, the Imperium is still under series threat. This rich narrative that has been developed during and after the campaign is the perfect setting for Gamemasters to place their own Inquisitor campaigns. In this article I'm going to present some ideas and story threads that lead from the events set after the Thirteenth Crusade. Inquisitor players should feel free to use what is written here as a starting point or make their own adventures, as it's not too late for the Inquisition to have an effect on the Eye of Terror.

Whilst doing the research for this article I found the final White Dwarf Eye of Terror article, the Codex and the campaign website to be an invaluable resource. The website can be found at www.eyeofterror.com where there is also a downloadable PDF of the White Dwarf article.

The Kidnapping of Inquisitor Czevak

Just before Abaddon broke out from the Eye of Terror the venerable and respected Inquisitor Czevak went missing. Czevak was a noted scholar of the Eldar race and one of the few non-Eldar to visit the Black Library hidden deep within the Webway. Obviously this information was known only by a few, nevertheless, after investigations by concerned colleagues, it turned out Inquisitor Czevak had been taken by Ahriman, damned Sorcerer of the Thousand Sons.

Ahriman had been obsessed with entering the Black Library for a millennia and, using information torn from the mind of Inquisitor Czevak, came dangerously close to achieving his ultimate goal. It was only the combined forces of the mysterious Harlequins and the Ulthwé Strike Force that held him from its gates. How the Eldar knew about Ahriman's move on the Black Library is still uncertain; was

What is the Cadian Gate?

The planet Cadia bestrides the one stable route out of the Eye of Terror, an infernal region of warp storms, daemon worlds and indescribable extra-dimensional horrors. This and other imperial bastion-worlds in the region kept the direst foes of the Emperor, the servants of the Chaos Gods, in check. The objective of Abaddon's Thirteenth Crusade was to seize control of the Cadian Gate, leaving him free to unleash the innumerable hordes of the Ruinous Powers against the heartland of the Imperium, the huge volume of space surrounding Terra known as the Segmentum Solar.

it Czevak's colleagues in the Inquisition alerting the Eldar fearing what may happen if Ahriman gains entrance? Or was it simply the scrying abilities of the Eldar seers?

Whilst Ahriman battled the Eldar the Harlequinade of the Red Masque managed to free Czevak, although what they have since done with him is unclear; it is unknown if he is now a prisoner or guest of the Eldar but he has yet to be returned to the Imperium.

The Ahriman/Czevak thread is an extremely exciting storyline that can be played in different ways. The campaign can be started in a couple of places – perhaps the Inquisitor players (from two different factions) have been sent to rescue or capture Czevak from the Eldar. If so, how would they gain access to the Webway? Even if they did manage to enter the Webway they would need some guide or map and, once Czevak had been found, how aggressive would his Harlequin hosts/captures be? Is Inquisitor Czevak even willing to be rescued and what is his mental state after been interrogated by Ahriman?

You could even start the campaign back before the events of the Eye of Terror, maybe the players are close allies of Czevak and, after learning of his disappearance, must solve the mystery and hunt down Ahriman before he rips the location of the Black Library from Czevak's mind.

*To: Lord Inquisitor Goreden, Ordo Xenos,
Nemesis Tessera*
*From: Interrogator Kieras, Clearance
Omicron*
Subject: Ahriman of the Thousand Sons
Priority: Ultra High

Received: 999.M41
Message Format: Telepathic
Astropathic Duct: Chima Lomas
*Thought for the Day: Wisdom is the
beginning of fear.*

Honoured inquisitor, allow me to introduce myself to you. My name is Ferdan Kieras, a loyal servant of the God-Emperor and former pupil of Inquisitor Czevak. It has been both my pleasure and honour to serve the honourable Inquisitor for nearly five decades in an investigative capacity, seeking out information as well as undertaking other, more esoteric missions involving xeno creatures. As sign of my truth, I urge you to seek counsel from the Biologis at Nemesis Tessera and verify the gene sequence data attached to this message. But now to the substance of this missive.

It is with heavy heart I bring to your attention the disappearance of my master. I fear a terrible fate has befallen him, and it was his instruction that in such circumstances, I should contact you and seek guidance. It had long been a dread to my master that the being known as Ahriman of the Thousand Sons discover his whereabouts and force him to reveal hidden knowledge imparted to him by the Eldar. To fully understand the dire implications of this, I must unfortunately reveal to you much knowledge that should best remain secret.

As I am sure you are aware, Ahriman was once a Librarian in the Thousand Sons Legion of Space Marines, and under the tutelage of his Primarch, Magnus the Red, learned much of the ways of sorcery. In time his mastery of blasphemous magicks was almost the equal of his cyclopean Primarch and his knowledge of forbidden lore corrupted him beyond redemption. The Thousand Sons were also tainted and Ahriman realised that the Legion would soon be reduced to little more than gibbering monstrosities. He conceived a great spell to save the Legion, called the Rubric of Ahriman. Its energies were more powerful than he could possibly have anticipated and its effects on the Thousand Sons devastating. Only those with sorcerous powers were spared its effect, while the remainder of the Legion were reduced to dust within their sealed suits of armour, becoming little more than fighting automaton. Enraged with Ahriman's betrayal, Magnus cast him out and, since that day, Ahriman has sought ever more powerful artefacts to increase his understanding of the Warp.

One source of lore that has always eluded him is the Black Library, a vast repository of ancient secrets collated by the Eldar and gathered together in a hidden place, unknown to the eyes of Man. Only those pure of heart and with the strength of mind to comprehend the scale of such awful knowledge may enter this place and sup from its wisdom, and my master was one such individual. Ahriman has long sought Inquisitor Czevak in order to wrest the location of the Black Library from his mind, but through cunning and machination, my master has thus far eluded his nemesis. But recent developments lead me to believe that the dread sorcerer has finally caught up with him. A Savant in my employ, having accessed secret files of the Ordo Malleus regarding Ahriman, was recently found dead, and psychometric readings revealed an individual who could be none other than Ahriman himself as his killer. A number of other incidents, at first glance unconnected, but upon further scrutiny linked in the subtlest of ways, all point to the same dire conclusion. My master's last contact was in the region of space known as the Sentinel worlds and it is here that I shall begin my search. I shall investigate further, but it seems clear to me that Ahriman of the Thousand Sons has ensnared Inquisitor Czevak.

If this proves to be the case, then I urge you to use whatever power you can bring to bear on this matter and despatch all force that can be gathered to hunt down this heretic sorcerer and stop him before he achieves whatever nefarious plan he intends to implement.

Yours in desperate need,
Interrogator Kieras.

Additional: Sweet merciful Emperor, the secrets of the Black Library unlocked by the sorcerer of the Red Cyclops! Better that Czevak has perished to some foul xeno creature than fall into his clutches. I shall mobilise the 34th Gudrunite Rifles and petition the Chapter Master of the Iron Hands for his warriors' aid.

I pray I am not too late.

Lord Inquisitor Goreden

Nemesis Tessera

If there was any place during the Thirteenth Crusade where the Inquisition was attacked directly then it was the Nemesis sector, which was home to a supposedly highly secret Inquisitorial fortress oubliette. The systems surrounding the Inquisitorial fortress experienced hitherto unknown levels of civil insurrection. The most worrying of such incidents was when a previously ancient and peaceful sect of contemplative and loyal monks turned on the populace of Trinora in a series of bloody massacres. Ordo Hereticus Strike teams were despatched to the planet's surface only to find the barricaded monasteries to be full of corpses, the monks having chosen to end their lives in a sickening orgy of mutilation. It is worth noting that the body of the High-Abbot of the sect has yet to be found.



Anarchy reigned throughout the Nemesis sector, many Inquisitors believed it to be the symptoms of the invasion as it drew nearer, a few of the more puritan-inclined Inquisitors disagreed and thought there was something more going on. It was Inquisitor Van Hel who proved the more cautious members of the Inquisition to be right. Van Hel had listened to beings far older than he and had accidentally opened a warp rift in the bowels of the Inquisitorial fortress. As well as condemning his own soul he nearly destroyed all on the entire planet if it was not for the quick thinking and heroic actions of Inquisitor Cyarro. Whilst this was going on inside the fortress a large force of Chaos Space Marines attacked, the despicable plans of the Ruinous Powers finally revealed. The fortress was besieged for an entire month with only the arrival of the Space Wolves preventing a breach in the fortress. The combined forces of the Space Marines, the militant arms of the Ordos stationed at the fortress, and the surviving Inquisitors themselves drove off the Chaos attack.

In the aftermath of the attacks on the Nemesis sector there are plenty of threads for Inquisitor Gamesmasters to pick up on. Why did the peaceful monks suddenly turn? Was this linked to meddling of Inquisitor Van Hel? And where is the High Abbot? There is a whole campaign here that could be played as a one off series of linked scenarios (perhaps ending with the discovery of the High-Abbot). This campaign could then be continued and linked back to the traitorous acts of Inquisitor Van Hel. Was he working alone

or are there other Inquisitors residing at the fortress who have yet to show their true colours? There is plenty of opportunity for conflict here as Inquisitor could charge fellow Inquisitor with acts of heresy that would soon resort to clashes and open conflict within the very halls of the fortress oubliette.

The final confrontation between Inquisitor Cyarro and Inquisitor Van Hel would be heroic action perfect for an Inquisitor scenario. Ambitious Gamesmasters could replay it, with the catch being that if the warp rift were open too long something nasty would come out, and with Chaos Space Marines laying siege to the fortress at the same time, it would prove a very exciting and intriguing game. And what of Van Hel himself? When and how did he turn his back on the Emperor; this would need investigating and any artefacts or texts that were formally in his possession would need destroying or removed for research, depending on the Inquisitor's point of view.



A portal is opened deep within the fortress.

Expedition to Eidolon

The forces of Order did not just fight on the defensive, on rare occasions, most notably the Eldar, would fight an offensive into the Eye of Terror itself. The mysterious and peculiar sector of Eidolon was one of those battlefields. The daemon world Eidolon was once an Eldar maiden world but now is divided into several continents, each reined by a different Chaos power. During the war the Eldar of Biel-tan have managed to establish several enclaves on the planet's surface. Even now these pockets of sanity are being attacked by Eidolon's unnatural inhabitants so it is unknown whether this beachhead into the Eye of Terror will last.

As it is the Eldar who have established a hold on Eidolon there is no reason why the Imperium would know of its existence. However the Inquisition is a different matter, and perhaps are aware of it through coercion of a captured Xenos or maybe a player's Inquisitor is one of the few that does retain good relations with the Eldar – Gamesmasters are encouraged to think of even more novel ways of how an Inquisitor would come across such information. For an Inquisitor with a more Radical bent, a chance to land on, and explore, a daemon world would be an opportunity too great to miss. Players who use Rogue Trader characters would be extremely curious about such a place. There are a couple of scenarios worth in just getting the players to the daemon world, whether it is on the Inquisitor's own ship

Eidolon

Eidolon is a daemon world deep in the festering heart of the Eye of Terror. The Eidolon sector, a paradise before the birth of the Eye ten millennia ago, is unusual in that all four of the major Chaos powers wield influence there. The shifting landscape of Eidolon



itself is divided into several realms, each horrifying and unsound in its own way. To visit Eidolon even in a dream would cost the intruder his sanity. Although it is rumoured that great artifacts lie hidden among the blasphemous palaces, only a madman would dare to venture there.

or through commandeering one, or even hitching a ride with the Eldar (whether they are aware of this or not is another matter!). Once (or if) the players arrive on Eidolon the real fun can start with opportunities for conflict with the Eldar, daemon world inhabitants or both!



Inquisitors explore the daemon world.

The Traitors of Agripinaa

The Agripinaa sector was at the forefront of the war throughout the entire campaign and even now much of the sector remains in Chaos tying up the majority of the Inquisition's resources. The assassination of the newly in stored governor on the planet of Lelithar proved to be the catalyst that started insurrection throughout the entire system. Most distressing of all was the seeming betrayal of the Relictors chapter of Space Marines. Typhus, the self proclaimed Herald of Nurgle has based himself on the agri-world Ulthor where, no doubt, he will continue to make attacks upon the Imperium. Many planets in this sector were hit badly; the planet of Agripinaa itself still remains loyal but with all the surrounding agri-worlds either corrupted beyond cleansing or still in the hands of Abaddon's lackeys Agripinaa's populations faces the bleak prospect of starving to death.

To further complicate matters, there have been unconfirmed reports that a Blackstone fortress appeared and was then attacked by the Necrontyr near the Lustitia belt. Members of the Ordo Xenos are en route to the area whilst Deathwatch strike cruisers have placed an embargo around the whole area.

The events of the Agripinaa sector have plenty of seeds a Gamesmaster could turn into a full-blown campaign. The obvious one is the appearance of the Blackstone fortress and the subsequent attack by the Necrons. Inquisitors of the Ordo Xenos will be racing to get to it first, to take control, many power plays, and political, will be used to gain control of such an alien artefact. This maybe fun to play through if you have an experienced Gamesmaster. Once on-board the Blackstone fortress, can the Inquisitors

unlock its secrets, will the Eldar make a play for it or will the Necrons return?

A Space Marine chapter defecting is a rare event ten thousand years on from the demise of Horus. The Inquisition would definitely be interested in what happened to the Relictors; how were they seduced, how long have they been in the service of the Dark Gods, and could it happen again to other chapters? Are all questions Inquisitors would want to ask. A campaign could be played around tracking a lone Relictor who has been spotted in one of the more unstable (but not yet totally destroyed) planets in the sector. The planets of Dentor, Finreht and Bar-el are all 'unreliable' and would be a good location for such a campaign.

One of the more intriguing concepts would be on the planet of Agripinaa itself, where the situation is desperate. The planet's population would be leaderless and starving so it is quite within the realms of possibility that Inquisitors would take control in the interim, leading Kill-teams to take out groups of insurrectionists, looking into incompetence in the planet's ruling elite and Planetary Defence Force. A cool and very different campaign to play would be an Inquisitor's attempt to get a food shipment to the planet's population centres. All manner of obstacles would make this a difficult task from the hungry mobs who would not be prepared to wait, to corrupt PDA agents and local criminals who are hungry themselves and see the shipment as a quick way of making a profit, right though to the forces of Chaos and traitors who quite happily watch the population starve, killing an Inquisitor into the bargain as well. Inquisitors are heroes and this would be a very heroic thing to do!



Chaos storms a space port on Agripinaa

Secrets of the Sentinel Worlds

The Sentinel worlds have always thought to have been featureless rocks. The Adeptus Mechanicus have been aware of ancients held within the fastness of the planet for some time – it is unsurprising that the priesthood of Mars would hide their discoveries, as they have on so many other worlds. However, events triggered by the Thirteenth Crusade meant that not even the Mechanicus could hide the secrets of the Sentinel worlds. Early on in the campaign strange power surges and dire omens foreseen in the Emperor's Tarot drove a large group of Inquisitors to the Sentinel worlds. The Conclave discovered an ancient Eldar Warp gate that was being used to transport through an ancient Daemon Prince of immeasurable power. The Conclave fought not only Chaos and Eldar but also itself, as Inquisitors from different factions could not agree on a single course of action. This ended with the radical Inquisitor Cromwell being declared a traitor and the loss of Puritan Allysa Collack through the Warp gate to prevent the Daemon Prince materialising in this realm.

Later in the campaign hordes of Necron Warriors emerged from tombs deep within the Sentinel worlds themselves. The Imperial forces stationed nearby feared the worst, but were amazed when the Necrontyr fell upon the soldiers of Chaos, turning the tide in favour of the forces of Order. Since that time, increased Necron activity in the sector has prevented any Imperial forces from capitalising on these victories. Remote orbital pict-captures have revealed structures almost identical to the Cadian Pylons sprouting across the landscapes of the Sentinel worlds.

The Inquisitor Cromwell and Daemon Prince thread was played out at the Shadows of Chaos Inquisitor Campaign weekend last year. As well as being great fun there were lots of narrative threads that could be used to continue the campaign including the slow regeneration of Inquisitor Cromwell's body (he got toasted by a flamer in the final game!).

Ordos Xenos Inquisitors would be hell-bent on getting to the Sentinel worlds. And a whole campaign based upon the Warband's insurgence on the Sentinel worlds, constantly evading the Necrons and the mystery of the Pylons sounds intriguing – if a lot of work for the Gamesmaster. This could be worked as a cooperative campaign between two Inquisitors but would play just as well as two rival Inquisitors fighting each other, as well as the Necrons!

Hunting The Voice

During the early stages of the Thirteenth Crusade a powerful figure arose on the planet of Lelithar in the Agripinaa sector. An orator of fearsome skill, this mysterious individual roused entire populations with his passionate speeches encouraging once loyal subjects to

overthrow what little authority remained. His emissaries took to the stars and spread through out the sector and beyond. Where the Cult of the Voice became a constant thorn in the side of the loyalists throughout the entire campaign. The Voice was eventually caught by the Dark Angels, although rumours persist that escaped en route to the Tower of Angels. The Inquisition, as well as the Dark Angels, would like to detain him; no doubt it will become a race between the two organisations for his capture.

The Inquisition had also learnt that one of the Voice's agents was Mynarc the Unforgiven, also known as Mynarc the Butcher in certain systems. Once an Inquisitor, now turned arch-heretic, Mynarc has been on the run from the Inquisition for centuries; news that he had been tracked down to the planet of Subiaco Diablo meant that Ordo Malleus tracking teams were immediately despatched to bring the heretic to justice.

The Cult of the Voice provides some rich pickings for Inquisitor Gamesmasters. The Voice has escaped from the custody of the Dark Angels so a series of scenarios based upon a lead to catch the Voice, either working with or against the Dark Angels, would work well.

The hunt for Mynarc is in the tradition of an Inquisitor game, the twist being that he is on a planet that he is being wrested from Imperial control and populated with Plague Zombies. It may not be the most original concept but it sounds great fun and that's what matters!

Conclusion

Well that's it for now. I've highlighted 'some' of the thousands of campaign hooks that can be found in the aftermath of the Eye of Terror. There are loads more hidden away but these can be easily found simply by reading the Eye of Terror Codex or having a look at the website. If you do play any of these campaigns, or have even more ideas then please let me know – I have a letters page to fill!

Author

Andy Hall is editor of this very magazine and the game producer for Inquisitor. His ugly mug appears on page 1.

Further Information

Inquisitor is a narrative war game using 54mm scale models. The Inquisitor rulebook is available from Games Workshop (see the How to Order section). Codex: Eye of Terror is still available from most Games Workshop stores or through your local games Workshop Direct, via the Online store or by phoning.

The Eye of Terror conclusion article can be downloaded free from the Eye of Terror website.

More Inquisitor Websites

Turn to page 30 for Converting the Masses.

www.Exterminatus.com & www.eyeterror.com