

# ROGUE TRADER™

## EDGE OF THE ABYSS™



ROLEPLAYING IN THE GRIM  
DARKNESS OF THE 4<sup>I</sup><sup>ST</sup> MILLENNIUM

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# INTRODUCTION

*"All that you know is left at the entrance to the Maw."*

—Darius Xerxes, Master Helmsman

The edge of the map, the places that haven't been filled in by the scholars of the Adeptus Terra, is where hundreds, if not thousands, of Rogue Traders flock like carrion flies upon a bloated and rotting carcass. This is the Koronus Expanse; the end of space, and the proverbial edge of the abyss.

For the past seven hundred years, this area of space has been open to exploration—and exploitation—by the High Lords of Terra, and is the subject of much speculation and rumour. It is a place of unexplored and unmitigated danger, and treacherous intrigues. This region of uncharted space within the Halo Stars is home to deadly xenos races, mysterious worlds untouched by humanity, and, perhaps, the doom or salvation of the vast Imperium of Man. Within the Koronus Expanse lies untapped wealth, adventure, danger, and slumbering beasts.

This is the place marked 'Here Be Monsters.' It is a realm of secrets man was not meant to know, but is sure to find—one way or another.

## THE EDGE OF THE ABYSS

EDGE OF THE ABYSS is a sourcebook designed for the ROGUE TRADER Roleplaying Game, and is intended as resource for both players and GMs to the area of space known as the Koronus Expanse. It expands upon the material already presented in the ROGUE TRADER Core Rulebook, and gives new perspective to this unexplored, dangerous, and exciting area of space.

Within the pages of this sourcebook, readers will find background on the various legends, myths, and lies that have been passed amongst Rogue Traders and their crews since this area was first heard of during the Angevin Crusades. It also contains information on several worlds the Explorers can encounter in their adventures through the region. EDGE OF THE ABYSS also presents new material on the various xenos races that dwell within the Expanse,

including the Eldar, the Orks of the Undred-Undred Teef, the Stryxis, and the savage Rak'Gol. In addition, there's background information on the various famous (or infamous) Rogue Traders that operate in and around the region, including names such as Aoife Armengarde, Calligos Winterscale, Aspyce Chorda, and more. Finally, EDGE OF THE ABYSS rounds out and concludes with an adventure for the Explorers to test their mettle against the myriad dangers of the Koronus Expanse.

The Expanse lies just beyond the edge of the Imperium, beckoning seductively to explorers and adventurers. Those who beware the dangers and brave the unknown will either find vast wealth or immense misfortune.

## WHAT'S IN THIS BOOK?

EDGE OF THE ABYSS is divided into five chapters. Chapter I provides information on the various tales and voidfarer legends surrounding the Koronus Expanse, in the form of adventure seeds, first-hand accounts, and handouts.

Chapter II presents a detailed description of some of the worlds within the Koronus Expanse. This section contains information such as planetary descriptions, principle organisations operating on these worlds, as well as opportunities for profit and endeavours regarding each of these detailed worlds.

Chapter III provides useful insight and information on the various xenos races that exist within the Koronus Expanse, and the myriad organisations operating within and vying for control of the region. Background information and adventure seeds are provided on these xenos races to help Game Masters integrate this material into their own games and campaigns.

There are hundreds of Rogue Traders operating within the Expanse, but only a few have gained the notoriety and infamy necessary to be counted amongst the great. Chapter IV explains and expands upon these famous (and sometimes infamous) Rogue Traders along with their ships and areas of operation. These famous Rogue Traders are provided as allies or rivals for a crew of Explorers: to serve as friends, role models or bitter foes.

Chapter V presents *Vaults of the Forgotten*, an adventure of survival and horror set amongst the Egarian Dominion.

*—From the Journals of Mallachai Stern, 095.799.M41*

*My name is Mallachai Stern, confessor and missionary in the God-Emperor's name, and these are my recordings of what I have seen in my many travels of the Koronus Expanse.*

*This is the tenth foray I have made as Confessor aboard this mighty vessel, the Holy Word, under the flag of de Kane. She is sure and fit for the journey, but I have less faith in the crew my captain has brought on during our resupply at Port Wander. Are they ready for that which awaits a man inside the Koronus Expanse? We'll know soon enough, however. I pray to the Emperor that the proper supplications to our mighty vessel have been heard, and that she will bear us home again. Faith, amid these dark days, is in short supply.*

*I look to the stars that hang in the void as we near the transition point that will carry us from the space of our port to the vast storms guarding the entrance to the Koronus Expanse—the aptly-named "Maw." May the Emperor protect us on our journey through the Inmaterium as we approach the gates. Who know what wonders—or horrors—we may find once we cross into the abyss?*



MYTHS,  
LEGENDS,  
AND LIES

THINGS THAT  
MAN SHOULD  
NOT KNOW

•  
SHADOWS OF  
EVENTS

# CHAPTER I: LEGENDS, MYTHS, AND LIES

*"That which I do not possess, I crave. That which I cannot claim, I despise. That which I should not know, I am compelled to learn. That which I own, I tire of. And that which I once called mine, I mourn. Is it the nature of man to desire that which we lack; a sense of untamed curiosity and unrestrained greed that drives us to have more than we need and need more than we have? Is it a curse, that we seek the unknown against all better judgement and heedless of cost? Or is it merely the darker part of ambition, the cost of our aspirations to become greater? I know not... for curiosity is something I possess in abundance, and thus I care not to look upon it when I can look to newer things."*

—Excerpt from the Journal of Parsimus Dewain

There are no absolute truths for those exploring the Expanse, merely the whispers and misconceptions of men, the legends and fragmented histories of things that should, by all rights, be impossible, or at the very least, highly improbable. That is, at the core of it, the nature of the Koronus Expanse—a place of impossible things, some wondrous and others terrible, a graveyard of dead gods and the resting place of slumbering horrors amidst unimaginable treasures and limitless opportunities for glory. Great men and women have given their lives to see what the Expanse holds, while others have found their sanity shattered or once-noble intentions twisted by what they find. The lucky and daring few who have come back more or less intact bring with them tales that do nothing but inspire the next generation of daring explorers. And so the cycle continues, and will continue, as long as people exist who see danger as merely the cost of opportunity.

A great many things are afoot within the Expanse, from the politics of Port Wander and Footfall, to the fates of distant colonies that shudder beneath the light of tainted stars and dread storms, to the things that lingered in the darkness before Mankind ever ventured beyond the Maw, and the other forces that have come to exploit the wonders and horrors that lay in wait. Presented here is a small selection of those things, legends ranging from the epic and world-shattering, to the tall tales of voidsmen told in dank taverns over cups of dubious liquor, and the footnotes of ancient historians whose works gather dust for generations.

## THINGS THAT MAN SHOULD NOT KNOW

There are many plots, perils and mysteries present within the Koronus Expanse, some obvious, some less obvious. Within this chapter, and within this book as a whole, are hints and suggestions of what those things may be, many of which are intended to remain just that—hints.

The Koronus Expanse is huge and the worlds thus far explored are only the start of what might be out there. Similarly, what is revealed about the worlds and factions present within the Expanse represent only part of their nature. In all cases, plenty of room has been left for people to do as they will within an entire sector of largely-uncharted space.

This book is a guide to get GMs started, to spark your own ideas and provide inspiration for endeavours and campaigns for a long time to come.

