



TRICORN INQUISITORIAL ARCHIVE: SCINTILLA

Name: Myrchella Sinderfell.

Known Aliases: Lady Orlea Grey, The Crimson Countess, The Red Angel of Vaxanide, The Lady of Torment.

Thought For the Day:

"The coin of the forbidden is worth little yet can buy souls uncounted."

Known Associates or Organisations: Myrchella Sinderfell is known to draw around her a court comprised of rogue psykers, warp dabblers, xenophiles, hereteks, dissolute nobles, corrupt Navigators, scholars of the proscribed, and dealers with daemons. These courts are rarely enduring and are often discarded in flight or destroyed for diversion by Sinderfell herself.

Confirmed Heresies: Numerous notorious atrocities: the Bleeding of Tarsus, the Enthralment of the *Phoenix's Ransom*, the Red Vaults of Luggnum.

Preferred Methods of Operation: The assumption of the identity of others and subsumption of families, cults, and organisations to her own ends (usually including murder and wanton infliction of pain). Known to favour numerous devices of forbidden technology, some of xenos design, to further her proclivities.

Threat Rating: Hereticus Extremis.

Encounter Protocol: Terminate.

Lady Myrchella Sinderfell is one of the most elusive and destructive heretics active in the Calixis Sector. Intelligent, resourceful, and cruel, over the centuries Myrchella Sinderfell has sampled blasphemous pleasures, dallied with diverse heresies, and committed atrocities of the most vile nature for no other reason than her own gratification.

Born into the high Sinderfell family of Scintilla, Myrchella Sinderfell was raised as part of a lineage whose wealth and holdings spanned the Calixis Sector. It is said that in her younger years she showed exceptional promises in all areas of education, with no sign of the madness to come. However, when she came of age, Myrchella used the Sinderfell wealth to assemble a vile court of sorcerers, xenophiles, flesh crafters, and corrupt savants in the seclusion of the Sinderfell manse on Quaddis, collecting them and their knowledge like a true dilettante of the vile. The corruption of Lady Sinderfell was finally betrayed to the servants of the God-Emperor. The Holy Ordos razed the Sinderfell manse in a single night—it is said that the fury of the assault could be seen from the balconies of far Xacarph.

Lady Sinderfell escaped the wrath of the Imperium to recreate her blood-soaked court of blasphemy over and over again. On Malfi she suborned the leadership of a sanguinary cult and bathed in blood every day for a year. On Kalf she and her entourage burned town after town, hunted the survivors through the night and unleashed unclean spirits to plague any who remained. Though reported as killed on board the *Phoenix's Ransom* by Judge Uzzriah, and again in the Castigation of the Red Vaults of Luggnum, Lady Myrchella Sinderfell is still believed at large in the Calixis Sector.

Known Motivations and Goals: Myrchella Sinderfell's avarice, spite, narcissism and sadism are reflected in every part of her heresies. She has bathed herself in blood, inflicted pain and darkened her fractured soul not for an ideal but simply because it makes her "happy."

*Her motivations are simple enough, but make her unpredictable.
Where will she strike next?*

-M.



TRICORN INQUISITORIAL ARCHIVE: SCINTILLA

Name: Lottie-(rumoured, surname unknown).

Known Aliases: The Burning Princess.

Thought For the Day:

"Innocence may mask the quintessence of horrors."

Known Associates or Organisations: The Stigmatus Covenant (former), the pirate crew of the raider *Storm Walker* (former), various uprisings and revolts of recidivist and heretical elements.

Confirmed Heresies: Witchcraft, torture, multiple counts of murder and mental violation, wanton destruction, piracy against Chartist vessels and vessels of the Commercia, the death of Witch Hunter Fhendahl, also believed responsible for the Acreage Cathedral Mount Firestorm.

Preferred Methods of Operation: Known to operate with pirate, renegade, and heretical organizations seemingly at random.

Threat Rating: Hereticus Extremis.

Encounter Protocol: Termination by special measures.

The life and true nature of this appallingly powerful rogue psyker, known by rumour and dark repute over the last few years (since her first recorded appearance during an uprising on Pellucida IX) as the "Burning Princess" remains a mystery to the Holy Ordos. It is a mystery made all the more poignant and galling by the clear presence of a witch hunter's brand on her cheek.

A pyrokentic of extraordinary ability, she can transform herself seemingly without effort or risk into a walking holocaust of flames, able to focus her abilities with enough pinpoint accuracy to char a hole through warship armour. A wanderer, she has been encountered working alongside several renegade and mutant groups, and even for a time upon a pirate raider vessel operating out of the Hazeroth Abyss. The "Burning Princess" is classified as an alpha-plus level psyker. She has strong telepathic abilities, but her most prodigious power is as a pyrokiner. She appears to be a young woman in her late teens, and it is possible her powers will only increase with maturity.

Such is her threat that a specially equipped taskforce under the noted Witch Hunter Fhendahl was founded to trace and apprehend her. It successfully tracked her to an abandoned settlement on the ill-reputed world of Dusk, where she prevailed and everyone in Fhendahl's mission burned. She is still at liberty, and her current whereabouts remain unknown.

Known Motivations and Goals: This witch's motivations remain as mysterious as her identity and true origins. After-action reports by traumatised survivors have claimed her as a dead-eyed marionette, seemingly uninterested in the horrors she inflicts, while others paint her as a laughing devil, filled with malice and sadistic glee. The truth remains unproven.



ADDENDUM:

Dafn! Dafn! Dafn!

2.193.656.M41-Inquisitorial Agent <classified> reports rumours of a 'burning woman' involved with civil unrest on St. Astrid's Fall.

2.274.656.M41-All contact with Agent <classified> lost.



TRICORN INQUISITORIAL ARCHIVE: SCINTILLA

Name: Coriolanus Vestra

Known Aliases: None known.

possibly "False Father" of Melnor V Schism

Thought For the Day:

"The sword that you sharpen
can be turned on you."

Known Associates or Organisations: Multiple cults and heretical organisations, including the Serrated Query, the Brotherhood of the Horned Darkness, the Pale Throng, and the Masqued of Malfi amongst many more. However, Vestra is only ever a peripheral figure and an intermediary who prefers to work alone as a freelance agent of sorts for the duration of a particular task or objective.

Confirmed Heresies: The death of the planet Lassiv with all of its inhabitants in the Hecuba Sector, the corruption of the Adorian sect of the Cult Imperialis, founding of the Bearers of Mirrored Visage, inciting the second rebellion of The Lost on Baraspine.

Preferred Methods of Operation: Incitement of rebellion through demagoguery, acting as a go-between and facilitator for different heretical and malefic cults in order to create a larger force of disorder.

Threat Rating: Hereticus Extremis.

Encounter Protocol: Capture or eliminate at all cost.

Brother Missionary Coriolanus Vestra was a loyal, even revered, Imperial Missionary who fought to bring the light of the Emperor to those who knew it not. His zeal was marked by his superiors—Cardinal Fortis noted on several occasions Vestra undertook missions in totally uncharted regions of space, always returning to bring news of thousands of new followers of the Imperial Creed. The final mission undertaken by Coriolanus Vestra records that he ventured into the Halo Stars in search of human communities lost for millennia. He did not return and was presumed to have perished.

What exactly occurred to Vestra on his journey into the Halo Stars is not known, but it can be easily inferred that something occurred that caused him to break his faith and turn him against the Imperium that he had so devoutly served. The fact that Vestra uses the phrase "bathed in the light of the black sun" in some of his blasphemous addresses has been the focus of much analysis and may pertain to some dark revelation that turned Vestra into the arch-heretic he is today.

Fifty years after his disappearance, Coriolanus Vestra secretly returned to Imperial space. He slipped onto the world of Lassiv in distant Hecuba, a dishevelled shadow among many. Two years of meticulous and brutal endeavour saw Vestra dedicating Lassiv and the souls of its people to the ruination of the Emperor's realm from beneath a banner topped with the planetary governor's severed head. It was not, however, until after ten more years, three befouled worlds, and countless acts of heresy that the true identity of this arch-corruptor was uncovered. The anger and shame of the Ecclesiarchy has not abated in the eight decades that have passed since that revelation.

Known Motivations and Goals: Coriolanus Vestra's spite and zeal in persecuting his personal war against the Imperium cannot be doubted. It is unknown if Vestra, beyond a desire to simply bring anarchy and destruction, has any discernable grand scheme.

*Loathsome, to be sure. **SS***





TRICORN INQUISITORIAL ARCHIVE: SCINTILLA

Thought For the Day:

Name: Ferran Ghast.

Known Aliases: Numerous and unknown.

"The worst enemies are those we make ourselves."

Known Associates or Organisations: Confirmed use of highly capable and dangerous vassals. Suspected of forming a highly dangerous organisation of infiltrators and assassins that answers personally to him.

Confirmed Heresies: Betraying the Holy Ordos, including the killing of the acolyte team under his command in the Adrantis Nebula, association with unknown and unnumbered heretics, killing of Arbitrator execution team on Solomon, murder of High Prefect Astronius on Vaxanide, destruction of the cruiser *War Child* in Fenksworld orbital dock.

Preferred Methods of Operation: Disguise, infiltration, assassination, ambush, and espionage. Appears to have experience in mind-cleansing techniques, blackmail, and murder for hire.

Threat Rating: Excommunicate Traitoris-Hereticus Terminus.

Encounter Protocol: Terminate with extreme prejudice. Eliminate all associates and parties with whom he has communicated. Do not capture, do not interrogate.

Ferran Ghast is a heretic and renegade from the Inquisition. Acolyte, Explicator, and personal pupil of Cassilda Cognos, he was one of the finest servants of the Ordos Calixis, and his history of service had been both valourous and renowned. A breath away from ascension to full Inquisitorial rank and becoming a leading force in the Conclave, he was sent into the Adrantis Nebula following intelligence indicating the presence of the renegade Coriolanus Vestra. Ghast, and a team of acolytes sent with him, disappeared without a trace. In later years, many would wonder whether Vestra was responsible for corrupting Ghast or whether his soul had begun to rot long before his disappearance.

Seven years later, Ghast resurfaced on Solomon under a near perfect false identity, only being detected and recognised by chance. An Ordos-backed Arbitrator execution team was sent after him and were killed with ruthless efficiency for their trouble. Following this atrocity, Ghast once more disappeared, and the Inquisition declared him Excommunicate Traitoris. Since then, he has been reportedly involved in numerous heresies, assassinations, and even the loss of an Imperial Spite class cruiser through sabotage in dry-dock.

Every Acolyte and Ordos vassal has a standing order to pursue Ferran Ghast to his death should any lead or clue to his whereabouts be discovered.

Known Motivations and Goals: Ghast's goals, beyond mayhem and murder, remain unclear. Current opinion is divided, the majority believe Ghast to be a genius madman who serves only his own petty spite, whilst a minority suspect that there is some other hidden agenda or other grand design at work.

*Titus believes Ghast is hiding in the Solgenna
Reach, possibly even Scintilla!*

-M.



TRICORN INQUISITORIAL ARCHIVE: SCINTILLA

Name: Magos Vathek.

Known Aliases: The Brass Lord, the Necro-Sage, Vathek the Undying, the Dockside Ripper, etc.

Thought For the Day:

"Death is but a doorway."

Known Associates or Organisations: None.

Confirmed Heresies: Mass murder, desecration, tomb robbery, multiple counts of tech-heresy, the destruction of an Adeptus Mechanicus Secutor Maniple, possession of Malygrisian Lore, necromancy.

Preferred Methods of Operation: Covert experimentation on the dead, acts of mass homicide in furtherance of the discovery of forbidden lore. Known to defend himself with deadly force when encountered or disturbed.

Threat Rating: Hereticus Terminus.

Encounter Protocol: Termination with extreme force at safe remove.

The facts of Magos Vathek's career before he was cast out from the Adeptus Mechanicus and became a hunted renegade are entirely unknown, and the tech-priest authorities have been singularly unforthcoming in this regard. It is thought that he was attached to the Explorator fleets of Archmagos Thule before some incident or event drove him mad, turning him into a renegade hunted equally by the Inquisition and the forces of the Machine Cult. *The Mechanicus must be made to cooperate...*

Vathek is obsessed with acquiring and perfecting dark technological lore. In particular, he desires the technological means to restore full life to dead tissue, although he is also known to have created forbidden weaponry, crafted flesh gholams, and experimented with a variety of prohibited alchemical and energy systems. His forbidden experiments are already reckoned to have cost upwards of 3,000 lives, most notably in a mass casualty event known as the "Morningside Incident" on Solomon, and on a smaller scale during the "dockside ripper" murders on Dreah. At the end of the latter, Vathek slew a Mechanicus force sent to destroy him and escaped off-world. He has also attacked a previously unknown resurrectionist cult on the cemetery world of Pilgrim's Pause to plunder its dark secrets. Vathek's current whereabouts and activities remain unknown.

In appearance, Vathek looks to be a heavily augmented tech-priest robed in tattered black, surrounded by a multitude of black-iron and brass mechadendrites fitted with surgical tools, callipers, and energy coils. He is known to have incorporated the forbidden technology of a Sarkossan wave generator into his own carapace and is believed to be no longer "alive" in any meaningful sense, but propelled by the power of his own dark technology. He has proven extremely difficult to slow or destroy with conventional weapons fire, and extreme measures are advised when confronting him.

Known Motivations and Goals: Aside from his drive for dark scientific lore, he appears to have no known goals or plans. He also does not cooperate or serve others, fashioning only unliving servitors as his needs arise. Some theorise that Vathek's true obsession is somehow discovering a means to restore biological life to this own decaying flesh.





TRICORN INQUISITORIAL ARCHIVE: SCINTILLA

Name: Sira Tobias Ur'Rawthic of the House of Belasco.

Known Aliases: Lord Gault, Master Byros Rawley, Prelate Trace, numerous others.

Thought For the Day:

"They that wallow in sin deserve not the mercy of the pyre."

Known Associates or Organisations: House Belasco (outcast), the Masqued (former), the Beast House (probable), hires and disposes of lackeys as needed.

Confirmed Heresies: Multiple counts of murder, cannibalism, trafficking in illegal goods, slaving, gerrymandering, possession of prohibited xenos items and creatures, fraud, blackmail, impersonating an Administratum official, impersonating a Ministorum cleric, blasphemy, theft, and illegal sale of holy relics.

Preferred Methods of Operation: Belasco is a genius-level intellect who uses his almost supernatural talent for deception, commerce, and murder to maintain a veil of secrecy at all times.

Threat Rating: Hereticus Extremis.

Encounter Protocol: Termination or capture for trial, as appropriate.

Tobias Belasco was born the third son to an impoverished wing of the powerful House Belasco on Malfi. Reportedly a sly and deceitful glutton from an early age, Tobias railed against the gentle poverty in which he was raised and the fallen status of his line. As he grew he put his remarkable intellect and cunning to work and quickly took control of his family's line, restoring its fortunes in the process. The Belasco Great House quickly adopted him as a dealer in rare antiquities, and he brokered many profitable deals for his clan.

Unsatisfied, soon he took to seeking thrills by dallying with petty cult groups, fellow epicures, and jaded wantons, living far beyond even his prodigious means. Rather than risk embezzling funds from his notorious clan, he took to blackmail, murder, the Cold Trade, and eventually slavery to fund his excesses. However, as the years passed, not even this was enough to alleviate his boredom. Why he finally descended into complete criminal insanity is unknown, although a lifetime of immorality and substance abuse no doubt contributed. Not satisfied with killing his enemies, he instead took to abducting them in secret and slowly eating them.

When these shocking crimes finally came to light, it proved too much for his infamous noble house to stand. Tobias fled Malfi via his Cold Trade connections with a portion of his wealth and his family's assassin cadre at his heels. For more than 50 years he has been on the run, turning up on dozens of worlds and using many aliases to stay one step ahead of his former clan.

Torn between his desire to remain hidden and a desire to continue his opulent lifestyle through black marketeering, deception, and murder, Tobias has managed to remain one step ahead of his many hunters over the years thanks to his quick wits, formidable intelligence, and a thoroughly nasty imagination. Now in his late nineties, his past is catching up with him—his obscenely fat bulk must be held up by a suspensor chair and he is rapidly reaching the limits of how long his wrecked constitution can be kept alive through implants and chem treatments.

Known Motivations and Goals: Tobias Belasco's only motivation is to continue his life of wickedness and feed his dread addictions. Rumours have reached the ears of the Inquisition that Tobias is searching for a more radical solution to his problems in the shape of a forbidden Halo Device.



TRICORN INQUISITORIAL ARCHIVE: SCINTILLA

Name: Unknown.

Known Aliases: Not applicable.

Thought For the Day:

"Fear most that which lurketh
unseen."

Known Associates or Organisations: None.

Confirmed Heresies: None.

Preferred Methods of Operation: Unknown.

Suspected Activities: See file attachment.

Threat Rating: Obscuro Terminus.

Encounter Protocol: Capture or termination at discretion.

I have my suspicions in regards to this one.



Lord Inquisitor Caidin has taken the usual step of releasing and confirming this capture/termination warrant against a party whose true name, nature, and activities remain unconfirmed. The existence of this "unknown heretic" has never been definitively proven, except perhaps by a telling absence of perpetrator, evidence, or motive in certain cases of great concern to the Inquisition. Like a dark void hiding amid the blackness of night, his existence can be inferred from instances of mystery and apparent coincidence linking together a telling string of mysterious deaths and disappearances over the last decade and a half.

These deaths have uniformly occurred among the contacts or affiliates of Inquisitors and, as a result, operations have been repeatedly compromised or crippled through the termination of vital agents, data-sabotage, theft, and entire covert operation cells simply vanishing. Forensic examinations reveal nothing. Alone, each could be dismissed as coincidence but together they form a web that darkly hints that there is a traitor in the Inquisition's midst. This unknown individual appears able to move and kill at will within the Imperium, leaving no trace behind.

Recently, the deaths of Inquisitors Chalan and Severon are thought to be the work of the faceless traitor—both died when pursuing operations based on intelligence thought to have originated from within the ranks of the Ordos Calixis. In both cases, the method of killing took the form of ambushes that appeared to mimic the methods of well known heretical or blasphemous organisations. This alone would indicate that the unknown heretic has access to the highest quality of information and materiel. For example, the psychic wracking of Inquisitor Severon was carefully hallmarked to replicate the horrors perpetrated by the Pilgrims of Hayte, a subterfuge that could only be orchestrated by one who is intimate with the details of the Pilgrims of Hayte's modus operandi. Worryingly, Inquisitor Chalan was notoriously circumspect, to the degree that he could only have been drawn-out by someone that he trusted.

Recently at Lord Caidan's express arrangement, a more esoteric investigation has been undertaken. Auguries and divinations by the most potent seers have revealed an empty and impenetrable void around events surrounding the suspected activities of the unknown heretic—as if the whole incident has been simply ripped from history, leaving a rent in the fabric of things in its place. This void has consequently added an even darker dimension to the investigation.

Known Motivations and Goals: Unknown, but it seems the foundations of the Holy Ordos are the direct target.





TELEGRAMS
TELEPHONE
CABLES

TELEGRAMS
TELEPHONE
CABLES

TELEGRAMS
TELEPHONE
CABLES

TELEGRAMS
TELEPHONE
CABLES