

PLAYER HANDOUT I: WRIT OF AUTHORITY

By Authority of the
Holy Inquisition



Loyal Acolytes,

You are requested and required (together with under the authority of the God-Emperor of Mankind) to submit to this writ and order and serve the most Holy Ordo of His Inquisition.

I bind you over at His requirement to the service of Inquisitor Silas Marr on the world of Solomon for so long as he sees fit to the particulars of this task. Obey him as you would me, lest your lives be tortured and shame be brought on my name.

On that planet you are to attend incoognito an auction of goods from the estate of the lost Rogue Trader Erasmus Haarlock. Over the course of the aforesaid auction you are to monitor events as they unfold and observe the nature and intent of those who would disport for the relics and curios of this man's life. Your goal is to identify among them any that might have fallen from the Emperor's light or any that may be in service to factions and powers of interest to the Conclave.

Further knowledge of this world and your duties should be obtained from my esteemed colleague Inquisitor Marr, from whose hands this order has been delivered to you.

Remember, as related to me, this is foremost a mission of observation and guide, but do not hesitate to defend yourselves with utmost vigour and strike where your duty to the Emperor determines you have no other choice.

Go in the Light of the Golden Throne with my prayers for your safe passage, and my certain faith that you will serve honourably and that I will see you all once more.

Inquisitor
Conclave of Calixis

PLAYER HANDOUT II: DATASLATE ON SOLOMON



IMPERIUM DATA SLATE Model: 75-RT-E1.41K

//Query results for "solomon, world"
 //Default: Display most relevant match executed



++ Ignorance is a blessing not
 to be disdained by the wise ++

Solomon

Population: 13 billion.

Tithe Grade: Exactus Extremis (Special).

Geography/Demography: Super-continental hive and industrial structure, which has led to the eradication of all natural landscape, interspersed with polluted seas. High level of environmental toxicity, highly turbulent weather patterns with corrosive rainstorms and electrical disturbances common. Conditions on Solomon are at the limits of human sustainability and only maintained by a network of macro-atmosphere processing units. Population in steady decline.

Governmental Type: Parliamentary Oligarchy under the supervision of the Departmento Munitorium.

Planetary Governor: Archprefect Garth Jarndyce.

Adept Presence: Very High. Widespread Departmento Munitorium and Administratum presence dominate this world's political and economic structures. Important centres of power include the Halls of the Chancellery Court, the Planetary Overwatch Orbital, and the Central Tithe Census Fortress. Presence of Adeptus Arbitus and Ministorum classified as Below Average for a hive world with Solomon's population and importance.

Military: Munitorium Security Forces, Parliamentary Guard (local PDF), numerous small private armies of the individual tithe guilds. Medium Quality. As an important military transshipping and supply point, Solomon also has a considerable orbital defence network.

Description: By Lord Militant Angevin's Sector Edict A-87635.597, Solomon was declared a client-state of the Departmento Munitorium, with the majority of Solomon's industrial output tithed directly to that arm of the Adepta. Fulfilling this tithe is the duty of the planet's guilds, who comprise Solomon's upper classes. This responsibility gives the guilds the second highest level of political power on Solomon, beneath the Departmento Munitorium. This is in contrast to most planets within the Calixis Sector, where industrial-feudal and hereditary governments are the norm.

The high tithe rating has resulted in Solomon's natural resources being almost completely consumed. Centuries of extreme manufacturing processes have destroyed the planet's biosphere, killing most native life-forms and limiting the majority of human habitation to protected hive cities.

There are five hive-citadels that cover the majority of Solomon's main continent and house most of the planetary population: Gloriana, Atropos, Morrigan, Albia, and Wrath. Between the hives, much of the landscape is occupied by industrial infrastructure: pipe-farms, refinery complexes, chem-processing works, pyro-vent towers, foundries, and storage facilities. Although some of this is still in use, much has been abandoned due to decay. The rest is deserted wasteland, toxic seas, and abandoned urban zones and cities, much of which is classified as unsuitable for long-term human survival. These areas, which cover tens of thousands of square kilometres, are officially designated as the Interior Industrialized and Infrastructural Zones by the Departmento Munitorium [See Section 23/u: Topographical and Zoning Maps of the Planetary Surface]. Local parlance refers to them as the "Interior."

[more]

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PLAYER HANDOUT III: DATASLATE ON SOLOMON (CONT.)



IMPERIUM DATA SLATE Model. 75-RT-E1.41K

[cont from prev]

Solomon



++ Ignorance is a blessing not
to be disdaind by the wise ++

Discord and the Rule of Law: Solomon's population is in terminal decline due to the continuously increasing toxicity of their environment, and must be regularly replenished by forced immigration through the Administratum. Along with the relocation of low-class populations from other hive worlds, this includes the establishment of penitentiary labour camps for off-world prisoners and the organization of Solomon's sizable mutant population into an indentured workforce. Introducing these elements into Solomon's society has resulted in high levels of discord and many malcontents amongst the planet's population. Escapees from the penitentiary camps and indentured workforces especially have fed a growing population of outlaws in the Interior, limiting effective administrative control of the area.

Order within the hive-citadels is maintained by private armymen and mercenary squads controlled and funded by Solomon's tithe-guilds. These squads are overseen by the Departmento Munitorium's Quastor-Prefects and the military authority of the Chancellery Guard. Both the Adeptus and guild law enforcement are primarily concerned with maintaining order and production levels. Protecting Solomon's citizenry is secondary. It is speculated that this has resulted in the general population's lack of trust in local and planetary authorities, and possibly contributed to civil discontent within the hive-citadels. There is also a large criminal underclass within the lower wards of all five hives, which the civil authorities have been unable to subdue.

The power of the Ministorum and Imperial Cult on Solomon is also weak, something the sector Ecclesiarchy has attempted to rectify without success. Ministorum investigations have revealed that the general citizenry regard the Imperial Cult as a "tool" of Solomon's upper classes and planetary government. This belief is considered to be a direct threat to civil stability. In turn, the tithe-guilds and Administratum have established some of the most severe penalties for sedition and civil disobedience in the sector. Despite this, the planetary populace has shown a marked tendency for rebellion, and local outbreaks of violence and rioting occur with some regularity [See Section 270/b: Civil Enforcement Statistics]. Members of the Adepta with business in the main industrial sectors are advised not to advertise their identity.

The general hopelessness, resentment, and morbidity of the general population also has given rise to the possibility of heretical outbreaks of various types. Investigations by Imperial authorities have turned up many legends of a possibly deviant nature [See Section 543/r: Curse of Solomon], as well as evidence of numerous cults, secret societies, and heretical followings [See Sections 578/r-611/b: Cryptographers, Sleepers of Solomon, Clockwork Watchers, Red Fist Revolution, Silent Death, Other Heretical Organizations]. This has on occasion become serious enough to merit investigation and purges from the Holy Ordos.

Relics of the Ancient History: Human habitation on Solomon predates the Angevin Crusade that founded the Calixis Sector. The planet's current name is believed to be attributed to the Rogue Trader Solomon Haarlock, who some sources accredit with using the world as a base of operations during his explorations of the sector in late M36. The pre-Imperial human habitation of the planet is often thought to have attributed to certain anomalies of culture and technology evident on Solomon and not present on other worlds in the sector, and consequently the cause of occasional finds of previously unknown archeotech on the planet [See Section 789/w: Void Abacus].

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PLAYER HANDOUT IV: ERASMUS HAARLOCK

The Haarlock Warrant

Rogue Traders are all but unique in Imperial culture in that they are given licence to travel freely between the stars, both within the Imperium and without. A Rogue Trader's charter gives him the right and authority to contact, trade, and make war beyond the Emperor's Light. Outside the fringes of mankind's domain, each Rogue Trader is a law unto himself.

The Haarlock warrant goes further, charging the Haarlocks to "Bring the truth of the God-Emperor of Mankind and punish the foes of man in the darkness beyond." It authorizes the raising and maintenance of a private fleet and army, going so far as to grant (with certain caveats) title to request arms, vessels, and support from the "Emperor's Servants."

In Imperial terms, this degree of power in the hands of a single individual is staggeringly rare. The value of the Haarlock warrant is almost incalculable, and many would do any deed to possess it.

Much of the four millennia history of the Haarlock line is lost, and what does remain shows a repeated wax and wane of their power as they fade in and out of Imperial history. Recently, however, Albrach Haarlock was slain at the Battle of Bitter Reach, casting his bloodline into conflict. During this, an unusual scion rose to prominence.

A nephew of Albrach Haarlock by his long-dead sister, Erasmus is recorded in the Abulon Chronicles as being without ambition, remarkable only for a sharp wit and a valuable talent for the mysteries of technoarcana and xeno-lore. He was granted the captaincy of a scout frigate, *The Spear of Destiny*. During the conflict, Erasmus was lured into a trap by Mathias Haarlock, an outcast family member who turned to the Ruinous Powers for aid. Assailed by warp fiends, Erasmus was terribly injured in the attack and lost his beloved wife and daughter. Certain sources believe this incident drove Erasmus insane.

Ten standard years passed before Erasmus appeared again, and he had become a changed man, gaunt and terrible, possessing dire weapons and incomprehensible knowledge. In less than three years, Erasmus Haarlock succeeded in hunting down and systematically destroying every rival claimant to the Haarlock Warrant. Family members, allies, contacts, and anyone that stood between him and his vengeance were all considered forfeit by Erasmus. With his rivals destroyed, Erasmus was declared the Haarlock by a convocation of Imperial authorities from Solomon, Scintilla, and Ophelia VII. In the year 903 M41, Erasmus vanished without a trace.

GM AID I: MAP OF THE READING ROOM

THE READING ROOM

CLASSIFIED

SECRET





The Reading Room is used as a generic combat grid for any conflicts taking place in the House of Dust and Ash, so it can be placed anywhere, not just on the location suggested on the map below.

□ = 1x1 Metre



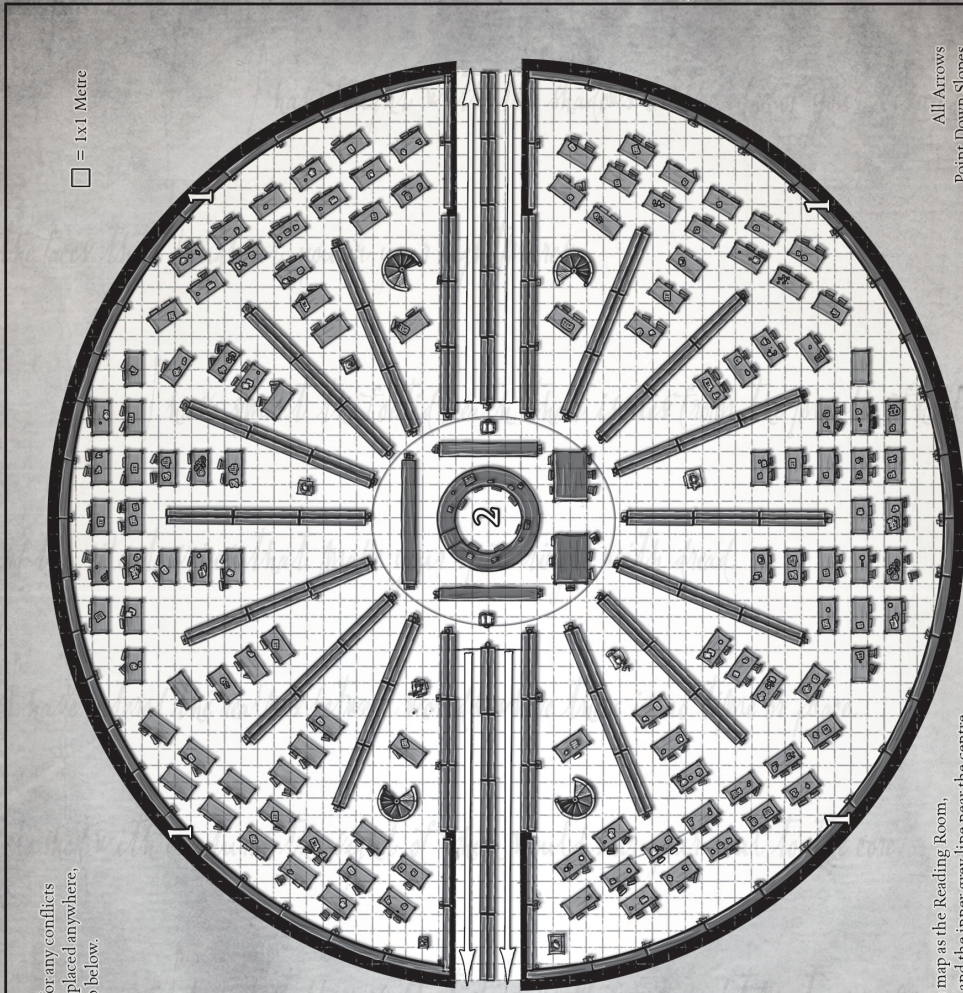
House of Dust and Ash

Key

- 1 = Wall of Enormous Bookcases
- 2 = Reception
-  = Spiral Staircase up to the Upper Galleries
-  = Bookcase
-  = Reading Desk
-  = Data Lectern

The Upper Galleries use the same map as the Reading Room, but only use the space between the outer wall and the inner grey line near the centre, which marks a balcony on the upper floors.

All Arrows
Point Down Slopes



JMP Rec 1002168

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THE HOUSE OF DUST AND ASH
CARTOPIC 061/2/5 3100

VII: THE HOUSE OF DUST AND ASH

VII: THE HOUSE OF DUST AND ASH



THE CREMATORIUM

□ = 1x1 Metre

The Crematorium can be used as a generic combat map for any conflict taking place in the House of Dust and Ash, so it has no fixed location.



House of Dust and Ash

Key

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|-------------------------|--------------------------|
| 1 = Common Hall | 10 = Toilet |
| 2 = Cremation Chamber | 11 = Preparation Chamber |
| 3 = Cremulation Chamber | 12 = Guild Cell |
| 4 = Waiting Chamber | 13 = Reception |
| 5 = Mourning Chamber | 14 = Librarium |
| 6 = Receiving Chamber | 15 = Chapel |
| 7 = Mourner's Hall | 16 = Reliquary |
| 8 = Morgue | 17 = Storeroom |
| 9 = Guild Office | 18 = Secondary Furnaces |

