



Death Unto Darkness

Lore

Appendix 3 of 4
Dark Millennium Live Action Roleplaying

V1.2.2

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Lore, Languages and Investigations

Just as **Madness** and **Corruption** are threats to the mind and soul, not all PC's are armed with physical weapons; some battle the threats facing the Imperium with razor-sharp wits, painstaking research and hard-won knowledge. Lore skills are designed to help characters come up with creative solutions, puzzle out their foes' weaknesses, and identifying the strands and clues forming the bigger picture.

Lores

There are two types of lore skill:

Lores represent a broad general knowledge of a subject area.

The common areas of lore are covered beneath this section but the beneath list covers a brief explanation of each.

Xenos (Aliens),

Hereticus (Traitors, Rebels, Heretics and Internal Foes),

Malleus (Daemons, Warp and Warp Creatures),

Arbites (Imperial Law, Crime Scene Investigation, Criminals),

Vigilates (Tracking, Knowledge of Flora and Fauna),

Medicae (Medical Knowledge, such as Alchemy, Biology and Anatomy)

Mechanicus (Knowledge of Machines and Technology).

Specialisms are subsections of the above lores that provide advanced knowledge, these come in two forms **Primary**

Specialisms can add a few additional mechanical abilities that you can perform with these specialisms

Advanced Specialisms are 'freetext' choices that cover very narrow areas of lore, though they are not directly supported through mechanics they represent a character have advanced specialised knowledge on a particular subject.

Using Lore

Lore can provide you with briefing sheets and local information prior to a game. It can also be actively used in a few ways:

- Lore sheets are not exhaustive; you should feel free to ask refs questions using your skills in order to gain greater knowledge about events and situations you are presented with.
- Secondly, lore gives you the ability to **Investigate** by picking up clues.
- Some Lore allows for additional things such as speaking alien languages and allowing minor mechanical abilities.
- The final use of Lore, is in allowing players to carry out research in downtime, and receive answers of varying accuracy depending on how broad their knowledge is and their specialisms.

Investigations

As much as talent with a gun might get you somewhere in the 41st Millennium, a sharp eye and an inquisitive mind are just as valuable, and indeed some of the greatest threats of the dark times that characters live in are better defeated with a combination of research, investigation and hard evidence, then they are via resorting simply to direct violence to against an opponent.

Investigation Scenes

Present in some areas of play will be investigation scenes, these non-combat encounters range from the obvious scene of a crime to an archaeological site, scattered around a scene (and requiring a degree of hard-skill searching) will be a series of paper **clues** related to items within that scene or a 'gut feeling' a character with a specific **lore** might feel when presented with the scene as a whole.

Each of these **clues** will have written on it which of the seven main lores (or in rare circumstances their specialisms) the clue relates to. You may only open a **clue** if you have the lore it corresponds to, otherwise, it simply doesn't twig to you that it is relevant to a scene. Should you discover a **clue** that you lack the lore for you should either make every effort to find another player in the scene who can read it, or (to the best of your ability) to ensure it is replaced or remains with whatever prop it is associated with.

Investigation scenes will not **always** be the focus of a linear encounter, and **clues** may appear organically within the game world around player characters, a dead body in a doorway while you are making your way across a Hive-bridge to face down a corrupt Noble might well lead down a path to discovering an insidious Genestealer cult.

Removing Evidence

When you have finished examining a clue, you should make every effort to return it to where you found it, or keep it with the prop it relates to. **If you wish to remove evidence**, you must first remove the elements of a scene that a scroll relates to, before removing the clue itself and returning it to a referee; for example, if a Vigilates clue describes the tracks visible in a muddy patch of ground, you must spend time actively disturbing the earth and physically obscuring the tracks.

If a clue relates to a 'gut feeling' based on a certain lore then it **may not be removed** if the clue is for whatever reason destroyed then please report it to a ref so it can be replaced for the benefit of others.

Malleus

Malleus Lore represents a specialist in studying, interacting and combating the forces of the Warp, be they the ruinous powers themselves or the myriad of daemons and other psychic entities that live within that nightmare realm. This lore is considered threatening to the very soul of someone who learns it and as a result those who bear it are encouraged not to share their knowledge, lest they damn the innocent.

Knowing this lore gives access to the **Dark Powers of the Prosperitas Sector** lore sheet and allows you to speak and read the daemoniac tongue of the Archenemy and its mortal followers, **Black Speech** (as well as giving you access to the associated translation sheet).

Primary Specialisms:

Exorcism and Banishment – This specialism represents a fundamental understanding of the arts of driving a daemon from a mortal host, repelling daemons and warding against them, or destroying or driving a daemon back into the Warp.

Soul – This specialism represents a fundamental understanding of the human soul (and with Xenos Lore the souls of other sentient beings) including afflictions that can affect it (such as corruption) as well as ghosts and other phantom remnants of human souls. Combined with Sorcery or Banishment this can be used to lay ghosts to rest, or to call them up, traditionally referred to as 'Necromancy'.

Khorne – This specialism represents an individual who has studied the Blood God and its Daemoniac servants. It means an individual has a deeper understanding of the nature of Khornate daemons and rituals designed to invoke the power of the Blood God or summon up one of its servants. This can be used in combination with Sorcery or Banishment to enable more access to this God, its servants and its powers, or more easily unmake them.

Tzeentch - This specialism represents an individual who has studied the God of Change and its Daemoniac servants. It means an individual has a deeper understanding of the nature of Tzeentchian daemons and rituals designed to invoke the power of the Changer of Ways or summon up one of its servants. This can be used in combination with Sorcery or Banishment to enable more access to this God, its servants and its powers, or more easily unmake them.

Nurgle - This specialism represents an individual who has studied the Plague God and its Daemoniac servants. It means an individual has a deeper understanding of the nature of Nurgle daemons and rituals designed to invoke the power of the Plague God or summon up one of its servants. This can be used in combination with Sorcery or Banishment to enable more access to this God, its servants and its powers, or more easily unmake them.

Slaanesh - This specialism represents an individual who has studied the God of Perfection and Excess and its Daemoniac servants. It means an individual has a deeper understanding of the nature of Slaaneshi daemons and rituals designed to invoke the power of the God of Perfection and Excess or summon up one of its servants. This can be used in combination with Sorcery or Banishment to enable more access to this God, its servants and its powers, or more easily unmake them.

Sorcery – This specialism represents an understanding of the dark powers of sorcery. The understanding of dark geometries and the ability to call up the powers of the warp or their servants to gain boons or summon daemons to interrogate for information, bind them into mortal hosts or unleash upon one's enemies. Combined with other Malleus specialisms this can be enhanced.

Hereticus

Hereticus lore represents a fundamental understanding of the internal threats facing the Imperium from human foes. Be they the cults and armies of the Archenemy, or Rebel and Separatist movements that seek to divide or change the Imperium from within. Hereticus lore represents a life dedicated to the studying, hunting or otherwise interacting with divergent human cultures.

Possession of this lore gives access to the Heresies of the Prosperitas Sector lore sheet.

Primary Specialisms:

Cultures of the Tenebris Subsector - This specialism provides a deeper understanding of the Archenemy Warbands, Mutant Tribes and lost planets within the outer arm of the Eye of Terror located in the Tenebris Subsector, this specialism also allows you to speak Black Speech (and access the translation sheet) as used by the natives of that region.

Warp Cults - This specialism provides a deeper understanding of the Archenemy cults that threaten the internal stability of the Prosperitas Sector. This specialism allows one to identify cult symbols and the signs of a warp ritual even if they require malleus lore to work out the purpose.

Xeno Cults - This specialism provides knowledge of Xenos-worshipping cults. It allows one to identify cult symbols but offers little understanding of the Xenos themselves.

Rebels and Recidivists - This specialism provides deeper understanding of Rebel, Terrorists and Separatist factions within the Prosperitas Sector. It allows one to recognise known tactics or equipment used by these groups as well as their symbology.

Mutants and Witches - This specialism provides a deeper understanding of the signs of mutation and corruption in the flesh, the common signs such as 'witchmarks' and a few very simple blood tests that can be carried out. These are not as reliable as those carried out by someone with Medicae lore.

Xenos

Xenos Lore represents a life spent studying, hunting and defending against the myriad alien life forms that threaten human life across the entire Prosperitas Sector, as well as a basic understanding of provenance of strange relics left behind on certain worlds within the Sector.

Possession of this Lore gives to access to the Foul Xenos of the Prosperitas Sector lore sheet.

Primary Specialisms:

Orks - This specialism represents a focus on the Orks and related Orkoid life forms, especially the Blood Axe Klan that forms Waaagh! Gazbag, the related Freeboota Pirates and their Ork-worshipping human 'Konskript' servants. With this lore you can read Ork Glyphs (and access the related translation sheet) you also have some understanding of Waaagh! energy.

Kroot - This specialism represents a focus on the Kroot of the Pek Kindred who can be found hunting across the Prosperitas Sector and serving as mercenaries in various armies. With this lore you can also read Kroot glyphs (and access the related translation sheet).

Eldar - This Specialism represents a focus upon the Eldar race, including an understanding of the many Eldar relics found around the Prosperitas Sector. With this lore you can read and speak the Eldar tongue (and access the related translation sheet) you also have a basic understanding of the various factions (Asuryani, Drukhari, Corsairs and Harlequins).

Devourer Cults - this specialism represents a focus on the Xenocults who praise the Great Devourer or Devourer Worm. With this lore you can read the Devourer tongue (and access the related translation sheet) the secret language held by these cults as well as identifying their Xenomutations and the creatures that guide them.

Thri'qun - this specialism represents a focus on two races, the reptilian Thri who serve as the hosts for the Qun parasites, and the snake-like Qun parasites which infect them. With this lore you can read the Qun tongue (and access the related translation sheet) as well as being able to identify the signs of parasitic infection by a Qun in a human host.

Shavasti - this specialism represents a focus on the Shavasti species that are often found serving alongside rebel movements to protect them from Psykers. With this lore you can speak the sign language used by this oft-silent species, they have no written word.

Medicae

This lore represents medical training allowing one to identify common ailments and injuries. It has forensic value in identifying causes of death where they may not be immediately obvious, and represents the ability to carry out research into medical issues or perform medical actions not immediately pertinent to healing mechanics such as the dissection of corpses, study of diseases and operation of medical technology.

A character with this lore can identify the basic signs of diseases and infections common in the Prosperitas Sector, as well as the signs of genetic corruption in the human body.

Primary Specialisms:

Bionics, Implants and Implantation - You are specialised in the implantation of bionics and implant technology. While a trained Medicae is needed for the process you understand the ways that implantation work, allowing you to improve bionic interfaces or identify and remove hidden implants on corpses. With Mechanicus lore as well you can design and improve bionics and implants.

Gene-Science - You specialise in the genetic sciences such as vat growing and artificial reproduction. You may also choose to have knowledge of the restricted and forbidden arts of cloning and genetic modification. With this specialism and the right equipment you can grow replacement limbs and perform other genetic procedures.

Alchemy - You specialise in the chemical sciences including medical drugs, as well as toxins, chemical weapons and the treatment of their effects. With this specialisation and the right equipment you can produce all manner of toxins and chemical weaponry.

Human, Abhuman and Mutant Biology - You are specialised in the human body and its evolutionary offshoots. With this specialism you are more talented at spotting signs of genetic deviance, testing for future emergence of genetic traits and determining the stability of a mutation.

Viruses, Bacteria and Biological Weapons - You are specialised in the treatment and study of biological ailments and weaponry common in the sector. With this specialism you are talented at treating infections and synthesizing treatments. With the right equipment you can produce all manner of biological agents.

Xenobiology - This trait requires an existing specialism in a Xenos race and where relevant aids in understanding their biology, identifying physiological weaknesses and producing specific poisons, medicines and Biological agents for that race.

Mechanicus

Mechanicus lore is not the operation of machinery; all characters are assumed to be familiar with the operation of technology associated with their current or previous role in the Imperium prior to becoming an agent of the powers they answer to. A Princeps does not forget how to command a Titan simply because they are severed from it. Mechanicus lore is an intimate familiarity with the workings of machines, the science that makes them function and their repair and manufacture.

With Mechanicus lore you can identify and (with the resources) repair and manufacture most common Imperial machinery as well as disable mines, other explosives and mechanical traps. You can understand binaric data from Imperial machinery and can decrypt Binaric Encoding (and have access to the relevant translation sheet) as well as attempt to solve Mechanical System puzzles.

Primary Specialisms

Engineer - You are specialised in the repair, operation and maintenance of human technologies. With this specialism you may gain one hint to solve a Mechanical System puzzle once per puzzle.

Datasavant - You are specialised in the interrogation and analysis of data. With this specialism you may gain one hint to solve Binaric Encoding once per puzzle.

Archaeotech - You are specialised in the recovery, research and operation of technology recovered from the Dark Age of Technology and before it during humanity's Pinnacle in the Golden Age of Technology.

Heretek - You are specialised in identifying, destroying and (if you so wish) operation and creation of items forbidden by the Creed of the Cult Mechanicus. Possession and creation of such things are forbidden and could lead to censure or worse if discovered.

Xenotech - This trait requires an existing specialism in a Xenos race and where relevant aids in identifying, destroying and attempted operation of technological artifacts created by alien races. Such things are forbidden without sanction of course and could lead to censure if discovered.

Arbites

Arbites lore represents the skillset and training of the Adeptus Arbites. While an individual with this lore may have never served in the Adeptus itself, they likely will have had training that has evolved out years of Arbites refinement of the skill areas that they are required to follow. The Arbites, after all, predates the Inquisition when it comes to the arts of interrogation and excruciation to gain information from a suspect.

With Arbites lore you are trained to investigate crime scenes and look for clues as well as being aware of common laws across the Imperium and having a more practiced expertise in the interrogation of suspects (as reflected in the Interrogation section of this appendix).

Primary Specialisations:

Verispex - Verispex are Arbiters trained specifically in the art of crime scene investigations, this training focuses on the ability to study scenes of a crime and gain detailed insight upon a crime, spotting clues, and discerning patterns as well as operating investigative tools such as Verispex Auspexes. In addition to this knowledge, this specialisation allows you to open One clue in an investigation scene where an Arbites seal is also present that you do not have the lore for.

Chastener - A Chastener is a specialised interrogator, in the Holy Ordos this might be known as an Excruciator. With this specialisation you are talented at getting individuals to tell you the -truth- through psychological and physical means. This is reflected in the Interrogation section.

The Lex Imperialis and Planetary Laws - This specialism represents expanded knowledge of the Lex Imperialis (Book of Law) and the Planetary Laws of the Prosperitas Sector. This trait can be used to find all sorts of laws to bring an individual or group to justice, to defend an individual or group from Imperial justice or simply for other varied purposes.

Criminals and Criminal Organisations - This specialism represents expanded knowledge of the criminals and criminal organisations active within the Prosperitas Sector, allowing one to recognise markings of interplanetary organisations, their methods, tools, and culture.

Vigilates

Vigilates are the scouts of the Imperium. These talented individuals are trained in survival techniques, hunting and tracking as well as other skills. This is -not- a skill that represents purely wilderness environments; the talents of a Vigilator are as valid in an urban environment as they are in a vast wilderness. Individuals may specialise in specific environments but this simply means they perform better in those environments.

With Vigilates lore an individual can identify flora and fauna common to the sector (including cooking and eating it if necessary), as well as track through any environment and identify signs of traps.

Primary Specialisations:

Insectator - A specialist in pursuit an Insectator is trained to analyse a target through their spoor learning details about them while tracking. With this specialism you can ask a ref for details about the target you are tracking. Against Xenos targets this will be more detailed with a corresponding specialism.

Observator - A specialist in examining their environment for hints and clues and missed signs, an Observator has a keen eye. In an investigation scene where there is at least one Vigilates clue present you may open a clue you do not possess the lore for.

Venator - Venators are specialists who range ahead of armies and specialise in disabling and setting traps and explosive devices to clear passage. With this specialism you may attempt to disable traps and explosive devices such as mines and IEDs without Mechanicus lore, or constructing traps with Ref permission.

Environmental Specialisation: [Environ/Planet Type] - You are specialised in a particular environment of your choice. This is more likely to be valuable in downtime but may have uptime value, with this specialism you may spot things others don't in your chosen environment.

Interrogation

Interrogation refers to extracting information from an unwilling subject. These rules are not designed for questioning compliant or semi-compliant subjects; those scenes should be handled by ordinary roleplay. If at ANY point you wish to carry out an interrogation using these rules you should first have a ref present to oversee and ensure the safety of all participants.

Interrogation scenes can be intense and difficult to roleplay. If at **any** time any participant feels uncomfortable with the scene, they should use the traffic light system explained in the [core rules](#).

Mundane Interrogation

By asking a series of directed questions, for each of the following skills your character has...

- Medicae
- Surgeon
- The Biomancy Psychic Discipline
- Arbites Lore
- Arbites Lore Specialism: Chastener
- A Lore Specialism directly related to the topic of questioning
- A Lore Specialism directly related to one of the target's Fears or Flaws
- Other appropriate Lore Specialisms at ref discretion

...you may demand two truthful answers from a subject who is restrained or unable to leave the scene. You can use more than one skill in the same scene; each additional relevant skill grants two additional answers per scene. You can also cooperate with other characters who have relevant skills. You should roleplay appropriately to the skill you are using; for example a Medicae might apply physical pain to induce a true answer, while a Chastener might expose the lies in a subject's cover story.

Depending on your methods, your subject may lose hit points during your interrogation. You should make it clear to your subject's player if you are causing injury such that they will lose hit points. Hit points lost in this way do not heal naturally at the end of the scene.

Characters without these skills can always attempt unskilled interrogation through threats and violence, but there is no confidence the answers they elicit will be accurate.

The length of a "truthful answer" is a matter for the subject's player to decide, but typically a questioner should not expect to get more than one or two sentences of useful truth before needing to try a different tack or apply additional pressure.

Psykic Interrogation

By using the Psykic rote "Telepathic Interrogation", you may elicit six truthful answers from your subject without penalty.

You may attempt to elicit further answers; however, each answer beyond the first six comes with one of the following penalties:

- Gain one of the subject's *Fears*, *Flaws* or *Temptations* for the next two scenes.

- Gain the effects of the next card up on the subject's *Madness* track for the rest of the scene.
- Become *Brushed by Madness*.

You can combine use of this rote with mundane interrogation. If you use this rote more than once per scene, you must perform an additional **Power Check** as per the core rules for Psychic Rotes.

Resisting Interrogation

These rules apply to both mundane and Psychic interrogation.

- **Once** per scene, anyone may choose to lose a body hit or become *Brushed by Madness* instead of giving an answer.
- If appropriate to the line of questioning, **once** per scene anyone may choose to reveal a *Fear, Flaw* or *Temptation* to their interrogator instead of giving an answer.
- With the *Iron Within* skill, you may refuse to answer up to two questions per scene with no penalty.
- With the *Adamantium Will* skill, you may refuse to answer up to four additional questions per scene with no penalty. Further, you may continue to choose to lose body hits or gain additional *Madness* until incapacitated or Overwhelmed rather than give truthful answers.
- With the *Neural Failsafe* enhancement, you may refuse to answer two additional questions per scene at the cost of agonising pain and the loss of one hit point.
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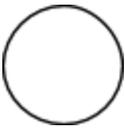
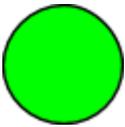
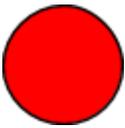
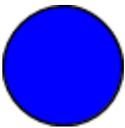
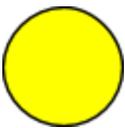
Technical puzzles

Technical puzzles consist of connecting up a series of components to achieve an outcome.

- These puzzles will consist of a board displaying a circuit and multiple components which need to be manipulated to complete the circuit.
- These puzzles may also contain alarmed circuits which must be connected when the system is active.
- Some systems may require external inputs, power, connections and so-forth. In these instances, the Ref in charge of the technical puzzle will inform you of such requirements.

Components

The components of a technical puzzle are aphys-repped by coloured tokens. The colours and their meaning are as follows:

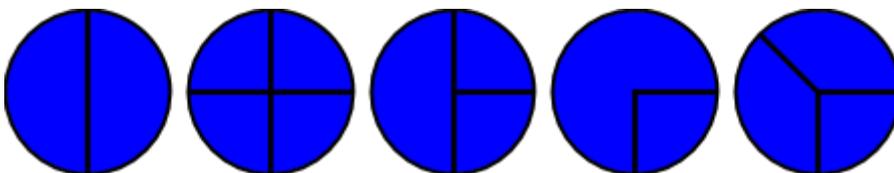
	White tokens are power components. These must be connected to terminals to activate the system
	Green tokens are terminals, which must receive power from power components.
	Red tokens are alarm components, which must be connected by letter and powered when the system is active.
	Blue tokens are fixed components, which may be manipulated, but not removed from the circuit.
	Yellow tokens are swappable components, which may be added or removed from the circuit.

Interacting with Components

All components may be rotated to help complete the circuit, but other than yellow tokens, they may not be moved around the circuit.

Each token will have a series of lines on the token to indicate circuit paths that can be used to complete the circuit.

Examples:



The overall circuit will also have fixed circuit paths which cannot be manipulated.

Alarmed Components

Some circuits will have alarm components. Alarm components will be indicated by a red token and a letter. All alarm tokens of the same letter must be connected to each other, and also be receiving power from a white token before the system is activated.