



Forges of Malice

A Medusa V Campaign and report
By Richard Anastasios and Friends

THE SETTING

Medusa V, Battle Zone Perseus, Medusan Sector.

CHARACTERS OF NOTE

- Ordo Hereticus Inquisitor Kaezevich Mandarthou.
- Interrogator Tefrich Portrack
- Iron Warriors Warsmith Seeryx.
- Jerramiah the Warp-seer.
- Terros Matter.
- Shrakra Tos.

To Herran.

Grothes Warp Storm is coming closer to us. Men begin to talk of war. Simmin say he find Warp-seer, but he only have one eye-on-a-stalk so I go check too. You tell Tonin to send message to Master about it, or we could die like others who fail the Gods. No more notes I can send or work-masters find them and we be caught. Remember my work place is in the Hive now, I get moved because they don't trust twists with the burn-juice any more.

CHARACTER INFORMATION

Ordo Hereticus Inquisitor Kaezevich Mandarthou

Believed the oldest member of the Inquisition alive to date, Kaezevich began his Inquisitorial duty seeking rouge psykers with the Black Ships. Believed to be the brightest star of the Inquisition at the time, many had high hopes for him becoming a Lord of a sector, and maybe one day even a Segmentum, but after being severely injured, physically and psychologically, by one of his quarry, he was a changed man. 10' tall, he is a giant of a man, yet thin and emaciated. Blinded by his ordeal he developed a form of warp sight, seeing the very souls of men and shadows of things to come. A borderline Istvaanian, he is disgusted with the complacency of the Imperium, and feels only through conflict will it once again be strong. Kaezevich has come to Medusa V to aid in the withdrawal of troops, and see to it that the Imperial forces do not retreat without having earned that very reward.

Interrogator Tefrich Portrack

Fully encased in a life supporting Power Armour system, this Interrogator lost much of his physical body after an encounter with a genestealer cult in the service of Inquisitor Tyrus. Believing Kaezevich to be a liability, he was assigned to serve with Kaezevich both to be tutored and to watch his master for any potential for heresy.

Iron Warriors Warsmith Seeryx

Commander of the 8th Grand Company of the Iron Warriors, Commodore of the Forge-Breaker, Master of The Caged, The Bloodsmith. Warsmith Seeryx is one of the damned, one of the traitor Astartes. A being of cold, calculating bitterness, Seeryx and his Company of Iron Warriors have carved a bloody swathe through the Imperium since the Horus Heresy. Sealed forever inside his ancient Terminator Armour, Seeryx stands nearly 4 meters tall, head and shoulders above his Terminator retinue,

Inquisitor Kaezevich,

My liege. I hope this finds you well. My endeavours within the Medusan sector have born fruit. The supposed Warp-seer Jerramiah is indeed here, supposedly within the Perseus sector of Medusa V, if the locals are to be trusted. I have attached to this message my current co-ordinates, and details of Jerramiah's activities within the last six months. All haste is required as it is rumoured the closing proximity of Van Grothe's Rapidity is going to act as a catalyst for the recent... turbulence within the sector.

Seeryx

Transmission must be encrypted for fear of discovery. The one you seek has been found. You may set your forces down upon grid ay-tl-455 Perseus sector. Further information will be sent in-transit.

sbrakra

and the tallest lackies of the Imperial Astartes. His face is split in two, the flesh of one side stripped away, the bare skull heavy with bionics clamped to the bone, the skin of the other side showing wires and tubes buried deep beneath the surface. He earned the title "The Bloodsmith" upon his activities within the Eye of Terror during Abbaddon's 14th Black Crusade. Fighting upon every planet that held an Astartes Force, Seeryx collected geneseed from at least one Space Marine in every conflict, totalling to more than 1,000, and from every Chapter involved within the conflict. Then he alone, unarmed, teleported directly into the heart of the Inquisitorial Facility upon Nemesis Tessera, and stole the Hammer of St. Josephene, and slaughtered his way back to the surface. Returning to his Capital Ship, he then took the hammer, the geneseed, and an elite force of his Chosen to Meddrenngard. Placing the organs and the weapon within the Forges of Purtrabo, he created a vessel to capture a Daemon, and indeed he did, taking the essence of a Daemon Ship after the Chaotic victory. The Eternal Vladamach tricked the beast into servitude, bestowing upon him the name of Vladamach the Caged. Now, he seeks another goal, upon Medusa V, and one only he knows of.

Terros Matter and Shrakra Tos

Acolytes of Seeryx's grand Sorcerer, Alcatraa, they have been sent to Medusa V to search for a fabled Warp-Seer. Terros Matter has a powerful mind, yet it spends much time within the warp, as he is wont to understand its core. Shrakra Tos is far more elemental, drawing on his indomitable rage to boil his enemies blood and create raging infernos.



SCENARIO 1 REPORT, SEEKING DIRECTION

Having both arrived at the War-Seer's location within hours of each other, the Inquisitorial Interrogator and his small PDF force search amongst the burnt out ruins of a hive building, whilst the Acolytes Matter and Tos arrive in their transport.

Wasting no time Tos reaches out, searching the warp for any soul flickers. Feeling the probe, Tefrich sends his forces to the outside of the building, whilst Tos circles the structure to enter the rear. Tefrich manages to find the Warp-Seer, but he appears little more than an old man, ragged robes and a staff made from a large antenna, he is difficult to persuade.

Meanwhile, outside the PDF forces find Terros' disembodied figure. Reaching out to secure him, they inadvertently return him to his body as his mind senses the interference. Stabbing out he crushes the minds of two of the troopers, and stuns the remaining two with a mind shriek that leaves them on the ground.

The following summons to Shakra by his fellow acolyte prompts Tefrich to turn at the last moment, with Tos about the beat his skull in with a mortar-block. Tefrich's knives leap into his hands and lash out, and after several moments of fighting, Shakra flees, one of his arms remaining behind, a result of the Interrogator's skill and speed with the blade. But turning, Tefrich finds the Warp-Seer gone, with no trace remaining.

SCENARIO 2 REPORT, A BATTLE LOST AND FOUGHT

Inquisitor Kaezevich leads the force sent to defend bunker 42 from an attack by Iron Warriors forces attempting to secure a foothold in battlezone Perseus. Having already suffered defeat and retreated, Kaezevich's arrival is too little too late. Yet still he takes a small group of hardened veterans into the newly secured Chaotic facility, and placing demolition charges manages to deny the forces several stockpiles of munitions. Kaezevich himself manages to gather some information from a conversation overheard between two of Seeryx's Chosen, yet as the explosions rock the facility, he is discovered.

His mental prowess not to be underestimated, he lashes out in quick succession, managing to daze both the ancient warriors, and clouding their minds temporarily. Cutting down one as it stumbles to block his exit from the small structure they were in, the Inquisitor's power-halberd cuts through the power armour and cripples the Astartes leg, causing him to fall. Kaezevich manages to escape, but a bolter round from the second Iron Warrior throws him to the ground, and only the valour of two surviving veterans save him as he is dragged to freedom.

SCENARIO 3 REPORT, THE BREACH

Despite savage attacks by the Dark Eldar upon Seeryx's ground forces, he still succeeds in breaching the outer walls of Hive Perseus with a small assault force, delving deep into the hive for reasons known only to a few. Kaezevich garnered from the discussion he heard those weeks ago that Seeryx too seeks the Warp-Seer, yet for far more diabolical reasons.

Kaezevich and Tefric both seek more answers, and thus stage a daring capture of one of the two Acolytes waiting for Seeryx and his forces. Tos and Matter are waiting for to convene with the master in the shelled out ruins of a commercial hub, deemed unimportant to Imperial Command and not worth good, fighting men. The Inquisitor and his Interrogator by-passed the Chaos sentries with ease, a combined psychic attack felling a Traitor Guardsman and creating a hole in the net seeking to catch intruders.

Yet despite this, the treacherous terrain created by the constant barrages by enemy forces slowed them down too much, and by the time they reached the structure containing the two acolytes, The Bloodsmith himself was too beginning to traverse the terrain. With all haste, the Imperial servants scaled the building side before jumping in the second story window into the room



adjacent to the Matter and Tos. Planting a small suggestion in Shakra's mind, they lured him into the room, and ambushing the chaos servant, threw him through the open window, the resulting impact with the ground all but killing him. The commotion however roused Terra into action, and stabbing out with his mind he slammed the Interrogator head-first into a wall, knocking him unconscious.

Kaezevich had already escaped, and not knowing the fate of his acolyte, was forced to flee with a captive in hand.

SCENARIO 4 REPORT, ESCAPE

Despite being captured, Tefrich is not entirely helpless, and his body is both encased, and enhanced by the life-preserving suit he wears. Yet after being tortured psychically for days on end, his sanity is beginning to fray, and hallucinations wreak havoc amongst his senses.

Yet when a menial servant came in to check the captive, Tefrich snapped his chains with his improved strength and used them to strangle the pathetic mutant.

Fleeing his cage he stalks the dark halls of an underground warehouse, the storerooms used as holding cells for other prisoners. Releasing two captured guardsmen, the trio fights their way past several more mutants, and then faces a final guardsman. An Iron Warrior Chaos Space Marine. An attempt to collapse a ruined wall onto the beast by luring him towards it failed when he detected one of the guardsmen who were to dislodge the masonry. Yet, whilst slaughtering the guardsmen, Tefrich managed to escape through the exit without being detected.

SCENARIO 5 REPORT, THE SEER

Having had the information of the Warp-Seer torn from his mind, Tefrich Portack and his liege, Kaezevich are forced to abandon their duties of overseeing the evacuation of several sectors of the Hive. More of Seeryx's forces have pushed into the city, and reportedly destroyed two contingents of Imperial Guard and an Eldar force attempting to stop them. Also, the warp-storm draws close, and soon the planet will be drawn into the immaterium.

Utilizing the divining powers of several sanctioned psykers, the Inquisitor is able to locate the Seer within the hive, and speeding to the location with a small force of Inquisitorial Stormtroopers was to find the Seer waiting for him. Yet also waiting for the Inquisitor was an ambush composed of Mutants and Traitor Guardsmen lead by Terros Matter. As the Storm Troopers and Chaotic forces clashed, Kaezevich and Terros have a pitched battle of wills, and despite his sheer mental ability, Matter fails to overcome the Inquisitor and lurches away from the battlefield, every orifice of his head leaking blood.

Approaching the Seer, the Inquisitor demands answers of why the Bloodsmith sought him, his initial search no longer applying, as the question of the Seer's power was no longer an issue. The Seer responded only that he did not see the future, or the past. He could see that which would change the destiny of a man, whether for good or for ill. Looking at Kaezevich he spoke of a Hammer and a Book, but moments before escorting the Seer from the Battlefield, a monstrous entity rushed into the old man's body. With blazing eyes, a new voice roared; "I will feed again, The Caged will be Freed!". Lashing out with unimaginable power the Daemon caused each guardsman to suffer a fatal brain hemorrhage, and only the mental defenses of Kaezevich and Tefrich kept them alive, yet the Interrogator was so severely damaged he was forced into a coma, and Kaezevich only maintained consciousness long enough to see the Seer walk away in the direction of the Chaos encampment.

FINAL REPORT, THE HAMMER, THE SIGHT AND FLIGHT

Without his acolyte, with almost all Imperial forces dead, retreating or fighting, Kaezevich was running out of options. He had received word that a Fleet that matched that belonging to Warsmith Seeryx had smashed aside a Dark Eldar fleet and shot down Imperial defence stations above Battlezone Perseus. The last report was of them bombing The Mission upon Johanne's Island as they headed towards Hive Perseus in low orbit. The Inquisitor knew this would be his final chance to stop Warsmith from gaining access to that which would give him unimaginable power. Rumour had it that a blasphemous ceremony had already taken place, and The Warsmith had been branded with the Brazen Star of Chaos for his efforts within the hive. With more power than ever, Kaezevich did the only thing he could think of. He met with Reclusiarch Tharian of The Blood Thirsters Chapter, and petitioned his aid in assaulting the central command of Seeryx's Chaos emplacement. After hearing the stakes, the Chaplain ordered five of the orders Death Company marines to be prepped for Thunderhawk Transport.

The Thunderhawk weathered a beating from the Chaos Anti-Air defences, yet the vessel managed an emergency landing on the roof of the Chapel of St. Augustine, The Bloodsith's blasphemous command post. Fighting down the stairs, the Space Marines slayed dozens of Mutants, and it was underneath the roof, in the top floor that Seeryx, the host of Vladamach the Caged, Jeremiah, and Terros Matter were all preparing for escape. Hefting his mighty, now twisted, Warhammer Seeryx commanded the being to return to his weapon from the Warp-Seer. Collapsing in a heap, Terros leapt out of his body and seized control of one of the less willful Death Company and proceeded to attack his brothers. Leaping into combat Seeryx simply slew two of the Death Company with mighty strokes of his Daemon Weapon. Reclusiarch Tharian and Kaezevich were forced to defend themselves as the Warsmith bore down on

Inquisitor Baptise,

Unfortunately, I cannot answer your question. Due to the unfortunate escape of the Warsmith Seeryx, and the consequent destruction of the Battle-barge containing the Warp-Seer Jeremiah, I was unable to ascertain whether or not the information Seeryx was seeking was disclosed to him. Clearly there was more that was to be learnt from Jeremiah, other wise he would not have been sustained. I will delve deeper into this mystery and pending a full report, will request all Ordos dispatch members to locate the Warsmith. It appears after the nightmare of Medusa V, we are waking to something far worse.

Inquisitor Kaezevich

them. Blow after blow was traded between the Inquisitor, the Chaos Space Marine and the Loyalist. Terros overcame one of the Marines with his host form, yet the other severed the legs of his possessed brother in return, crying out in mourning as he hewed the head from the torso. Then moving over to the Chaos Acolyte, The Death Guard Marine exacted vengeance, in his weakened state after experience the death of the marine, Terros Matter was unable to protect himself from the spinning blades of the Chainsword as they mirrored his hosts death, decapitating him. Retrieving the fallen Seer, the Death Guard Marine activated a transponder, which drew him from the battle into the teleporting sepulcher aboard a Battle Barge in orbit, engaged with Seeryx's fleet.

Seeing the loss of the Seer, Seeryx snarled in rage and with a mighty two handed stroke, smashed both Kaezevich and Tharian clean out of the building. The Space Marine snagged the Inquisitor as they fell, and activating his transponder was teleported from the battle, yet to a different Battle Barge, as the one containing the Seer was been obliterated moments before...

ABOUT THE AUTHOR

This campaign was actually tied to the progression of four armies during the Medusa V campaign, a Dark Eldar army, although they had little to do with the Inquisitor Campaign, an Iron Warriors army (which did actually achieve a Unit Citation within week 7 for battlezone Perseus), a Blood Angles (Blood Thirsters) force and an Imperial Guard force. All four armies participated in a combination of Inquisitor, Battlefleet Gothic and Warhammer 40k. It's been a great summer of gaming – Richard Anastasios.