

WARHAMMER

40,000

ROLEPLAY

WRATH & GLORY

FORSAKEN SYSTEM PLAYER'S GUIDE



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INTRODUCTION

USING THIS BOOK

The **Forsaken System Player's Guide** is a useful resource for players and Gamemasters of **Warhammer 40,000 Roleplay: Wrath & Glory**. Packed with fascinating facts on the Gilead System's people, places, and organisations, it's the perfect guide to enhance your enjoyment of **Wrath and Glory**.

CHAPTER 1: BACKGROUNDS

The Gilead System is a bastion of faith in the Emperor trapped in Imperium Nihilus by the colossal Warp storm known as the Great Rift. This chapter focuses on its six most populous planets, detailing their major industries, war-torn histories, powerful organisations, and political intrigues. Filled with a wealth of entertaining adventure hooks, Chapter 1 is an ideal introduction to life in this strange system for both GMs and players alike.

CHAPTER 2: FACTIONS

In a future wracked by war, most are forced to choose a side or die alone. The Gilead System's fractious Factions each pursue their own goals, sometimes in alignment, but more often coming to dramatic blows. Understanding these Factions may be the difference between life and death when dealing with the strange characters of the 41st Millennium. This chapter details the purpose, training, and political relationships of each of the major Factions, forming a helpful guide for both players and GMs when building and roleplaying characters, as well as creating seeds for exciting adventures.

CHAPTER 3: PATRONS

In the 41st Millennium, powerful individuals may decide the fate of untold trillions. Powerful armies, major Factions, and even entire planets are ruled and

led by magnanimous figureheads. These souls — or those that work for them — may well determine the fate of the Gilead System. Each Patron has Frameworks and mission ideas to kickstart your adventures working for a formidable figure. With detailed information on Patrons, this chapter provides deep insight on the Gilead System's major figures and turbulent political situation.

CHAPTER 4: CHARACTER OPTIONS

The Gilead System is rife with diverse creatures desperately vying for survival, including stable strains of mutated Humans, genetically enhanced and mechanically augmented death machines, and strange xenos from across the galaxy. This chapter is jam-packed with options for character creation as well as three playable Species: the diminutive abhuman Ratlings, the abhuman barbarous Ogryns, and the savage mercenary xenos known as the Kroot. Each Species has unique Backgrounds and Objectives, and special rules for the bizarre biological mutations unique to the Kroot. With twenty Archetypes from across seven Factions, including additional Wargear used by these Species and Archetypes, these options add extra impact to any game.

CHAPTER 5: ENDEAVOURS

Even the mighty warriors that inhabit the myriad battlefields of the 41st Millennium have a brief respite from war occasionally! This set of optional rules are designed to aid you in roleplaying the time between your characters' adventures or between gaming sessions. **Chapter 5: Endeavours** provides rich storytelling opportunities to allow your characters to pursue their personal goals, and confer benefits from them during play.



BACKGROUNDS



Millennia have passed since the Gilead System was first liberated from heretical infestation, but though numerous Imperial organisations have settled on its six habitable planets in that time, its history has been tempestuous. Cut off from the Imperium by the Great Rift, the Gilead System now faces its greatest challenge, standing as a bastion of Imperial purity against the inescapable ruin of Chaos.

This chapter gives an overview of the key planets of the Gilead System, detailing their major industries, histories, organisations, and the political relationships both on each world and between the planets. This information can be used by both players and GMs to inform character backstories and to help illustrate the setting of *Wrath & Glory*, and is filled with adventure hooks to inspire the perilous encounters your party will face.

AVACHRUS



Tidally locked in a close orbit around the Gilead star, Avachrus is a world of contradictions. The sun side of the planet has blistered with an unlivable heat for millenia, and yet crawls with the activity of heavily shielded servo-haulers harvesting vital minerals. The night side (that faces away from the star) is a strip-mined wasteland that seethes with malign xenofauna adapted to permanent darkness.

In stark contrast to the unlivable wasteland of the surface, the caverns beneath the bizarre crust of the Forge World teem with industry. Those who take one of the colossal slave-driven elevators down from the temperate equatorial zone find themselves in continent-sized caverns suffused with the industrialised cities of the Mechanicus. Each subterranean metropolis produces its own weather system, cycling through acid rains and billowing clouds of smog-birthing fog.



Even this harsh weather is a welcome respite from the cloying heat generated by constant industry and carefully contained rivers of magma flowing to the ever-active forges.

The forge cities house the population in complex webs of plasteel buildings connected by precarious walkways. The natural rocky surfaces are covered with orderly cubes of Mechanicus temples and manufacturums. Subterranean tunnels weave below the cross-crossing catwalks as tectonic fragdrills bore through the ground.

Life beneath the surface of Avachrus would be impossible without the Eternal Engines, arcane relics from the Dark Age of Technology protected by a shadowy cabal of Tech-Priests known as the Suspire. The Eternal Engines are scattered across the blasted surface of Avachrus, each ventilating a subterranean cavern that houses a smog filled forge city, forming a system known as the Hestian Web. Though the arcane technology of the Eternal Engines ventilates and powers the forge cities below, tireless industry ensures the air is thick and viscous with pollution. Most hereditary workers have lived their entire lives with augmetic rebreathers, and view unmasked faces as unusually naked.

Every Imperial on Avachrus is a cog in a titanic machine. The society of Avachrus is a reflection of the technology they venerate — impenetrable, archaic, and understood fully only by those at the top. From the outside, the mysticism of the Tech-Priesthood may seem simplistic: the hierarchy of the Adeptus Mechanicus is somewhat linear, and they rule completely over the unwashed millions that serve their will in the name of the Omnissiah. In truth, the Mechanicus are a fractured Faction of a thousand permutations of their creed.

For all the citizens of Avachrus religious worship and work are as one. Preserving the Motive Force, ensuring sacred technology is maintained, and paying their tithe to the Imperium are all pious acts. As such, every waking moment is dedicated to toiling in the name of the Omnissiah. On other worlds of the Imperium, time for prayer might be a sanctified part of each citizen's day, but on Avachrus ritual and servitude are combined. Most are unaware of any other way of life, or indeed life on the surface of a planet. The pursuit and exchange of valuable knowledge, the veneration

of augmetics as symbols of status, and the zealous hatred of innovation or any subversion of the status quo are values etched into the mind of every Avachrun from birth. Whilst logic is valued and emotion muzzled, reverence and zeal amongst the faithful mean that feelings are never absolutely suppressed.

SOLS OF TOIL

There is no concept of day or night on the tidally locked surface of Avachrus, let alone in the subterranean caverns beneath. Millions of lumens keep each forge city permanently bathed in a sickly light. Though most members of the Mechanicus have long surpassed the need for sleep through the use of holy augmetics, their religious devotion to efficiency means they still track time and the shifts of their numberless servants. In the wake of the Chronostrife, the Machine Cults of Avachrus have decided to honour the homeworld of the Mechanicus and unilaterally agreed that they would track time in Martian Sols. This decision has proved unpopular in principle with the Administratum, though they cannot deny the results — when the Mechanicus measure their own time, productivity increases.



INDUSTRY

Avachrus is the manufactorum of the Gilead System, providing to its neighbouring planets imprisoned in the Great Rift everything from tools of war to cogitation engines. Almost every piece of weaponry more advanced than a simple sword hails from the forges of Avachrus. Though primitive slug weapons and simple, mass produced pattern weapons like lasguns can be produced en-masse by the hives of Gilead Primus and Charybdion, even that would be impossible without closely guarded knowledge from the vaults of Avachrus.

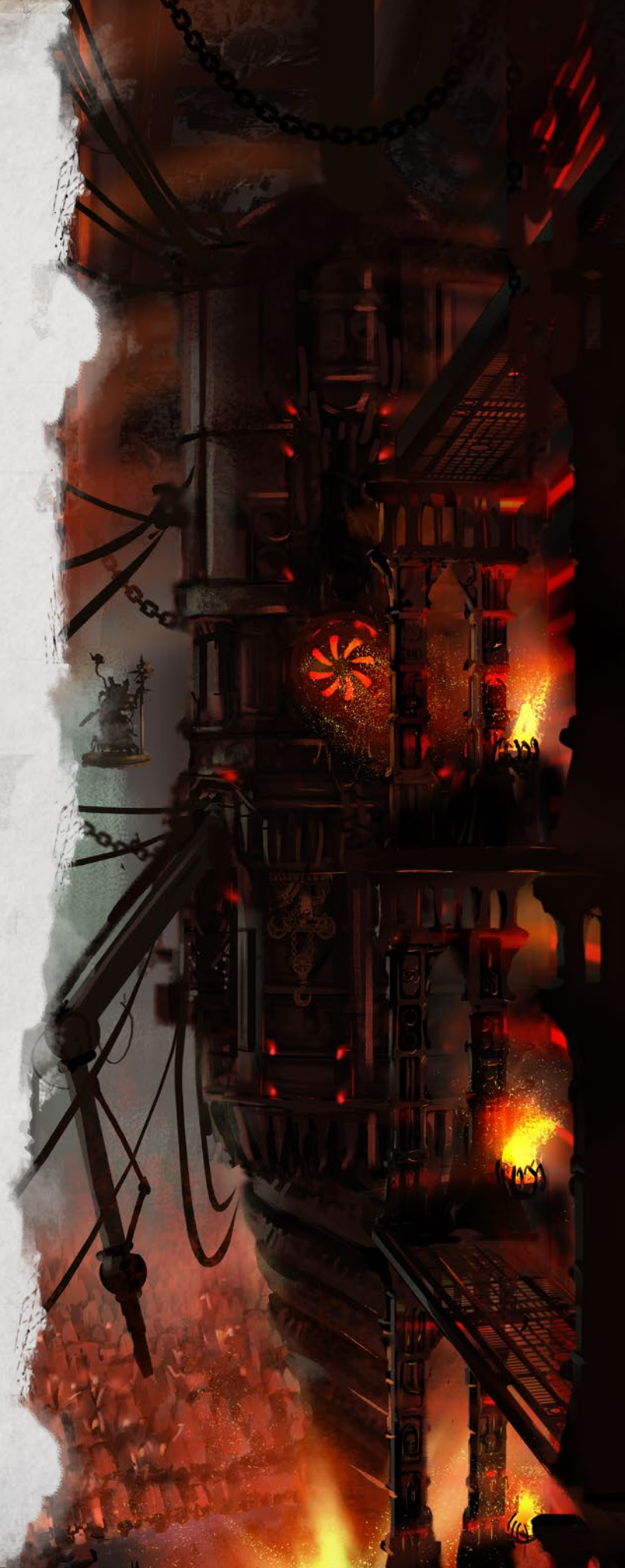
ADVENTURE HOOK:

RECRUITMENT SHORTCUTS

The common citizens of Avachrus all dream of joining the lofty ranks of the Adeptus Mechanicus, but know that only the brightest, most talented, and luckiest amongst them will be selected to become Tech-Adepts. A much easier route to greatness is through becoming a Skitarii after suffering a horrendous injury in service of the Machine Cult, though most that suffer such fates will aid the Omnissiah as lobotomised servitors.

The Cog's Teeth, an enterprising gang in forge city Belaxia, are offering a quick route to becoming a Skitarii. For a cheap exchange of augmetics, weapons, or other valuable technology, the Cog's Teeth will ensure you have an unfortunate — but never deadly — accident. Some of these desperate labourers join the unfeeling Skitarii legions, but most ultimately serve the Mechanicus as servitors or corpse starch. Of course, this information is not widely known, and the mind-wiped Skitarii legions are unable to report on their previous lives.

The Cog's Teeth are a relatively new gang with unknown motivations. Rumour has it Archdominus Belaxia would pay highly to know what, or who, is pulling their strings.



Vehicle parts constructed by laborers on Gilead Primus have their complex systems assembled in the manufacturums of the forge cities, then fueled with promethium refined on Charybdion. Every Imperial Faction looks to the forges of Avachrus to provide their advanced weapons, armour, and vehicles to support their perpetual wars — even the vox systems that allow the Munitorium to demand forge city Belaxia increase plasma weapon production are made on Avachrus. Voidships are repaired at a glacial pace on the orbital ring that surrounds Avachrus, as the technology required to build them is long lost. Only the Adeptus Mechanicus are permitted to construct cogitators, dataslates, and other computing devices to ensure no Abominable Intelligence is accidentally created.

Despite the many wonders that flow from the forges of Avachrus, its greatest export is arguably knowledge. Tech-Adepts are inducted and trained with production line speed and shipped to the other planets of the Gilead System to oversee projects. From rockcrete manufacture in the hives of Charybdion to lasgun assembly on Gilead Primus, the Mechanicus outsource as many low-tech tasks as they can to meet the overwhelming demand for technological supplies.

Beyond the blessed few inducted into the Tech-Priesthoods of the Mechanicus are the millions of uneducated vassals and thralls that serve them as manual laborers. The zealous culture of Avachrus ensures there are always hordes of hereditary servants eager to toil to serve the Omnissiah. Most hand crank manufactorum machines, hammer materials together, or simply carry heavy loads for their Mechanicus masters. Whenever the populace dissents or is injured by one of the many catastrophic industrial accidents, the Skitarii legions are deployed to ensure mass lobotomisation protocols are followed and new servitors are created where possible.

Almost every augmetic in the Gilead System is produced on Avachrus, and their cultural significance has led to a thriving underground market. Ambitious thralls and disgraced former Mechanicus members alike skulk in the shadows of forge cities, operating unsanctioned chop-shops to provide scrap augmetics to desperate and injured citizens.

Huge swathes of the population, Tech-Priests and their minions alike, work simply to maintain the status quo. Entropy is one of the greatest enemies of production on Avachrus. Mining is constant as the maw of industry

constantly hungers for more essential minerals. However, even savvy Tech-Adepts are aware that the precious alloys and ores they rely on are becoming harder and harder to find, and that continued use of their colossal tectonic fragdrills could cause permanent damage to the planet's structure. Most crucially of all, the Suspire must maintain the Eternal Engines, and are allowed free reign to do so.



ADVENTURE HOOK: THE ENDLESS GRIND

Mining on Avachrus is an essential but despised assignment. Digging for ores with tools — or, as is often the case, by hand — is exhausting and dangerous work. Worse still are the duties of those that support the tectonic fragdrills, as miners must work in close proximity to the colossal drill bits to dislodge blockages and collect valuable ores. Magos Aes-Incoquo, a devoted servant of Archdominus Belaxia, is tasked with overseeing the expansion of mining operations on Avachrus, and frequently harvests the bio-electricity from thralls to ensure the tectonic fragdrills function at their peak.

Despite the high death rate amongst miners, a fervent cult known as the Fathomless Faith has sprung up amongst them. Members of the cult cover their bodies in complex interwoven skinplants that shed consistent lavender light on their work, and are seemingly more dedicated to gathering ore and creating tunnels than they are to the Omnissiah. The Fathomless Faith have bolstered the number of purple-hued miners available to Aes-Incoquo, but though the Magos can happily report increased speed, the material produced has remained at a suspiciously stable rate. Magos Aes-Incoquo believes the Fathomless Faith must be stealing the valuable ores, and needs someone to investigate the cult, especially as reports have reached his many cogitation systems of members being sighted loitering near the space elevators that lead to the orbital ring.

HISTORY

When Explorator Fleet Tsuruoka rediscovered the placid Gilead System sometime in 92.M32, its Archdominus pounced on the seemingly barren rock of Avachrus. Though many records on initial activity in the area have been redacted or lost amongst the tides of time in Administratum data vaults, it is known that many lives were lost to colonize harsh Avachrus. Some point to the need for a Titanworks to slay the megafauna of Gilead Primus and Nethreus as justification of this mass sacrifice, and few in the Imperium dare question the decisions of the past. Initial records of Avachrus and its twin moons, Odo and Uru, have largely been redacted or discarded, as time and industry have razed their surfaces beyond recognition.

The Gilead Crusade proved a boon to the Machine Cults of Avachrus, as Skitarii legions and Sicarian killcades marched out to capture and lobotomise heretics to bolster their servitor mines and harvest bio-electricity to fuel their technology. Even 8,000 years ago the Magi of Avachrus were attempting to court the Knights of Nethreus, fervently building Sacristan Forgeshrines for the forces of King Farlin Acasta III. Some speculate the distraction of war was enough to prevent the mining on Uru from destroying the moon entirely, but none could doubt their zeal in eradicating any threat to their new holdings. On occasion, this zeal was seen as too extreme even to Julyana Gilead, who curtailed a Mechanicus plan to burn the fields of Ostia to starve enemy traitors before it engulfed a second continent.

As the system recovered from the Gilead Crusade, the true value of Avachrus became apparent: the archeotech wonders of the Eternal Engines. These titanic machines remain a mystery to the Magi of the Mechanicus even after millenia of study, though their purpose was revealed through tragedy: when the first Engine failed, the population of foundry-forge Illiarch lost 89% of the Motive Force that sustained it, and all ventilation systems ceased simultaneously. Ever since, the Eternal Engines have been fastidiously protected by the Suspire, a shadowy cabal of Tech-Priests beyond the control of the Fabricator General. Skitarii and void-shielded vehicles are commissioned in ever greater numbers by the Suspire to ensure the upkeep of the Eternal Engines, each on the precipice of permanent decay. Thought to harness the power of the Gilead star's rays, the machinery locked on the surface malfunctions more than ever, causing deadly brownouts for the forge cities below.

During the Age of Apostasy, Avachrus stood stubbornly resolute against the Ecclesiarchy. Shipments of food from Ostia were poisoned, and onboard death cultists flooded the streets. Amidst fierce resistance, thousands of deaths, and mass starvation, Avachrus shut down all interaction except for Nethreus, Charybdion, and the *Vow of Absolution*. The details of these slights have been lost to the sands of time, but the enmity remains to this day.

ADVENTURE HOOK: ETERNAL SUFFERING

The Administratum have shown concern over the increasing numbers of Skitarii and laborers requested by the Suspire, but ancient dictates on Avachrus prevent any form of intervention. The stern Adept Hadriana needs a team to investigate what happened to the ten thousand tech-helots sent to the Eternal Engine supplying the forge city Anacite — its Suspire representative, Magos Militium, has requested double the amount of helots without explaining the huge power surges that are assailing the city.

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ORGANISATIONS

As a Forge World, Avachrus is literally owned by the Adeptus Mechanicus. Though they are nominally ruled by their Fabricator General, the wide range of sacred knowledge each Tech-Priest obsessively collects invariably leads to differences of opinion. Private wars rage as puritans decry the Kastellan Robots employed by Kharnian sects in the forge city Versh. Omnissiads shirk their work to sneak to the surface Titanworks of Kauradar, beginning earnest attempts to construct a physical body for the Omnissiah. The churches of Fulgrite and Corpuscarii Electro-Priests cause more altercations than any others, and in some cases have been servo-hauled to different locations to limit death tolls over philosophical disagreements.

Despite dissent between adherents of the Omnissiah, the utterly logical minds of their military forces unite without difficulty. Skitarii legions guard manufactorums and shrines from intrusions by tech-gangers and heretics, and utilise their resilient augmetic bodies to patrol Avachrus's harsh surface. Combat servitors and grotesque Kataphrons are kept inactive in darkened storage warehouses between shipments to warzones. Killcades of Sicarians are dispatched to missions across the system, supporting the Knights of House Acasta to garner support from Nethreus whenever possible.

The union of industry, labour, and religious devotion on Avachrus extends to the organisations that work there. Each forge city is home to thousands of minor churches, each focused on the niche knowledge needed to praise the Omnissiah as purely as possible.

The Church of Iron Sighs in Belaxia produces masses of ferrocrete inlaid with binary litanies. In the forge city Mercur, the Abbey of the Immortal Mind labors tirelessly, conducting month long rituals to ensure every cogitator they produce is animated purely by a Machine Spirit, and never an Abominable Intelligence. The Auger systems produced by the Chantry of the Omnissiah's Eye have gradually become larger and less effective as its Tech-Priests regress to more trustworthy, traditional mechanisms.

Despite the variety and prowess of production-focused organisations on Avachrus, there are few focused on trade. Most agreements are either millenia old or pragmatic necessities begrudgingly authenticated to serve the Varonius Flotilla in these desperate times.

Gangs are few and far between amongst the forge cities due to the monopoly the Tech-Priesthood holds over every life on Avachrus. However, tech-gangs of zealous faith or opportunistic drive war for work throughout the forge cities. Many indentured workers are identified by skinplants or specific augmetics. This has led to some gangs harvesting body parts — mechanical and organic — from others to steal their work and ensure a better place in Avachrun society.

Electoos and back alley augmetics make many of the lower classes barely identifiable as Human. Those that venture to the wide catwalk streets that link habs to forges will often be accosted by menials with makeshift wheels instead of legs begging for alms, or thugs with glowing, strangely coloured skin covered completely in interlacing circuit-like tattoos.



POLITICS

The Machine Cults of Avachrus hold complete sway over the planet's politics. Though internal disagreements between the cults cause minor scuffles, they are inconsequential compared to issues beyond the crust of Avachrus — at most, only a million have died in disagreements over the exact limitations of Abominable Intelligence. Younger generations of Adeptus Mechanicus, those that have lived two centuries or less, have started to favor a pragmatic approach to invention and innovation due to their current situation and the arrival of the Primaris Astartes, yet none flagrantly oppose the traditions that their order have held for millenia. Fabricator General Belaxia is at the forefront of this divide in thought — she is actively working with the Varonius Flotilla, and some say attempting to leverage freedoms to research Aeldari weaponry. Whether her strange, steel-nosed approach to furthering Avachrun power will widen the divide between staunch Mechanicus puritans and their younger counterparts is unknown.

Sicarians are shipped to Nethreus as frequently as House Acasta will allow. It is an open secret that Belaxia wishes to court the Knight House, and is Varonius' greatest ally in doing so. House Acasta have long tolerated the interference of the Mechanicus, knowing it is necessary to maintain their machines, but this dependency may be warming to friendship.

Promethium fuels the majority of Imperial technology, and as such is of dire need on Avachrus. The close bond between the Forge World and Charybdion was formed on this basis, fueled by their mutual distrust of the Ecclesiarchy.

Even with the support of the Eternal Engines, the metallic environment of a forge city is almost inimical to life. The only local food sources are humongous fungal growths that thrive on pollution, and the slurry-like corpse starch produced in concert with the fearful Ecclesiarchy enclaves in each forge city. Fortunately, the citizens of Avachrus view the sensation of taste as unimportant, and stomach bitter gruel as their exalted Tech-Priest masters funnel nutrient rich paste through their sustenance rigs. Due to this, and the devotion of Ostia to the Ecclesiarchy, there is little to no relationship between them, save for the seemingly charitable desire of the Mechanicus to improve production on the Agri World.

Trade with the Ecclesiarchy of Enoch has been stunted for centuries; the Shrine World produces little of value to the Mechanicus, and as such they have sent fewer and fewer Tech-Adepts to oversee their rockcrete manufactorums, contributing to the crumbling state of Enoch's minor shrines.

There are those who claim the mountainous monument to Saint Dermia was once a depiction of the Omnissiah that was bastardised during the Great Apostasy, a slight the Mechanicus would never forgive. Since the emergence of the Great Rift, Enoch at long last has a resource to barter with Avachrus: refugees indentured as labourers or lobotomised to provide more servitors.

ADVENTURE HOOK: FACES OF FAITH

A strange sect has been spreading amongst the organisations of Belaxia, and its members are easily identifiable — they all share the same face. The lack of passion for aesthetics typical to Avachrus has ensured this is not a huge problem, as every member has kept their name, and they claim the face is based on that of the Omnissiah. Some have noted a slight change in behaviour, suggesting that others make the same face conversion and join them in their unified worship, breaking down barriers of belief to form a cohort united in ideals and appearance.

The true source of this sect is sinister — the conversion is forced on unwary citizens, and involves both facial augmetic surgery and extensive mind-wiping. The timing of the sect's upsurge coincides with the discovery that a perverse artefact known as the Mask of Unity was stolen from a stasis vault.

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The righteous Adepta Sororitas, caught between the Inquisition and the Adeptus Ministorum, are almost always suspicious of those from Avachrus, though the Sisters Hospitaller rely heavily on the medical supplies produced in the forge city of Llurgica. Similarly, the pious Gilead Gravediggers maintain a minor distrust of the 'cogfolk', but know better than to voice their misgivings, lest they find their armouries empty, and be forced to fight with shovels instead of lasguns. Only the Absolvers truly accept and appreciate the Adeptus Mechanicus of Avachrus, sharing a distaste for the wasteful Ecclesiarchy of Enoch, and understanding the value of weapons, vehicles, and their own Techmarines.

The Administratum operate in small numbers on Avachrus, desperately attempting to catalogue the perpetual production lines of the forge cities. Their task is thankless, endless, and likely impossible. Rumors spread of scribes attempting to sabotage manufactorums temporarily, simply so their scribes can catch up on their recordings, though their efforts are ultimately futile as they too will have to document the impact of their actions.



ADVENTURE HOOK: ETERNAL SUFFERING

The Administratum have shown concern over the increasing numbers of Skitarii and labourers requested by the Suspire, but ancient dictates on Avachrus prevent any form of intervention. The stern Adept Hadriana needs a team to investigate what happened to the ten thousand tech-helots sent to the Eternal Engine supplying the forge city Anacite — its Suspire representative, Magos Militium, has requested double the amount of helots without explaining the huge power surges that are assailing the city. of the sect's massive upsurge coincides with the discovery that a Slaaneshi artefact known as the Mask of Unity has been stolen from a stasis vault.

NETHREUS



To the citizens of other worlds in the Gilead system, Nethreus appears as a brief image of a potent Knight war-engine standing guard over toiling workers, if it appears at all. This simple image is both more and less than the truth. Amidst the tectonic turmoil and constant volcanic discharge of Nethreus's unstable geology, a tightly-knit and unyielding society has emerged. Based around the heirs to Freeblade Knights deployed in the Gilead Crusade and their support personnel, these elements formed a seemingly unshakeable foundation for the society of the newly-claimed world. Yet with the emergence of the Great Rift and the fears of abandonment by the larger Imperium, new fault lines run through all Nethreun social strata, threatening to cast it all into the abyss.

The core of Nethreun society revolves around the concerns of survival on a planet in constant, violent flux. Contrary to their world's nature, social roles are strict and rigid, defined by a system laid in place millennia ago. It is a commonly-held aphorism that anyone not doing their assigned part to make Nethreun social structures and industries function is a destabilizing element, an impurity in the molten ore that forms their livelihood and their greatest fears. Thus, two fears motivate Nethreun workers more than anything else: the fear of the hellish volcanic crucible outside the shielded dominions, and that of not measuring up to the standards necessary to keep the hostile environment at bay.

Each of the Nethreun dominions, as their shielded and tectonically anchored fortress cities are called, is a realm unto itself. Mounted on artificial adamantium bedrock and enclosed by vast void shields, the dominions are the only truly stable features of the planetary surface, where even vast mountain ranges are only temporary adornments of the crust. Travel between dominions is limited, as vast ash storms and voltaic discharges threaten aerial transit. The only regular commerce between dominions is by means of land trains, vast macro-haulers that lay a track of adamantium before them as they travel and remove it as they pass. These trains serve as dominions in miniature, and have many of the same protections guarding their crews, who serve for life and see them as home.

Guarding dominion and land train alike are the Knights of House Acasta, without whom no discussion of Nethreun society would be complete. Nobles sworn to service by hereditary oaths and the demands of the Thrones Mechanicum, they nevertheless find themselves becoming increasingly insular and drawn into petty scheming as, since the advent of the Great Rift, their society turns away from the larger Imperium. Yet for all their faults, the Knights remain Nethreus's surest protectors, providing succour and protection against threats whom even potent void shields are useless. In their hands, and in the armaments of their Knight steeds, lies the fate of their world

ADVENTURE HOOK: REBELS IN THE KNIGHT

In the manufacturums of a Nethreun dominion, quotas are not being met, leading to civil unrest. Enough is being produced to meet basic needs, but the lack of surplus for trade and stockpile is causing many in other roles across the dominion to blame the factory workers as weak and undeserving of their lords' protection. A secret society of hereteks is the source of the problem, as they steal parts to build their own blasphemous engine of war in mockery of a Knight. However, the social strife they leave in the wake of their operations may impede any investigations to find the terrible machine.

INDUSTRY

Although Nethreus is primarily renowned off-world for the Knights of House Acasta, most of the populace consider the mineral-rich planetary crust the planet's greatest resource. The world's constant geological churning frequently exposes new lodes of rare and valuable ores, many of which are vital to maintain the fortified foundations of the dominions and the armored bulwarks of the void shield generators that keep the devastating megafauna at bay. When such resources become available, a great mobilisation of armoured mining rigs and cargo haulers hurries to the site, under the watchful protection of an Acastan Knight, to seize and process as much ore as possible before the planet's violent activity once more submerges the bounty. What does not go to maintenance of the dominions' bulwarks and foundations goes to repairing House Acasta's Knights, so little of this mineral wealth is seen off Nethreus.

Those not involved in the dangerous business of mineral claims beyond the protection of a dominion's boundaries are almost invariably involved in the processing of the resultant ores. Foundries across the planet smelt and refine thousands of tons of mining proceeds every day to meet the demands of the manufacturums. These great factory hubs in turn produce everything the planet needs, from new components for vital technology, to exquisite showpieces of gems and precious metals for the planet's numerous Barons, to excavators for the harvest of world root, to weapons for House Acasta's enforcers and keepers of law and order.

BACKGROUNDS

FACTIONS

PATRONS

CHARACTER
OPTIONS

ENDEAVOURS



Small amounts of these manufactured goods and surplus metals are occasionally traded beyond Nethreus, finding their way into the markets of Gilead Primus or the tech-shrines of Avachrus, but the supply is limited and unreliable.

Thus the Gilead System at large either remains largely unaware of Nethreus's mineral bounty, or knows of it in a purely academic sense that does not factor into most economic or political calculations. Certain Factions of the Tech-Priests of Avachrus are the most prominent consumers of Nethreus' limited ore surplus, though they are never satisfied with the amount on offer. When House Acasta's lords must deal with other worlds of the Gilead System, they have little to offer in terms of trade goods. Instead, they pay for their people's needs with the service of their Knights. The devastating barrages of Acastan war engines in battlefields across the system and beyond have served to purchase surplus grain from Ostia and complex technology from Avachrus on numerous occasions. On occasion, a trend sweeps House Acasta for off-world fashions, leading to a flurry of imports for Gilead Primus, but the lords of the house have not been seized by such a whim for over a century.



ADVENTURE HOOK: ROTTEN ROOTS

The incredibly hardy world root is the only plant known to survive and thrive in Nethreun soil, and it forms the core foodstuff of the natives' diet. Now, a never before-seen blight in the previously impervious crop risks planetary famine if not investigated and contained. Preliminary samples of blighted world root shows signs of an outside contaminant. The crisis is the work of an Interrogator of the Inquisition, who hopes by destroying the core Nethreun food supply to force the stubborn populace to rely on trade with the rest of the Gilead system. Unknown to the Interrogator, their work is being aided by the influence of Nurgle, and their planned cure for later use will only accelerate the blight due to the Chaos contamination in its formula.

HISTORY

The heritage of Nethreus and its Acastan rulers goes back to the Gilead Crusade, where the freeblade Knight Acasta won great renown on the front lines. By the time the crusade prepared to move on from its initial victories, Acasta's adamantium steed, Knives of Ivory, was battered nearly beyond functioning, but by its sacrifice had many victories been won. Acasta herself retired from active duty and was awarded custodianship of the last unclaimed world in the system, where several of the crusade's other Freeblades swore themselves to her service and began the lineage of House Acasta. Though the honour granted to Acasta and her vassals was great — if perhaps less great, so too were the challenges. It took long decades of effort before the barest trace of Nethreus was truly pacified and the foundation of the first dominion laid down. Acasta herself passed before seeing her world's promise come to fruition. Yet through her line, the Throne of Ivory Knives was passed down to rule Nethreus.

As more dominions were founded, House Acasta grew in prestige and responsibility. More vassals came, forming the lesser nobility of the Acastan League, who managed the affairs of far-flung dominions. Further, the Imperial tithes were levied on the fledgling world as soon as it could support them, if not before. The service of Acastan Knights fulfilled many of these obligations, but there were also other demands over time, for ores, labour, and even vital technology. The Nethreun people bore these trials unflinchingly, but looked with envious eyes at worlds like Gilead Primus and Ostia, whose inhabitants many saw as living safe and indolent lives.

Since the onset of the Noctis Aeterna, the gulf between Nethreus and the Gilead System has only grown wider. House Acasta's Knights are ever in demand to fight off dangerous encroachments, and less food and aid is available to provide in recompense. The arrival of the Varonius Flotilla brought little encouragement to the dour Nethreuns, who saw the outsiders' promises as more demands on resources already stretched to breaking point. What the future holds for Nethreus and House Acasta remains to be seen, but without great tact and diplomacy, the possibility of a growing divide between Nethreus and the rest of the Gilead system seems ever more likely.



ADVENTURE HOOK: FALLEN GUARDIANS

A new movement spreading across all strata of Nethreun society has become of concern to the lords of Gilead Primus and the representatives of the Varonius Flotilla. Originating in the Lismel Dominion, those who have embraced it claim that the lack of tithe-ships arriving from beyond the Great Rift means that Terra has fallen, the claims of Jakel Varonius notwithstanding. Furthermore, they warn that without enforcement from Terra to keep them in line, no off-worlders can be trusted. The movement serves as cover for heretical leanings and piratical deeds among the rulers of Lismel, who have been allowing land trains to falsely disappear near their lands so they can steal the resources to further their own ends.

ORGANISATIONS

Life on Nethreus is defined by rigid social structures and hierarchies. At the very top of all local affairs is the High King, Vilmaar XIV, a descendant of Acasta herself. Since the loss of contact with Sector, Segmentum, and Terran authorities, Vilmaar acknowledges no higher lord, and treats the Lord Militant merely as a distant peer. The High King's status is betokened by the Throne of Ivory Knives, which is said to be forged from the adamantium wreckage of Acasta's own Knightly steed.

Below Vilmaar are the lords of House Acasta who share his bloodline, and the potent Knights in their service. The true Acastan lords are themselves almost universally pilots, and hold themselves apart from the populace they protect, whether from the gilded windows of their palaces or the plasteel-rimmed viewports of their steeds. However, they are few in number, with the majority of Nethreus' noble class comprising the Barons of the Acastan League. These range from descendants of later vassal Knights who

swore themselves to the Throne of Ivory Knives, to petty hangers-on at the Acastan Courts granted titles for some ingratiating deed or another. Beyond the capital of Nethreus Majoris, where the Court of Ivory Knives presides, each dominion is ruled by a Baron of the League and their household. The Barons spend much of their time scheming amongst each other for titles, status, and the choicest finds of ore and other resources. However, as the bloodline of Acasta grows thin and the number of heirs dwindles, they also have begun to set their sights higher, towards the Court of Ivory Knives and the throne therein.

Below the nobles are the innumerable workers of the dominions, who largely fall into one of three categories. The first are the miners who venture beyond the dominions' protection, working with the crews of land trains to secure resources for the manufacturums and smelteries. The second are the workers and artisans who crew those same facilities, creating an endless stream of worked goods to repair and refit what the planet's turmoil wears down and to amuse the whims of the Acastan nobility. The remaining workers tend the subterranean grow-domes of world root set beneath the foundations of the dominions.

Those who cannot work mining, manufacturing, or growing food (or who do not fit within Nethreus' harsh strictures) are cast to the edges of the dominions, living in an ash-choked haze barely protected by the wavering energies of the void shields. They survive by scavenging, begging, and the occasional theft, and live the harshest lives of a harsh world.

POLITICS

Though most Nethreuns devote more thought to labour and survival than politics, such matters are ever on the minds of the world's nobles. The Barons of the Acastan League are constantly jockeying for power and prestige, whether in the form of resources, favours, or simply the envy of their peers. Some even speculate that the line of Acasta may soon end, and make preparations for their own ascension to the Throne of Ivory Knives. All such schemes and plots, whatever their goal, take place under the watch of High King Vilmaar, his courtiers, and their spymasters, who strive to weed out the most ambitious Barons and curb the most excessive and grandiosely wasteful gestures.



BACKGROUNDS

FACTIONS

PATRONS

CHARACTER
OPTIONS

ENDEAVOURS

Also watching Nethreun politics closely are the Tech-Priests of Avachrus. Though the Adeptus Mechanicus avoids direct involvement in such volatile affairs, they eagerly watch for signs of surplus production in ores and mineral resources that could fuel their technology. Nethreus in turn looks to Avachrus for what its own manufacturums cannot produce, the advanced technologies to maintain dominions, land trains, and Knights. Thus, Avachrus maintains a closer relationship with Nethreus than any other world has managed. This closeness has not gone unnoticed by the Ecclesiarchy, already suspicious of the faithfulness of such an isolationist world.

The same closeness cannot be ascribed to Nethreun relations with the Varonius Flotilla. The Barons of the Acastan League see Varonius representatives as meddlers with no appreciation for the difficulties of Nethreun life, and those lower class citizens who are aware of the Dynasty's existence tend to hold an even worse opinion of them. To most Nethreuns, the Varonius Flotilla represents the worst excesses of privileged and arrogant off-worlders.

Yet for all this, at least they are still Imperial forces. The Knights of House Acasta have served on the front lines of innumerable battle fields, with the oldest pilots even remembering crusades from before the advent of the Noctis Aeterna. Through the experiences of those who return from duty, Nethreus has developed a great animosity towards xenos, heretics, and traitors without having seen any incursions onto their own world since the time of Gilead.

The great deeds of Acastan Knights against these foes has filtered into local myth, and some fear the vanquished may one day come seeking vengeance against those who have defeated them so many times. Were the Varonius Dynasty's dealings with the Aeldari to come to light on Nethreus, it would likely cause a new tide of fervent isolationism.

Though the Acastan House are loath to ask for anything of their neighbouring worlds, the other Factions of the Imperium would give willingly to Nethreus to garner support, all knowing that reinforcements in the form of Imperial Knights would turn the tide of any battle.



ADVENTURE HOOK: FOOL'S HONOUR

Scav-dregs on the edge of Corthos Dominion have grown bold of late under the leadership of a former shift leader from the manufacturums named Aramir. They are encroaching on the hab-blocks where workers take their scant hours of rest. Workers returning to their habs are regularly finding them burgled by these dregs. Curiously, more than food and medicine are missing: the structures themselves have been stripped for parts, particularly those relating to the shielding and environmental plating of Knights. The scav-dregs of Corthos are attempting to repair the neglected hab-shielding surrounding the dominion, but the lords of Corthos have been enraged by the thefts, and may deploy their Knights against the dregs if the truth of the situation is not brought to light.

OSTIA

The Agri World of Ostia appears a placid paradise, with a vast array of differing biomes suitable for life, bountiful harvests capable of feeding untold millions, and a population securely shepherded by the God-Emperor's adepts and ministers. This is a lie. In truth, though its diversity of life is unparalleled in the Gilead System, that ecological abundance has dwindled over the centuries since the Imperial tithes in. It continues to shrink as yet more of the planet's surface is converted to vast fields of grain and massive macro-enclosures for penning innumerable head of grox. Yet even these measures are proving insufficient to the voracious needs of the Gilead System after the Great Rift cut off access to outside supplies. The arrival of the Varonius Flotilla only deepened these demands, as their shipboard stores soon ran dry. All the while, the simple farming life of the inhabitants has grown harsher and more demanding due to the increased production needs, while even less of their bountiful harvest is allotted to those who produce it. In short, for all its seeming peace and plenty, Ostia is a world in crisis.

ADVENTURE HOOK: THE ION HASTILUDE

The Ion Hastilude is a tourney held by the Acastan League, a rite of passage for new Knights, and a proving ground for veterans. The only prize is pride, though winners often receive prestigious positions, and losers are left utterly broken. Unarmed combat, sharpshooting and hunting all feature in the tourney, but knightly jousts are always the most important event. By ancient tradition, anyone may enter or sponsor a Knight. While intended as a way to judge Freeblades, the Varonius Flotilla plan to use this rule to sway a Knight to their side, and improve their standing on Nethreus. They need a group of diplomats to convince a Knight pilot to support their cause — and perhaps sabotage their enemies.

Limited remnants of an older way of life yet remain, but for how much longer none can say. Administratum surveys are in progress to optimise every Ostian biome for maximum yield of agricultural products, but the process has been under way for centuries and no end is in sight. As such, some areas of the planet remain cultivated in the ancient style that emphasises natural growth and native flora and fauna until Administratum solves the particular problems they represent. However, the workers here are placed in no less demand to meet their quotas than those in the vast monoculture grain fields and grox pens. As the needs of the system and flotilla grow, agitation spreads across Ostia, growing towards a breaking point.

Perhaps the only element of Ostian society that remains capable of appeasing and uniting the worn and uneasy populace are the Ministorum adepts who walk among the fieldhands and farmers on behalf of the God-Emperor (who some Ostians refer to as the Lord of Dawn). As unrest increases, even the Ministorum is not truly safe from retaliation and riot, but they still enjoy a shroud of awe and reverence that protects them from the worst of it, including targeted reprisal efforts. The brunt of hostility from weary farmers and would-be revolutionaries alike goes to the adepts of the Sortium who set the quotas, as well as the newly arrived Tech-Priests of Avachrus, hated faces of the newly incorporated reclamation efforts more widely known as the servitor farms.

INDUSTRY

For most Ostian citizens, life is defined almost entirely by the nature of the things they produce. Grain farmers find seasonal routines dictating the sowing and harvesting of their crops, while grox herders find their highest priority is avoiding a stampede that could cost lives, or worse, valuable equipment. Given Ostia's varied biomes and the vast demands of the Gilead system, this creates a wide range of different behaviours and rituals among its people. Of course, some things remain universal — reverence for the God-Emperor in His role as the Lord of Dawn, endless hours of back-breaking physical labour, and the constant attention and oversight of the Sortium.

BACKGROUNDS

FACTIONS

PATRONS

CHARACTER
OPTIONS

ENDEAVOURS

The representatives of the Sortium still carry on the task appointed to them by the Adeptus Terra before the advent of the Great Rift: to ensure Ostia produces sufficient food to secure the prosperity and continuance of the Gilead system. Of late, accusations of corruption in the Sortium have grown, as workers see less food on their own plates and at the same time see increased quotas and more rigorous production methods. Whether there is any truth to the claims that the Sortium hoards the choicest victuals and most plentiful supplies for themselves, they are known for cracking down on all obstacles to their goals, whether these obstacles are failed harvests, seditious rumours, or food riots. To the Sortium, all things have their proper place, and that of the workers is one of endless labour.

The efforts of Ostian agricultural workers is organised in hubs around the worlds' few cities. These are referred to as Mega-Acreages, and serve as granaries and transport depots more than true urban centers, with the only real city in the traditional sense being the capital of Villam Fundus. Offworld trade and shipments are coordinated through the capital and sent out to the rest of the Gilead System, though rarely beyond the Heartworlds — even in the system's heyday, Ostian agriculture was reserved primarily for Gilead alone. The other Mega-Acreages assist in regional organisation, being warehouse centres for whatever specific machinery or tools are needed to process the

products of the local biomes. Farms, orchards, and cattle yards radiate out from the Mega-Acreages, which are placed to offer maximised utility and efficiency in agricultural production and processing.



ADVENTURE HOOK: LUDDITE STRIKE

On a trip to Villam Fundus' spaceport, a Tech-Priest working in the reclamation efforts has been murdered. His superiors on Avachrus are irate, and demand the murderer be found by the Sortium and turned over to them for interrogation and reclamation. Unknown to the investigators, matters are more complicated than a revenge killing by some irate workers upset by the servitor farms.

The Tech-Priest was slain by a devoted but low-ranking preacher of the Ministorum, who saw the servitor farms as an affront to perfected forms of Humanity and has already brought a small conclave of Ostian citizens under their sway. If the zealous preacher is turned over to the Tech-Priesthood of Avachrus, it may cause outright conflict between the Mechanicus and the Ministorum.



ADVENTURE HOOK: BLOODY FIELDS

Though the zealousness of the Ostian populace has often aided the Gilead System, their fervent faith can be perverted to misguided ends. The citizens of mega-acreage Rubricatus have given in to desperation following the emergence of the Great Rift, and have joined the Death Cult of the Sanguine Sacrifice. They now hold bloody rituals, cutting down farmhands for minor indiscretions in the foolish hope that the Emperor's blessing will reach their crops. The Administratum, keen to preserve Human resources, aim to employ a group of emissaries to peacefully lead the citizens away from the Death Cult. Radical deans of the Ecclesiarchy, eager to expand their power, are employing 'missionaries' to take control of the Sanguine Sacrifice. The iron fist of the Inquisition ensures these operations must take place in secrecy, as they seek to destroy these potential heretics.

HISTORY

Ostia bears the honour of being a crucial turning point of the Gilead Crusade. From the onset of the early wars for the system, crusade command recognised that the planet's fertile fields and vast output would serve to shore up supply lines as an initial conquest. However, the Imperium's foes did not relinquish this prize willingly, and the world was nearly ruined by bitter warfare. The planet's histories claim it took centuries for the world to recover. Certain classified data-archives disagree, suggesting the process occurred much almost unnaturally swiftly, and that Ostia was operational as an Agri World within less than a hundred years. The discrepancy can perhaps be explained by ancient Sortium data-vaults containing dubious allusions to strange Aeldari structures, supposedly found in the overgrown Ostian wilderness. Even the radical xenobiologists that give credence to these rumours being the source of the planet's vitality dare not voice such an intolerant idea.

As the world's biomes recovered, the fledgling Sortium began the task of organising its natural abundance into industrial mass production. Some early efforts are rumoured to have gone poorly and ruined entire harvests, whether due to miscategorisation of local life, premature encroachment on areas ruined in ancient battles, or more esoteric mishaps. Over time, the Sortium's systematic approach prevailed, but their failures and the first food riots showed them the necessity of controlling and moulding the populace with the assistance of the Adeptus Ministorum, cementing the Ecclesiarchical presence on the world early on.

Thanks perhaps to this presence and to the local fervour it engendered, the arrival of the Great Rift only redoubled faith in the Emperor. Though the Rift is rightfully seen as unnatural and terrifying, the local custom of viewing the Emperor as a solar deity has served the local rulers well, as only the light of day banishes the Rift's presence from the sky. Thus is the power of the Lord of Dawn proved to all on Ostia, calming them and placing His representatives almost beyond reproach. However, as isolation made Ostian food more needed elsewhere, the continuing worsening of labour conditions and imposition of scarcity threatens to undo even this protection.

The arrival of the Varonius Flotilla is not widely known on Ostia, as it was deemed by the Sortium and Ministorum alike to be a matter beyond the concerns of most workers. However, the recent presence of dynastic representatives across the system have made some dissemination of the news inevitable. Public opinion regarding the new arrivals has yet to crystallise, remaining another variable in the possibilities of Ostia's future.



ORGANISATIONS

At its heart, Ostia is a world of farmers. The Sortium would be quick to point out that their produce and labour belongs to the Gilead System at large, and the Ministorum eagerly reminds them of what they owe to the Emperor, but Ostia is still ultimately their world. All other groups combined do not form even a hundredth part of its vast population, and farmers labour across the wide fields, pastures, and orchards almost in isolation from the rest of the planet save for the accounting of quotas and the enforcement of official edicts. It is this vast populist potential that the Harvest Smith and other revolutionaries seek to tap into, whether out of idealism, ruthlessness, or other motives. That they should succeed is a possibility of great concern to the Sortium, who oversee the routines of the workers, trying to funnel them into a structure that best suits their own needs.



ADVENTURE HOOK: GHOST HUNTERS

Workers near Mega-Acreage Ceres have reported strange roaming figures on the periphery of their vision that vanish when approached. The local Ministorum representatives have called this a mere distraction from labour, and exhort the workers to ignore these phantasmal and likely blasphemous visions.

However, highly classified Sortium records indicate a quarantined Aeldari ruin in the area that has in the past defied all attempts at intrusion. Some of these attempts were well-equipped indeed, with backing from Ecclesiarchical or Mechanicus sources eager to control the ruins. If the wanderers are indeed Aeldari, what secretive business do they have on Ostia, and how do these strange ruins play into it? Perhaps even more troubling, what effects would breaching the ruins have on Ostia's delicate balance of power?

The Sortium is the organising force of Ostian society. They set quotas, plan new crop rotations, and oversee punishment for those who can't or won't fulfil their duties. However, the Ecclesiarchy's sermons serve as society's glue, comforting the populace with the promise of the Emperor's favour, or cow them with the threat of his anger. Though they are loath to differ from the mainline teachings of the Imperial Cult, the Ecclesiarchy cannot deny the productivity affected by the fervent beliefs of Ostia's farmhands. As unrest spreads, these efforts grow in importance, and the presence of preachers among the workers is in increased demand. However, in some Mega-Acreages different prayers are whispered, as cults find a ready audience among the disaffected.

In their desperation, the Sortium recently accepted an offer of aid from the Adeptus Mechanicus. Despite opposition from the Ministorum, the Tech-Priesthood have set up their own enclaves on Ostia, where those too injured to work — through overexertion, accident, or punishment — are repurposed as servitors. The Tech-Priests and their 'reclamation' efforts have become an easy rallying cry for would-be revolutionaries and the organisers of revolt. As the servitor farms expand and become integrated with Ostian work output, so too are fanned the flames of dissension.



ADVENTURE HOOK: HIDDEN IN THE HARVEST

Local intelligence suggests the elusive Harvest Smith has made a slip and could be vulnerable to capture and interrogation if a team moves quickly enough. However, even in such circumstances, the matter will not be simple. This window has only become possible due to the Harvest Smith's need to combat influence from a cult of Nurgle whose blight would ruin the possibility of anyone, whether labourer or Sortium representative, from benefiting from Ostia's crops. In order to enter this playing field safely, the team must go undercover amidst the Harvest Smith's operatives to fight the greater threat of Chaos, then turn the tables on these allies of convenience.

POLITICS

While ostensibly the Sortium is the key authority of Ostia and its sole governing body, of late its officials find themselves relegated more to an administrative role. Attempts at direct control of the populace without the aid of the Ministorum to placate the masses have become more volatile than ever, leaving the Sortium at best partners in delivering new laws and mandates. Furthermore, while the Sortium invited the Adeptus Mechanicus and initially welcomed their reclamation efforts despite the warnings of the Ministorum, they find the new arrivals more than they had planned for. The Tech-Priests have flatly refused any inspection or oversight of their facilities, claiming that their now-vital contributions to the planet's production exempt them from supervision by peers.

This conflict in Ostia's government is a microcosm of the Gilead system at large, where each of the Heartworlds covets what Ostia has. The authorities of Avachrus, Enoch, and Gilead Prime all yearn for greater access to the Agri World's output. The Barons of Nethreus view Ostians with contempt, but even Nethreuns envy the plentiful bounty of their sister world.

ADVENTURE HOOK: A CROP OF PSYKERS

In light of Ostia's vital role feeding the Gilead system, representatives from the Varonius Dynasty are pushing for an outright military garrison on the planet to speed response times in case of disaster. However, with the situation on Ostia as delicate as it is, and the Sortium desperate to maintain their control, local authorities are refusing any offers of assistance. Given this resistance to outside involvement, Inquisitor Dikaisune of the Ordo Malleus is concerned of a greater risk than simple political strife. The vast population of Ostia provides fertile ground for an upsurge in psyker activity to be concealed, and the Inquisitor wants agents to investigate the possibility.

The Sortium are torn between the monopolising Adeptus Mechanicus and the insatiable zealotry of the Ecclesiarchy whilst struggling to meet the agricultural needs of an entire system — the many eyes of the Ruinous Powers are ever watchful for infighting to exploit that they may reclaim and corrupt the fertile jewel of the Gilead System.

Amid all this manoeuvring and jockeying for power, the Varonius Flotilla focuses on Ostia as a vital resource and lynchpin of the system's survival. Though they too are dependent on Ostia's output, the authorities of the Flotilla are far enough removed from internal politics and old grudges to recognise the danger of excessive struggle over such an important and fragile source of supplies. Threats to Ostia are considered among the Dynasty's highest priorities and are treated with as much responsiveness and precision as can be managed.

Yet the Varonius Dynasty and the other heartworlds of Gilead are far from the strangest outsiders to show an interest in Ostia. Sightings of Aeldari scouts have been recorded on the planet as far back as its archives extend, and lately they have been noted with increasing frequency.

BACKGROUNDS

FACTIONS

PATRONS

CHARACTER
OPTIONS

ENDEAVOURS



Though the enigmatic xenos have a clear interest in the world, they have not yet taken overt action against Imperial forces there, cold comfort to those who risk so much on the mercurial aliens' attentions. Diplomats from the Varonius Dynasty have attempted to delicately broach the subject with both the Farseers of Ul-Khari and the corsairs of the Greensteel Warriors, but the Aeldari do not speak of their interest in Ostia to any beyond their own.

ENOCH

The little land that exists on Saintly Enoch, a world ensconced in faith and piety, is covered with monuments to the Emperor and His martyred fallen. From the sky, it is a series of glittering gems dancing in beatific blue. The truth is revealed on the ground, where billions of starving refugees pray for deliverance amidst fortified cathedrals that protect the ruling priesthood. Within the Theocropoli, the vast cathedral cities, there is a facade of pre-Rift life, but in the surrounding shantytowns there is only increasing barbarism, where the search for food of any kind dominates every waking moment. The camps are loud and dangerous, where life is measured from one squalid morsel to the next and screams fill the packed streets. Such sounds never reach the distant cathedrals, their silence interrupted only by exhortations for greater prayer and the roars of flamers should such calls fail to inspire the faithful.

Lacking an axial tilt, Enoch has no seasons; the equators feature constant deserts while the poles are eternal, icy tundra. A single, huge moon, already the site of several desperate battles with daemons, imparts powerful tides across the small continents and assorted islands. Coastal inhabitants often rush to scour the revealed soil for anything to eat or sell. Land is so scarce that entire villages are mobile, moving back and forth each day like crabs in the surf.

It has always been a static world, as unchanging as the ancient relics it houses, but it has soured since the Rift. The seas have gone bitter, perhaps as life within them reacts to the Warp's baleful energies, and grows angry, almost hostile. What was once a glorious planet filled with oceans of sweet breezes now feels stagnant, humid, and sweltering, as if the stench of the endless masses has starved the winds of their power. What few freshwater lakes that once existed have long since been drained to make room for new shrines and crypts.

The populace is split into three major social groups: the hereditary menials who slavishly work to ply Enoch's vast oceans and maintain the splendour of the Theocropoli, the members of the Ministorum hierarchy (from the many milling priests to the highest Arch-Deacon), and the numberless hordes of pilgrim refugees. These groups utterly eclipse the other enclaves; the Adepta Sororitas of the Order of the Sanctified Shield have martyred themselves in droves, and recruit constantly from the many Schola Progenium established on the Shrine World. A small enclave of Inquisitorial agents occupies a former Ordo Xenos base hidden in the northern polar region. None would attempt to count the Scum that form the gangs, cults, and Scavvies that survive in the maintenance undercrofts.

Devotion is everywhere on Enoch. Just below that veneer, however, is desperation driven by raw hunger. Only the elite are free from such want, dining on the bounty of the wide ocean and imports from Ostia; even the well-fed who serve them are driven to find food each day. What sustenance is available is barely edible gruel, barely better than the organic slime left from receding tides. Each day everyone prays for deliverance, for the saints to protect them, for the Emperor to save them. Each day fewer and fewer believe their prayers will be answered.



ADVENTURE HOOK:

DISTURBING THE DEAD

Deacon Kamakirn has uncovered a deliberately buried report concerning the Tainted Truth, a proscribed Enochian cult. The report indicates the cult has been selling relics from the Shrine of Saint Abian the Daemonbane, who destroyed countless of the foul beings during the Gilead Crusade. The Crusaders who guard the shrine, part of the Abianian warrior sect, insist the shrine remains inviolate and to allow it to be disturbed would besmirch both the saint's and their own honour. Kamakirn needs agents to investigate the cult and the shrine to determine the nature of these relics, especially as if they could be twisted to aid the daemons banished so long ago.

INDUSTRY

Enoch, like most Shrine Worlds, subsisted on faith — or more specifically, the faithful, who flocked there daily by the millions. Transport fees, skinplant mementos, holy relics (and counterfeits), mandatory ‘offerings’, tours of the equatorial Explorations of Julyanna; all these and more supported Enoch and kept its priests in splendour. Further funds trickled in through secret donations from Gilead’s noble families, each angling for more support from the Ecclesiarchy and a better placing in the eyes of the Emperor.

The faithful once provided, but now they cry out for alms. Now, Enoch must provide for them, or try to. Food production is paramount as Enoch’s oceans can never sate the ravenous billions and supplies from Ostia can’t be wasted on such lowly hordes. Seeds, spices for the foul slop most are forced to eat, potable water, gelatinized ocean krill, and other items are worth more even the wealthiest pilgrim could imagine. Such is the desperation that many have taken to boiling crushed rubble into rockpaste to assuage the endless hunger.

Enoch’s other main industry is fishing, with some fisherfolk crafting trade items from unusual sea life and oceanic plants. After the fisherfolk take their small share the vast remainder goes to priests, nobles, and other potentates, though the tonnage shrinks each month. They, in turn, often send the rarest delicacies off-world to curry favours.

Construction and maintenance of religious facilities is still an omnipresent activity. Covert factorums that once produced false relics now churn out bladed weapons and crude armours. Lack of ammunition sources have stymied manufacture of proper weaponry, though the need to armour penal legions has allowed many once illicit operations to operate inside the Imperium.

Enoch’s oldest communities are the coastal fisherfolk villages; the Imperium brought inland cities. The largest continent, Perseum, houses the planetary capital of Theocropolis Vehementer, which has the main shrines along with the Sororitas convent and the Absolvers’ shrine to Chapter Master Dalir. Smaller islands might have a Theocropolis devoted to a single saint or other venerated personage of note. Daily life revolves around prayer. For refugees, the other daily ritual is the search for food. Many spend more time doing this each day than praying or they go hungry, and many have been

hungry a long time. For the fisherfolk, life is much the same, except even more trying. Millions of small boats depart each day while coastal fishers slowly dwindle as nearby catches shrink. Enforcers and Confessors work to ensure the shrines and those who oversee them are defended from zealots, rioters, and heretics.

Of late, the planet has developed a new export based on its sole surplus: Humans. The desperate Astra Militarum eagerly accepts refugees eager to fight for the Emperor. Those not willing to fight often find themselves leaving as penal legionnaires or servitors.

HISTORY

Legend has it that during the Gilead Crusade Enoch was sparsely populated and largely ignored due to its lack of strategic significance and useful resources. Many assume this is why it was left largely unspoiled when the Imperium declared the system pacified and its forces departed to reclaim other systems. Missionaries left behind to properly indoctrinate the native fisherfolk raised churches everywhere, along with crypts to house the remains of many lost in battle.

When the Crusade ended Julyanna Gilead herself was laid to rest here. Doctrine says it was her final wish, and none dare suggest politics factored into this ruling. Soon many of the system’s nobles demanded their own mausoleums. On the centennial observance of Gilead’s death, she was declared a saint. Ten centuries later, Enoch was designated a Shrine World. More saintly repositories followed, along with millions of travellers eager for sanctified prayer and a convent of the Order of the Sanctified Shield to strengthen faith throughout the system.

In the millennia that followed, Enoch became a shining bastion to the glory of the Emperor and the most devout of His servants. Pilgrimages to it became an essential part of faith throughout the sector and beyond, even during the Age of Apostasy when bloody clashes on Enoch saw entire cities put to the torch. Such were the crowded conditions that priests extended the ancient tunnels beneath many of the land masses, especially on Vehementer, into a labyrinthian network called the undercrofts. Ministorum officials once used them to bypass the chanting, wailing throngs of the faithful.

BACKGROUNDS

FACTIONS

PATRONS

CHARACTER
OPTIONS

ENDEAVOURS



ADVENTURE HOOK: THE PATH OF POISON

During a major feast on Vehementer for the Synod, an outbreak of poisoning almost eradicated the senior priesthood, and the agents are tasked with finding the culprits. There are plenty of suspects, people outraged at this gluttonous event amidst widespread starvation, but the ingenious poison has an ingredient found only at one village: an extract from a shellfish native to that shore. These lowlies couldn't possibly be behind such a cunning plot, unless they had outside support. The poison has been found on the cruel edges of Drukhari blades and recent Magos Biologis analyses have mentioned its efficacy — something the Tech-Priests supporting the village's Gun-Servitors might have learned.

The Synod, like so many in the system, proclaimed the Rift to be a minor disturbance that would soon pass. A month went by. Then a year. There were no plans for sustaining the billions of faithful here; those who had sought plans had long since been put to the torch as doomsayers.

Worse, Enoch has no mass-housing hab-towers, as by ancient decree no structure taller than Saint Gilead's shrine is permitted. The undercrofts are as far as any dare venture into the soft, porous ground, though many have tried. More land is now devoted to the dead than the living, with even more demands for cathedrals, shrines, and crypts each day. Cruel sports such as the Ravening Trials multiply in the squalid refugee camps to sate the hunger for both food and bloodshed. More worrisome, xenos raiders, perhaps bored with orbiting pilgrim ships, now dare assault the sanctified surface for fresh sport. Military resources are now stretched so thin that attacks that once were routinely repelled are now slaying thousands at a time. So long as no major shrines are damaged or the priesthood involved, the Synod secretly turns a blind eye.

ORGANISATIONS

The Enochian Synod rules with an iron, pious grip and controls all aspects of life. Most importantly, it decides who is fed. It makes these and more decisions from palatial cathedrals, isolated from the famished masses by barricades more resembling military fortifications than sanctified edifices. Enforcers maintain order in conjunction with flame-wielding Confessors and duty-bound Crusaders. For both, protecting shrines takes precedence over protecting civilians; after all, the fewer people, the more available food.



Enoch is well defended in other ways. The Order of the Sanctified Shield has its main convent on Holy Enoch, guarding its shrines and defending Gilead's faith. The Absolvers have an honour guard to stand over its own shrines, but the eternal schism over the Emperor's sanctity sometimes impairs joint operations. The Astra Militarum has no such disagreements and is a growing power through its unending recruitments to bolster Gilead's military and lessen Enoch's overpopulation.

Few noble houses exist, and only those of demonstrable piety wield any power. Lacking that, sufficient offerings ensure a say in the Synod's actions. Many noble houses rule isolated islands and rely on off-world arrangements to ensure relatively luxurious lifestyles far from inquisitive eyes.

The most notable guilds are the Enochian Stonemeisters that construct and preserve the blessed structures. No one knows who now oversees the transfer orbitals in high anchor, as the Adeptus Mechanicus abandoned all of them a year ago without explanation.

Gangs rule most refugee shantytowns; their collusion with corrupt Enforcers has often led to cruelties like the Ravening Trials. Cults rose as the Malefic Night fell, subverting pilgrims into worshiping Dark Gods eager to feed on twisted prayers. Others openly follow the Imperial Creed in hideous ways, like the Emperor's Visitation — who secretly venerate the hypnotic xenos that fell from the sky — or the Joyously Culled — who insist that only by constant (and usually lethal) bloodletting can the Great Rift be dispelled. Worse, there are degraded populaces within neglected undercrofts that feed on anyone they find in the darkness.

Armoured walls keep starving refugees from invading fisherfolk villages, each of which operates alone with little connection to other fisherfolk populations. There is talk that angry youths from multiple folklines are meeting at sea, as the yoke of Ministorum officials grows ever harsher. Such is their fervour that none notice that the floating island marking their gathering point is slowly regaining flesh and revealing itself to be a predatory behemoth that died out aeons ago.



BACKGROUNDS

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ENDEAVOURS



MAINTENANCE UNDERCROFTS

The sprawling cathedral cities of Imperial Shrine Worlds, commonly called Theocropoli in the Gilead System, are the revered destinations of pilgrims of the Imperial Cult. Conglomerations of numberless temples, churches, and monasteries form a Theocropolis, each attracting to their hallowed doors millions of paying devotees. The grand shrines are constantly cleaned and stocked with alms, and their ancient, crumbling structures are constantly repaired; preserving the divine visage of a Theocropolis is an endless operation, but a necessary one to properly glorify the God-Emperor.

The endless work required to maintain a Theocropolis is conducted by the vast, almost unseen peasant population of a shrine world. Ritual cleansings are conducted daily, transport systems are laboriously operated, and the grand streets are picked clean of any detritus (most of which is 'recycled' by the peasants).

This huge undertaking is conducted almost entirely behind the scenes. Beneath the bustling,

pilgrim-packed streets are the maintenance undercrofts, a system of ramshackle tombs for the low-born that allow the peasantry to move and go about their work unseen, lest their shabby appearance distract from the splendors above.

Each part of an undercroft may differ greatly, though they are usually constructed of metal and stone, forming a complex web of dark tunnels and technology beneath a Theocropolis. Many commoners make their homes and live a large percentage of their lives in these dark undercrofts, travelling to their next appointed task surrounded by the nameless ranks of their own dead ancestors. Some never leave at all, working the technology that allows the other peasantry to travel quickly to their next job, cut off from the sun for so long they seem to develop strangely tinted skin. And though the glorious praise of the God-Emperor rings out above, the undercrofts echo with whispers of other powers...

Few are aware that the mysterious Deathwatch is within Gilead, let alone has a secret base hidden under the frozen northern tundra of Enoch. Their numbers are few, a mere dozen or so, but their reach is vast. An auspex-cloaked Corvus Blackstar can ferry kill-teams to a powerful warship for missions across the system. They work closely with Ordo Xenos Inquisitor Xardt, especially to battle Aeldari raiders — and investigate her suspicions concerning Rogue Trader Varonius.

POLITICS

Despite its veneer of purity, Enoch roils with political disputes over control of the Synod. The Faction that controls the Synod determines how to manage the problems of starving refugees, collapsing faith, and perhaps most importantly the power its members have over Enoch.

One bloc, the Flames of Resistance, holds that the Malefic Storm can only be held at bay and forced into submission through increasing prayer. Flame-Deacons send Confessors to tread through every street to ensure all are consumed with supplication. Those who do not show proper enthusiasm are encouraged with fire and lash until their cries to the Emperor are judged worthy. Not all Factions agree with this approach, but the Flames control so many Confessors that few dare openly oppose them.



ADVENTURE HOOK:

BEATIFICATION BEACONS

Canonization of a new saint, Oslin Ux, is normally cause for celebration, but as rumours persist that Ux perished with a horde of riches and xenos relics there have been violent calls for greater reviews before the event. A rise in cult activities and shrine desecrations also stirs attention. Enemies of the new saint's wealthy family would love to see this go badly and are willing to pay handsomely to prove Ux's corruption and ensure they never reach ecclesiastical ascension. The Synod, though, wishes the anointment to proceed as planned and supports the elimination of anyone who stands in its way. Tracing the ancient Ux lineage back to the Crusade may determine who — or what — Ux was dealing with before their death.

ADVENTURE HOOK:

INTERROGATOR DOWN

Interrogator Xenia has gone missing, and there are many who want her recovered — or at least definitely shown to be dead. One of these personages sends the agents to find her, investigate her murder should that be the case, and possibly keep anything they discover while doing so in secret from other agencies. Her trail leads to a remote artificial island, where a Magos ex-communicated from the Tech-Priesthood conducts biologicis experimentation employing xenos specimens. The genetic subversions might increase food production, though some side effects may be even worse than starvation. Still, the organization that feeds the masses is sure to be hailed as saviour and possibly new ruler of Enoch.

No sect wishes to be thought lacking in devotion, so each has pushed for greater strictures over apparel, ornamentation, and even ambulation. These have helped fill new penal legions, a source of greater ties to the Astra Militarum and the Lord Militant. This has, however, led to friction as Confessors expand their remit into enforcing more mundane laws.

Enforcers now find themselves with fewer ways to show their worth; for the corrupt, this means less revenue. As Confessors claim territory and enforce Pax Imperialis with blazing zeal, private Enforcers have less work. Some have thrown in their lot with the Ecclesiarchy, happy to pay lip service to the Imperial Cult to maintain their dominance over the general populace. Many more turn to lives of crime, or become violent tyrants amongst the refugee camps. The worst of these displaced mercenaries have turned to warring against the Confessor Cults, propelled either by the rage of displacement or in service of new abominable masters. Such upheaval only aids outlying heretical cults spread into cities; some radical priests dare attempt to manipulate such traitors to target rival Synod Factions.



ADVENTURE HOOK: SHADOWS OF THE SAINT

A city is consumed as rival Factions war over the placement of a new shrine to Saint Dorma that would shroud the chantry to Saint Karl in perpetual darkness. Such conflicts are common, but this one is spiralling out of control. Streets are running red from riots, confrontations between the Iron Bells and the Razorprayer, linked gangs associated with the Factions. Covert assassinations happen daily, and attacks targeting visiting Synod priests are growing in viciousness. As they aren't part of Enochian politics, the party is brought in to calm things. Evidence suggests that the Crimson Spikes flagellant cult might be stoking the clashes, but could one of the Factions be working with these heretics to further their own aims?

Enoch's elite have always traded favours with nobles seeking the churches blessings. Now, as space on Enoch shrinks, social vendettas over such matters have grown to disguised assassinations and covert war between houses, especially on Gilead Primus. This doesn't diminish the close ties Enoch has to the capital world, or to the priests who rule the equally pious Ostia, and its vital food supplies.

There is little Mechanicus presence, especially after all the Tech-Priests departed from the orbital stations. The Synod, while puzzled, quite prefers this arrangement; it lessens contact with Charybdion and Nethreus, both of whom sided against Enoch during the Age of Apostasy. The Sororitas, normally a staunch ally, has of late been unable to support the Ministorum to the Synod's satisfaction; vitriolic confrontations between local priests and sister superiors are growing common. The arrival of the Varonius Flotilla has brought new entanglements. Many deacons refuse to believe the tale of how Varonius pierced the Rift. Few know that a flock of the fleet's devout psykers are certain that psychically focussed prayers can tear the Rift apart, and work with radical priests in an abandoned undercroft to ready their assault.

GILEAD PRIMUS



Once a mighty and influential planet, Gilead Primus's fading grandeur is a reflection of the Imperium itself. Populous far beyond the other worlds of the Gilead System, the numberless hordes of hive-bound zealots mass produce weaponry and supplies for warfare. The untold billions are mostly confined to hive cities, each a multi-kilometre tall industrial megastructure consisting of layers of urban sprawl. The planet's population is estimated to be 16 billion, but these estimates cover only the top and middle layers of the five hives that stand. The true population, including the lower hives, may bring that number to more than 40 billion.

Between these five proud hives are swathes of red, irradiated wastelands, bisected by the colossal gouges of mining operations, fallen cities, and sludge oceans of toxic runoff. The shifting radioactive sands of Gilead Primus erode the lower levels of hives, cutting through plasteel and rockrete, leaving openings for attacks by nomadic Scum, and outcast mutants.



BACKGROUNDS

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ENDEAVOURS

The hives of Gilead Primus are labyrinthine, easily navigated only by natives who have spent their entire lives on a single level. Almost all space is given over to the gargantuan plasteel cuboids of manufacturums flanked by towering cathedrals, both stretching beyond the cramped ceiling of their hive level. Between the colossal buildings are tunnels and passageways barely large enough to allow two labourers to pass by in different directions. The heat of billions of other bodies is permanent and pervasive. The cabled walls of every corridor drip with sweat and moisture-loving mold, often harvested by those desperately hungry enough to risk eating potential poison. Many of the priests that wander a hive level do so on portable lecterns with built-in cooling systems, or planaquins carried by devoted zealots that fan their representative of the Imperial Creed. Though the temperature of a manufactorum may be less stifling, it is a far from comfortable atmosphere. The mid to lower levels of every hive are made up of box rooms, each built from mass-produced panelling adorned with gothic windows and the glowing sigils of the Adeptus Mechanicus. Their ceilings often stretch through multiple hive levels, tall enough to produce their own disgusting weather systems fuelled by toxic sludges.

Most hivers spend as little time as possible travelling the restrictive spaces between temple, workplace, and hab. Most move quickly because they have no choice: the punishment for being late for labour duties or mandated prayer sessions is recruitment to a penal legion. Some manage to avoid travel altogether, though this is hardly a blessing; guilders have taken to building habs and shrines inside their manufacturums to ensure their workers never have to leave. The innovative habs are little more than hundreds-high towers of bunks to which workers rush at the end of their shifts. The strongest and fastest claim the bottom bunks whilst the others face the gruelling and dangerous climb to the very top, sleeping centimetres from the ceiling, often hearing the sounds of industry from the manufactorum above.

INDUSTRY

Mass production sustains the Emperor's bloated war machine, and massed population is the true might of Gilead Primus. The sheer number of individuals Governor-Militant Fylamon is willing to sacrifice to achieve a goal gives the planet power. Anything that can be produced by the rough hands and blessedly

ignorant minds of the unwashed masses is made on Gilead Primus. The Las weapons of the Astra Militarum are assembled by hand on production lines, whilst their flak armour is cut and hammered together by hordes of menials. Rockcrete is mixed in lake-sized vats overseen by Mechanicus Tech-Adepts who ensure no more than a thousand workers fall in per day. Grox meat and vegetable matter from Ostia are cut with ash, bone, and industrial runoff to stretch the huge population's limited food supply. Whilst the Mechanicus may produce wonders, the basic needs of Imperial life are fulfilled on Gilead Primus.



ADVENTURE HOOK: NINE BLASPHEMIES

In a colossal valley formed from the corpses of two titan-slain megafauna, the Novemhive is a testament to Imperial folly visible from space. Once an interlinked system of nine grand hive cities, the ruling lords of each were consumed with a jealous desire to rule from above their neighbours. Far from the logical vox of the Adeptus Mechanicus, each hive grew tall, top heavy, and unstable. The central hive attempted a daring move by building outwards in a wide landing platform to create a ceiling over the other eight cities — a damning move that caused all nine hives to catastrophically topple.

Now the Novemhive is a stark reminder of the consequences of the glory-hounding mindset of most on Gilead Primus. The husks of former hives are now home only to outcast mutants, nomadic Scum, and desperate archeotech treasure hunters. These populations and the treasures they hold are unknown and potentially of great value. Governor-Militant Fylamon is looking for a group of agents willing to convince — through words or actions — those living in the Novemhive ruins to fight for the Imperium.

Most of this population are simply engaged in labor. In the lower and middle levels of the hives, all appointments are hereditary. Workers know no life beyond their simple task of laboring amongst thousands on a uniform loom, or turning the colossal crank to move a conveyor belt on a Chimera production line. Life is tough, but for most mercifully brief. Those strong enough to excel at their duties are usually taken to serve amongst the ranks of the Gilead Gravediggers, whilst the rest are used until they can be converted into corpse starch.

Guilders and nobles rule over the vast population of menials, managing the exchange of goods and labor and ensuring tithes can be met. Though they would say otherwise, their lives are little better, perpetually hounded to produce more and spending what little wealth they accrue to maintain their status and prevent Ecclesiarchy punishment. Their habs may have entire rooms rather than a single bunk or sleeping coffin, and they may have access to artificially flavoured food, but like the menials whose lives they own there is no respite from work and they may never see the sky.

Beneath the common Imperial menial, even the lowly Scum contribute to Industry, ensuring crude weapons are accessible to all and distributing alcoholic rotgut made in the irradiated hive sumps to ensure the workers are placated.

Running like an industrial digestive tract through the center of every hive is a geothermal heat sink. Originally designed to draw heat from the planet's core and distribute the energy throughout the hive, they

now also harvest the temperature of billions of bodies, converting it to power and dispersing it relatively safely. Huge shielded elevators move goods up and down the vast vertical hives, safe from specific levels that have been quarantined due to collapse, plague, or rioting. Attendants of the Adeptus Mechanicus manage each heat sink, building their forgeshrines at optimal positions to better collect the Motive Force and transit themselves to manufactorums and lend their invaluable knowledge to projects under the purview of Avachrus.

ADVENTURE HOOK: QUARANTINE EXTREMIS

Many visitors to Hive Gulgatha pass through Level 317, an essential docking port and religious center, though none who have done so recently remember it. Some speculate that it has been declared Quarantine Extremis by the Inquisition, and everyone who enters or leaves is being mind wiped. The Confessor Glorina Cicero wants to visit the Shrine of Gamila, a church in Level 317 famed for clearing impure thoughts, and is looking for a group of agents to escort her there and help preserve the memory of the event.

BACKGROUNDS

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OPTIONS

ENDEAVOURS



Through savvy deals with the sovereigns of every planet, Fylamon has ensured that all trade runs through Gilead Primus. As a hub of manufacture and distribution, the Hive World controls the flow of technology from Avachrus, victuals from Ostia, even the information on new laws and heresies as dictated by the Ecclesiarchy of Enoch. Most crucially of all, Gilead Primus controls the distribution of manpower, for blood, bone, and flesh have ever been the true wealth of the Imperium.

HISTORY

When the Great Crusade pacified the quiet Gilead System, little was thought of it. Its variety of biomes were considered perfect for systematic reduction into resources, and industrialisation began. By the time the system was rediscovered three millenia later, it was both heavily industrialised and plagued by fearsome megafauna. Explorator Fleet Tsuruoka chose orbital attack over risking their forces, creating further gouges into the planet's surface which coincidentally primed it for mining at minimal cost to the population.

The newly discovered population of Gilead Primus, whilst somewhat primitive, initially welcomed their new saviours from the stars, and earned their trust over a decade of devoted work. However, the megafauna regularly returned, each creature more grotesque and mutated than the last.

When the armies of the arch-enemy revealed their hand, Gilead Primus became the site of the worst of the wars. Gargantuan Warp-spawned creatures crawled from the hole in the planet's crust left by Brassyl, tearing Knights to pieces and proving horrific foes for Imperial Titans. Some partially redacted records report that the surface of the planet itself was twisted and torn. The cleansing fire of the Gilead Crusade shredded both the population and the planet's biology, and when the battle was over, industrialisation began anew. Many heroes of the Gilead Crusade were awarded positions of power on Gilead Primus, proudly squeezing the planet to feed the tithes of Holy Terra. The planet's history created a society that was equal parts reverently devout and staunchly military — the perfect representation of the Emperor's will at this far fringe of the Imperium. The rapid growth of population ensured that though many regiments of the Gilead Gravediggers were quickly martyred, they were easily replaced.

The Age of Apostasy caused a schism on Gilead Primus, with many intercene wars in the hives themselves. The Administratum retreated to Brassyl and the moon Imperia whilst the hives tore themselves — and each other — apart. The zealous military won out, exterminating swathes of the abhuman and Adeptus Mechanicus populations. Bloody battles with Absolvers through Gulgatha ended the uprising in the System, and reclaimed Gilead Primus for the Administratum and the Imperium as a whole.

In the time before the Great Rift, the industrial output of Gilead Primus and the performance of the Gilead Gravediggers reinstated the world's reputation as a bastion of Imperial rule. When reality was torn and the daemons descended, the Hive World was perfectly placed to deploy millions of soldiers to the system's defence, with Fylamon's claim of leadership a logical conclusion to the conflict.

ADVENTURE HOOK:

THE GORGE OF BRASSYL

Even the Adeptus Mechanicus look askance at the technology that lifts the continental plate of Brassyl into low orbit. This relic of Dark Age Technology left a huge gash in the planet itself, and recently the Adeptus Mechanicus have been tunneling this continent-sized chasm in pursuit of additional information. Unfortunately, progress is slow, with mining servitors consistently malfunctioning or returning from their work with different parts.



ORGANISATIONS

The majority of those living on Gilead Primus cling to the Imperial ideal. All time is split between backbreaking work and vehement worship of the God-Emperor. Almost every Faction of the Imperium can be found here; hereditary noble guilders oversee vast manufactorums with Mechanicus Adeptus, watching millions of menial laborers work in twenty hour shifts. Administratum scribes catalogue their output and inform the Astra Militarum of any low performers — or worse, potential psykers — to be disciplined or removed for service in a penal legion. As the workers leave for their mandated shifts of rest, Ministorum Priests flanked by vox gargoyles lead them in marching prayers, collecting worship-tithes as they are funneled through cloister tunnels to ensure the Ecclesiarchy's coffers are filled. Some spend their rest time running tasks for guilds and gangs, performing religious duties, eliminating those they deem heretics or thieves of valued labour positions. Though every citizen is undeniably cunning and opportunistic, they view their every act as venerating the God-Emperor and spend every breath seeking His glory.

Though the Administratum claim dominion over the Gilead System, they are duty-bound to obey the rule of Lord-Governor Fylamon since she plunged the desperate system into military rule. Even Jakel Varonius views Fylamon as a close peer, and her position as ruling monarch of the Heartworlds has given the Astra Militarum Regiment she commands, the Gilead Gravediggers, more power than ever before. Three years ago, Fylamon decreed the dissolution of all other Regiments in the system, subsuming the forces of all other planets into the Gravediggers. This colossal force is constantly bolstered by recruits from across the Gilead System, making the training moon of Saintshold a constant site of mock battles and systematic drilling. The greatest of these soldiers are shipped to the frontlines of daemoniac wars across the system, whilst the remainder flood the streets of each planet to keep the peace, emboldened by military rule.

Guilds, nobility, and religion are intertwined on Gilead Primus. Hereditary positions are common, and many can trace their lineage back to the Gilead Crusade. The strong military traditions of the hive, as well as the System's erased history of treachery, have resulted in a consistent crack down on gangs. However, there are always individuals ready to band together and

fight; in the mid-hive, they are united by fringe death-cultist beliefs and battle others for appointments in manufactorums. In the lower hive, they raise the cry of mutant against Ogryns and Ratlings to eliminate other workers and improve their share of rations.

Nobles, guilders, and adepts who reach the top of the hives find a new goal overhead — the low-orbital plate Brassyl. Spewing toxic exhaust and sewage, this continental plate was lifted from the planet in the Dark Age of Technology and orbits above the hives, docking at their spire peaks to gather supplies and occasionally lift high performers of the Administratum or Ecclesiarchy to join their ranks. The Great Rift has created a fashion for expansive headgear to prevent the wealthy denizens of Brassyl from looking upon the foul Warp storm that surrounds them, but has otherwise changed little of their luxurious lives.

BACKGROUNDS

FACTIONS

PATRONS

CHARACTER
OPTIONS

ENDEAVOURS



POLITICS

Diversity is a strength that allows Gilead Primus to function as the hub of the system, but the many Factions that reside in every hive work against each other as often as they are united. The Astra Militarum and Administratum have a long held agreement to stick to what they know best, ensuring the planet is protected and that the protectors have ammunition. This relationship is complicated by the Ecclesiarchy; the Astra Militarum happily allows the Adeptus Ministorum to pass any decree that suits them, filling their penal legions with heretics. The Administratum often see the Ecclesiarchy as a waste of resources, but know they are necessary to lead the people of the Imperium and venerate the God-Emperor.

The many guilds that run Gilead Primus's manufactorums fund private wars between one another, battling over resources and space on their level. Their workers become small, zealous armies, some battling for pride, others food. Occasionally, these guilds take up arms against larger Factions, such as the abattoir guild Vol Ormoth protesting the Ecclesiarchy calling for extended worshipping hours.



ADVENTURE HOOK:

PROPHET OF THE STARS

A prophet has been causing a stir amongst multiple levels of hive Amarathia. Pale and prematurely wrinkled, the populous initially assumed the prophet's unusual skin was a result of saline mines of Enoch, but he now claims to be from much further afield — a holy land known as Chancer's Vale. The prophet proselytizes the worship of the Emperor Larval, a new god of the Gilead System. This 'priest' has enraptured swathes of the population, taking them away from their work and causing significant disturbance, not least through the ritual killing of Ratlings. Nobles and guilders in hive Amarathia have tried to eliminate this preacher, but his rise seems unstoppable, with huge numbers of the recently converted sacrificing their lives to save this stranger.

Daemonic assailants from the Great Rift have stoked the fires of industry and brought Avachrus and Gilead Primus closer than the religious chasm between them would suggest; Fylamon and the Administratum desperately need the enciphered knowledge of the Mechanicus to ensure they are appropriately armed and armoured. Similarly, the deep calculations of Fabricator General Belaxia and her cohort reveal the miniscule percentage chances of their survival without the shield of the Astra Militarum. However, the Tech-Priests of Avachrus are keen to show they hold all the cards in the relationship. Though the armies of the Mechanicus are small, they know the Machine Spirits of their armaments will not fail, and the Astra Militarum are utterly reliant on their tanks and artillery. Gilead Primus must even ask the tech-ghouls their religious populous revile to assist in negotiations with the frosty House Acasta.

Gilead Primus has long held that prayer and hymns are the greatest motivators for their citizens. Priests have been stationed amongst the Gilead Gravediggers and in manufactorums for millennia, screaming canticles above the din of battle and machinery. These priests all hail from holy Enoch, and the huge tithes Gilead Primus supply to the Shrine World in recompense have ensured their relationship is strong. This relationship has been so ingrained in the Gilead System that the devout citizens of Ostia view the Gilead Gravediggers as angels of the Emperor, happily sacrificing almost their entire yield of crops to the Hive World.

Those on Gilead Primus that even consider Charybdion's existence think of it as a blasphemous backwater — they are too attached to the Mechanicus for their own good, and the horrific storms that endlessly assail their hives are a result of their impiety.

Few citizens of Gilead Primus have ever seen the sky, let alone heard that the Gilead System is now controlled by a Rogue Trader who has penetrated the Great Rift. The highest of the nobles and most powerful of the guilders share an unease of anything that has emerged from Cicatrix Maledictum. Even if he is not some daemonic illusion, a Rogue Trader has ever been a suspicious figure, and many Rejuvenat-fueled nobles have had bad dealings with their ilk before.



ADVENTURE HOOK: A NOBLE PURSUIT

Ahkenaten Meraclus of Gulgatha is the hereditary heir to Meraclus Alchemicals, and is a lazy embarrassment to the noble Meraclus bloodline. The pious family are at their wits end, unable to deny the hereditary appointment. Their younger daughter, the pragmatic Heshet, is conspiring to take his position. She has garnered the private support of both the Administratum and Ecclesiarchy to do so clandestinely. Heshet needs a team of unscrupulous individuals to frame her brother for heresy, but that would bring the family under suspicion, just enough to ensure Ahkenaten leaves Gilead Primus forever.

Ahkenaten abides by a daily routine that is unchanging in its slovenly hedonism. He rises late, enjoying the few rays of sunrise that penetrate the smog from his spiretop apartments, before taking a private elevator to Meraclus Alchemicals. There, he meets with Biologis Dalawa for updates on manufactorum performance before donning a rebreather and strolling the high catwalks to look down on his tens of thousands of labourers. After this hour-long stint of Administratum-mandated work, he travels to the Hive fringes to trade for oddities and luxuries, then returns to his apartments. Occasionally he entertains other nobles with relatively lavish parties, serving synthetic amasec and finely spiced corpse starch, but more often is content to simply laze in the lap of luxury.

It is no secret that the Mechanicus approved of Ahkenaten's appointment, as the young scion's laxity allowed Biologis Dalawa to take more control over Meraclus Alchemicals. Indeed, they ensure Ahkenaten's safety with Skitarii bodyguards and custom Ogryn Servitor bodyguards, and framing him will be no easy feat.

CHARYBDION



The dark pearl of the Gilead System is covered by a roiling ocean, a perpetual tempest of turmoil on and below the waves. Promethium drives everything on Charybdion, from discovery and extraction to refinement and transportation. Hive cities dominate what little irradiated land remains or form their own tiny islands. Some descend underwater, or have mountainous foundations that rest uneasily along the sea's bottom. Promethium powers the hives and is processed into all manner of goods before being exported across Gilead to fuel vehicles, technology, and the sacred conflagration of flame weapons.

Slightly larger than Holy Terra, Charybdion is one endless, cold ocean dotted with innumerable islands formed from continental plates colliding or forming vicious volcanoes. Gigantic reef structures emerge like jagged, rotting teeth, forming uneasy landmasses entwined with strange fauna. The waters are dark and thick with pollutants, reeking of refinery effluent and chemical hive waste. Its weather is violent and filled with harsh storms that burn exposed flesh; lightning tears apart night skies as towering waves threaten surface vessels and crash against the tops of hives, brushing the hulls of Imperial Cruisers and ripping the satellites of the Adeptus Mechanicus from low orbit.

Travel underwater is not appreciably safer, as the biome favours gigantism. The best-known creature is the colossal Worldfish, but there are tales of even larger beasts. Carcasses of things larger than battleships float to the surface periodically; flensing fleets, alerted to such discoveries, spend months carving up the putrefying flesh to feed hives, their corpses often used as makeshift habs as they are butchered.

The air feels cold beyond its low temperature, and there is an unpleasant, mildly irritating stench everywhere. Many believe these are due to psychic miasmas leaking from Ironwatch, the result of psyker overcrowding.

Life is as harsh as the world itself, where oceans separate hives rather than the deserts typical to other worlds in the system. Faith is strong, but tech-shrines to the Machine God outnumber Ministorum chapels. Study and veneration of the ancient submerged refineries reflects devotion to the Ommissiah.



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Servitors and servo-skulls fill habways, no noble goes unaccompanied by a guardian slave-Ogryn, and cybernetic implants are viewed as holy sigils.

There are several billion occupants, almost entirely concentrated within the hives. These dwellers vastly outnumber the Astra Militarum units that guard Charybdion, but the real power rests with the Adeptus Mechanicus Tech-Priests who oversee the refineries. The dark, dank, frequently flooded regions at the bottom of most hives host innumerable dregs, including more mutants than anyone imagines, perhaps the result of refinery radiation leaks or pollutants in the water. Talk of ever-growing enclaves of escaped psykers are worrisome, though the info-prayers that spew from vox gargoyles claim this is more rumour than fact.

There is always enough fuel and power on Charybdion, but that rarely makes life any more enjoyable. There is a serious, no nonsense tone to daily existence on this world. When a single mistake can be lethal, discipline is essential; both the sea and the powerful processing machinery alike can end dozens of lives in a moment.

ADVENTURE HOOK: A HOLE IN THE OCEAN

An Explorator vessel on a mission to locate new promethium sites reported a literally unfathomable energy vortex deep underwater. The ship's signal vanished soon after, and the party is tasked with recovering the valuable property (and personnel). Auspex returns indicate something unusual in that region, akin to a Geller field trembling before failure. Tech-Priest Magi calculate this might be a Warp fissure that could grant escape from the Irrational Storm, or even a lost Aeldari Webway gate of illicit xenos tech. Confirming either could be difficult, as the anomaly is mutating nearby sea life into apex predators or may even be allowing unnatural life to infect Charybdion.

INDUSTRY

Much industry takes place underwater, where flocks of Tech-Priests tend to the promethium auto-refineries as best they can from scaffold-like facilities they construct around each relic of ancient technology. The venerated devices are sealed, and so binaric prayer and anointments are often the only methods to ensure continued function. Adepts may spend lifetimes studying and probing a single unit and its idiosyncrasies, hoping to divine lost secrets from millennia past. Some refineries appear to have populations living within them like tiny hive cities, though none would dare ruin a functioning unit to verify this.

Pipes wider than hab-blocks carry promethium from the depths up into hives for further treatment, and then to transport vessels. In times past, hives routinely dumped refinery by-products back into the oceans, but now only the most toxic and mutagenic chemicals are expelled. The remainder, along with organics including algae scum and hive effluvium, are processed into textiles, explosives, ration packs and more to create new exports.

Almost every hive also has at least one zone dedicated to Worldfish harvesting. Such operations take months per carcass as each is slowly conveyed into a huge bay where hundreds of rendors descend like ravenous insects. Each group attacks a single component, from teeth to organs to bones, until there is nothing left but the unstable, mysterious blood... which always seems to disappear quickly. The highly illegal (and hazardous) export of this substance supports several crime syndicates on Charybdion and is part of many cult activities across Gilead.

Like most Hive Worlds, Charybdion imports the bulk of its food, mostly as processed organic pastes that arrive in the same tanker shuttles that transport promethium offworld. Tech-Priest Biologis are experimenting to produce strains of growth-accelerated algae weeds and viral macro-plankton which may mean the planet may become self-sufficient — both to help lessen food imports and make it less reliant on hated Ostia. Many Charybdionians have always held there were too many ‘accidental’ missing deliveries from that Agri World, and insist that any setbacks in their food production efforts are due to Ostian sabotage.

The Lord Militant views Charybdion as an essential asset for the system, as does Rogue Trader Varonius. The Astra Militarum defends refineries, storage tanks, and transports from offworld raiders, xenos pirates, and resource cartels. Many forces are commonly rotated with Ironwatch duty, especially as means of punishment.

Travel between hives is difficult, as the sea and air seem to target vessels like hungry predators. Attempts at floating or suspended bridges have all proved embarrassing and costly failures. Submersible shuttles are the common inter-hive transportation method, though encounters with aquatic megafauna can make for exciting journeys.

ADVENTURE HOOK: DAKKA IN THE DEPTHS

The party is travelling transoceanic when they are attacked by what they take to be a gigantic, aggressive serpent that nearly devours their ship in a single gulp. The ‘monster’ is actually part of Kaptin Goldteef’s latest cunnin’ plan, taking advantage of a Rok that fell from orbit. The Ork Warboss had his Meks convert the Rok into a sea-worthy Kustom Dakkablit Stabba-Sub to swallow and raid refineries for as much go-fasta fuel as they can steal, or blow them up, or both. Maybe at the same time. The party must take command of their ship, and stop the armed (but not quite watertight) submersible before it can destroy its next target, a refinery that supplies promethium to much of Aidon.



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HISTORY

Charybdion was almost overlooked when the first Explorator vessels arrived in Gilead. There was little land worth settling and no readily available resources. Adepts of the Machine God are nothing if not patiently efficient, though, and deposited countless extraction modules after detecting significant promethium deposits along ocean beds. Each of these devices located suitable drilling sites and prepared themselves for when their harvests would be needed to support the new system.

During the Crusade there was little action on this cold world; records of the riches below the surface having long since been forgotten. It wasn't until the Mechanicus established itself on Avachrus that Tech-Priests detected the cyphered calls of the engorged refinery-temples, ready to feed a hungry Gilead. Adepts, many fitted with autogills, began to build pressurized stations around refineries to study and protect the sealed devices.

Devotion to the Ommissiah dominated the growing hives, and wayward disciples of the Machine God colluded with Vandire's forces to drive opposing priests far into hive depths during the terrors of the Age of Apostasy. Most hives extend deep underwater and the struggle to stave off leaks is unending. Regions known as darkwaters dominate the lowest levels, containing all manner of Scum and aquatic mutants.

Aidon, the hive connected to the most productive refineries, became the world's capital. Not all hives thrived, though. Some shut down when promethium pipelines ran dry, and are still haunted by millions of forgotten dregs in varying degrees of civilisation. Others flooded or collapsed due to the immense pressure of Charybdion's dark waters.

Ironwatch was constructed alongside Hive Aidon for criminals not sentenced to CS reclamation, and in M38 the initiators of the Amethyst Lightmares were also imprisoned there. It slowly grew with psi-shielded chambers and ironwards to hold all of Gilead's psykers. The Black Ships have not been sighted for nearly a century, though.

Looking back, several Ordo Malleus Inquisitors now believe that Magestrix Allseer's attack on Ironwatch was a portent of the Rift's emergence. Their Cult of the Thrice-wise Gaze was repelled, but not without the loss of many of the most dangerous prisoners. Spikes in daemonic activity throughout Gilead occurred exactly nine days later.

Since the Dark Curtain fell, demand for promethium is rising, especially as the Varonius Fleet also thirsts. Ironwatch has become even more crowded and the Lord Militant has ordered other worlds to house their own psykers. Entire hives have been lost to rising seas or apocalyptic storms as if the increasing Warp activities have stirred greater violence in the oceans. Resentment grows in the breast of every promethium-jockey on Charybdion for the pompous, pious members of the Ecclesiarchy, even as gifts from the Adeptus Mechanicus ensure their relationship with Avachrus is forged ever stronger.



ADVENTURE HOOK:

REFINERY REANIMATED

The party investigates a long-forgotten refinery that suddenly went active and blasted highly encrypted transponder pulses throughout the surrounding ocean depths. The rusted refinery pipes are issuing a biological sludge filled with primordial microorganisms. Visual inspection reveals the structure is somehow fully powered. Someone or something prowls within its still dead support facility, possibly drawn by heat and light energising the abyss. This may be what reactivated the refinery or could be what was unwittingly or purposefully unleashed when power was restored. Other refineries may also be in peril, and any shortage of promethium could cripple Gilead.

ORGANISATIONS

Gilead views Charybdion as a vital resource and military forces are everywhere. Astra Militarum regiments are stationed within most hives; a smattering of islands serve as training camps and munitions depots. Others contain Imperial Navy airships or support assault boats and submersible warships. Detachments of Tempestus Scions and their attack boats in a disguised orbit guard against void-based threats. Varonius has a small squadron of gunboats at high anchor, and the Magi of Avachrus have assigned Skitarii cohorts to defend the irreplaceable refineries.

While industry is essential, only a few venerable Tech-Priests have the slightest comprehension of how the refineries operate. Archotech through and through, they detect veins of promethium kilometres below the oceanic bed, and Titan-level energy beams to reach them. Many have even been observed to deploy crab-like legs and scuttle to new locations. The promethium allows Charybdion to barter for food, machinery, raw materials, finished goods, and other necessities.

The Adeptus Mechanicus is the ruling power, even as it may appear more a Militarum bastion planet. That the Mechanicum has little control over the devices, though, is a carefully guarded secret. Tech-Priests also sponsor expeditions to recover lost refineries and other priceless technologies. Ministorum priests are often visible in hive cities, promoting proper faith in the Emperor, but all too often fall to terrible industrial accidents. Adeptus Astra Telepathica personnel, especially those normally assigned to Astropathic Choirs, are often assigned guard duties at Ironwatch as the Rift has made such communication impossible. Nobles rule their hive fiefdoms but constantly fight over promethium supplies and other raw materials for their own industries. Guilds are influential (though generally controlled by the Adeptus Mechanicus), each with its own refinery formulations or Worldfish flensing rites. The most powerful guilders, though, are the Flowmasters who repair and construct the underwater promethium pipes, without which Gilead would wither and die.

Gangs, some with escaped psykers, operate with impunity in lower hive areas, mostly above the waterline. Below these levels, especially in darkwaters that might stretch to the ocean floor, mutants rule. Their forms are endless, but gills and similar features

are common. Wise gangs know the secrets of leaving food in certain darkwater crevices to be replaced by strange technologies and other wonders the next day. Strange mutants, the result of exposure to toxic wastes and Warp energies, sometimes fight their way uphive to form their own gangs.

ADVENTURE HOOK: SIEVES IN THE IRON

Confessor Alithea is offering the support of their followers — and a not insignificant cache of holy artworks — to anyone capable of recovering Regila Phvyllle, a powerful psyker who was liberated before they were to be imprisoned at Ironwatch. Now leading the Fellowship of the Forsaken Eye, Phvyllle is believed to be tied to psychic eruptions on Gilead Primus, as well as a series of ritualistic murders of local Ministorum priests. The fisherfolk who support what they believe to be a benevolent society are quite unaware of the true Tzeentchian nature of this psyker cult. Confessor Alithea is suspected of having ties to the death cult known as the Weeping Eagle, whose psyker-sacrificing rituals are rumoured to grant great powers to their members.

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Gilead recognises Ganthet Veneratio of Hive Aidon as Governor. It is an open secret, though, that Magos Faxas Ytterbium is the true sovereign, and that the real seat of power is within her brass bastion on the island of Kappa-V. Lack of trust from other Gileadian rulers (and the massed armaments of the Militarum) ensures Nuln dares not step too far from the Lord-Militant's decrees.

Part of this is due to Nuln's lack of attention to the terrible state of Ironwatch, where the psychic overloads sometimes ignite the skies with arcs of unnatural pigments that burn retinas. Some suspect Nuln desires a cataclysmic failure to force Fylamon into deeding Charybdion to her.

Skitarii squads are increasingly extending their zones of operation, leading to disputes with local Enforcers and Militarum forces that have — so far — stopped just shy of violence. Ironteeth commanders are convinced that covert Adepts sparked recent hive riots to initiate such events.

The most intense battles are fought within hive spires, hidden ones over promethium access. Too many have seen other hives collapse when cut off and are willing to go to extreme lengths to preserve their families. Many have allied with the Mechanicum to hamper Ecclesiarchal evangelism in exchange for additional promethium.

Even though the Adeptus Administratum allocates promethium, every potentate has deals for covert deliveries. This is discreetly ignored so long as regular shipments aren't impacted. All know of Veneratio's arrangements with Ostia for extra foodstuffs, for example, or Nuln's for technology from Avachrus. The strategically minded Magi has also promoted reprocessing of refinery waste into food to lessen the Governor's alliance with Ostia.

Varonius takes special interest as his ships need promethium; thus, one of his cousins keeps a close watch from orbit. Very covertly, Veneratio's senior advisor Everin Baelin has been meeting with Felice Varonius to dispose of psykers into the void — something that might garner them cells in Ironwatch if discovered.

Fylamon takes a personal interest, with logistical reports each morning. If they could find promethium elsewhere to fuel its flamers, Enoch's Synod would enjoy seeing the planet burn. It conducts a fervent propaganda war to paint Charybdion as unfit for habitation, and funds extensive missions to find new deposits of promethium elsewhere. Perhaps most worrisome are the thefts of anti-psychic technologies. This might be so that other worlds can better contain their own psykers, but does not explain why so many actual psykers have also been stolen from Ironwatch.

ADVENTURE HOOK: SINKING AN ISLAND

The party is contracted by Hesia Aidon, a senior noble of Hive Aidon who some whisper is funding the sabotage of a highly publicised project to build an artificial island tethered to a major refinery. Success would mean the Adeptus Mechanicus could build similar structures and further consolidate its power. Hesia believes that Ecclesiarchy agents are to blame and are framing her for actions to restore the Emperor's Church on Charybdion. Felice Varonius takes a personal interest in the matter as it is an open secret that the island will dedicate much of its promethium output to the Rogue Trader Fleet. The party must determine the true culprits while ensuring that, no matter what, the promethium continues to flow.





FACTIONS



None can survive the dangers of the 41st Millennium alone. Almost all individuals belong to a Faction, swearing to serve some greater cause in exchange for weaponry and allies to ensure survival.

This chapter details the major Factions at work in the Gilead System, including the following information:

- ☠ A general overview of the Faction and their purpose.
- ☠ The training the Faction gives to its members and how that informs their place in the world.
- ☠ The political goals of the Faction in the Gilead System.
- ☠ The relationships between this Faction and others.
- ☠ The duties and strictures members of this Faction (supposedly) abide by.

Both players and GMs can use this information to build and roleplay characters (whether they follow these rules or rebel against them), inform social encounters, to create seeds for adventures, and to better understand the fractious nature of the Imperium.

Some of the Factions in this chapter are smaller sects of large organisations. For example the Sanctified Shield are a single Order Minoris of the Adepta Sororitas entrusted with the task of protecting the holy shrine world of Enoch. The vast, hierarchical nature of the Imperium ensures that even the established strictures of an organisation have endless variety across the galaxy. Some of the specifics of a sub-Faction may not apply to every member of the greater organisation, but can serve as examples and inspiration for their dark deeds, strange goals, and arcane traditions.





ORDER OF THE SANCTIFIED SHIELD

Locus of Power: Enoch

Acting Figurehead: Canoness Jeanne Grace D'Emysa

Important Writings: *Rule of the Order of the Sanctified Shield*; *Beatitudes of Karolyne*, the sayings of a martyred sister who eradicated a Nurgle infestation; *Admonitions of St Hallas*; *Bastions of Faith*, a collection of battle tactics honed over centuries

Symbols: Order's icon (skull with fleur-de-lis on forehead, on a shield surrounded by flames), fleur-de-lis

Heroes: Veteran Battle Sister Wilhelmina Lorol, Cleanser of Hive Kappan; Sister Odelle, the mysterious Hospitaller who seems to appear at every battle; Celestian-Imagifier Sister Valerinne Tancin, entrusted with the Bones of Defiance; Sister Febronia of the Order Famulous, employed as a diplomat and trusted food tester on Ostia, who martyred herself by ingesting

a poisoned meal in order to kill a heretical ruler; Drill Abbess Alytinne Cho, who oversees the order's training programmes.

There are perhaps none more devout in their worship of the Emperor than the faithful of the Adeptas Sororitas. It supports the church in numerous non-martial ways, but is foremost the righteous army of the Ecclesiarchy. In Gilead, this means that while Sisters of the Sanctified Shield offer spiritual succour in a system that the Emperor seemingly has abandoned, even novices are expected to answer the call to battle, no matter their role.

Founded in M38 by Canoness Jessamine Hallas, later beatified in M39.172 for repelling the Necron invasion of a shrine world, the Order fought in many Wars of Faith across the Segmentum Obscurus. In early M39, after purging a system of daemonic infestation, the Synod directed it to Gilead. There it would bolster spiritual purity and covertly monitor the local Ecclesiarchy, to ensure it did not fall to heresy as it did during the Age of Apostasy.

The Order is a bulwark of faith in Gilead, especially as its people fear the Emperor has abandoned them. It defends the shrines on Enoch from unbelievers, especially those who would defile crypts for relics to be used in unholy rites. It allows no compromise, no deviance from the Emperor's Will. While the Order stands, Gilead cannot fall.

TRAINING

New sisters received into the Order have honed both mind and body through the harsh ways of the Schola Progenium, but that is just the beginning. Battle sisters receive instruction in combat tactics and the use of power armour, bolters, chainswords, flamers, and meltaguns. Others learn the rites of healing, negotiation, translation, and other ways to support the Order in non-combat positions. Mind and soul are further indoctrinated through blessed texts concerning heresy and the Order's relationship to the Ecclesiarchy. Veteran sisters impart lessons learned from battlefields and throne rooms alike.

POLITICS

The Order of the Sanctified Shield seeks to preserve the Emperor's Light in Gilead, and supports the Ecclesiarchy as defenders of the faith. The Sisters are well aware of their role as spiritual exemplars to the faithful, and also oversee medicae facilities and offer relief to the many refugees on Enoch. This does not mean they ever hesitate to forcibly discipline any who display weakness of faith or signs of heresy, however.

As an Order Militant, there are many weapons available to carry out this holy mission. Each Battle Sister is a fierce warrior who fears nothing save failing the Emperor. Their most powerful weapon, though, is their unshakable faith — any who face them know the Order never falters and can call upon that faith to achieve miraculous deeds when all appears lost. This was famously displayed on Ostia when an entire horde of plague-cultists devoted to the Faithful Writ were said to be transfixed to ash by the light of Sister Delphyne in prayer.

Relationships

The Order has strong relations with the Ecclesiarchy of Gilead and fights alongside Militarum and Astartes forces, as well as common citizens who follow where Sisters lead. Many Sisters have worked closely with Puritan Inquisitors in combating cults.

The Sisterhood privately view the Adeptus Mechanicus as religious deviants, and decry the Administratum's lack of spiritual fervour, but these frosty, frictional relationships must be maintained to ensure the Adepta Sororitas receive their holy Wargear.

The arrival of the Varonius Flotilla seemed to be an answer to the Gilead System's prayers, and indeed, the Adepta Sororitas greatly respect the sanctioned saviours from the outer Imperium. However, there are those that believe the rumours that Varonius consorts with vile xenos, and all share the Firstborn Absolvers' distrust of the Primaris Astartes that came with him through the Great Rift — to 'improve' on the Emperor's vision of the Astartes is deeply suspicious to the traditionally minded Sisterhood. With the loss of the Black Ships, the Order watches for suspected psykers, and finds many within Enoch's refugee masses. Some are shipped to Charybdion; most are site-executed and their sealed ashes consigned to the depths.

DUTIES & STRICTURES

- ☠ Protect the venerated shrines on Enoch.
- ☠ Guard and aid refugees, but do not allow them to interfere with our Holy Remit.
- ☠ The Emperor is listening and watching even in these dark times — do not disappoint Him.
- ☠ Serve the Ecclesiarchy, for they interpret the Divine Vision.
- ☠ Be ever watchful of the Ecclesiarchy, so that the dreaded apostasy may never befall us again.
- ☠ Be a shining example of faith and purpose to all around you.
- ☠ Believe in the Emperor's Will, especially in actions against heretics and cults.
- ☠ Burn the psyker and support the Ironwatch in its efforts to contain these abominations.
- ☠ Trust not the Alien, for its ways are abhorrent to the Emperor.
- ☠ Smite the Daemon, for its temptations lead only to damnation.
- ☠ Let your Faith be your Shield.
- ☠ Those that falter must Repent.

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MACHINE CULTS OF AVACHRUS

Locus of Power: Avachrus

Acting Figurehead: Archdomina Aexekra Vakuul

Important Writings: *The Universal Laws of the Cult Mechanicus*; *Litanies of Eternity*, containing the daily rites of the Suspire; *Compillex Heretekonus*, a collation of all data concerning archeotech and xenos tech found on Avachrus and beyond (and only available to certain Arch-Magi and Inquisitors)

Symbols: Mechanicus Cog, Avachrus Icon (a cog on starburst with two moons below), palm on forehead then extended out ('I offer my reason to you')

Heroes: Explorator Kappo Lev, known for their unending search for remnants of the pre-Imperial archaeotech; Magos Jynn Rho, tireless hunter of Heretekes and their horrid creations; revered Tech-Priest Obsolom, who has assisted in training the Techmarines of the Absolvers Chapter for over 400 years; Skitarii Vanguard Commander Metril of the 87th Gilead Cohort

The Adeptus Mechanicus oversees all aspects of technology in the Imperium. Its church, the Cult Mechanicus, worships the Emperor as the Omnissiah as its adherents chant binaric prayers with each forging and implantation of blessed cybernetics. Though it

may appear a unified order on the outside, in reality it is a conglomeration of sects, each of which has its own view of the Omnissiah's nature, the quest for knowledge, and other matters of technological divinity.

This is especially true in Gilead, where the irrational Warpstorm has provoked holy schisms that may irreparably fracture the Mechanicum. The Mechanicum arrived first at Gilead and has been a fundamental part of it ever since. Once the Eternal Engines were uncovered it claimed dominion of Avachrus and transformed the planet into a powerful Forge World. Now it must supply and maintain all technology for the entire system with no external aid, even as their ordered existence is failing to meet demands.

Tech-heresy and unsanctioned research flourishes like scrap code in unshielded cogitators, no matter how many Tempering Litanies are engrammatically inscribed into new Tech-adepts. Explorator Lev reports of asteroids in the Reach filled with xenotech and possibly the remains of a deliberately shattered world. Buried in the Avachrus sands is evidence of an earlier Martian presence, one that employed unholy numerics and profane logic.

Try as they might, the Magi cannot suppress such data much longer.

TRAINING

As can be imagined, the Adeptus Mechanicus revolves around technology; the blessed rites involved for repairing, operating, and venerating (but not inventing) machinery are a fundamental part of its existence. Knowledge of such matters, along with the ways of the flesh and even xenos devices, is similarly essential for many. Despite their scholarly veneer, almost all members of the Cult Mechanicus are able to defend themselves, as failure to do so would be a waste of a servant of the Machine God's. Thus, many Tech-Priests are skilled in the use of powerful sidearms of unusual (but sanctioned) designs not suited for mass production.

POLITICS

The Cult Mechanicus has few drives, but they dictate all its actions within Gilead. Preserving Avachrus is foremost through fulfilling its sacred duty to fabricate arms, but detecting and eradicating tech-heresy is a close second. With the loss of support from other Forge Worlds, spreading the Word of the Machine God has become vital. This has caused much friction with the Adeptus Ministorum, as both seek out new adherents. Even efforts to acquire more subjects for servitor creation are stymied, as most are sent to penal legions.

The power of the Adeptus Mechanicus, however, is enormous. It controls technology and manufacture in Gilead. That it also determines which Factions are granted access to its technologies is an unspoken and rarely needed threat, even in times when it can barely meet ordinary replenishment demands for material. It has its own powerful fighting forces to defend the Forges against piratical raiders and unofficial Imperial 'requisitions' alike.

Relationships:

The Adeptus Mechanicus works most closely with the Astra Militarum and Administratum to provide weaponry and other necessities, as per agreements as old as the Gilead System itself. It views both, though, as extremely wasteful of both flesh and metal. The Absolvers, on the other hand, are held as exemplars of efficiency. While the Adeptus Mechanicus deals with various Rogue Traders, chiefly Varonius, it is of necessity as their ships are effective in guarding against pirate attacks made against Explorators and research stations.

Interactions with other Gileadian agencies are much worse. For millennia the Ecclesiarchy of Enoch have begrudgingly accepted the religious differences between the Imperial Cult and the worshipers of the Omnissiah, viewing the arcane creations of the mystical Magos with a mixture of fear, awe, and suspicion. In the wake of the Great Rift, the Adeptus Mechanicus' failure to meet constantly increasing production needs has led to the Ecclesiarchy viewing them as barely sanctioned heresy. The Cult Mechanicus have a similar (but more logically expressed) opinion of the Adeptus Ministorum in return.

There are also sects within the Cult Mechanicus that withhold vital data or assert falsehood, all to lessen their rivals and making unified action sometimes impossible. Despite this, almost all reserve their greatest binaric hate for those who knowingly subvert the Omnissiah's Will. These might include Apostate Tech-Priests who lead proscribed rites to glorify xenos technology, Heretekes who conduct prohibited experiments, and worse Magi who seek knowledge from the Gods of Illogic that live in the Warp.

DUTIES & STRICTURES

- ☠ The Forges Must Pour. All else is secondary.
- ☠ Obey the Universal Laws, for without them all is disorder.
- ☠ Suppress unsanctified technology and unholy alien mechanisms... except if directed to research or even use them to try and pierce the Night Wall.
- ☠ Search for lost technology and archaeotech; a functioning Standard Construct Template, or even a fragment of one, could save the Avachrus (and Gilead).
- ☠ Pity the Ministorum, for they know not how to worship.
- ☠ Revere the Omnissiah, for He knows all and comprehends all.
- ☠ Abhor the Heretek, for their works stain the Will of Machine God.
- ☠ To break with ritual is to break with faith.
- ☠ The flesh is weak. The machine is strong.
- ☠ Placate the Machine Spirit in every device.
- ☠ Venerate, Not Innovate.

BACKGROUNDS

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ENDEAVOURS



ECCLESIARCHY OF ENOCH

Locus of Power: Enoch

Acting Figurehead: Archdeacon Merramar Clade of the Enochian Synod

Important Writings: *Scriptures of St Gilead*; *Rites of Passage*, the internment scriptures of Daedalon; Dawning Proverbs, a collection of schoolbooks for the youth of Gilead

Symbols: Blessed waters of Enoch (open palm gliding over closed fist); Star of St Gilead's Chariot, a stylised Gothic-class cruiser symbol; Ministorum icon

Heroes: Missionary Janos, thought to have converted untold millions across the system; Confessor Darius Uhn, known for their 'burn first, ask questions later' approach to unbelievers; beloved Shrinemeister Gregor Imrak, overseer of ultimate rest and arbiter of ossuary assignments; Preacher Karam, seemingly eternal exhorter of the faith to centuries of Gravedigger regiments.

The Adeptus Ministorum is the one true church of the theocratic Imperium, and leads the fervent worship of innumerable billions. Faith in the Emperor is more vital than promethium or voidships; without this unifying power the Imperium would fragment into warring star systems and become easy prey for xenos and traitors. It is this faith that must sustain Gilead in these hopeless times.

The Ecclesiarchy has been a firm presence in Gilead since the foul taint of traitors and heretics was purged and the Emperor's Light established. Now that light has gone dim, possibly forever, and the populace turns to the Ministorum for guidance. Billions everywhere struggle with their faith, especially the countless refugees stranded on Enoch. Never has the Ecclesiarchy of Gilead been tested like this.

It is a test that the Ecclesiarchy must face and defeat, for the system is ripe for collapse. Even as Warp flares rend the darkness like daemons ready to devour souls, priests and deacons must ensure their flocks retain their faith and that it is strong enough to withstand such terrors. Should Gilead abandon the Emperor, all hope is lost and it would once more be a haven for the Forces of Chaos.

TRAINING

Preachers and other members of the Ecclesiarchy are primarily known for their words, and so they exercise their vocal skills for maximum volume and projection. Persuasive rhetoric is the ideal way to sway those lacking in faith; when that fails, intimidating mental and physical coercion are necessary. This also holds true for dealing with other Imperial agencies. Many of the Ministorum learn to wield flamers and massive chainswords to smite heretics. All must know the tenants of the Imperial Creed of Gilead by heart, along with planetary variants designed to keep local populations devoted to the Emperor's Light.

POLITICS

Faith drives Imperial life, and Gilead's priesthood guides that faith. Ever since the recent Night of Torches the Church has expanded its role as defender of that faith to defender of the law. Deacons wield scriptures and chainswords to keep the populace obedient. Gatherings not devoted to worship are now unlawful.

The Ecclesiarchy has powerful allies but is its ability to mobilise millions that shows its real strength. Even the raging of the Unholy Storm cannot fully diminish this as the righteous of Gilead see it as a trial of faith. Missionaries now sweep across planets to gather armies ready to burn any who do not share their fiery conviction. Its power is also subtle. The growing number of orphans means there is a near endless supply of recruits for its Schola Progenium. There it trains and indoctrinates Sisters of Battle, Commissars, and others who are vital for Gilead's survival.

Relationships:

The Order of the Sanctified Shield is the Ecclesiarchy's staunchest ally. The Gilead Gravedigger regiments are well known for the number of Priests who accompany them into battle, using inspirational exhortations to ensure troopers would rather die before retreating.

The Priests of Enoch have always been at odds with the Tech-Priests of Avachrus; a covert war wages for believers, resources, and political support from other Factions. Corruption amongst rival Confessors over internment priorities, however, is turning many nobles away from the Church.

Inquisitors are likely the few who know that the system's pre-discovery religions were deemed abomination and impossible to assimilate into the Imperial Creed. The Gilead Crusade was thought to have purged them. The Age of Apostasy saw heresies re-emerged under the guise of supporting Cardinal Vandire's madness, though, and the entire priesthood was removed, sometimes by fire. Now there are echoes of the old beliefs in sermons, and fresh cults to them festering in underhives and isolated villages.

DUTIES & STRICTURES

- ☠ Let the Emperor's Light guide us in these Dark Times.
- ☠ Only through Faith will a new dawn arise.
- ☠ The Emperor hears you. A prayer asked is a prayer heard.
- ☠ Faith can never be allowed to grow lax, for heresy grows to fill that void.
- ☠ We are the shepherds of the Emperor's subjects. Those who cannot be guided must be eliminated.
- ☠ Ensure the purity of the Imperial Creed is maintained.
- ☠ We must ensure all of Gilead is worthy of rediscovery when the Emperor's servants return.
- ☠ Ensure Enoch remains peaceful and under control.
- ☠ A soul that cannot be won is a soul that must be burned.
- ☠ Provide Priests and other spiritual support for Militarum.
- ☠ Watch for unsanctioned modes of worship, rites, and other deviations from orthodoxy.
- ☠ Deviate Not from the Emperor's Path.

BACKGROUNDS

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GUARD REGIMENTS OF GILEAD

Locus of Power: Gilead Primus (especially its moon Saintshold)

Acting Figurehead: Lord-Militant Taleria Fylamon

Important Writings: *Imperial Infantryman's Uplifting Primer*, *Tactica Gilead*, *The Gilead Crusade* (a carefully redacted and rewritten military history of the conquest of system), *Imperial Munitorum Manual*

Symbols: Regimental badges, Militarium icon, slap palm on right shoulder (common location of regimental symbol), salute whilst holding 9-70 Entrenching Tool

Heroes: Famous (and dashing) Colonel Paterson Devries IV of the Gravediggers, Sergeant Kolos 'Ork Killer' Thom, Hero of Dawn's Blood and seen on many recruitment posters; Trooper Peppersmack Brandle, fabled (amongst abhumans) Ratling sniper and chef

The Astra Militarium, commonly known as the Imperial Guard, is the largest fighting force in the galaxy. Fielding gigantic cadres raised across countless worlds, its sheer numbers are often enough to repel invasions, and conquer systems in the Emperor's Name. This reliance must end for Gilead's regiments to continue to defend their homes with ever decreasing supplies of troops and material.

Gilead's Militarium regiments are the mortal wall that keeps its enemies from overrunning the system. Though regiments were once raised on Enoch, Ostia and Charybdion, all have been subsumed into the Gilead Gravediggers on the orders of Lord-Militant Fylamon. This has dramatically reduced the costs of uniform and armament production in a critical time for the Gilead System, though the few veterans that have survived three years of war against the horrors of the Great Rift are furious at the destruction of their traditions.

The Gravediggers' numbers are further bolstered by the frequent drafting of penal legions. Lord-Militant Fylamon controls both the Militarium and the law, and her regiment's close ties to the Ecclesiarchy affords her no shortage of sinners from all walks of life to press into service defending His Gilead System.

Many officers of the Gravediggers have publicly suggested that the Adepts of the Administratum would serve the Imperium better as frontline soldiers than glorified bean-counters, further worsening relationships between the Militarium and those that supply their weapons.

TRAINING

Members of the Astra Militarum know the value of training, and every moment not in battle is consumed with instruction and drills. The Guard, no matter the regiment, would be nothing without it. Even the finest of native warriors must learn how to fight as part a unit, and each unit to fight as part of an army. Everyone learns ranged weaponry from lasguns to lascannons, while medical, piloting, and other skills taught to a select few. All of this falls apart without skilled commanders, though, and so instruction in leadership and warfare is essential as members rise in the ranks.

POLITICS

The Imperial Guard had few political roles in Gilead, but that changed when Lord-Militant Fylamon assumed system command. Its goals now encompass the entire system's existence.

The Militarum's numbers are endless, with masses of infantry divisions and huge armoured corps far greater than any other force in Gilead. Fylamon knows that this cannot remain so for much longer, as the Eternal Night prevents external resupply — assuming the Imperium is still able to do so. The storm also prevents any retreat, which suits the Gravediggers' fighting ethos perfectly.

Relationships:

Gilead's regiments have strong connections with the Ecclesiarchy, with priests accompanying regiments into battle — especially in these times when Chaos is ascendant. Enoch also raises numerous penal legions, essential to maintain overall strength.

Most regiments have fought alongside the Absolvers and respect their effectiveness, but always know to never get between these marines and their targets. With the assumption of system command, political relationships have become perhaps even more important than martial ones, especially with Planetary Governors.

The Adeptus Mechanicus has always provided mechanical support for regiments, but both view the other with fear and suspicion. The Hearthguard have perhaps the best connections, and its joint with Skitarii units in the assault on Hive Plunon's unsanctified manufactorums is still the ideal standard for such

actions. Rumours that Guard units are ignoring proper Mechanicum rituals to hastily refurbish and even cannibalise war material (especially tanks), though, has recently become a source of friction between the organisations.

The Administratum provides logistical support such as ammunition, but with that failing most regimental commanders have little but disgust and contempt for its adepts. As the Officio Prefectus has seen record numbers of graduating cadets, due to the growing numbers of orphans in the system, it does ensure that each regiment has a preponderance of Commissars.

With the Imperial Navy horribly mauled when the storm erupted, regiments must often barter with Rogue Traders for transport through the void — and so must stay on good relations with them, even as it galls them to do so. Without such support, the Militarum would be unable to fight its greatest enemies, namely xenos invaders and rebellious Humans.

DUTIES & STRICTURES

- ☠ The Emperor Protects!
- ☠ A lasgun that fails is a Guardsman who has failed the Emperor. Keep your las packs full, your weapon orderly, and your faith resolute, for you are never off duty.
- ☠ The enemies of the Emperor always watch for signs of weakness. Be strong and vigilant, and never forget you are the guards who protect all of Gilead.
- ☠ We are the Hammer of the Emperor!
- ☠ They are not mere citizens — they are servants of the Emperor, and guarding them is your duty.
- ☠ Duty Ends only with Death.
- ☠ Watch the psyker, and keep your lasgun aimed at their head at all times.
- ☠ Gilead endures as long as one soldier stands.
- ☠ Dig your grave before the battle. Die in it before retreating.

BACKGROUNDS

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REMNANTS OF THE INQUISITION

Locus of Power: Several, such as Ordo Hereticus bastion on Imperia. Most are highly secret and hidden

Acting Figurehead: Tytrona Dikaisune of the Ordo Malleus

Important Writings: *Gilead Daemonicus*, a thrice-blessed and sealed tome of all daemons encountered in system, including their True Names when known; *Litanies of Hate*, the transcribed admonishments of Inquisitor Abrack Zaffar; *Xenos Purgation*, the Ordo Xenos's history of alien activity in Gilead

Symbols: Inquisition icon, rosette or other personalised symbol of their office, variety of secret hand signals unique to each Inquisitor and their Acolytes

Heroes: Inquisitors Tytrona Dikaisune and Stephan Argyle, Interrogator Inge Xenia

They are the singular individuals charged with defending not the Imperium, but Humanity itself from enemies within, without, and beyond. Such is their

power that a single word from an Inquisitor can raise armies or condemn entire worlds. Yet this power is nothing without the Imperium, and Gilead seems to have been isolated from it, perhaps forever.

The unending mission of the Inquisition became even more vital when Gilead became entombed by Eternal Night. Surrounded by Chaos itself, heresies emerge in every world. Much of the power of Inquisitors, though, lies in the fear every Imperial citizen has of them. This was disrupted, as the storm also cut them off from the Imperial backing so essential to much of their authority. Inquisitors have had to operate in ways most had never imagined, knowing the only aid they now have is within this small system.

Gilead now sees previously unimagined horrors, such as the Plaguefont of Edon or the Scrying of Enochid, occurring more often than ever before. Xenos-revering sects and heretical cults grow in power as the nobility grows lax. Though few in number, Inquisitors, as always, must ensure Humanity does not fall.

TRAINING

Acolytes can come from anywhere in the Imperium and from any agency, so they typically already possess skills and abilities that made them stand apart. It is up to Inquisitors to provide further training, such in social interactions from deception to intimidation. The longer they survive, the more they learn of the Holy Ordos, heretical practices, the terrors from beyond and without, and even how to better use (or defend against) psychic powers. Most importantly, they learn how to investigate and uncover threats to Humanity and, when judged worthy, to wield their own rosette and its power without hesitation.

POLITICS

Inquisitors are charged with defending Humanity itself and are ready to use any means available to do so. Most are skilled combatants with deadly weapons; some are even potent psykers. Their greatest power is fear. The threat of mass executions, if not planetary Exterminatus, is impractical at best now, and so threats must be achievable. Negotiations with Gileadian Factions, even those abhorrent, have become necessary. Luckily, many Inquisitors are used to making deals with devils.

Relationships

Inquisitors often gather unique beings as Acolytes (some of which might not even be Human) and in doing so develop networks across Gilead. The strongest Factional relationship is perhaps between Ordo Xenos Inquisitors and the Deathwatch, but it varies with each Inquisitor. Puritans fight alongside the Absolvers, while Radicals are quite willing to deal with Rogue Traders and even xenos. Both utilise Militarum forces when armies are needed, or Tech-Priests for aid in technological expertise.

Ordo Hereticus Inquisitors have strong ties to the Adeptas Sororitas for support against cults and heretical gatherings. Several Sisters have become Acolytes, with Canoness D'Emysa giving her blessing for this dispensation. Few know that one supposedly lost Battle Sister now wields her own rosette.

What makes for an ally for one Inquisitor means an enemy to another. One Inquisitor has judged the Ecclesiarchy weak and ready to once again fall to heresy, and so keeps a watchful eye from within its ranks. Another operates a pirate fleet to hunt Corsairs and those who would associate with them. A third

uses a bound daemonhost as her deadly weapon against Chaos-worshipping Machine Cults.

Some Inquisitors have strong alliances with other Inquisitors, but the one thing they often trust the least is another Inquisitor. With so few of them remaining in Gilead, most seem willing to coordinate efforts and even work together on occasion — something that would be anathema until these dark times.

DUTIES & STRICTURES

- ☠ Burn the Heretic!
- ☠ Smite the Daemon!
- ☠ Eradicate the Alien!
- ☠ Innocence Proves Nothing.
- ☠ We are the things that daemons fear.
- ☠ We cannot be Everywhere, so we must be Anywhere.
- ☠ Our war is for the Emperor's Soul.
- ☠ Pick battles wisely, but never falter once committed.
- ☠ Always watch for talented individuals as Acolytes don't replace themselves.

BACKGROUNDS

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THE VARONIUS DYNASTY

Locus of Power: Varonius Flotilla, specifically the *Ducal Circlet*

Acting Figurehead: Jakel Varonius

Important Writings: *The Warrant: An Analysis*, centuries of commentary, scrutiny, and wishful thinking by the Varonius family; *Lineage Varonius*, a who's who in the family, along with the current line of succession and cryptic notes on each.

Symbols: Crux Varonius (the dynastic icon), individual ship badges, subtle signal of hand pointed down with two fingers in V shape

Heroes: Jakel Varonius; Captain Gillan Lej of the attack boat *Hard Bargain*; Commander Felice Varonius, the family's lead negotiator for Imperial matters and high in line of succession

The Imperium must feed its hungry populations and even hungrier manufactorums. It is always desperate for resources as existing planets fall to external predation, internal collapse, or decree of Inquisitorial Exterminatus. Rogue Traders, empowered by Imperial Warrants, seek out new worlds to plunder — all in the name of the Emperor, of course. It is rare that one comes to the rescue of an isolated system, but Rogue Traders are nothing if not unique.

Let none say that Jakel Varonius never dared to take huge risks when there were profits and renown to be had. Navigating the Great Rift, however, was the easy part. He arrived in Gilead as a saviour, and a desperate system now looks to him for salvation. The dynasty cannot access its holdings elsewhere in the Imperium and beyond, and so must look for new ones.

Opportunities beyond imagining await him here. Priceless archaeotech awaits in unexplored regions, and the rift itself may open up new Warp routes to unclaimed systems. Varonius's alliance of convenience with the Aeldari, if firmly cemented, could pay off handsomely once the storm fades and Warp travel resumes. His dealings with these xenos is kept a secret from the rest of Gilead. His connection to the untrustworthy Rogue Trader Dyre Kedjrick who supposedly negotiates deals with all manner of unholy xenos is one he keeps to himself.

TRAINING

Rogue Traders are a breed apart from Humanity, each unique with their own style of operating. All generally have some degree of martial skills, but it is their social skills that keep them successful. A good trader is exceptionally cunning and persuasive, and able to discern the motivations of anyone, even xenos, in a negotiation. They are also able leaders, for what is a Rogue Trader without a loyal crew? Lastly, they spend far longer than desired studying Warp routes, xenos civilisations, and even historical tales for signs of profitable journeys to be had and new systems to exploit.

POLITICS

The dynasty serves the Emperor — as clearly stated on the Warrant. The ways it serves Him allows for a great deal of flexibility, however. Varonius makes no secret that profit is a motivation, but always incorporates a sincere desire to defend Gilead.

To do so, the dynasty has a large fleet, including the cruiser Ducal Circlet. With it, Varonius controls much of the vital shipping between the Heartworlds. Its firepower also allows it to fend off pirates and quash insurrections. One day this could be the Varonius system, after all.

Relationships

The arrival of the fleet has offered hope that the Emperor sees Gilead, though Varonius's claims that a long-dead Primarch has returned only to ally himself with xenos forces was nervously dismissed as jest. Despite this, the Administratum has agreed to work jointly to oversee planetary ways as the adepts had for millennia before. The lure of archeotech and mysterious devices has proved too much for some Tech-Priest Magi, who eagerly assist Varonius

however they can. Other Rogue Traders, eager for their own profit, have aided Varonius with their own connections and ships.

The more traditionalist elements of Gilead, such as the Absolvers and Lord-Militant Fylamon, find little appeal in the Rogue Trader's ways. Rumours of consorting with xenos are rife and have attracted Inquisitorial attention. The Aeldari have proved excellent assets, able to carry out raids and assassinations that cannot be linked to him.

The most dangerous relationships are within the dynasty itself, for the intrigues and schemes for succession, power, and shares of profits are unending. Few outside the lineage know of the Golden Cull, or the terror of the Final Desert. The family comes before all else, but who controls the family must be the most ruthless, devious, and charismatic member. Otherwise, the family fails.

DUTIES & STRICTURES

- ☠ Family First.
- ☠ Determine the profit, then act accordingly.
- ☠ This is just one provincial system among millions. No great loss should it fall, so long as we're not here when it happens.
- ☠ It matters not what species is across the negotiating table, only that a deal can be struck.
- ☠ Your greatest friend is the relative ahead of you in succession.
- ☠ Your greatest enemy is the relative behind you in succession.
- ☠ Explore and Exploit!
- ☠ A trader not in motion is a trader who is dying.
- ☠ A placid system is an exploitable system.
- ☠ We do the Emperor's Will, as per our charter. As we have since the Great Crusade! It is not yours to question us.

BACKGROUNDS

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THE ABSOLVERS

Locus of Power: Battle barge *The Vow of Absolution*, currently sailing deep within the Reach

Acting Figurehead: Brevet Captain Akahir

Important Writings: *Codex Astartes*, Rites of Absolution (chapter's secret rituals)

Symbols: Chapter icon, Astartes icon, two handed Aquila symbol, hands held together to form a chalice/cup

Heroes: Founding Chapter Master Tygranus Dalir, Battle Brother Titus Mikel, First Company Sergeant Tarik Kamril, Veteran Scout Diallo Mirl

The Space Marines are the Emperor's Angels of Death, the mightiest warriors of the Imperium. They arrive like thunderbolts from the heavens, raining destruction on His enemies across the galaxy. Now ensnared within the Noctis Aeterna, one chapter's ancient vow

to defend the system may be all that stands between Gilead and eternal damnation.

The Absolvers have been bound to Gilead since its earliest days, and then became its home when Chapter Master Dalir swore a grand oath to protect Gilead forever. Most of its numbers were trapped within when the Dark Storm erupted, though, and the chapter's commanders have not been heard from for long years. Even if the Absolvers could leave they would never do so, for such is the permanence of their vows.

Each day brings new perils to the chapter's future. Ammunition and other essential materiel are growing scarce. Viable geneseed stock is dwindling as well, meaning fewer scouts can progress to become full Battle Brothers. Chaos Space Marines grow bolder in their probing attacks from the Reach, and even within hive cities. Only firm conviction and vigilance offers any hope of preserving the chapter until the storm recedes.

TRAINING

The Absolvers are warriors of the finest calibre, with instruction that takes their transhuman physiques to levels the finest regimental troopers could never match. Their senses are honed to perceive all around them, and even their scouts have reactions allowing them to ready and operate weapons with uncanny accuracy. Some become skilled pilots and all are impeccable marksmen, but the recent low levels of ammunition replenishment means for greater reliance on close quarters combat. Their minds are also rigorously trained, with millennia of tactical and strategic doctrines dating to the chapter's founding as well as from battles not recorded in Imperial records.

POLITICS

The Absolvers have but one essential goal: defend Gilead, as their founder vowed ages ago. All who know these marines know that their vows are inviolable, so there is assurance that Gilead is well protected. The Absolvers are also known to be utterly honest, but also utterly ruthless. Entire populations might be eradicated before allowing one rebel to escape, as happened in the Cleansing of Yellem. This means political dealings are difficult, and so the chapter relies on might more than negotiation.

The power that the Absolvers wield is immense but limited. The chapter can bring lightning from the skies in thunderclaps of bolter fire and can destroy most enemies before defenses can be mounted. Even targets in the void are not safe from Astartes attack craft. Sometimes even the merest hint that such actions are imminent is enough to drive capitulation. Its relatively few numbers, however, means it cannot fight prolonged battles — victories must be fast and decisive, or not at all. The drought of ammunition also means every shot must kill; suppression fire is a luxury the Absolvers can no longer afford, even when facing the Chaos Space Marines of the Faithful Writ.

Relationships

The Absolvers are both feared and revered by Humans. On the battlefield, Militarum troops and Sisters of Battle welcome their aid, as do the cybernetic Skitarii. Away from combat, the Mechanicum have a good relationship as do some Puritan Inquisitors, and fellow Astartes of the Deathwatch.

There is always friction with the Ministorum, though, over doctrinal beliefs. The chapter's inflexible nature also means Rogue Traders are rarely welcome. Dealing with xenos is, of course, unthinkable.

Its most troubling relationships are internal. The Primaris Absolvers who arrived with Varonius's fleet have been met with cold indifference at best. Some Absolvers, especially newer brothers, would rather they be welcomed into the chapter, but dare not speak openly.

DUTIES & STRICTURES

- ☠ Honor the Chapter.
- ☠ Know No Fear.
- ☠ We Are the Angels of Death.
- ☠ One Bolt, One Death.
- ☠ Our chapter elders are missing. They must be found lest our past be lost. Any who have knowledge of this matter must share it with us or be branded a traitor to Gilead.
- ☠ We must cleanse — or destroy — *Persephone's Regret* before it can venture into the Heartworlds. Any who would say otherwise, even with the desire to reclaim lost heritages buried within the Space Hulk, have no concept of what the unleashed xenos aboard could do to Gilead.
- ☠ Be Stern and Obstinate in all things.
- ☠ Those who rebel against the Emperor will face our unending wrath.
- ☠ To break a vow is to shame the Emperor.
- ☠ There can be no rest until Gilead is purged of the alien and the rebel.
- ☠ Our duty is as our Founder stated, and nothing will change that.
- ☠ Recruiting and training new Astartes is paramount. Preservation and replenishment of geneseed is essential.

BACKGROUNDS

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THE ADMINISTRATUM

Locus of Power: Ostia

Acting Figurehead: Master of the Adepts Sabien Erim

Important Writings: *Index Administratum*; *Productio Gilead*, a record of all tithes, materiel production, and populations across system, stored in its own dedicated city; *Rites of Recording*, a 122-volume (and counting) list of all authorised terms and approved methods for transcribing data

Symbols: Double-handed Aquila, Administratum icon, palms vertical held together then opened like a book

Heroes: Prefector Scriptus Quintos Galleen, Master of the Scrolls Finnea Caveros, Datavault Rampartus Radeer U'mlo

The Adeptus Administratum is, in many ways, the Imperium. It is everywhere, recording each datum of Imperial life and ensuring proper adherence to its strictures. Without it, the essential tithes that allow the Imperium to exist would falter and fail. A world bereft of the Imperium is likewise doomed, for every system is dependent on others—something senior Gileadian Adepts fear that despite their desperate efforts may come to pass.

The Administratum is often the first organisation established when a new planet is recognised. So it was on Gilead; immediately after the crusade ended, its adepts began calculating tithes and asserting Imperial control. Soon gigatonnes of food, minerals, and processed materials, along with billions of regimental troops, were extracted in regular, stable operations to serve elsewhere in the galaxy.

The Great Storm disrupted all this. Tithes are collected never to leave planetside; most now stagnate in vast pools of rotting organics and mountains of decaying resources, such as the infamous Grey Wastes on Ostia. Others are sequestered in hidden vaults, secretly used to ensure loyalty of wavering nobles. Some question continuing the old practices, but adept masters insist that any deviation would be an affront to the Emperor's Will. With each day, though, long-established order is breaking down and soon may be too great for Gilead to ever recover.

TRAINING

It would be easy to believe the adepts of the Administratum school themselves only in intellectual manners such as record keeping, history, lineages, bureaucratic processes, tithe assessments, and other menial but still essential matters. And it is true to a great degree; the vast majority of these functionaries know little else but such matters and never venture outside massive datavaults or transcription opticons. Senior adepts, though, must learn to deal with the Emperor's subjects through persuasion and cunning – and also intimidation and deception should those prove more effective. Anything that ensures Gilead remains functioning is permissible for the Administratum.

POLITICS

In the past, the Administratum devoted itself to tithe processing, overseeing logistical matters, and overall ensuring the system operated in concordance with Imperial decrees. Now, the closing of Gilead has meant the agency has two main goals: maintaining order to prevent the system from falling into lawless barbarism, and maximising productivity in a system cut off from outside support.

Still, the Gileadian Administratum wields enormous, if not direct, power. It allots resources to the Astra Militarum and many other Imperial agencies. Its adepts are on every world and in every city, with historical records and procedures to conduct every facet of Imperial life. It dominates Ostia, the breadbasket of Gilead, even as the Ecclesiarchy's rule over the shrine world ensures that the populace's primary loyalty is towards the Ministorum. Its decrees are still followed ... for now.

Relationships

The Administratum has always had a strong working association with the Astra Militarum and Adeptus Ministorum in Gilead. This is more so now, especially with the former's Lord-Militant acting as system governor. It has less benign connections with those who operate outside of its authority, such as Rogue Traders, Adeptus Astartes, and to a lesser extent the Adeptas Sororitas.

The Administratum is often the face of the Imperium, and thus it has bitter enemies: insurrectionists, scum, tithe-protestors, and others actively seek ways to disrupt its practices and destroy precious data. Many adepts still shudder when recalling the Zeroing of Datavault Lambda, or the Fellscriber's Dawn. One might think it had allies to call upon, but this is not the case. Few Imperial subjects have any appreciation for its efforts; no Guardsman, for example, has ever rejoiced in the Wargear they are issued. The Administratum's worst relationships are internal, however. Fierce debate rages over maintaining the standards that have guided the system for millennia when more flexibility seems the only path that avoids Gilead's utter collapse or eradication by xenos or worse.

DUTIES & STRICTURES

- ☠ We must continue to assign tithes to each world and dominion, even though they cannot be collected. Failure to do so is failing the Imperium and the Emperor.
- ☠ Our records must be pristine and without error, for those will be our means of judgement when the system is freed.
- ☠ Similarly, we must ensure all records are maintained and updated for when tithes can be properly collected again.
- ☠ So many things are happening! We do not fear them, but we fear we cannot properly record everything.
- ☠ All data is Essential, Waste it not.
- ☠ As it Was, So it Shall Be.
- ☠ The Letter of the Writ is All.

BACKGROUNDS

FACTIONS

PATRONS

CHARACTER
OPTIONS

ENDEAVOURS



CRAFTWORLDS OF UL KHARI

Locus of Power: Craftworld Ul-Khari/Trollius

Acting Figurehead: Farseer Tylanriel Tarnalys

Important Writings: *Scrolls of Ul-Khari*, a history of the Craftworld stored on sheets of psychoreactive wraithbone; *Songs of Asuryman*, emotion-woven music evoking and representing their patron god; *Things Yet to Be*; millennia of prophecies from the exiled Farseer Unnias, now looking to be disturbingly accurate

Symbols: Orange glyphs of Ul-Khari icon, Sigil of Asuryman,

Heroes: Farseer Tamalys, Ranger Kaelitha Nagith, Storm Guardian Hyrne Olivaste

Eons ago, the Aeldari ruled the stars. Now, due to immeasurable hubris, they are only sad echoes, scarce in numbers though still powerful enough to fight and win when they must. Most roam the stars in massive starships known as Craftworlds, seeking new ways to return their species to its former glory. Those within Gilead, though, fight for survival against an ancient, thirsting desiring their very souls.

The isolationist Asuryani of Ul-Khari have avoided catastrophe for many millennia, but the Gilead system may be its doom. Lured by psychic traces of ancient Aeldari relics within, the Craftworld spent decades here as its peoples laughed at attempts to detect them. Their arrogance was their undoing, as a world suddenly appeared out of the void to cripple Ul-Khari, perhaps forever. The tendrils of the Weaver of Fate appear to have arranged this collision, for purposes none may ever know.

The Aeldari have the Webway to travel within the system and out to other stars, but using it to leave would condemn untold Aeldari souls merged with the Craftworld to Imperial dissection or daemonic thirsts. Until Ul-Khari can be repaired, the Asuryani must work alongside lesser species to preserve Gilead from Chaos, for they know She Who Thirsts is ravenously watching from the storm.

TRAINING

Though Craftworld Ul-Khari has not gone to war for many decades, its current state means warriors are needed more than ever. Every Asuryani, no matter their path, are combat veterans as all have been called upon in the past to defend their home as Guardians. Now, once again, they ready shuriken weaponry and monoblades. The Farseers know this is not enough, and Aeldari apply their psychic abilities and advanced technological prowess to protect and repair their home. Others study the system and its inhabitants, eager to solve the mysteries of unexplained Aeldari ruins scattered across its worlds.

POLITICS

The eons spent between the stars were mostly quiet ones for the Craftworld. Gilead has changed this. The safety of the vessel still dominates all thought, and that it must first be made voidworthy. To abandon it and seek escape via the Webway would leave thousands of soul stones to the hunger of their eternal nemesis. There have already been several deadly attacks to steal these priceless treasures, and only the timely arrival of Princess Greensteel and Rogue Trader Varonius kept Dark Apostle Maloquence from tearing the Craftworld in two during the Tide of Red Frosts.

The Asuryani do still have war machines and elite warriors at their disposal. Their enemies having little inkling of their strategic aims is also a benefit; Asuryani might launch lightning raids on seemingly insignificant targets, such as a minor medicae station that Farseers identify as the source of a daemonic incursion months from now.

Relationships

The Asuryani would normally have no allies in a system ruled by Humans, but the presence of the Emerald Princess and her Corsair fleet means the Craftworld Aeldari have powerful allies here. Doubly

so, for Greensteel has pledged to defend Ul-Khari to her last breath. Of lesser reliability are the new pacts with Varonius. Their goals align but both sides know this mutually beneficial alliance cannot last forever, especially if the wider Imperium discovers it.

There are far more enemies in Gilead for the Craftworld's denizens. Other Imperial Factions wish only to see them dead, as do most Inquisitors. The Blood Axes battle them over control of the Voidmire.

Though hopeful rumors whisper through the Webway of the awakening of Ynnead and the potential salvation of their Species, the ever cautious Aeldari of Ul-Khari are confronted by the constant pressures of the Great Rift, stranded as they are on their crashed Craftworld. The ever-present tear in reality itself gazes down mercilessly, and those Aeldari that dare look upon it can feel the cavernous hunger of She Who Thirsts.

DUTIES & STRICTURES

- ☠ Preserve the Species.
- ☠ Trust Not the Alien; their lives are short and their honour shorter.
- ☠ Better a million million others die than a single Aeldari be harmed.
- ☠ Preserve our Craftworld and inhabitants, and restore it to space.
- ☠ While trapped here, we must continue investigating the ruins on Ostia. Though these may have been a dangling lure, there could be lost kin somewhere in the system.
- ☠ Varonius hints at an ancient device that could fractilise a planet, something stolen from the far side of the galaxy. This could be a way to free our home from the grip of Trollius.
- ☠ Keep Chaos from erupting even if this means all Humans perish. A system cleansed of Humans is one that is safer for us.
- ☠ There may be worth in arranging for the Space Hulk dubbed *Persephone's Regret* to plummet into the Heartworlds, thus decimating both Ork and Human numbers for centuries..

BACKGROUNDS

FACTIONS

PATRONS

CHARACTER
OPTIONS

ENDEAVOURS



GREENSTEEL CORSAIRS

Locus of Power: *Verdant Blade*, the flagship of the Corsair Greensteel fleet, usually found in the Voidmire

Acting Figurehead: Ferianwyr Greensteel, the Emerald Princess

Important Writings: *Scrolls of Plunder*, a verbose and bombastic list describing great feats of the Greensteel lineage; *Paths of the Emerald Outcast*, the colourful writings of the Greensteel leaders designed to tempt Aeldari and Drukhari to their side

Symbols: Greensteel sigil, triangular carved emerald gemstones on rings or necklaces

Heroes: Princess Ferianwyr, Felarch Yellil, ace Nightwing pilot Reslithe the Skykiller, Drukhari Evalyla Agynille, wych and leader of the First Boarding Company

Not all Aeldari are content to drift aimlessly in Craftworlds. The Antrathe, or Corsairs, reject complacency for lives of excitement and enrichment, the latter quite literal. The Imperium views Corsairs as mere xenos pirates — a simplistic appraisal from a simplistic species. Though the Webway would allow escape if desired, Corsairs within Gilead find the entrapped system to be of such great sport that few would consider it.

Ferianwyr Greensteel, Emerald Princess of the Anhrathe, Blade-Mistress and Captain of the Verdant Blade, was not expecting a Craftworld to venture into Gilead. She had been preying upon the system for decades, though the excitement had faded and she was ready to move on. The presence of other Aeldari here piqued her curiosity and so the Corsairs remained. The arrival of a Warp Storm may have trapped lesser species in this system. Ferianwyr views this with delight as none can escape her predatory attentions.

When Ul-Khari crashed into a planet spat out of the storm like some spoiled tidbit, she swore on her name to protect it forever. She may have been somewhat inebriated at the time. Still, she must maintain her vow in the midst of new temptations such as defenseless outposts and desperate transports filled with precious cargo.

TRAINING

Aeldari of the craftworlds learn the basics of combat, but Corsairs study it with a passion. It isn't enough to use a blade; a Corsair wields their personalised sword with a passion and aggression that other Aeldari find distasteful. Similarly, they learn to employ ranged weapons to cower their foes. Most become expert pilots of jet bikes and other raiding vehicles, as well as personal jet packs. In battle, their skilled acrobatic manoeuvres inspire both awe and terror. Corsairs also examine the ways of the lesser alien species, the better to plunder their wealth.

POLITICS

The Greensteel seek to live in the fullest and most rewarding way possible. They raid for new plunder and exotic discoveries, but also for the sheer exhilaration of the red-coated blade and the thrill of dancing against bolter fire. The Corsairs make their own path. Part of it means protecting their own species and seeking ways to thwart the God of Excess whenever possible — and sometimes even when it's not possible, for any opportunity to harm followers of their hated nemesis is always taken.

Their prowess is terrifying. Greensteel Corsairs know every route and every asteroid in the Voidmire. It is their playground, and they enjoy playing with all who dare travel through it. Greensteel voidships are the fastest in the system, and by using concealed Webway portals are able to attack anywhere. The Princess especially enjoyed razing an entire regiment of newly-commissioned Gravediggers, torpedoing their troopship as it was entering orbit. Bloody debris and twisted metal fell on the training grounds for days.

Relationships

The Greensteel hold all Aeldari are friends and often join forces with Craftworlds in large actions against common enemies. It is worrisome, though, that none of the Farseers aboard Ul-Khari were able to predict the collision with an entire planet. In Gilead, the Princess has also worked with the Varonius dynasty

when their interests align, such as to cull ambitious Rogue Traders. Others, such as pirates and researchers, are granted freedom to live so long as they continue to amuse. A few Radical Inquisitors have even sailed aboard the Verdant Blade, brokering information for their mutual benefit.

Everyone else they call an enemy. The Humans in their hulking suits of dull metal and primitive laser weapons, the mindless Orks and their brutal ways, the disciples of Chaos — there can be only death for such as these.

DUTIES & STRICTURES

- ☠ Our Ships, Our Void, Your Death.
- ☠ She Who Thirsts is waiting. Let her wait, we are busy embracing our lives.
- ☠ No one is safe from us, no matter where they hide.
- ☠ As per our Princess's pledge, we defend Ul-Khari and its Aeldari for eternity.
- ☠ Slay any humans who carry even the slightest essence of She Who Thirsts.
- ☠ Patrol the Reach, and watch for other visitations from outside. If they are not of the Aeldari, eliminate them.
- ☠ Let your desires guide you. Let nothing be denied!
- ☠ Those who amuse us may live longer.



BACKGROUNDS

FACTIONS

PATRONS

CHARACTER
OPTIONS

ENDEAVOURS





DA BLOOD AXES!

Locus of Power: The Reach

Acting Figurehead: No one ... yet

Important Writings: Kaptin Goldteef's *Kollected Kunnin' Planz*, Mekboy Zazbrane's legendary *Oi! Dat's Me Gargant!*, the fabled lost map of Gilladz Gillion Teef

Symbols: Blood Axe glyph, Goldteef's Double-Axe Jolly Ork banna, Gork and Mork icons

Heroes: Kommando Badgrog, Stormboyz Drillboss Rokkitfist, Kaptin Axegrinda Goldteef of the Kill Kroozer *Gobsmasha*, Runtherd Murdz and his Deadly Deffgrotz

The brutal Ork species can be found everywhere. They have always been in Gilead, but mostly trapped on Space Hulks or the like. Their numbers seem to have swelled after the eruption of the Noctis Aeterna, though; some Biologis Tech-Adepts theorise at least one Blood Axe fleet rode the Warp Storm like some gigantic wave into the system. With new leadership emerging, there may be no way to stop them from overrunning Gilead.

Thankfully for other species in Gilead, most Orks in the system are trapped on several Space Hulks in the Reach. An uncomfortable number are not, and operate in a variety of ramshackle but deadly voidships as well as from deep within underhive lairs. Many of these are Blood Axes, slowly being united somehow under the banner of a Freebooter Kaptin.

Gilead had thought them a standard nuisance, but then an entire Imperial Navy fleet fell to massed Brute Ram Ship assaults at the Battle of Drifting Fellrock. The Lord-Militant was forced to reroute much of shipping and treble escorts, and even more painfully call upon Rogue Trader Varonius for aid. Of course, the rampant destruction sowed by Orks plays no favourites, and the Imperium have benefitted from their attacks almost as much as they have suffered. Both the Greensteel Corsairs and the forces of Chaos have been tormented by the Blood Axes, and suspiciously, the pirate band of the traitorous marauder Xarro was almost wiped out by the Orks not long after they began to target Varonius' mercantile vessels.

TRAINING

Orks are born essentially knowing all they need to know: how to fight with shoota and choppa, and how to shout real loud. Blood Axes, being the best clan, aren't above drilling its members further in these areas, especially in sneaking about to ambush enemies — decidedly un-Orky behaviour, but it works and that's all that matters. Some of the Boyz even fight like Humies, marching with better discipline than most Militarum units. As Blood Axes aren't above dealing with Humies as well, these Orks work on being the most cunning around so they can trick their allies first and fastest.

POLITICS

Blood Axes, like all Orks, live for battle. That leaves little room for politics, even for the cunning' Kaptin Goldteef. When the storm hit, this Freebooter found himself trapped in the system with most of his krew dead. Luckily, there were plenty of Blood Axes in need of a leader, and thus the Gobsmasha was back in action. He still considers himself a Freebooter, but has to admit the Axes make for a much better krew and have allowed him to make surprisingly good deals with Rogue Traders and even Radical Inquisitors.

Goldteef aims to take command of all Orks in the system and proclaim himself Reachboss. His mekboyz are slowly converting a huge asteroid deep in the Reach into a Rok for launching Waaagh! Goldteef into the Heartworlds. Should that happen, the system is likely doomed.

Until then, the Blood Axes are an unpredictable power, attacking shipping vessels and naval forces alike in ambush attacks. They also launch hammerblow strikes almost anywhere, even inner system planets and the bowels of hive cities through their elite Stormboyz and Kommandos. Like all Orks, they can never be fully eradicated and seem to be everywhere you're not looking.

Relationships

Unlike most Orks, Blood Axes in Gilead have strong allies. Goldteef has mercenary connections with pirates and traitors operating in the system, and of course has special arrangements with Varonius and a few other Rogue Traders. That leaves plenty of enemies, especially Adeptus Astartes and Adeptus Militarum forces.

The biggest enemies, though, are other Orks. For example, there is a horde of priceless teef and ancient artefacts rumoured to be lost somewhere in the system. Goldteef knows possession would allow him to unite all Orks. His ambitious underling Butcha Reddaxe, though, is willing to stab any back and make any deal to get them first.

DUTIES & STRICTURES

- ☠ Kunnin' over Smartz. But we'z smarta than de's think, too.
- ☠ Humies are always weak in the end.
- ☠ We fight like Humies — but better cuz we'z Orks.
- ☠ Da Reach belongs to us! Gotta smash those pointy-eared gitz. First gotta find 'em though.
- ☠ Keep fightin' da purple things in da Space Hulks — it's makin' us stronga!
- ☠ Humies is always gonna try to cheat, so cheat them first.
- ☠ Gotta get those lost teef! Da Ork who has da most teef is da big boss.
- ☠ Keep sneakin' and killin' in da hives — dat way when we attacks, we attacks from outa da sky and from under da ground!
- ☠ WAAAAGH!

BACKGROUNDS

FACTIONS

PATRONS

CHARACTER
OPTIONS

ENDEAVOURS



TRAITORS OF THE RIFT

Locus of Power: No single locus, but instead many across the system

Acting Figurehead: Each group is operating on its own. For now.

Important Writings: *Blood of Gilead*, *The Book of Logar*, *The Liberating Storm* (an infamous anti-Imperial leaflet), *Excesses of the Senses*, *The True Litanies*

Symbols: Chaos Star, icons of the four Ruinous Powers, variety of secret finger and hand signals unique to each cult

Heroes: Szarn the Red, famed gladiator of the Ravening Trials; Watto Hasturk, Gilead Prime insurrectionist leader; Shvarre Esquisina, Scentrix of the Perfumed Orchids; Serrated Cogmaster Arch-Magos Ghelvin; Dark Apostle Maoquence

Gilead has always been rife with the taint of Chaos. It was there when the Imperium arrived and, though driven into hiding, remained after the invaders claimed victory. The coming of the Noctis Aeterna has invigorated numerous cults, many of whom preach that the Emperor is dead. Some spread rumours that Rogue Trader Varonious secretly leads them, the better to sow discord among Imperial lackeys.

The cults of Gilead know their power is ascending, for they only need to look into the sky to see the death of the Imperium. Their numbers are seemingly endless, from the glistening fleshmeisters of Ebon Chalice to the cannibalistic mutants of the Scions of Hark. The following are but a few of those who follow the Ruinous Powers, even if unknowingly.

- ☠ **Gilead Libertas:** A rebellious conspiracy on Ostia seeking to overthrow Imperial rule. They believe they act for Gilead's betterment, but a Daemon Prince of Tzeentch wields their puppet strings.
- ☠ **Order of the Serrated Cog:** These Heretekes on Avachrus gestate scrap code embedded with plague-litanies to spread the Logic of Decay.
- ☠ **The Crimson Spikes:** A brutal cult boiling in Enoch's Ravening Trials, where each gladiator's kill becomes an offering to the Blood God.
- ☠ **The Faithful Writ:** The most powerful of the Chaos Space Marine warbands remaining in the system, primarily due to its great numbers of Possessed. These Word Bearers operate from an asteroid deep in the Reach using archaeotech teleporters linked to hidden beacons scattered across Gilead.
- ☠ **The Perfumed Orchids:** These Slaaneshi pleasure cultists permeate several hives on Gilead Primus and Brassyl. The many nobles who are senior members ensure none dare question its purpose and are thus able to seduce new adherents with near impunity.

TRAINING

Those who dare stand against Imperial dogma must first hide their ways through stealth and deception. Later, after the secrets of the True Gods and the evils of the False Emperor are imparted, they learn to teach others through cunning and persuasion, and to even intimidate when necessary to achieve their aims. Violence is often employed, especially when a cult is discovered, so many train their adherents in the ways of combat and martial arts. Those gifted with psychic powers may also learn to harness their mental blessings, the better to smite the lackeys who would thwart Humanity future.

POLITICS

Though their means are as varied as their beliefs, all traitors share a common goal: the downfall of Imperial rule in Gilead. The embrace of the Eternal Storm means that loyalist cries for help go unanswered; they remain trapped as daemons leer at them from the night skies. It is a moment many cults have waited for centuries to occur. Though political tactics are rare for cults, they do employ them when beneficial. Many Gileadians do not trust Rogue Trader Varonius, for example, and several

cults have spread rumours that he used blasphemous rites and appeasements to the Ruinous Powers to pierce the Rift. The main power of cults, though, is their hidden nature: anyone could secretly belong to one, and could call on other disguised allies at any time. Wherever there are Humans, there are cultists, no matter where in Gilead you look.

Relationships

Needless to say, all Imperial Factions are anathema to traitors, especially for Chaos Space Marine warbands. The Faithful Writ, in particular, are known to seek out Ministorum followers for extended tortures. Possibly the only Factions traitor cults hate more than Imperials are other cults; the Silken Exsanguination saw an entire hive implode during one clash between rival sects. Xenos like the Aeldari have little interaction with traitors, but for secretive reasons these ancient aliens hate some cults more than others.

The greatest allies of traitors are their fellow outcasts: mutants, pirates, hive gangers, scum, and others who see little desire for Imperial law. Psykers are perhaps the greatest prize and with the loss of the Black Ships, their numbers are growing. Rumour has it that those imprisoned within the Ironwatch are sharing their pain to form a collective mentality, perhaps generating enough power to directly pierce the Immaterium.

DUTIES & STRICTURES

- ☠ Death to the False Emperor!
- ☠ Trust only your Brethren.
- ☠ Spread the True Word.
- ☠ After learning of the cult, each initiate either joins or dies. There is no middle ground.
- ☠ Every day, seek to open the eyes of just one person, liberate one mind from the shackles of Imperial creed.
- ☠ Gilead is dead. Do you want to die with it?
- ☠ Turn from the lost Imperium. The Future is Ours!
- ☠ Blood for the Blood God! Skulls for the Skull Throne!
- ☠ Find, Recruit, Teach, Revolt.

BACKGROUNDS

FACTIONS

PATRONS

CHARACTER
OPTIONS

ENDEAVOURS



PATRONS

The Imperium's feudal structure still preserves, despite the Gilead System's isolation. Those at the top of the fractured hierarchy determine much of the lives of those below. Each has their own plans to battle back the Great Rift's darkness, or use the endless night to their advantage.

The Patrons are presented for Gamemasters to use to deliver missions to their players, or for players to choose as part of building their Framework. These Patrons drive the political designs of each of the Factions covered in the previous chapter, in addition to the two Patrons detailed in the **Wrath & Glory Rulebook**. There is nothing to stop a party of Agents having more than one Patron, and a Patron wouldn't truly be powerful if they relied on a single party of Agents. The goals of two Patrons may not align, and indeed may be in opposition to one another, so the Agents should be careful who they work for, and what information they share.

Most of the Patrons presented in this chapter are citizens of the Imperium, and the major figureheads of specific Factions in the Gilead System. These Patrons can be split into two major groups: the Heartworld Sovereigns, and the Circlet Council. The remaining Patrons are Xenos, or Renegades.

HEARTWORLD SOVEREIGNS

In the three years since the emergence of the Great Rift, the sovereign rulers of the Gilead System's worlds have publically deferred to Lord-Militant Fylamon, whilst privately pursuing their own goals.

These worlds are their home, and the recent power shift to Jakel Varonius — amongst other grim happenstance — has left these rulers scrambling for power, employing diverse groups that can tackle the myriad threats to their precarious positions, and keep tabs on their Imperial allies.

The Heartworld Sovereigns are Archdeacon Merramar Clade of the Ecclesiarchy, ruler of the shrine world Enoch, Archdomina Axekra Vakuul of the Adeptus Mechanicus, ruler of the Forge World Avachrus, Master Eshgar Quintus Lorae of the Administratum, ruler of the Agri World Ostia, and Lord-Militant Fylamon, ruler of Gilead Primus.

THE CIRCLET COUNCIL

Though all Imperial forces in the Gilead System ostensibly report to Jakel Varonius, the Rogue Trader fights against both traditional power structures and the private schemes of the powerful individuals that lead other Factions. To that end he has created the Circlet Council, gathering the leaders of Factions in the Gilead System and — when possible — the Heartworld Sovereigns to discuss matters of importance and organise their collaborative actions. Though each of these figures works to aid the Gilead System, they have the undeniable power to do so however they choose, and employ groups that fit their particular mindset to do their bidding.

The Circlet Council is made up of Rogue Trader Jakel Varonius, Novator Octavia Omincara, Ordo Malleus Inquisitor Tytrona Dikaisune, Brevet Captain Akahir, and Canoness Jeanne Grace d'Emysa. The Heartworld Sovereigns are invited to attend all meetings of the Circlet Council.

DISHONEST PATRONS

It's common for Patrons to omit information, conceal the full truth, or even flat-out lie to their agents about agendas, risks, and other aspects of the tasks and missions they assign. Some of the Frameworks in this section can take this to a pretty extreme level, even obscuring the true identity of the agents' Patron. As always, it's a good idea to get buy-in from all players before introducing any element that might prove frustrating or controversial. For groups who have played together for a long time and are comfortable with the approach, however, concealing such a twist from the players, as well as their characters, can make for a dramatic reveal.



ARCHDEACON MERRAMAR CLADE

Achdeacon Merramar Clade has led the Enochian Synod, and therefore served as the preeminent spiritual leader of all Gilead, for more than five decades. Softened by a long life of luxury and the Rejuvenat treatments that have prolonged it, Clade's deep and resounding voice carries with it the full weight and splendour of the Ecclesiarch. He achieved his rank not through faith alone, but also through resilience and cunning.

The relationship between the Adeptus Ministorum and the Adeptus Astartes is often strained, but the shrine to Tygranus Dalir provides common holy ground for the Enochian Synod and the Absolvers Chapter. In this current age, Clade prioritises this relationship more than ever, for he knows that Enoch's fanes are tempting targets for the traitors and heretics who gather in the Reach, and even bubble up from the system's fetid underworld. Meanwhile, the Archdeacon takes for granted that the Battle Sisters of the Sanctified Shield will always remain at his beck and call.

From the luxurious spires of the Bastion-Basilica of Saint Urchaeus, Merramar Clade looks down about the heaving and desperate masses. He is not oblivious to their suffering, but he knows that suffering is cleansing. His public addresses, safely vox-cast from within the basilica, extort the masses to face their suffering stoically, for the current challenges are but a test set by the Emperor. As conditions worsen on Enoch, he grows more relentless in calls to despise the weak and faithless.

BACKGROUNDS

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ENDEAVOURS



To his most trusted staff and bishops — often after several glasses of amasec — Clade laments that the greatest test is to himself, that his suffering is the greatest. After all, his duty is to safeguard the souls of all Enoch, indeed of all Gilead. Their tests are his own.

AGENTS OF THE ECCLESIArchy

Clade has long required the talents of skilled, trustworthy and discreet agents, but since the emergence of Cicatrix Maledictum, this need is greater than ever before. Some agents have served Clade for years, and their handiwork invisibly marks the ascent of his career. Most have come into his service in the last few years, since the dark days of Noctis Aeterna. Clade prefers always to trust tasks to pious, righteous citizens, but recognises that some deeds are better left to those whose hands are already soiled. For such regrettable missions, Clade tolerates the Scum of the Imperium, even, on occasion, a scavvy who shows the proper remorse and loathing for their sinful existence.

Enoch's defenders are stretched thin, and so Archdeacon Clade has need of versatile, agile groups of agents to secure his interests on Enoch and across the system. Clade assigns tasks based on the skills and, more importantly perhaps, reputations of his agents. Crusaders, Adepta Sororitas, and other pious warriors — even a handful of somewhat uncomfortable Adeptus Astartes — are tasked with defending Ministorum officials or holdings across the system, or making public examples of heretics and traitors. More discreet agents might move among Enoch's pilgrims and fishing communities, watching for signs of heresy and sedition.

For the most sensitive missions, such as spying on rivals and suspected blasphemers within the Imperium's organisations, Clade needs agents he can easily disavow in the light of day. With the system isolated, it is more important than ever that Clade stays aware of the doings of his rivals and potential enemies within the halls of power. In particular, the Archdeacon fears that the Tech-Priests of Avachrus are taking advantage of the unrest and uncertainty in Gilead to undermine faith in the Ministorum and upset the delicate balance of power that has existed between the two Adeptus for so many millennia. Of course, this means Clade must fight doubly hard to suppress the blasphemous creed of the so-called Omnissiah.

Though Merramar Clade can forgive much among capable agents, he has no stomach for overt blasphemy. The occasional flippant comment toward spiritual matters might earn only a passing rebuke, but disrespect for the Ministorum or the Emperor can have more permanent consequences.

The Archdeacon offers his agents the greatest reward imaginable: service to the Emperor and the blessing of the Ecclesiarchy. Still, he sees the benefit in providing temporal assets to benefit agents in future missions, and so opens up the boundless coffers of Enoch to those who serve well. In addition to Wealth, Clade can provide rare Wargear and much-sought-after ammo secured through his allies within the Departmento Munitorum.

FRAMEWORK: SINFUL TOOLS

There are many tasks with which Archdeacon Clade cannot afford to sully the proud servants of the Ministorum and its militant allies; that's where you come in. As easily deniable assets, you go where gleaming Crusaders and bombastic preachers cannot. You move subtly among the masses and root out blasphemers and heretics, perhaps by demonstrating your own sinful ways.

Whether you subscribe to the notion or not, Clade expects you to show remorse for your sinful ways, treating your missions as penance. Should you be captured by Imperial authorities or the enemies of Humanity, you are expected to die for the Emperor before revealing the Archdeacon's secrets. In some cases, the Archdeacon prefers members of other Factions, partially to ensure no stain on the reputation of the Ecclesiarchy, partially to ensure he has double agents in other organisations.

Example Missions:

- ☠ Earn the respect — and loyalty — of the reclusive Sanguine Rain Death Cult by participating in their grisly rites.
- ☠ The Avachran Bio-Forge of Corex has not delivered the annual cherubim promised by ancient pact. Find out what they are making instead — and destroy it.

LIMITATIONS

Must not have the **ADEPTUS MINISTORUM** Keyword, **XENOS** Keyword, or **CHAOS** Keyword; Tier 2 or below.

WARGEAR

A prayer wafer laced with poison.

BONUS

Increase your Determination value by +1.

FRAMEWORK: BLESSED EXEMPLARS

Beacons of righteousness and valour, you travel the system enacting the dictates of the Ecclesiarchy and bringing retribution to the Emperor's enemies. Wherever you perceive blasphemy, you have the Archdeacon's blessing to expose and punish it — within the constraints of political reality, of course. As his public agents, Archdeacon Clade expects you to live up to every Imperial ideal and inspire the masses through your glorious deeds.

Example Missions:

- ☠ The blasphemous ravings of someone known as 'the Voice' are agitating the residents of one of Enoch's temporary encampments. Root out this heretic and drag them to the pyre.
- ☠ The masses need a demonstration of Imperial might to renew their faith. Travel to the Reach and bring back the helmet of the piratical Heretic Astartes called Athrakesh the Disemboweler.

LIMITATIONS

Must have the **IMPERIUM** Keyword. Must not have the **SCUM** Keyword. Tier 2 or above.

WARGEAR

A cherubim or laud-hailer for the group.

BONUS

+1 Bonus Dice to Persuasion (Fel) Tests against characters with the **IMPERIUM** Keyword, unless they have the **ADEPTUS MECHANICUS** Keyword or **ADEPTUS ASTARTES** Keywords.



ARCHDOMINA AXEKRA VAKUUL

In the power vacuum left by Princeps Ultima Gol Bessor's disappearance, Archdomina Axekra Vakuul proclaimed herself regent of all Avachrus. Despite Vakuul's assurances that she will step down in the unlikely event of Bessor's return, this represented a drastic increase in authority for one who previously governed a single foundry-city.

Vakuul is surprisingly young for a Magos of such influence, being a scant four centuries of age. She is nonetheless overwhelmingly cybernetic, with only a hint of desiccated skin to betray her fleshly origins. The reasons for this are aspirational as much as practical; Vakuul knows the flesh to be weak, and she despises weakness. For Vakuul, ambition is a drive second in strength only to the Motive Force that propels her steel limbs.

Even before recent events, Axekra Vakuul had a reputation for ambition among the more politically minded Tech-Priests of Avachrus. She is ruthless in the drive for greater efficiency and output. The Tech-Adepts, and later Magos, serving below her are familiar with her driving maxim: 'Be ever forging.' Some fellow Magos Dominus quietly wonder if even ruling over all Avachrus and its satellites is enough to sate Vakuul.

BACKGROUNDS

FACTIONS

PATRONS

CHARACTER
OPTIONS

ENDEAVOURS



With no prospect of obtaining raw materials and resources from beyond the system, Vakuul has taken actions to further secure the Adeptus Mechanicus' (and her own) iron grip on Gilead's resources. She has quietly bolstered the numbers of Tech-Priests servicing the smelters and mining equipment of Gilead's moons Anval and Skaelas, while 'offering' to overtake administration of both satellites. Her mehadendrites are also involved in the establishment of Servo-Farms on Ostia, and other efforts to ensure the system's food supply rests in turn on the Adeptus Mechanicus

Vakuul recognises Jakel Varonius's influence in the system. Perhaps more importantly, she sees that the Varonius Dynasty may represent the system's best chance of re-establishing contact with the Imperium. For this reason, she sees him as key to ensuring her continued dominance of Avachrus should this come to pass or — even less likely according to her calculations — should Gol Bessor reappear. However, the Archdomina is far too logical to rely on a Rogue Trader's loyalty to secure her future. Accordingly, she has begun to covertly investigate Jekal's activities and the history of the Varonius Dynasty.

To gain Varonius's favour, Vakuul makes a show of providing whatever technological resources or expertise he requires, while asking for little in return. It is, she says, for the good of the system. In particular, the Archdomina has gladly provided Tech-Priests and servitors as part of Varonius's overtures to the High King of Nethreus. This serves Vakuul's interests just as well; it is only right to foster alliance between Avachrus and the pilots of those sacred war machines known as Knights. With the Legio Karuthos absent, the Knights could fill an important gap in the Adeptus Mechanicus' forces in the event of open conflict with enemies from beyond the system — or within.

Thanks to her eyes and ears across the system, it has not escaped the Archdomina's notice that these times try the faith of many Imperial citizens, and in this, she sees opportunity. The Emperor, in his guise preached by the Ecclesiarchy, seems more distant than ever, while the sacred machines of the Ommissiah sustain the lives of countless in Gilead each day. While Ministorum Priests laud the Emperor's divine guidance for bringing the Varonius Flotilla safely to Gilead, Vakuul points to a more tangible divine presence — the Warp engines and Geller Fields that delivered the mighty ships.

AGENTS OF THE MECHANICUS

The Adeptus Mechanicus is famously insular and secretive. It provides its own soldiers, war machines, spiritual guidance, and expertise. In effect, the Martian Priesthood is an empire within the Imperium — almost wholly self-sufficient. As a consequence, the Magos of the Mechanicus rarely turn outward from their own organisation for assistance. Whether due to the newfound pressures of existence in the Imperium Nihilus or to her razor-honed ambition, Archdomina Vakuul is an exception. Since the days of the Noctis Aeterna, Vakuul has increasingly relied on a variety of servants and mercenaries from outside Avachrus, or outside the Mechanicus entirely, to accomplish her goals.

Vakuul's agents often undertake missions for which she cannot rely on skitarii squads or other officially sanctioned Adeptus Mechanicus forces. This may be to avoid conflict with other Imperial organisations or even to avoid scrutiny from her fellow Magii. For such purposes, Vakuul prefers to include Tech-Priests, unattached Skitarii, and other members of the Adeptus Mechanicus among other agents to ensure the job is done efficiently. For sensitive missions, she ensures these assets cannot be officially connected to her. For missions that do not require such clandestine measures, Vakuul prefers to rely on proven and trusted Adeptus Mechanicus' agents. However, she is open to 'joint operations' with other Imperial operatives, particularly when she can be certain of their loyalty. Agents who serve well can expect to receive rare and high-quality weapons, armour, and tools generally available only to the Mechanicus. Those who sacrifice their bodies for the mission — or vocally share Vakuul's views on the weakness of flesh — might receive advanced cybernetic replacements. For agents who truly and continuously impress the Archdomina, she may bestow such gifts of technological marvels as only a powerful Magos can access.

To Axekra Vakuul, her agents are tools. Like any tool, they may be damaged or lost in the course of their use. While she may view all her agents as disposable to varying degrees, she is preferential to those of the Adeptus Mechanicus. After all, by virtue of their induction into the Martian Priesthood, they are clearly superior specimens. This is not to say, however, that Vakuul throws away capable agents on suicide missions, or needlessly abandons them to danger. To do so would be gravely inefficient, an unforgivable sin in the Archdomina's visual sensors.

FRAMEWORK: MECHAVANGELISTS

You are a motley team from disparate origins, which Archdomina Vakuul employs to achieve clandestine aims. You might spy on Adeptus Ministorum and other Imperial operations across the system. While the scope and details of your missions vary, your underlying purpose is to subtly spread the word of the Omnissiah across the system, while chipping away at the population's blind faith in the Adeptus Ministorum.

Example Missions:

- Archdeacon Merramar Clade relies on an anti-grav rostrum and a network of vox-linked laud hailers to deliver his sermons to Enoch's faithful. To remind both the diocese and the masses of their reliance on the Omnissiah's gifts, ensure the machine spirits of these systems refuse to provide their services on the upcoming holy day known as Deliverance.
- Earn the esteem and trust of Inquisitor Tytrona Dikaisune so that she brings you into her organisation. It is imperative that Archdomina Vakuul is aware of the Inquisitor's doings in the system, and that they do not threaten the interests of Avachrus..

LIMITATIONS

Must not have the **AELDARI** or **ORK** Keywords.

WARGEAR

A servo-skull for the group.

BONUS

+1 bonus die to Persuasion (Fel) Tests against characters with the **IMPERIUM** Keyword.

FRAMEWORK: HAMMER AND/ OR ANVIL

Hand-picked for your toughness and ruthless efficiency, you are a team of cybernetic warriors and specialists tasked with enforcing the will of the Omnissiah. Your missions might take you into hostile territory to reclaim archeotech from the depths of the space hulk *Persephone's Regret* or to visit justice on a heretek cabal of the Voidmire. Within the bounds of Gilead, you may be called upon to defend Adeptus Mechanicus holdings from traitorous rebels, invading xenos, and even rival Imperial operatives.

Example Missions:

- Auspex scans of the Space Hulk *Persephone's Regret* have been made on behalf of the Absolvers on their mission to purge a xenos infestation. The scans revealed a vessel from the Dark Age of Technology intertwined with the Hulk. Infiltrate it whilst avoiding the Astartes purge and eliminating any xenos that stand in your path, and retrieve any archaeotech that remains intact.
- The so-called Harvest Keepers of Ostia have begun chaining themselves to threshers and other machines, and even sabotaging these tools provided by the Omnissiah. Remind these heretics, and their leader, the Harvest Smith, to show proper reverence.

LIMITATIONS

Must have the **ADEPTUS MECHANICUS** Keyword.

WARGEAR

A combat servitor for the group.

BONUS

+2 Bonus Dice to Influence Tests made when requisitioning Wargear from the Adeptus Mechanicus.

BACKGROUNDS

FACTIONS

PATRONS

CHARACTER
OPTIONS

ENDEAVOURS





MASTER ESHGAR QUINTUS LORAE

Master Loraie is a well-fed man of advanced age, his features softened by the Rejuvenat treatment available to one of his means. His skull is studded with cranial plugs for interfacing with the ancient machines that record and collate data pertaining to Ostia's crop yields. The Sortium-Lord invariably appears in the somber grey robes of a senior adept, fastidiously arranged and in pristine condition. As with everything Loraie does, this is as much for the sake of his own reputation as to set an example for subordinates.

Although beneath the senior prefects of Gilead Primus within the Administratum hierarchy, the master of the Sortium has always commanded a remarkable level of respect and authority throughout the system due to the importance of Ostia's food exports. Since the birth of the Imperium Nihilus, this importance has only grown, and with it, both the influence and scrutiny drawn by Loraie.

Master Loraie feels no pity for Ostia's labourers. Every citizen of the Imperium has their place, and it is vital for the function of society that each person do their work diligently and not question that place. To do otherwise is to doubt the Emperor's divine plan. To that end, Loraie treats the nobility of the Agri World in much the same manner, as spoilt, primitive children beholden to him. He allows them enough of their own tithes to relish positions and power and ensures they serve His mighty bureaucracy.

The Sortium-Lord is largely traditional and reliant on protocol, but he recognises the current situation is unprecedented. Still, he works to ensure operations on Ostia continue as usual as much as possible. Loraie knows full well that any perceived deviation from protocol, no matter how justified, provides a ready weapon for ambitious subordinates hoping to take advantage of the tumultuous era to unseat him.

AGENTS OF THE ADMINISTRATUM

Eshgar Quintus Loraie has always relied on the properly appointed Administratum personnel to undertake any task he needed. Ever a patient man, More than once has Loraie waited years for his requests to be processed — longer, when input was needed from subsector-level officials. As much as he adheres to protocol, Loraie recognises that the realities of existence in the wake of the Cicatrix Maledictum are unprecedented. Without astropathic communication, certain actions simply cannot be done by the hallowed books. And as Gilead's institutions crack ever more under the strain of isolation, Loraie finds himself averse to even relying on the masters of Gilead Primus to approve his activities. It is in these circumstances that Loraie has found himself seeking assistance outside of his own organisation, capable and proactive individuals who get results unencumbered by the wheels of bureaucracy — a notion that terrifies many hidebound Administratum adepts!

Despite the change in his outlook in the past few years, Loraie's life is dedicated to the Administratum, and he views protocol with the spiritual reverence endemic to his organisation. For this reason, he does not tolerate any violation of Imperial laws or regulations among. Wherever possible, he contrives a bureaucratic loophole to allow for the 'outsourced' work, even leaving such matters to the more legal-minded agents when possible. Other missions exist in a sort of grey area between the oft-contradictory regulations and protocols of the Adeptus. Loraie sleeps well having done due diligence by submitting a request for clarification to the subsector authorities, even if he knows such requests will never reach past the Cicatrix Maledictum.

Loraie's agents primarily operate on Ostia and its satellites, whether investigating reports of laxity among agri-labourers or examining discrepancies between crop yield and export weight. The continued protection of the Crown of Blades is paramount, and the Sortium-Lord treats even the scantest rumour of a

threat to its proper functioning as the highest priority. Because the Sortium relies so much on the Adeptus Ministorum and Adeptus Mechanicus for the smooth operation of Ostia's farms, he may assign agents to see after the interests of these organisations on Ostia and abroad.

As Sortium-Lord of Ostia, Eshgar Lorae has considerable resources at his disposal. Loyal agents can expect to consistently dine well. Lorae's pull within the Administratum and his contacts within the Departamento Munitorum can obtain virtually any Wargear in standard use in Gilead for agents who consistently impress him.

FRAMEWORK: PAPER PUNISHERS

Master Lorae has deputised you as auditors extremis, charged to uncover bureaucratic heresy among the Sortium and empowered to deal with the perpetrators as you see fit. This includes everything from breaches of protocol to laxity. Even such crimes as theft of Imperial property are your purview, as Master Lorae prefers not to trouble the Adeptus Arbites with such matters during these uncertain times. Though you have the official backing of the Sortium's master, he expects you to operate with discretion so as not to cause undue disruption among the ranks of the Administratum. You may even operate undercover, taking on (or continuing) a role within the bureaucracy of the Sortium.

Example Missions:

- ☠ The long-forbidden Nonstandard Form G-33a-delta Version XIII has mysteriously reentered circulation. Several scribes have already been driven mad by its paradoxical filing instructions. Find the heretic responsible and eliminate them.
- ☠ Master Lorae has noted an increase in expenditures for common officio materiel — auto-quills, ink, parchment, parchment binders, and so on. He suspects that one or more Adepts may be engaged in the theft and sale of Administratum property. This is akin to stealing from the Emperor's own hand, and warrants execution should you uncover the culprits.

LIMITATIONS

Must have the **ADEPTUS ADMINISTRATUM** Keyword.

WARGEAR

A Symbol of Authority with the **ADEPTUS ADMINISTRATUM** Keyword (badge depicting a quill stylised as a sword) for each individual.

BONUS

+1 Bonus Dice to Scholar (Int) Tests pertaining to the Administratum or bureaucracy. You gain the **ADEPTUS ADMINISTRATUM** Keyword if you do not already have it.

FRAMEWORK: TROUBLESHOOTERS

You undertake a variety of missions at the behest of Master Lorae, which can take you anywhere on Ostia and beyond. These missions often fall outside the bounds of official Administratum business, and just as often serve to reinforce Lorae's personal interests. This could mean gathering information on a rival Sortium Adept or paying tribute to a Magos of Avachrus.

Example Missions:

- ☠ You are to conduct an unscheduled and unannounced test of the Crown of Blades' defenses. An unmarked, heavily armoured system patrol craft will be provided for your use. Of course, to ensure the validity of the test, you must hold nothing back in your attempt to breach the perimeter. The defense crews certainly won't!
- ☠ Infiltrate a community under the sway of the Harvest Keepers and turn them against the heretical ideals of the so-called Harvest Smith.

LIMITATIONS

Must have the **IMPERIUM** Keyword.

WARGEAR

A sharpened auto-quill with a reservoir of deadly toxin.

BONUS

+1 Bonus Dice to Influence Tests made
when requisitioning Wargear from the
Adeptus Administratum.

BACKGROUNDS

FACTIONS

PATRONS

CHARACTER
OPTIONS

ENDEAVOURS



NOVATOR OCTAVIA OMINCARA

While Jakel Varonius claims the mantle of saviour of the system, it is the Lady Octavia Eceded Omincara, Novator of House Omincara of the Navis Nobilite, whose actions allowed for the current political situation in Gilead. Whether any other Navigator could navigate the Straits of Andraste remains to be seen, but that Lady Octavia accomplished this deed is undeniable. Since the Varonius flotilla's arrival three years ago, Novator Omincara has been largely content to remain in the background while Jakel Varonius claims brash deeds and forges alliances across the system. This does not mean she is idle.

Lady Octavia is inhumanly tall and lean, possessed of a range of motion far beyond that allowed by the number of joints in the holy Human form. That is, at least, according to some stories. Others claim she is soft and sinuous, with gills that process oxygen-rich nutrient baths the way ordinary folk breathe air. The tales all agree that Lady Octavia's form is deeply aberrant from the Human norm, but these are all surely falsehoods — as a select few members of the Varonius household know, Omincara is certainly Human, yet eerily different in an undefinable way. Regardless of the veracity of these stories, it is undeniable that few have ever stood in the Novator's presence, and even fewer have seen her outside her opaque meditation chamber or the navigation blister that hangs above the bridge of the Ducal Circlet. Whether this is due to her physical form, or her penchant for privacy has

only fuelled the rumours, only a handful could say. To speak frankly of the Novator may earn her displeasure, however, which is enough to deter even Jakel Varonius. Those that Omincara deigns to 'meet' with inevitably find themselves in the company of one of her many Navigator consuls, all uniformly outfitted with a cathedral-esque vox headset of her own design so that they may relay her commands.

As the mistress of House Omincara, Lady Octavia is responsible for its continued survival and success. This remains, as ever, her primary motivation. Even in this dark age, she looks always for opportunities to advance Omincara's interests, and raise the House's reputation and influence. In fact, she has become more conniving than ever to ensure House Omincara's future survival and prosperity. With every passing day the Gilead System remains cut off from the wider Imperium, the importance of Navigators shrinks in the eyes of captains, governors, and generals. With no prospect of Warp travel, it would seem there is little immediate need for Navigators. Lady Octavia is counting on these assumptions to keep her actions undetected.

Octavia knows she could not repeat the feat of passing through the Great Rift, and so is quite certain no Navigator within the system could either. Lest they waste their lives — or worse, affirm the view that Navigators are no longer needed — Novator Omincara has forbidden the scions of her own House from any attempt to travel the Straits of Andraste. She can make no such decree to the Navigators of other Houses, and instead relies on the telling of her own harrowing experience to dissuade them. Still, some Navigators seem determined to attempt the impossible. For these, Octavia must consider other methods.

For Octavia, maintaining the unique privilege of the Navis Nobilite is of utmost importance, and so she works constantly to remind the rulers of Gilead that their only hope for contacting the Imperium (and reestablishing the interstellar trade that is so vital to their own purses and interests) lies in the Navigators. At the same time, Novator Omincara seeks to elevate her House's reputation among others. To both ends, the fact of her successful journey through the Great Rift serves as a powerful tool. The Novator is quick to remind other members of the Circlet Council, but seldom has cause to meet with other notables of the system. As a notoriously private Navigator, she can scarcely afford to look desperate by travelling from world to world for social occasions. Nonetheless, Octavia considers it vital

to maintain good relations between the Navis Nobilitate and the Adeptus Mechanicus and Administratum in the system. The Adeptus Ministorum, unfortunately, she sees as a lost cause; even in the most favorable conditions, the Ecclesiarchy considers Navigators a barely tolerable necessity.

The suspicion of Navigators is not, in this case, unfounded. Be it through exposure to the malign influence of the Empyrean when travelling through the Great Rift, a nervous breakdown due to discommunication from the light of the Astronomican, or a simple lust for power, Omincara is using the unique opportunities afforded by the Gilead System's isolation to mount a grand and arcane scheme. Omincara is attempting to create a simulacrum of the Emperor's Astronomican to bring His light to the darkness of the Imperium Nihilus, fabricating her own ill-fated facsimile of the Golden Throne, and gathering psykers to sacrifice to improve her own psychic capabilities. This misguided mission is certainly doomed to fail, but the Navigator keeps her plans secret, and wields much power from the shadows.

AGENTS OF THE NAVIGATOR

To safeguard the interests of her House, Novator Omincara requires trustworthy and capable agents to enact her will beyond the confines of her Sanctum Navis. As the matriarch of an ancient House of the Navis Nobilitate, Lady Octavia possesses access to vast resources, including any number of servants, guards, and other official staff. Beyond this, she often requires operatives for tasks both overt and discreet.

Novator Omincara treats most of her agents with polite distance. Only her most trusted agents can expect to receive their instructions from Lady Octavia directly, and even then, probably from the vox units mounted outside the velvet curtains of her isolation pod. Most agents receive their tasks from intermediaries, possibly scribed on dataslates or spoken in hushed voices, depending on the sensitivity of the work at hand. It is a common belief among her servants that the Novator sees much that happens outside her presence, and so they are dutifully obedient at all times, and urge her agents to do the same.

Lady Octavia calls upon her agents for all manner of missions intended to bolster House Omincara. Those with a knack for stealth might be tasked with gathering information on or stealing secrets from rival Navigator houses, such as Taliandru, and other Imperial

organisations. For agents operating openly, missions might include favours for other Imperial potentates and organizations, whether as part of existing pacts or to set the foundation for future alliances. None know of her clandestine goal to craft her own simulacrum of the Astronomican, though many are engaged in capturing psykers that she might pursue this fools errand. Ostensibly, she collects powerful individuals linked to the Empyrean both for research and to assist the Adeptus Astra Telepathica, but few are ever heard from again after they are brought to the Navator of House Omincara, who rewards the discretion of her psyker hunters well.

A Navigator House's fortune is built most importantly on its mastery of the Empyrean tides. Agents might be despatched to vaults secreted deep within the hives of Gilead Primus, or to derelicts trapped within Persephone's Regret, to obtain ancient Warp charts or navigational archaeotech. And rumours persist that the fabled Cosmolabe Empyrius lies somewhere beneath the black stone of Uru.

FRAMEWORK: IN PLAIN SIGHT

You are respectable vassals and allies of House Omincara, undertaking myriad visible tasks for Lady Octavia. Your missions often take you to the outskirts of the system, as Navigators begin the long, arduous, and dangerous task of studying the Great Rift or attempting to map the Straits of Andraste. You might be called upon to serve for a lengthy term in the retinue of a House Omincara Navigator as bodyguards, advisors, and diplomats. Your personal reputations are as important as your work, as your every action reflects on the Navis Nobilitate.

Example Missions:

- ☠ Owing to a matter of honor, Argo Omincara has challenged Caliope Taliandru to that most rare and ancient practice of the Navigator's duel. Protect Argo before the duel and ensure the duplicitous Taliandru do not try to gain any unfair advantage.
- ☠ The Magos of Avachrus have provided House Omincara with the use of a survey vessel, possessed of rare and ancient instruments to monitor the flux of the Warp. Accompany and protect Hera Omincara as she probes the Straits of Andraste.



LIMITATIONS

Any character with the **IMPERIUM** Keyword.

WARGEAR

One Rare item for each individual (the item must be something worn openly and visibly).

BONUS

Gain the **NAVIS NOBILITE** Keyword.

FRAMEWORK: THIRD EYE, BLIND

Unseen and unacknowledged, you perform the tasks that would sully the hands of the Omincara Navigators and scandalise the system. Espionage, sabotage, and wetwork are your trade, and your targets range from the heights of Imperial society to the heretics of the Voidmire. You are as likely to steal secrets and technology from rivals as to safeguard House Omincara's secrets. Your missions often have you silencing critics of the House, or those who dismiss the importance of Navigators in the Imperium Nihilus. The Novator expects your utter loyalty and any sacrifice necessary to complete your tasks.

Example Missions:

- ☠ The Navigator Gravin Taliandru is set on an attempt to breach the Straights of Andraste. Deter him from this foolish course of action. If it becomes necessary to confine Taliandru to House Omincara's dungeons — for his own good — then so be it.
- ☠ Jakel Varonius has been in private talks with an emissary of House Narcissus. Whatever the content of these meetings, ensure the emissary does not live to continue them.

LIMITATIONS

Must have the **IMPERIUM** Keyword, Tier 3 or above.

WARGEAR

Any limbs or organs you lose in the course of your duties are replaced with an augmetic enhancement at the expense of House Omincara.

BONUS

+1 Bonus Dice to Deception (Fel) Tests against characters with the **IMPERIUM** Keyword.

ORDO MALLEUS INQUISITOR TYTRONA DIKAISUNE

Inquisitor Tytrona Dikaisune is tall and imposing, and all who meet her feel the intense weight of her presence. She has spent several lifetimes battling the archenemy, a fact that none would deny when met with her withering gaze, though extensive Rejuvenat treatments and the highest quality augmetics disguise her many scars. She seldom appears without her ornate, heavy carapace armour and the sacred weapon that symbolises her Ordo Malleus's membership — a mighty Nemesis Daemon Hammer.

Dikaisune is an experienced daemon hunter of the Ordo Malleus, and ranged far across the sector before her arrival in Gilead not long before the opening of the Great Rift. She speaks little of the matter that originally brought her to Gilead, saying only that it is resolved. Although some wonder if this is true or she has unfinished business in the system, none dare question the matter further. The worthies of the system largely treat her with (justified) apprehension, but few would deny that her presence in the system is a blessing. After all, anyone who would deny the benefit of an Ordo Malleus Inquisitor at a time when daemons walk the galaxy is surely a heretic of the worst sort.

The Inquisitor's attentions are focused on the Cicatrix Maledictum and its consequences. Cut off from the support of her peers and the wider Imperium, Dikaisune cannot hope to heal this great wound in reality, only to staunch the bleeding. Few of the Imperium's warriors are prepared to combat the daemonic, and yet to do so has become a necessity on an unprecedented scale. Inquisitor Dikaisune speeds from one warzone or incursion point to another, bolstering Imperial forces with her abilities and leaving what wisdom she can. In times past, Dikaisune would never countenance sharing lore so freely — mere knowledge of the daemonic was grounds for execution for most citizens. In the Gilead System, on the border of the Great Rift itself, the immediacy of the threat prohibits discretion.

Tytrona Dikaisune projects an air of suspicion toward all she meets, and her actions and words usually indicate the same. She is not subtle in her scrutiny, asking pointed questions and challenging motivations.

Even longstanding allies are not immune to her probing queries. Tytrona intends for her presence to make those around her feel nervous, in order to cause the guilty to slip up and reveal themselves. If the occasional innocent is so thrown by Dikaisune as to commit a damning mistake, that is a small price to pay. This air of fear is compounded by Dikaisune's very public and ongoing presence in the system. It is something that none of Gilead's leaders, even Jakel Varonius, have experience with. Most Inquisitors operate in secret, revealing themselves to the local authorities only at the culmination of an investigation, if at all. Those Inquisitors famed and feared for their public pogroms and expurgations rarely stay in one place long, always moving on to terrify and purify the next system or sector.

AGENTS OF THE INQUISITOR-LORD

The Inquisitor largely operates overtly herself, but relies on discreet acolytes to pursue investigations unseen and unrecorded. In this way, she commands the awe and respect of important personages and common citizens alike, encouraging them to provide her with information and suspicions. At the same time, covert acolytes monitor these same cooperative citizens for signs of treachery. Depending on the nature of the threat they uncover, Dikaisune may expect her agents to deal with it personally, alert her, or call upon local forces for backup.

With the myriad threats facing the Gilead System, Inquisitor Dikaisune is forced to rely on networks of agents more than ever before. Some arrived in the system with her, but the majority she has recruited, whether directly or through senior agents, since the isolation of Gilead began. Her agents are varied in their origins and approaches; any Imperial who impresses her with their capabilities and dedication is a potential recruit. Indeed, the line between hired mercenary and acolyte is thin. Some agents might not be sure themselves if they are a part of the Inquisition or merely working in the employ of Inquisitor Dikaisune.

With their access to the wider Imperium cut off, like-minded Inquisitors of the Imperium Nihilus must share resources more than ever. Although there are only a handful of Inquisitors in the system, at most, Dikaisune's agents might sometimes find themselves working with cells that report to other Inquisitors.

Inquisitor Dikaisune is staunchly Puritanical, and tolerates no deviance among her agents. Even in these desperate times, she believes that to use the tools of the enemy is to become the enemy. However, Dikaisune draws a clear line between the heretical and the merely illicit (to the chagrin of certain allies). Certain of Dikaisune's agents use proscribed combat chems including, according to rumour, those dreaded substances believed to be the sole purview of the Officio Assassinorum. For Inquisitor Dikaisune's agents, the ends justify any means — save those that flirt with the corruption of Chaos.

BACKGROUNDS

FACTIONS

PATRONS

CHARACTER
OPTIONS

ENDEAVOURS



FRAMEWORK: SHADOW WARRIORS

As Inquisitor Dikaisune's agents, you undertake investigations to root out heresy within the Heartworlds of Gilead. How you do this is largely left to your discretion, although you cannot rely on your mistress's name or authority. When you are not pursuing a lead at the behest of the Inquisitor or an intermediary, you are expected to proactively seek out suspicious activity. There is no rest for a servant of the Eye That Sleepeth Not. Although Dikaisune is of the Ordo Malleus, neither she nor you can afford to discriminate in the threats you pursue. Any sign of witchcraft, the daemonic, or the xenos deserves your attention.

She expects you to judge which threats you can purge on your own, and which require the support of local authorities. For truly apocalyptic threats, you know the vox frequencies, astropathic ducts, and clearance ciphers to call in an Inquisition Kill-Team. You also know that abusing this privilege might see you heaped on the pyre as well as your foes.

LIMITATIONS

Must not have the **CHAOS** or **ORK** Keywords, Tier 2 or below.

WARGEAR

None.

BONUS

+1 Bonus Dice on Deception (Fel) Tests against characters with the **IMPERIUM** Keyword.

Example Missions:

- ☠ A series of grisly deaths in the lower reaches of Hive Ammon on Gilead Primus requires investigation. The local enforcers, already stretched thin, attribute the mutilated bodies to gang war, but the consistency of the violence is the hallmark of ritual murder. Determine if some malefic cult is behind the deeds, and to what ends.
- ☠ Rumours speak of individuals gathering at the strange xenos ruins of Ostia under the dark of night to enact profane rites. Discover if this is a divergent custom of the local religion, a xenophile cult, or something even worse.

FRAMEWORK: KILL-TEAM

You are an elite Kill-Team assembled by Inquisitor Dikaisune to deal with the threats that local authorities and even ordinary military forces cannot. You may have been selected for your specialised and extensive (and likely forbidden) knowledge or for your skill at arms. If you have been given a mission, it means that the enemy is either extraordinarily powerful or containment measures have failed — a potent Chaos sorcerer, a daemonic incursion, or a xenophile cult supported by alien abominations.

Example Missions:

- ☠ Acolytes have determined Deacon Horatio Vanor of the Enochian Synod is possessed by a daemon of the Warp. Banish the unholy being and destroy all evidence, no matter the cost, lest the terrible truth unleash calamity among the masses.
- ☠ An informant has revealed the presence of an ancient weapon of great power, the Soul Lance, secreted within a vault on Avachrus. Retrieve this archeotech artefact or, if necessary, destroy it lest any other lay claim.

LIMITATIONS

Must have the **IMPERIUM** Keyword, Tier 3 or above.

WARGEAR

A Symbol of Authority with the **INQUISITION** Keyword for each member of the group.

BONUS

+1 Bonus Dice on Tests against characters with the **CHAOS** Keyword

SUMMON THE KILL-TEAM

The groups of Shadow Warriors Dikaisune employs are each gifted the necessary clearance ciphers to summon one of her Kill-Teams when needed. This does not necessarily mean the GM will be running the Kill-Team as a group of NPCs — if your group are feeling creative, you might like to create an entirely new party of higher Tier characters and play as the Kill-Team yourselves!



BREVET CAPTAIN AKAHIR

Though he stands barely over 7-ft tall, Brevet Captain Akahir looms large among the Astartes of the Absolvers Chapter. The inscrutable ritual scarring popular amongst the Absolvers intermingles with the twisted scars Akahir earned through battling daemons, attesting to the violence of his three years of service. His dark skin has been stretched thin over his enhanced transhuman form since he became an Astartes, his only imperfection a patchwork augmetic eye installed midway through the battle for Villum Fundus.

Captain Akahir and Jakel Varonius are linked by the infamous distress signal sent by the Absolvers' missing Chapter Command. The two never discuss the matter in earshot of others, and no one can say if Varonius has shared its contents with Akahir, or if the Astartes Captain already knows the truth. Other council members note a certain tension between the two, but whether the cause is a shared and unspoken burden or a deep mistrust, they could not say.

In the absence of the Chapter Master and with the anarchy of Noctis Aeterna bearing down on the system, the Absolvers within Gilead had grave need of leadership. It was Chaplain Heractis who took it upon himself to anoint Akahir as Brevet Captain and acting commander of the Absolvers, in recognition of Akahir's early success in rallying the system's mortal defenders. In privacy, Heractis spoke also of a prophecy from the forgotten annals of the Chapter's history, and the role he foresaw for Akahir.

Akahir has shown a greater knack for diplomacy than many of his Battle-Brothers. He tolerates much of the politicking and debate of the Circlet Council with stony silence before voicing his opinion with both tact and finality. Still, relations between the Absolvers and the Varonius Dynasty are tense. Absolvers are known for their inflexibility, and Akahir must constantly struggle to cope with the evanescent whims of the humans on the Circlet Council. If he discovered that Jakel consorts with xenos, it would certainly end their cooperation, and may even lead to bloodshed. Akahir does find some common ground with the cold efficiency of Archdomina Vakuul, and the turmoil of the current age has strengthened bonds between the Absolvers and Avachrus. It is vital for Akahir to maintain and bolster this relationship, as the Absolvers rely on the Forge World to bolster their limited supply of ammunition. Further, Avachrus provides the only path to properly train new Tech-Marines, whose expertise is the only hope of maintaining the Chapter's Wargear and vehicles should their isolation continue into the future — and Akahir knows optimism is a weakness.

Even with the Astartes as a priority, the Forge World's production capacity is taxed to its limits and beyond in these times. Out of necessity — and in preparation for the possibility of more difficult times ahead — Akahir has ordered an increased emphasis on melee combat throughout the Chapter. This affects the training regimens taught by Scout Sergeants as much as the daily drills of all Battle-Brothers. This extends even to the war machines of the Absolvers; the Tech-Marines fit Predator tanks and Rhino transports with serrated dozer blades, while anointing massive power fists for the day that the Chapter's Dreadnoughts rouse for war.

BACKGROUNDS

FACTIONS

PATRONS

CHARACTER
OPTIONS

ENDEAVOURS



AGENTS OF THE ASTARTES CAPTAIN

Although Astartes Chapters are largely self-sufficient, they often rely on the Imperium's intelligence and communication networks to learn of prime targets and worlds that need their defense. Although their confinement to a single system might seem to narrow the possible battlefields, in truth, the overwhelming threats facing the Gilead make it more important than ever for the Absolvers to deploy their limited forces perfectly. Furthermore, the isolation of the system and turmoil within the usual chains of communication have led Akahir to pursue his own investigations of traitors within the system. Akahir has begun to rely on hand-picked agents, Astartes and mortal, outside of the Codex-approved chain of command to act as his eyes, ears, and blades across the system.

Akahir's need for reliable, flexible non-Astartes agents stems in part from his misgivings for the methods of many Imperial organisations. He distrusts the Inquisitors' freedom and underhanded methods, and truly looks poorly upon the Ministorum. He sees the ranking priests of the Ecclesiarchy as soft and hypocritical, exhorting their followers to sacrifice for the Emperor while they enjoy a life of relative luxury. Whereas Space Marines fight on the front lines their whole lives, no matter the rank, many clerics who attain rank step away from battle and indulge in lives of soft comfort. Although some Space Marines are critical of relying on mortals, Akahir recognises that Humans can operate in ways and places where the overtness and awe-inspiring reputation of Astartes would be a hindrance. Although relatively open minded for a Space Marine, Akahir has absolutely no tolerance for mutants and xenos.

Like all Absolvers, Captain Akahir prizes his vows among all else, and he expects the same of his agents. In the same vein, he despises weakness and excuses. Undertaking a mission is a promise to succeed, and excuses for failure only undermine the breach of this vow. Still, Akahir is aware of the difficulty he has relating to mortals, and tries to compensate for this with effusive praise and wilful patience. His attempts to make Humans feel at ease can, in fact, be quite awkward, though Akahir has yet to realise it.

Captain Akahir's focus remains on defending against the militant threats to the Imperium, but he has been infected by the suspicions that run through

the mortals of the council. As a result, has begun to consider the importance of staying aware of the other Factions' activities, in the interest of security. Only the Absolvers can be above suspicion, and it is their duty to punish treachery wherever it appears in the system.

The Captain looks back with fondness on his own experience as a Scout leading a team of motley Imperial agents. Not only does he strongly support this unusual Chapter tradition, but he is more inclined to trust the competence of hand-picked mortal agents. The agents Akahir chooses must be truly dedicated to the protection of Gilead above all other concerns. Akahir has no tolerance for failure, while viewing nearly any level of collateral damage and civilian casualties as acceptable if it gets the job done. Agents must be satisfied with the pride of serving the Emperor, as Akahir has little conception of wealth or personal reward. While ceremonial recognition is common for Astartes, very few commendations are available to Humans. The rewards he offers are eminently practical, such as weapons, armour, and battlefield tools.



DUX MORTALIUM

The Absolvers rarely stray from the teachings of the Codex Astartes, but the Chapter are loath to abandon their sworn traditions. One such oddity is the Dux Mortalium, in which an aspirational Scout is tasked with leading a Kill-Team of mortal Imperial warriors to prove they are worthy to become a fully-fledged battle brother. The rare scholars with any knowledge of the Absolvers Chapter history speculate that the long-forgotten Chapter Master Behanzin swore an oath to improve the Astartes' relationship with the mortals they were bound to protect, following the huge loss of life in several tragic battles with traitorous regiments of the Astra Militarum during the Age of Apostasy. This led to the Dux Mortalium, though whether the tradition has improved relations or cemented the idea that mortals are weak in the minds of fledgling Absolvers is up for debate.

FRAMEWORK: EYE, EAR, AND BLADE

To uncover threats hidden among the Imperial society of Gilead, Captain Akahir relies on trusted Humans, sometimes led by a Space Marine Scout. As such a group, your missions focus on gathering intelligence and completing covert tasks — and fighting desperately when there is no time to wait for Astartes reinforcements.

Example Missions:

- Orks have ambushed several Astra Militarum supply ships in recent months, and Captain Akahir suspects — as unlikely as it seems — a traitor within the Departamento Munitorum or the Gilead Gravediggers command structure. Find out how the Orks are predicting the shipping schedules; the Absolvers face battles enough without stepping in to bolster unsupplied Guardsmen across the system.
- Jakel Varonius has made a number of secretive visits to a large asteroid at the boundary between the Reach and the Voidmire. Discover the reason for this, without alerting the Rogue Trader to your intentions or Akahir's involvement.

LIMITATIONS

Must have the **IMPERIUM** Keyword, Tier 2 or below.

WARGEAR

A vox bead for each individual.

BONUS

+1 Bonus Dice to Resolve Tests.



FRAMEWORK: ANGELS OF DEATH

As proven agents of Captain Akahir, you are regularly despatched into warzones and other deadly locales to accomplish the missions no one else can. Akahir expects victory no matter the odds, even if you must sacrifice your body or life to achieve it. Whether you are Astartes or one of the rare mortals skilled enough to fight alongside the Space Marines, few in Gilead are your equal in war.

Your missions are essentially special operations, in which Akahir tasks you to complete some vital objective on the battlefield, behind enemy lines, or in the most deadly environments of Gilead. You take the fight to the xenos and traitors of the Reach and the Voidmire, and turn the tide in battles on Gilead's worlds.

Example Missions:

- The time has come to purge the Space Hulk *Perephone's Regret*, and you are to fight in the vanguard. Expect to face overwhelming numbers of Orks and Genestealers. In addition, the Space Hulk's time in the Warp has surely left it steeped in corruption; beware moral threats and anticipate the traitor-warriors of Chaos.
- A massive force of Orks have assaulted Ostia, threatening the food supply of the entire system. Join the Absolvers strike force targeting the Warboss leading the Orks. Unconfirmed reports speak of Aeldari fighting against the Orks; as always, know that all xenos are your enemies.

LIMITATIONS

Must have the **IMPERIUM** Keyword, Tier 3 or above.

WARGEAR

Each member receives 1 Ammo Point at the beginning of each mission.

BONUS

+1 Bonus Dice to attacks targeting Mobs.





CANONESS JEANNE GRACE D'EMYSA

The Canoness Jeanne Grace d'Emysa has led the Order of the Sanctified Shield for more than four decades, and bears the scars of battle to show it. She stands tall on her two fully bionic legs, lost during her time as a Veteran Sister Superior in a near-fatal battle with a Chaos Space Marine. Her cropped white hair frames a serene but severe face.

Jeanne Grace d'Emysa rose steadily through the ranks of the Order thanks to her skill in battle, her conviction, and the passion she inspires in the Sisters under her command. As ever, her primary goal is the protection of the Imperium and the destruction of the God-Emperor's enemies. Her faith remains steadfast as ever, and the wavering faith of those who say the Emperor has abandoned Gilead disgusts her. Those citizens who have been witness to the Sanctified Shield in battle and the miraculous feats they accomplish on the field nearly find their faith bolstered.

To ensure the Order stands ready to defend against or preempt any threat to the system, Canoness d'Emysa cultivates good relations with other Imperial Factions. In the past, she has largely relied on the diplomats of the Ecclesiarchy and on the Sisters Dialogus of the Order Censura. In view of the uncertainty wrought by the Great Rift, the Canoness takes a more personal hand to remind the leaders of Gilead that the Sisterhood of the Sanctified Shield ceaselessly defends them.

Jeanne Grace d'Emysa continues the Order's centuries-long mission of monitoring the Ecclesiarchy leaders of Gilead to ensure the heresies of the Age of Apostasy never repeat. The situation on Enoch takes up much of her time and attention. Not only must she coordinate the Sororitas' defenses of major shrines and Ministorum holdings, but she grows ever more concerned by Archdeacon Merramar Clade's handling of the situation. In her eyes, it is the duty of the Sororitas to battle heretics and traitors, and desperate pilgrims do not these enemies make. In private, candlelit meetings with her most trusted Sisters, d'Emysa makes arrangements for the day — which she prays never comes — that she must remove the Ministorum's leaders from their positions.

AGENTS OF THE SORORITAS

Canoness d'Emysa has traditionally relied on the Sacred Shield and the nonmilitant orders present in the system to accomplish almost any mission she deems necessary under her purview. With the Sororitas stretched thin by the anarchy on Enoch, and the many other threats facing Gilead, she has had to broaden her approaches for the good of the system. She still prefers Sororitas and proven members of the Ecclesiarchy, but she might accept any pious and reliable Imperial citizen into her service.

The Canoness has little appetite for espionage and skulduggery. Nonetheless, she accepts the need for some degree of such in order to monitor other Imperial institutions and the noble families of the system for signs of apostasy and heresy. It is for missions such as these that d'Emysa is particularly open to non-Sororitas agents. After all, few Sisters outside of the Orders Famulous are suited for such covert matters. d'Emysa fears that the isolation of the system could spur decadence and heresy among the various branches of the Adeptus Terra in the system, and sees the utility of employing those who belong to such organisations or have experience with them to monitor for signs of apostasy.

Less subtle missions for d'Emysa's agents are often more militant in nature, with a focus on defending Imperial assets. These include acting as bodyguards to preachers and missionaries travelling the system, or defending shrines and other holy sites from xenos and heretics. More proactive missions might find agents battling their way through infested ruins to recover lost relics, or launching pre-emptive strikes on the traitors and xenos of the Reach.

Canoness d'Emysa tolerates no blasphemy or even the merest whiff of heresy. Even for agents who are not formally of the Ministorum, she expects the same piety as she does of any servant of the God-Emperor. However, she accepts that individuals demonstrate their faith in different ways, and some are less overt than others. For potential agents who are not openly zealous, d'Emysa takes time to speak personally so as to gauge the depth of their devotion.

Framework: Lay Servants

Although you may not have formal station within the Ecclesiarchy, your piety and zeal have impressed Canoness d'Emysa. She trusts you to accomplish a variety of missions that fall outside the militant duties of the Order of the Sanctified Shield. Your tasks include information-gathering, rooting out apostasy with the ranks of the Adeptus Terra, and bolstering the faith of the countless citizens of Gilead, from the lowliest helot to the noble lords and ladies of the system. The Canoness is particularly interested in verifying and documenting alleged miracles in Gilead. The Emperor's people must be shown He is still with them!

Example Missions:

- Investigate rumours of gluttony, sloth, and even more sinful practices among the leading priests of Theocropolis Extol. Use secrecy and stealth, for you shall receive no overt support, and particularly not should violence ensue.
- A labourer on Gilead Primus, blinded in an industrial accident, claims that the light of the Emperor lets her see. Ingratiate yourself with this would-be prophet and determine if her claims are genuine, hoax, or even a trick of the Dark Gods.

LIMITATIONS

Must have the **IMPERIUM** Keyword.

WARGEAR

A purity seal for each member of the group.

BONUS

+1 Bonus Dice to Resolve Tests.

Framework: Holy Warriors

Whether a soldier of the Adepta Sororitas, a battle-preacher of the Ministorum, or a pious volunteer, Canoness d'Emysa counts on you to battle the enemies of the Emperor wherever they show themselves. While the bulk of the Order of the Sanctified Shield stands guard over the shrines of Enoch, you undertake special operations across the system. You might plunge into the depths of Gilead Primus's hive cities to purge rebellious mutant bands, or strike out into the Reach to destroy xenos enclaves. If you truly impress the Canoness with your deeds, she might even despatch you to battle the traitorous Heretic Astartes lurking in the Voidmire.

Example Missions:

- The unthinkable has happened: the prisoners of the psyker prison Ironwatch have broken their shackles. Only the most blessed and faithful of the Emperor's warriors can hope to prevail against such unfettered sorcerous hordes.
- Tensions between Astra Militarum security forces and the hungry pilgrims of the encampment known as Mercytown have come to a boil, and it seems a massacre is imminent. Defuse the situation or, failing that, determine who the faithful are and protect them.

LIMITATIONS

Must have the **ADEPTUS MINISTORUM** Keyword, Rank 3 or above.

WARGEAR

Symbol of Authority with the **ADEPTUS MINISTORUM** Keyword.

BONUS

+1 Bonus Dice to Corruption Tests.

BACKGROUNDS

FACTIONS

PATRONS

CHARACTER
OPTIONS

ENDEAVOURS



FARSEER LANRIEL TARANLYS

Tall, graceful, and possessed of an ethereal beauty, Lanriel Taranlys shows all the hallmarks of his species. The set of his features is permanently a display of determination and melancholy, and his head is bare except for a single long braid. Taranlys is normally clad in rune armour in the orange of Ul-Khari when meeting on matters of import or business, particularly if non-Asuryani are present.

Farseer Taranlys carries himself with the air of confidence and mysticism common to Aeldari following the Path of the Seer. When preparing for battle or treating with Humans, Lanriel usually hides his visage behind a full helm of ornate crest. He is formal and exacting in speech; urgency leads to mistakes, which Lanriel abhors.

As the preeminent Farseer of Ul-Khari, Taranlys feels he has failed the Craftworld by not predicting the emergence of Trollius. This is a burden and sorrow he bears alone, as the only way the Craftworld can survive is by relying on his abilities, and so he cannot admit to such a lapse. Still, his most trusted friends and allies suspect that Taranlys blames himself for this tragic situation befalling the Craftworld.

While Taranlys has the respect and esteem of all Ul-Khari, there remains tension within the Craftworld owing to his decision to ally with Jakel Varonius. Not all Farseers and Warlocks on the Seer Council supported

the act, and among the Craftworld's warrior-citizens, there is much consternation and confusion regarding the alliance. Ul-Khari has isolated itself from the galaxy for many centuries, and adapting to the new situation is difficult in spite of such entrenched practices. Taranlys maintains it is necessary for the good of the Craftworld, even as he advises the Asuryani against trusting any Mon-Keigh. Ultimately, the alliance is simple pragmatism; though it breaks with tradition, the Craftworld is trapped in one place for the first time in its history. In light of this unprecedented situation, an alliance with Imperial forces — however one-sided or fleeting — reduces the enemies threatening the Craftworld.

Outside of the Varonius Dynasty, relations between Ul-Khari and the Imperials of Gilead are all but nonexistent. With the Orks and Chaos worshipers of the region, there is only overt hostility. Taranlys has found a dedicated ally in Ferianwyr Greensteel, thanks to her oath to protect the Craftworld. Aside from these, the Craftworld seems to have nothing but enemies surrounding it in its imprisoned state. Consequently, Taranlys is open to consider help from any corner, if he is certain he can trust — or use — those offering.

AGENTS OF THE CRAFTWORLD

A stranded Craftworld is a singular event, and so Farseer Lanriel Taranlys has a singular need of capable agents. The Farseer's abilities guide him to those who can help, just as they guide those individuals to him, along myriad routes.

Taranlys readily accepts help from any Aeldari who offers it. Rumours persist that he has even considered working with the Drukhari, though it would be a great indiscretion to mention this in his presence. It is common in these times for Ferianwyr of the Greensteel Warriors to offer her Corsairs' services for an ongoing term, and these Corsairs might take their missions directly from Taranlys. The unusual nature of the Craftworld's situation gives rise to unusual necessities, and a group of agents serving the Farseer might consist of Aeldari from several Factions, and even Humans alongside.

Farseer Taranlys has particular need of Humans in order to uncover the secrets of Trollius. The emotional resonance in the ice responds uniquely to the presence of Mon-Keigh, and Taranlys believes this must hold the key to overcoming the hostile environment and freeing the Craftworld. Of course, Taranlys prefers

that trusted Aeldari accompany the Humans on any missions to explore the ice-world that serves as prison to Ul-Khari. While he acknowledges the necessity of relying on Humans, trust is another matter entirely.

The Farseer has other uses for Humans willing to serve him — knowingly or not. As long as the Ul-Khari Craftworld remains trapped by the ice of Trollius, it behooves the Farseer to keep apprised of Imperial activities in the system. Although the Farseer's oracular abilities are potent, they are not limitless — and they are often put to better use than monitoring the actions of Mon-Keigh. For these reasons, Taranlys employs the service of Human agents within Imperial society. Some know not who they serve, perhaps assuming their true employer to be a crime lord, a rebel, or even an Inquisitor. Unwitting agents receive their instructions via circumspect Rangers who conceal their alien features with heavy garb and decades of practice moving unnoticed among Humanity. Those who willingly serve a xenos might receive psychic visions, wraithstone tablets via deadrop, and — very rarely — meet with the Farseer himself in some isolated location.

The payment or rewards for those who serve depend on if they know the truth or not. Witting allies receive Wargear of Aeldari make, or other items that have come into the Craftworld's possession over the millennia. Deceived tools are likely to receive caches of local currency or salable valuables in line with the cover story used by their handlers.

Framework: Pawns and Knights

Whether unwitting Human or subtle Aeldari, you serve the interests of the Ul-Khari Craftworld within the Imperial worlds of the Gilead System. Your missions often involve espionage or sabotage of Imperial Factions and installations, with the purpose of safeguarding the Craftworld and its interests. The visions of Farseer Taranlys range over vast gulfs of space and time, and so the reasons for your missions are seldom clear.

Example Missions:

- ☠ Sabotage Imperial facilities and sow discord on Ostia. If it is a Maiden World, the time will come soon to reclaim it.
- ☠ Taranlys has foreseen that the Astra Militarum officer known as Colonel Felden poses a threat to

LIMITATIONS

Must not have the **CHAOS** or **ORK** Keywords.

WARGEAR

None.

BONUS

+1 Bonus Dice to Insight (Fel) Tests.

the Craftworld in the near future. Either ensure his attention is turned elsewhere or eliminate him.

Framework: Rooks and Bishops

The important missions to secure Ul-Khari's future can only be trusted to Aeldari. Whether you are a native of the Craftworld or have come to its aid in recent times, Farseer Taranlys entrusts you with missions of utmost import. These often include sabotaging Imperial installations for long-term strategic purposes, and just as often include attacking the servants of Chaos for more direct benefits. Your overriding directive is to defend the Craftworld at all costs, and Taranlys expects you to do so even in the rare event that he has not predicted the threat you uncover.

Example Missions:

- ☠ Orks of the Evil Sunz clan have begun converting a large asteroid of the Reach into a 'Rok' that, if finished, will one day pose a great threat to Ul-Khari. Fight your way to its heart and sabotage the crude reactors in order to destroy it entirely, and ensure the Big Mek responsible does not survive.
- ☠ Mon-Keigh looters under the leadership of Rogue Trader Varonius hope to profit from the Craftworld's tragedy. Intercept the scavengers and ensure they lay claim to not even a single shard of Wraithbone.

LIMITATIONS

Must have the **AELDARI** Keyword.

WARGEAR

One Rare item of Aeldari Wargear.

BONUS

+2 Bonus Dice to Resolve Tests when defending Craftworld Ul-Khari.

BACKGROUNDS

FACTIONS

PATRONS

CHARACTER
OPTIONS

ENDEAVOURS





FERIANWYR, THE EMERALD PRINCESS

The Aeldari Ferianwyr, the Emerald Princess, has led the Corsair Coterie known, in Low Gothic, as the Greensteel Warriors for many centuries. She and her Coterie came to Gilead decades ago, and have remained after the birth of the Cicatrix Maledictum, though they could leave at any time via the Webway paths they know well. Although the Imperial Navy and shipping interests of Gilead have come to fear her name for generations, the entire experience has been but a dalliance in the Aeldari lifespan.

Ferianwyr is somewhat short for an Aeldari, though she still stands above most humans. Her long, black hair is often pulled back, and contrasts with her pale skin. Her large eyes are expressive, though most Humans would find it difficult to get past their white-in-white blankness. The Emerald Princess fully lives the life of a Corsair, and so her whims are as fickle and fierce as the tempests of the Warp. To a Human, she seems unpredictable and erratic, but Aeldari understand this transient behaviour. Ferianwyr has sworn to protect the Ul-Khari Craftworld, a goal readily conceivable by both Aeldari and Human. Humans and other aliens who threaten the Craftworld can expect no quarter or mercy from the Greensteel Warriors.

Amongst the merchant fleet and system defense forces of Gilead, the Emerald Princess is a terrifying legend. Experienced voiders tell of her cruelty and the suddenness with which the Emerald Warriors appear

and overtake their prey. There is no standing against the blade skill and point-blank accuracy of the Corsairs, and Ferianwyr is the best by far. The only Humans to have seen her and lived either impressed or amused her — and they are usually at a loss as to how. Although cruel and callous by human standards, Ferianwyr treats her crew well and commands their respect. She does have her own kind of honour, though it is all but indecipherable to a Human mind. Many Corsairs have served under Ferianwyr for decades, respecting her *joie de vivre* as much as her tactical mind and prowess with a blade.

AGENTS OF THE COTERIE

The Emerald Princess welcomes Aeldari of any background to join her. Even those unwilling to forgo their existing allegiance are welcome guests and she happily accepts their aid in piracy or for more unusual tasks. Humans, however, she sees as little more than animals fit only to amuse her. Alliances and truces, such as with Jakel Varonius, are transitory.

When it suits her whim, Ferianwyr accepts willing Humans as agents, perhaps even concealing her contempt for them for a time. Of course, she cares nothing for their safety, and might give them missions that almost guarantee their death, simply for her entertainment and that of her crew. She has no tolerance for those who truck with Chaos, viewing all such as enemies. Orks, she finds utterly detestable, though not significantly more so than Humans. In both cases, certain individuals might impress her with their vivacity, or determination. Orks that amuse her are invariably slain, though some Humans are kept alive, and manipulated to esoteric ends.

Whatever form they take, agents serve the Emerald Princess in a number of ways. She might suggest a prime target for piracy when she is otherwise engaged defending the Ul-Khari Craftworld. Conversely, if a target is simply too tempting for Ferianwyr to resist, she may ask reliable agents to keep an eye on things on Trollius. Based on the information she learns during her endeavours, the Corsair Princess tasks her agents with hunting down and destroying the adherents of Chaos, particularly followers of She Who Thirsts. Other missions include sabotaging Imperial defenses, scouting potential targets, and otherwise laying the groundwork for future piracy. Ferianwyr rewards successful agents with select items from her vast trove. At times, these seem perfectly tailored to the interests of the recipient; at others, they seem entirely random.

Payment might include a bottle of vintage spirits from an extinct civilisation, an Aeldari-crafted sabre, or a trunk of corpse starch rations originating from the Armageddon system. In the case of Human agents, gifts are much more likely to seem inappropriate, but whether this is due to disdain or misunderstanding is difficult to tell.

In addition to discrete rewards, the Emerald Princess permits her agents to keep most of the spoils from their own missions. Of course, she expects appropriate tribute in recognition of her authority. Agents who fail to heed this unspoken rule find themselves tasked with increasingly dangerous and foolhardy assignments — or possibly challenged to a duel, depending on Ferianwyr's mood.

Framework: The Elders

Ferianwyr's most trusted agents are Aeldari themselves. Regardless of your particular background, this shared heritage earns some measure of esteem and camaraderie. Your missions often mean fighting alongside Ferianwyr, and you are effectively an honorary Greensteel Warrior even if your first allegiance is to your Craftworld, Cabal, or otherwise. In addition to boarding actions and void battles, Ferianwyr relies on you to uncover or assault the bastions of Chaos in the Voidmire. Your missions may be dangerous, but the Emerald Princess respects and values you enough to provide every scrap of information she can, and even the tools you need to prepare.

Example Missions:

- ☠ On Gilead Primus's moon of Imperia, a group of Human nobility engage in worship of She Who Thirsts. Since the Mon-Keigh have not kept their own house clean, you shall demonstrate how the Greensteel Warriors deal with those who would succor our Great Enemy. Of course, kill any other Humans who get in your way.
- ☠ The time draws near (Has it really been a century already?) for the Steel Circus, that event in which the Greensteel Warriors compete to prove who is the best swordmaster — other than Ferianwyr herself. The Emerald Princess invites you to fight with her favour, and to turn down such an honor would be unthinkable.

LIMITATIONS

Must have the **AELDARI** Keyword.

WARGEAR

An Aeldari sword inlaid with green gems for each individual.

BONUS

+1 Bonus Dice to Athletics Tests made in zero gravity.

Framework: A Motley Crew

Perhaps you are the sole survivor of a ship that fell to the Greensteel Warriors, held your own against a Chaos onslaught, or simply said the right things to a mysterious stranger in a voidport watering hole. One way or another, you've impressed — or at least intrigued — the Emerald Princess, Ferianwyr, and now find yourself working for her. Your diverse group performs tasks independently of the bulk of the Corsair fleet. The missions are often rather bizarre, and the reasons for them unclear. At times, they seem almost designed to test your abilities and limits rather than to achieve any real benefit for the Greensteel Warriors.

Example Missions:

- ☠ The Human captain Jakel Varonius has not been showing the proper respect to the Emerald Princess. Leave this green-steel dagger on his pillow as a 'gift,' to remind him of Ferianwyr's generosity. Do what you need to for success, but do not harm Varonius.
- ☠ This armsman from the merchant vessel Beneficent Tide fought well enough to impress Ferianwyr — and died valiantly. Deliver his corpse to his family, whoever and wherever they are, as a show of the Emerald Princess's mercy.

LIMITATIONS

Must not have the **CHAOS** Keyword.

WARGEAR

None.

BONUS

+1 Bonus Dice to Awareness (Int) Tests you make while in an enclosed space (such as the corridors of a ship or hive city).

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WARBOSS VAZDROK SPIKEY-SMASHA

The Warboss known as Vazdrok Spikey-Smasha is a particularly 'kunning' Ork of the Blood Axes Clan. He makes his warcamp on a drifting asteroid in the Reach, from which he launches raids across the system. While Kaptin Goldteef and his fleet carve a bloody path across the void, Vazdrok plays a longer game and not-so-silently commends himself for his shrewdness.

Though stooped as any Orkoid, Vazdrok is taller and leaner than the typical specimen of his body mass. His (relatively) wiry muscles pack tremendous strength, and he has gotten where he is by crumping plenty of challengers who underestimated him. Vazdrok views Kaptin Goldteef as another such rival, knowing that ultimately only one Ork can claim dominion over the united Blood Axes of this system. In anticipation of the inevitable conflict, Vazdrok seeks to undermine the alliances that have bolstered Goldteef's power, including those with Imperials such as Jakel Varonius.

Vazdrok's most innovative and unusual practice was adopting the humie concept of 'inteli-gitz.' As he explains to his underlings, 'dem's da gitz wot got all da intelz. And da intelz is knowin' where da best smashin' and fightin' is.' Put into practice, this has entailed extensive use of Kommandos to reconnoitre enemy sites and movements, but Vazdrok has even gone far enough as to employ non-Ork spies. So far, Vazdrok has brutally and decisively dealt with any underlings who question his leadership or general

Orkness based on this practice, but only time will tell if Vazdrok's ideas are too radical. He thinks this will give him exactly the edge he needs to smash Kaptin Goldteef and unite all the Blood Axes of Gilead under his banner.

As part of his plan to isolate Goldteef, Vazdrok works to forge his own alliances with mercenaries, pirates, and other scum of the Reach — at the cost of their business with Goldteef, when possible. Indeed, Vazdrok has something of a knack for negotiating with Humans.

AGENTS OF THE WAAAGH!

Like any Ork Warboss, Vazdrok Spikey-Smasha is utterly self-reliant and doesn't need any help — he just delegates a lot of things that he can't be bothered to do himself. Considering Vazdrok's particularly kunning' approach to warfare, this means he actually has quite a lot of work for subordinates, and even for non-Orks willing to take the job.

Orks make up the vast majority of the Warboss' forces, and though he has occasionally forced 'Humies' to do his violent bidding, he doesn't trust Aeldari for anything, seeing them as weak, cowardly, deceitful, and treacherous. The rare and exceptional Humans Vazdrok chooses to tyrannise rather than kill either die swiftly, or become hardened by their experiences, making them absolute outcasts amongst Imperial society, and even more satisfying foes for the Warboss to crush when the time comes.

Vazdrok earned the moniker 'Spikey-Smasha' for targeting the toughest of Chaos Space Marines, and growing in strength through defeating many of their number in hard-fought (and thoroughly enjoyed) battles across the Gilead System. Though the Warboss has an Orky knack for identifying the strong, Vazdrok cares little for the fineries of philosophical beliefs. Vazdrok can't distinguish between run-of-the-mill Scum and Chaos-worshipping heretics. He draws Human agents from the ranks of Reach pirates, hive gangers, Astra Militarum deserters, and others with no loyalty to the Imperium. In the case of Chaos adherents, they are likely using Vazdrok for their own ends as well. Vazdrok uses his agents to gather intel, sabotage enemies, and undermine rival bosses. As one might expect, all of these tasks tend to involve a lot of violence.

Although Vazdrok has a certain amount of subtlety in mind when he recruits any Human agent, he really doesn't care how a group gets the job done, as long as they do. Vazdrok has no patience for failure, weakness, or anything that requires much patience, really. Despite all his cunning, Vazdrok, like all Orks, is focused on the here-and-now, and the visceral.

Vazdrok figured out early in his dealings with Humans that they have little interest in Teef, for some reason. Happy to keep those for himself anyway, Vazdrok instead rewards Humie agents with weapons, vehicles, and the chance to live another day. Minor rewards consist of Wargear looted directly from the battlefield, while those who impress the Warboss receive kustom jobs. Unfortunately, these 'Orkified' items tend to malfunction or simply fall apart once in the hands of Humans, and so Vazdrok's favourite Human agents often end up with little to show for their deeds. For Orks, the benefits of Vazdrok's patronage also include a degree of protection from their rivals. In Ork society, the value of even one less rival trying to bash you cannot be overestimated.

Framework: Da Inteli-Gitz

Somehow, you've gotten mixed up with an Ork Warboss. Whether or not you have met Vazdrok personally, he's got the idea that he can rely on you to conduct clandestine business. Regardless of your agreement to this arrangement, you understand that failure to complete his missions will result in 'a good krumpin' for you. Your group likely receives its instructions from an intermediary, probably one of the diminutive Orkoids known as Gretchin. Vazdrok figures that to be less intimidating than a proper Ork Boy. And if he wants to conceal from your group that you are working for an Ork, your handler might instead be two Gretchin wearing a long coat and hat.

Your mission briefs tend to be blunt and confusing, but mostly entail information-gathering or sabotage. The targets range from Imperial institutions to pirates and criminals to Ork rivals of the Warboss. Vazdrok clearly gives little thought to the feasibility of your missions, and the difficulty ranges from laughably trivial to suicidal, if not downright impossible.

Example Missions:

- ☠ Take this small(ish) Squig and hide it in the personal offices of Lord-Militant Taleria Fylamon. Don't let it eat you first!

- ☠ Infiltrate the Ducal Circlet and find out where Jakel Varonius keeps his best 'jet,' then steal it and bring it back for the Warboss's Meks to improve on.

LIMITATIONS

Must not have the **AELDARI** Keyword (or at least must wear something that hides the ears).

WARGEAR

A 'suicide capsule' that is actually just a bullet.

BONUS

+1 Bonus Dice to Stealth (A) Tests when the action is clearly a risky idea.

Framework: Da 'Ard Boyz

Oi! You's a ded 'ard Boy workin' for da Warboss Vazdrok Spikey-Smasha. 'E's da toughest boss in dis 'ol Gillad place, an' he wants you smashin' and krumpin' right dere wif 'im.

Unless he wants ya smashin' and krumpin' somewhere else. 'E's got lotsa plans, 'cause he's real kunnin', so you gotta fight allover da place. Just be ready'd krump, OK?

Example Mishunns:

- ☠ Oi! Dere's a new kinda Beakie wot's bigger an' 'arder'n before, an' ain't got no beak! Da Boss wantzta know if dey's really so tuff. Go find some an' have a right good rumble! An' bring back dere 'elmut for da Boss Pole.
- ☠ 'Ere we go! It's da time wot send dat Kaptin Goldteef a message! You'ze gotta draw up a fake treasure map and slip it to 'is boyz. Den when dey get to da place, ya jump 'em! HA!

LIMITATIONS

Must not have the **CHAOS** Keyword.

WARGEAR

None.

BONUS

+1 Bonus Dice to Awareness (Int) Tests you make while in an enclosed space (such as the corridors of a ship or hive city).

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CHAOS LORD MALOQUENCE

Heavily altered by the Gifts of the Gods and clad in ancient and baroque Power Armor, the Dark Apostle known as Maloquence is held in awe by the Human renegades of the Voidmire and fearful respect by his fellow Traitor Marines. Most believe him to hail from the time of the Great Heresy, yet each time he speaks of that period, the details differ. Whether this is due to Warp-addled memory or deceit, few dare to question.

Maloquence's ultimate goal is nothing less than the utter destruction of Imperial order within Gilead. He will not rest until every Human in the system sings the praises of the Chaos Gods or lies dead. Equally important, however, is that the Gods, his followers, and his victims recognise Maloquence as the architect of these great deeds. Faith without glory, so he says, is for the weak.

The Dark Apostle leads the warband known as The Faithful Writ. This distressingly large Chaos warband seems to consist of those originally from the Word Bearers, but no doubt contains defectors from other traitor Legions or worse, renegade members of formally loyal chapters. A high number of the Chaos Marines in the warband are daemonically possessed, thanks in no small part to Maloquence's gift for summoning the denizens of the Warp. This gift and the number

of Possessed within The Faithful Writ have grown dramatically since the opening of the Great Rift. Just as daemons can walk manifest from the Cicatrix Maledictum and cavort along its borders, the frayed and weakened veil is more porous than it was before. Daemons of all kinds gladly answer Maloquence's summons, and easily pass into the bodies of the willing, walking among the worlds of Gilead until such time as their physical host is destroyed.

While his greatest contempt is for the Imperium that wronged him, Maloquence has no shortage of hate for the xenos to be found in the Gilead System. He despises the weak and decadent Aeldari, and views their destruction as an ideal means to grow his favour with the Dark Prince. He showed little surprise at the fate of Craftworld Ul-Khari, and has made it his personal mission to wrench forth the souls within its Infinity Circuit. The Orks, Maloquence sees as a dangerous vermin. He loathes their stupidity, and sees little for them to offer the Dark Gods, even as their unpredictable blundering around the system has the potential to upset the best laid plans.

AGENTS OF THE TRAITOR

The Heretic Astartes are mighty, but Maloquence sees great utility in cultivating mortal followers throughout the system. It is impractical for a being of his dark magnificence to visit Imperial worlds without good cause, so instructions are often carried through a chain of intermediaries, received in dreams and visions, or in other esoteric ways.

Some agents may not even realise the true nature of their patron or the full extent of the heresy, at least at first. For these agents, whom Maloquence views as useful, if not ready or dedicated enough for the truth, missions are more likely to appear simply illegal. The details of the tasks, as well as the personas of the intermediaries providing instruction, give the appearance of merely committing illicit acts for an ordinary criminal cartel.

Only the most favoured agents see firsthand the fastness of the Faithful Writ, concealed within an asteroid deep within the Reach. Although its true purpose is lost to time, the facility is certainly ancient beyond Administratum records. The decay of millennia has damaged much of the facility and its contents beyond use or even recognition, yet a number of marvels remain. So far, Maloquence's hereteks have secured the use of the teleportation platform and its child devices scattered throughout the system. This is a huge boon for the warband, allowing it to strike deep in the heart of Gilead. Should they unlock further archeotech secrets, it could spell doom for the system.

Framework: Lost and Damned

Maloquence fosters numerous covens, cells, and cabals across the system in order to extend his reach. These consist of true devotees, useful maniacs, and whoever else can be trusted to further the aims of the Faithful Writ without compunction or remorse. Little more than disposable pawns at first, who might not know whom they truly serve, these agents nonetheless have the opportunity to grow in power and favour should they succeed in their appointed tasks. Typical missions include sabotaging Imperial organisations, laying the groundwork for summoning rituals, and gathering intel on prime targets for the warband. Many of these missions are a virtual death sentence, but those who defy death certainly have the favour of the Dark Gods.

Example Missions:

- ☠ Assassinate Subprefect Kels Morchid of the Adeptus Administratum on Gilead Primus and bring back a flask of his blood. Dare not ask why.
- ☠ Travel to Gilead Primaris and infiltrate the hive city of Ramoth. At each of the four cardinal points of the hive, inscribe a ritual summoning glyph. Then travel to the centre of the hive and perform the ritual to call forth our allies from the Warp.

LIMITATIONS

None — Maloquence uses any tool that might serve his Dark Gods.

WARGEAR

None — make do with what you have to prove yourself.

BONUS

+1 Bonus Dice on Deception (F) Tests to conceal your heretical ways from Imperials.

Framework: Slaves to Darkness

You are among Dark Apostle Maloquence's favored servants. Whether Astartes, mortal, or mutated beyond definition, you have proved yourself as a true enemy of the Imperium and a devoted vassal of Chaos. Maloquence often tasks you to act as a vanguard for the Faithful Writ, clearing landing zones, assassinating prime targets, and otherwise preparing the way for a full assault. At other times, you fight by his side in the thick of battle, whether on the Imperial worlds of Gilead or against other traitors of the Voidmire, in order to prove the supremacy of The Faithful Writ.

Example Missions:

- ☠ The so-called Archdeacon Merramar Clade leads the church of the Corpse-Emperor in this system. Cast his corpse down from the highest spire on Enoch to show these fools that their dead Emperor offers no protection.
- ☠ An ancient weapon of great power, known as the Soul Lance, lies in the vaults of Avachrus. Retrieve it for your master, and slaughter any fool Tech-Priests who oppose you.

LIMITATIONS

Must not have the **AELDARI** or **ORK** Keywords, Tier 3 or above.

WARGEAR

An icon of the eight-pointed star, hammered from corroded metal or fashioned from human bone.

BONUS

Gain +1 Bonus Dice to Corruption Tests.

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CHARACTER OPTIONS



The Gilead System is a microcosm of the 41st Millennium's brutal and diverse galaxy. Xenos, daemons, and the bold heroes of the Imperium that battle against them are found in an endlessly diverse variety. This Chapter presents three playable Species and twenty Archetypes for you to use when creating characters. The Wargear employed by these Archetypes and the Librarius Psychic Discipline are detailed at the end of this Chapter.

SPECIES

When you make your character, you may choose to play an Ogryn, a Ratling, or a Kroot. Archetypes for these Species are available on page 92.

SPECIES & COMMUNICATION

As a Xenos Species, the Kroot are feared and hated by almost all Imperials. Because of this, they suffer the usual minimum penalty of +2 DN to any social Test with a target of another Species.

Ogryns and Ratlings are essentially mutated strains of the Human Species. As they are genetically stable, they are known as abhumans, and their existence is not illegal in the Imperium. Despite differing from the purity of the Human form, their specific biologies can serve the Emperor's will in uniquely useful ways.

Because abhumans exist in a grey area between mutants and true Humanity, their treatment in the Imperium is as varied as its population. Staunch puritans of the Ecclesiarchy preach the adage 'suffer not the mutant to live', and though they may not be actively violent against them, the Death Cults that listen to them take those words literally. In contrast, the Astra Militarum troopers that frequently fight alongside Ogryns and Ratlings know the value of Abhuman allies that may have saved their lives.

By default, abhumans suffer a +1 DN penalty to any social Test with a Human target, modified by the target's Keywords.

PSYCHIC SPECIES

There are no recorded instances of either Ratlings or Ogryns with psychic abilities. Ratlings and Ogryns cannot have the **PSYKER** Keyword.

SPECIES & EQUIPMENT

In the Imperium, the purity of the Human form is lauded almost as much as all other Species are reviled. This creates problems when abnormal — or abhuman — biologies try to acquire equipment. Most Imperial equipment is mass produced to fit a range of average Human body types, and though the Astra Militarum and the Inquisition know the effectiveness of occasionally employing abhumans and Xenos, acquiring custom equipment for them is a difficult (and sometimes politically dangerous) task. The Adeptus Mechanicus and the Administratum sneer at squandering material on these forces, ensuring they are low in availability and often customised to fit, but still available to those who look hard enough.

Armour for Abhumans

For abhumans such as Ratlings and Ogryns, the Rarity of any Armour is increased by +1.

Weapons for Ogryns

The prodigious size of an Ogryn's hands and digits means they are unable to wield most ranged weapons as they cannot pull the trigger. This does not preclude them from using any ranged weapon as a club, which deals the same damage as an Unarmed Strike (page 183 of the **Wrath & Glory Rulebook**) +2 ED.

An Ogryn can wield any melee weapon they can conceivably hold, though they treat any weapon designed for someone of a smaller size as having the Unwieldy (3) Weapon Trait.

Weapons for Ratlings

The dextrous Ratlings can wield most Human-sized weapons without too much difficulty, though the size and weight of such bulky technology may cause them to have the Unwieldy (2) Weapon Trait at the GM's discretion.

Armour for Kroot

Kroot biology is anathema to most forms of armour. Their strange proportions and digitigrade legs make sizing difficult, and their reliance on fieldcraft forces them to eschew the bulky protective plates employed

by other Species. Though Kroot Shapers would prefer to evolve a tougher, scaliier hide through consuming resilient foes than design some new form of protection, many Kroot Mercenaries wear makeshift armour plating that affords some small defence from arms fire without prohibiting movement.

Kroot cannot wear armour that they do not share a Keyword with. Additionally, if a Kroot wears armour with an AR of 4 or more, the DN of all Tests using the Strength, Agility, or Initiative Attribute increase by an amount equal to the AR of the armour.

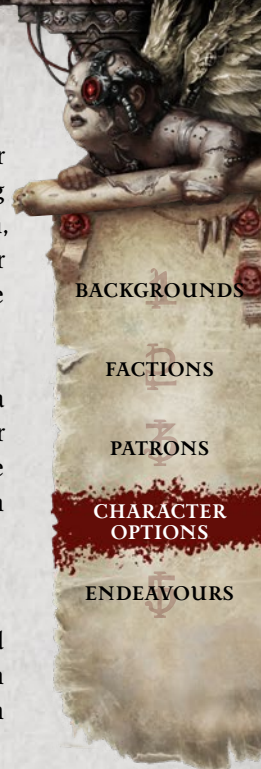
Weapons for Kroot

For melee combat, the Kroot prefer their own brand of primitive firearms festooned with blades, but can adapt to almost any kind of weaponry given enough time.

Kroot can wield any weapon, but if the weapon does not have the **PRIMITIVE** Keyword or share a Keyword with the Kroot, the weapon is treated as having the Unwieldy (2) Weapon Trait.

ATTRIBUTE RATING MAXIMUMS BY SPECIES

Attribute	Human	Ogryn	Ratling	Kroot
Strength	8	12	6	12
Toughness	8	12	6	12
Agility	8	7	10	12
Initiative	8	4	10	12
Willpower	8	8	8	10
Intellect	8	1	8	6
Fellowship	8	4	10	6
Speed	8	8	7	10



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OGRYN

Standing larger even than the Adeptus Astartes with gargantuan, overly-muscled frames, Ogryns are a mutant subspecies of Humanity. Thought to be a result of adaptation to harsh, high-gravity worlds, Ogryns are incredibly strong, highly resilient, and instinctively violent. This adaptation came at a cost — Ogryn physiology is so focused on strength their minds have simplified over millennia, resulting in a universally unintelligent Species bright enough only to ensure they can focus their primeval violence on threats to their survival. However, small minds are easier to mold, and the Imperium has found the ignorant Ogryns take simple orders well, making them excellent shock troops. Ogryns are easily filled with faith in the Emperor and happily wage war in His name.

Though mutants are unsanctioned in the Imperium, exceptions are made for abhumans such as Ogryns due to their usefulness in fighting the Emperor's uncountable wars. The Militarum Auxilla employ them as brutally efficient shock troops; their commanders simply point them toward the enemy and watch as they are obliterated by an avalanche of dumb muscle.

Employed on the frontlines — often simply to shield the troopers behind them — Ogryns ignore wounds that would slay most other mortals. Many Ogryns desire above all else to become a Bone'ead, promoted through displays of uncharacteristic intelligence and augmented to further raise their brain function.

Ogryn populations considered too far from Astra Militarum recruitment stations or too dull-witted to serve are employed as heavy laborers and bodyguards. Their powerful frames make them prime candidates for lobotomization and transformation into servitors, negating the impact of their low intelligence. Of course, the Imperium is rife with ignorance, and many zealous souls view Ogryns as oversized monsters — some are murdered by mobs, others ostracised and driven into the welcoming arms of the archenemy.

The Gilead System has long accepted the Ogryn communities of Skealas and vat-grown on Avachrus, supplementing guards on the prison moon and proving effective warriors in the Gilead Gravediggers. Though many particularly zealous priests on holy Enoch preach the destruction of Ogryns, multiple high priests take to the Theocropolis streets on planquains borne by pious abhumans.



OGRYN NAMES

Ogryn names are invariably short and easily pronounced in the broken Low Gothic characteristic of the dull-witted abhumans. Harsh, plosive-filled, monosyllabic names that can be yelled over the din of battle are common in the Gilead System and beyond:

Ank, Brok, Berta, Chukka, Dent, Frug, Grok, Hak, Igor, Jab, Karg, Kront, Lokk, Munt, Nork, Okka, Orod, Punt, Rakka, Smasha, Tock, Tug, Urok, Vohn, Wakka, Yarp.



OGRYN SPECIES					
XP Cost	Atributes	Skills	Speed	Size	Special Abilities
76	Strength 5 Toughness 5	Survival 2	6	Large	Avalanche of Muscle When you Charge you gain an additional +Rank Bonus Dice to your melee attack Test. Claustrophobic Whenever you enter an enclosed area you must make a <i>Fear</i> Test (default DN 2). Additionally, whenever you roll a Complication in an enclosed space, the GM can spend 1 Ruin to force you to repeat this <i>Fear</i> Test. Simple Loyalty Whenever an ally with the IMPERIUM Keyword makes a Leadership Test targeting an Ogryn they gain Bonus Dice equal to the Ogryn's Rank.

OGRYN BACKGROUNDS		
d3	Origin	Gain +1
1	Cloned: You are a vat-grown replica, created to serve the Imperium. Your conscious life may have only begun very recently, and you are eager to fulfill your purpose.	Max Shock
2	High Gravity: World A harsh life of survival is all you have known, and you've fought for everything you've ever had. Imperial society is a strange but not unwelcome world.	Determination
3	Legion Born: War in the Emperor's name is an Ogryn's purpose — that's what everyone tells you, and you have no reason to disagree. The Militarum Auxilla is your home, and the Emperor protects!	Resolve
d3	Accomplishment	Gain +1
1	Followed Orders: You executed a series of suicidal orders with unflinching loyalty, surviving against the odds. Your mental and physical fortitude are unquestionable.	Conviction
2	Body Shield: Your tremendous bulk protected a superior officer from a deadly blow (this may have been accidental). Your reputation for being almost impenetrable to bullets is well earned.	Max Wounds
3	Sanctioned Creativity: Shocking your peers and superiors, you experienced a rare moment of creativity. The strange story of your brief higher function has spread and precedes you.	Influence
d3	Goal	Gain +1
1	Promotion: You want to get to the top — be it status, proof of your prowess, or to earn a Bone'ead augmetic, your goal is to be promoted.	Influence
2	Medal: You've seen other soldiers get shiny medals, and you want one too! Accruing wealth and other shiny things in the pursuit of commendation has become your obsession.	Wealth
3	Ward-bound: There is someone you must protect, an individual you value above all others. You may not even have met them yet, but you know your life's purpose is to defend your ward.	Conviction

OGRYN OBJECTIVES	
d6 Roll	Objective
1	Follow a superior's orders to the letter.
2	Use your tremendous bulk to dominate a social situation.
3	Display the strength found in ignorance.
4	Apply your unique understanding of the Emperor's will to the current situation.
5	Solve a problem through the judicious application of brute force.
6	Charge the enemies of the Imperium!



RATLING

Diminutive, dextrous, and duplicitous, Ratlings do not differ dramatically from their baseline Human counterparts. Ratlings hail from the miniscule percentage of Agri Worlds that are free from horrific danger, and fully suitable for Human habitation. According to the propagandists that spread anti-abhuman rhetoric, the Ratling form adapted to these conditions. Over time, their forms supposedly strayed from the ideal Human due to the safety of their environment, becoming short, squat, and indolent, living social lives where all their needs were met. The soft, loamy soil of their homeworlds even removed the necessity of footwear, leaving Ratlings with large, overly hairy, toughened feet. These worlds have all been lost, destroyed, or systematically stripped of their resources, but the ever-fertile Ratlings have spread across the galaxy.

Though weaker and less resilient than Humans, Ratlings have well established places in Imperial society as sharpshooters and skilled stealth experts. The greatest of their ilk serve in the *Militarum Auxilla*, formed into close-knit units of Ratling Snipers that strike unseen at the enemies of the Imperium from almost impossible distances. Their small size has helped them perfect the art of stealth, a necessity as they cannot hope to face the horrors of close combat.

Ratlings have gained a reputation for a rapacious hunger that far exceeds their size, and are well known for exploiting their naturally sly movement to steal food supplies. Though Imperial society sees them as greedy, Ratlings claim the *Administratum* have simply never allocated them enough food, either due to their small size or the widespread rejection of abhuman subspecies. *Magos Biologis* that have studied the abhuman strain simply state they have a high propensity to kleptomania. The fact that many Imperials will simply ignore the presence of their Ratling lessers makes thievery even easier.

Ratlings work wherever nimble-fingered skill is needed more than raw strength. Many are employed in manufactorums or on Forge Worlds to crawl into sewers or the inner workings of machinery, and expire in industrial accidents or are simply forgotten in these inaccessible places. Others lean into the guileful fast-talk that comes so naturally to their Species, assisting traders or thriving in shady underworlds.

RATLING NAMES

Ratling names are as diverse as, and often derived from, Human names. Most collect names during their lifetimes, switching between them depending on their company or the crimes of which they are accused. The following names are common amongst Ratlings in the Gilead System.

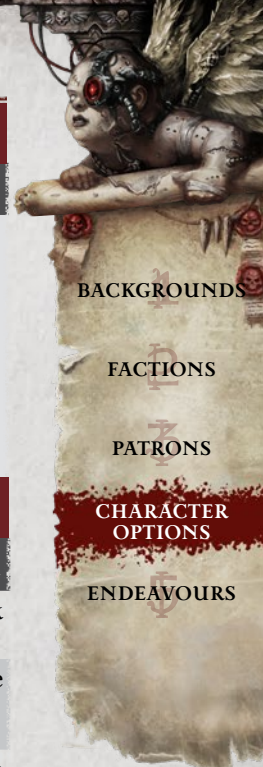
Arble, Bigby, Chansey, Doc, Edegard, Fingers, Gormo, Helli, Irma, Jolli, Kelli, Kurds, Lobe, Malgoy, Merrin, Norm, Obbs, Pietra, Rally, Stumper, Talia, Ultio, Vinn, Wanda, Wisp, Yanush.



RATLING SPECIES					
XP Cost	Attributes	Skills	Speed	Size	Special Abilities
30	Agility 2 Fel 2	Awareness 2 Ballistic Skill 1 Cunning 1 Deception 2 Stealth 2	2 5	Small	Gourmand +Double Rank Bonus Dice to any Test made to prepare food. Prepared food can be used during a Regroup to recover +Rank Shock. Shoot Sharp and Scarper You can move up to your Speed in metres after making a successful Ranged Attack Test.

RATLING BACKGROUNDS		
d3	Origin	Gain +1
1	Penal Legionnaire: Your sharp eye and sly movements served you well as a thief, but now — after only a modicum of torture — they will serve you as a soldier.	Max Shock
2	Miniature Technician: You used to spend days at a time trapped in coffin-like chambers to ensure machinery you didn't understand kept working. You proved your value and got out — now you're eager to see the galaxy.	Resolve
3	Fast Talker: You've talked, tricked, and bamboozled your way out of (and into) more scrapes than you care to count. You've earned a reputation for charm and deviousness, and are eager to put it to good use.	Influence
d3	Accomplishment	Gain +1
1	Big Score: Be it a cache of armaments, a prized collection of relics, or the stock of an entire manufactory, you managed to liquidate someone else's assets — let's hope it never comes back to haunt you.	Wealth
2	Sharp Shot: You assassinated an important enemy at improbable range or under difficult conditions. News of a deadeye Ratling spread quickly, and you're likely to be in high demand.	Influence
3	Unnoticeable: You managed to survive a hopeless mission that martyred the remainder of your regiment — you managed to hide and survive. Some laud you as a hero, others a coward.	Conviction
d3	Goal	Gain +1
1	Fame & Fortune: You've got the skills to be a hero of the Imperium, and you intend to be well rewarded for using them. Rise through the ranks and take what is due.	Determination
2	The Good Life: Land, food, and friendship — what else could you possibly want? You intend to survive everything the galaxy has to throw at you, then find a way to discreetly abandon your post and get back to basics.	Conviction
3	Acceptance: You're sick of Humans looking down on you. You want to ensure Ratlings are accepted, building elite units and industrial efforts that serve the Emperor and prove your peoples' worth.	Resolve

RATLING OBJECTIVES	
d6 Roll	Objective
1	Fill your stomach with some high-quality grub.
2	Redirect imperial resources to your own advantage.
3	Loot supplies from your ignoble enemies.
4	Show the advantages of a smaller size.
5	Avoid danger using your natural stealth.
6	Use your precise eyesight to aid the party (or yourself).



KROOT

Strange and savage xenos hailing from the fringes of the galaxy, the inscrutable Kroot are known for serving many Species as mercenaries. Their primitive warrior culture is intertwined with a unique quirk of their biology — the Kroot devour the corpses of their defeated foes and absorb their genetic traits, evolving through consumption. Kroot that fight and feast on the brutish Orks have enhanced muscle mass, whilst those that devour the elegant Aeldari become more lithe and agile. Because of this, one Kroot can differ wildly in appearance and ability to another depending on the creatures they have consumed, with differing muscle mass, limb structure, and biological quirks, but their forms are stable enough to ensure the Species can be easily identified. Believed to be descended from the avian creatures of their homeworld Pech, the wiry, muscular frame of a Kroot is typically far taller than a Human. Their appearance is undeniably alien, with beaked jaws and long, sensitive quills instead of hair.



The warrior culture of the Kroot revolves around their unique physiology. Every Kroot belongs to a tribal kindred of carnivores led by a Shaper, a shamanic leader who instinctively senses which prey are suitable to their kin. Shapers lead their kindred, directing them to battle and devour creatures to spontaneously guide their evolutionary path. Kindreds have spread far from their homeworld of Pech, a primitive backwater subsumed into the technologically advanced T'au Empire. Some elder Shapers have sworn to fight exclusively for the T'au, but the Kroot do not hold themselves beholden to this agreement as a Species — each Shaper is focused only on empowering their kindred, with many leaving Pech on ancient voidships known as warspheres to pursue mercenary engagements.

There are but a handful of kindreds of Kroot in the Gilead System, each operating individually in search of strong prey. Some have already lost their Shaper to insurgent daemons or wars against the other fearful Species of the System, but none can deny that strong foes to fight and eat abound.

KROOT NAMES

As only the Kroot are physically capable of speaking their language they adopt Low Gothic names when negotiating mercenary contracts with other Species. These names are usually little more than a few easily recognisable guttural sounds strung together. Kroot in the Gilead System are known to have used the following names:

Anghkor, Braztyk, Cechkala, Dahyak, Enghok, Fenya, Gorok, Harbyx, Ixilla, Jjynko, Khort, Lucu, Meyzek, Nhatalla, Ortazk, Pechallai, Quon, Razick, Senghak, Tovrick, Ula, Vhey, Wihn, Xala, Yulu, Zhorick.



KROOT SPECIES					
XP Cost	Attributes	Skills	Speed	Size	Special Abilities
Kroot	22	Athletics 1 Awareness 1 Stealth 2 Survival 2 Weapon Skill 2	7	Average	Kroot Mutations You have a number of Kroot Mutations equal to your Tier, and may gain additional Kroot Mutations as part of Ascension.

KROOT BACKGROUNDS		
d3	Origin	Gain +1
1	Pech Native: Raised amongst the jungles of the Kroot homeworld Pech, you are accustomed to a primitive life, and may have fought alongside the enigmatic T'au.	Max Wounds
2	Void Born: Born aboard a warsphere, your nomadic life has been one of constant excursions on strange worlds and bizarre meals. You have met (and devoured) many minor Species, and now little surprises you.	Max Shock
3	Prodigal Carnivore: Mercenary work has been lucrative and has offered many opportunities to improve yourself, though you long for the day you can return to your kindred and pass on the rich genetic traits you have gained.	Wealth
d3	Accomplishment	Gain +1
1	Primitive Victor: Relying on your mutations, you managed to defeat a more technologically advanced foe. You are staunch in your beliefs that biological strength far outweighs any mechanical advantage.	Determination
2	Sole Survivor: Through caution, courage, cowardice, or simple luck, you survived when the rest of your kindred was slain. You have been made strong by survival and are now free to consume any prey you find.	Resolve
3	Contract Secured: Through shrewd diplomacy (and likely a little intimidation) you negotiated a deal that allowed you to fight alongside another Species against powerful foes.	Influence
d3	Goal	Gain +1
1	Return Home: Though you have learned much and consumed many foes on your sojourn from your homeworld, you long to return to Pech, and will stop at nothing to do so.	Conviction
2	Become Strong: You have the utmost respect for the goals of your Species. You will journey to any location and fight any foe in your quest to become stronger.	Max Wounds
3	Discovery: You have had a small taste of the vastness of the galaxy, and believe that there are secrets still hidden that could further advance the Kroot — you will be the one to discover them.	Determination

KROOT OBJECTIVES	
d6 Roll	Objective
1	Speculate on how you could evolve to better cope with the current situation.
2	Point out how the advanced technology of another Species has made them weak.
3	Relate the wisdom of your Shaper to the current situation.
4	Use the environment to put yourself in a more advantageous situation.
5	Make an evaluation on how someone you meet would taste.
6	Consume the flesh of the strong.



KROOT MUTATIONS

The Kroot are unique amongst the Species of the galaxy in that they can advance their evolution individually by absorbing the traits of the living creatures they eat. This practice is tied to the primitive spirituality of each Kroot kindred, 'burying' the warrior spirits they defeat by consuming them and inheriting their powers, but is functionally a biological occurrence — when a Kroot eats the strong, they become stronger.

A Kroot character starts play with a number of Kroot Mutations equal to their Tier, so if you start playing at Tier 1 with a Kroot character, you may select a single Kroot Mutation to represent the prey they have consumed before your adventures begin. Some Kroot Mutations may not be suitable for starting characters, and are marked with an asterisk. You may gain an additional Kroot Mutation as part of Ascension — work with your GM to determine which Mutation is most applicable based on the prey you have consumed in the course of your adventures.

A Matter of Taste

A Kroot cannot consume any target with the **CHAOS** or **TYRANID** Keywords. The reality-mutating powers of the Warp and the ever-shifting, extra-galactic molecular makeup of Tyranid bioforms are both too unstable for a Kroot's strange genetic osmosis. Kroot also can't eat mechanical constructs, such as Necrons, Wraithguard, or the augmetics of Skitarii.

KROOT LANGUAGE

The multi-faceted biology of the Kroot has led to them developing many different methods of communication. Xenobiologists speculate that the pervasive, shifting scent of the viscous sweat that covers a Kroot's body can be controlled, allowing them to clandestinely communicate through scent. When the Kroot communicate audibly, they do so with a rattling of their quills and a system of whistles and clicks through their beaked mouths.

The few who have had non-combative contact with the Species have noted that they tend to mimic other Species, capable of discerning meaning through tone, posture, and possibly even pheromones. As a possible side effect of their own mutable nature, Kroot pick up new languages quickly and easily.

Whenever a Kroot makes a Test to understand a spoken language, they gain +Rank Bonus Dice.

KROOT MUTATIONS

Kroot Mutation	Prey Consumed	Description	Effect
Maneater	Humans	Humans offer little evolutionary benefit to the Kroot.	+1 to your lowest Attribute (your choice if the Attributes are equal).
Astartes Eater*	Astartes	Astartes are genetically enhanced to be greater than other mortal Species in almost every way. Their amplified DNA can offer many benefits to Kroot biology.	+2 to any Attribute of your choice.
Aeldari Eater	Aeldari	Kroot that consume the lithe and psychically attuned Aeldari either adopt their otherworldly grace and agility or steel their minds.	+1 to Agility or Willpower.

KROOT MUTATIONS			
Kroot Mutation	Prey Consumed	Description	Effect
Ork Eater	Orks	Kroot that consume the brutal Orks are more suited for brazen battle, becoming larger, tougher, stronger, and greener.	+1 to Strength or Toughness.
Armoured Hide	Any creature with toughened skin (such as Ambull or Grox).	The number of sturdy quills in your skin steadily increases as your flesh thickens into a rugged hide.	You gain +Rank to your Base Resilience.
Bioluminescence	Any bioluminescent creature.	Light-emitting molecules bloom in the quills that cover your body, allowing you to glow with bioluminescence at will.	You may cause any part of your body to glow with light. If your entire body is emitting light, it sheds enough light to see in a 10m radius.
Camouflage	Any creature with the ability to manipulate its appearance.	You gain a measure of control over the pigmentation of your skin, allowing you to blend into your environment.	As a Simple Action you can control the appearance of your hide, with the same effects as a Cameleoline Cloak (Wrath & Glory Rulebook page 237).
Facultative Bipedalism	Any quadruped.	Your body lengthens and hunches, exploiting your digitigrade legs and extended arms to allow you to run like a quadruped when needed.	You may Sprint twice as fast as normal and make Athletics (S) Tests to jump or climb with +Double Rank Bonus Dice.
Hypersensitive Quills	Any creature with enhanced senses (such as Clawed Fiends or Ambulls).	The sensitive quills emerging from your skull become even more receptive to movement in your environment, sensing subtle vibrations and disturbances in the air.	Your quills act as an Auspex (page 236 of the Wrath & Glory Rulebook) with a range of 30 metres.
Wings	Any winged creature (such as Razorwings or Wyvach).	Over many months of agonising pain your biology transforms, recalling the ancestral morphology of the ancient Kroothawk to produce a pair of light, leathery wings.	You can Fly at Speed 7.
Weaponised Biology	Any creature with natural weapons (such as Clawed Fiends or Catachan Devils).	Your four-fingered claws evolve into fully fledged weapons. Depending on the savage creature you have consumed they may harden, sharpen, secrete venom, or extend into functional blades.	Your Unarmed Strikes deal (S)+4 Damage / +3 ED, and have one of the following Traits: Brutal Rending (Rank) Inflict (Poison (Rank)) Parry





SISTER REPENTIA

See me and do not see me. Know me and know fear, for I have no face but this one. I stand before you a Sister Repentia, until absolution finds me.
—Excerpt from the Oath of the Penitent

You are a self-flagellating zealot, condemned by your sins to seek a martyr's death or exoneration upon the field of battle.

The vows of the Adepta Sororitas are numerous and inviolable, so it is easy for even pious Sisters to lapse. Grievous sins, such as cowardice, disobedience, or failure, are only forgiven by swearing the Oath of the Penitent. Unarmoured, and armed only with her ceremonial eviscerator, the Sister Repentia seeks death in battle to atone for her transgressions.

Sisters from any Militant or non-Militant Order can become Repentia, and some even volunteer. They are guilt-ridden figures, obsessing over the failings that condemned them in masochistic rituals of purgation. Though outcasts to their fellow Sisters, they are also figures of awe, the ultimate expression of devoted self-sacrifice.

Though Repentia usually serve beside a Superior tasked with her spiritual rehabilitation, she may be moved by the Emperor's Will to seek her own absolution. Many Repentia find martyrdom in the darkest corners of the Gilead System, with a rare few even returning with sins washed clean.



SISTER REPENTIA

TIER 2 SPECIES Human XP Cost 70

KEYWORDS: IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, [ORDER]

ATTRIBUTES: Strength 3, Toughness 3, Agility 3, Willpower 3

SKILLS: Ballistic Skill 2, Scholar 1, Weapon Skill 3

ABILITY: Solace in Anguish

You crave redemption or martyrdom, fighting harder when closest to death.

You ignore DN penalties for being Wounded, and instead gain +Rank Bonus Dice to all melee Attack Tests whilst Wounded. When you are Dying, this bonus applies for all Tests — you do not fall *Prone*, and are not restricted in which actions you can take.

You gain +Double Rank bonus dice to any Test to resist the effects of a Psychic Power.

WARGEAR: Eviscerator, Rags, Purity Seals, copy of the *Rule of the Sororitas*

SUGGESTED ATTRIBUTES					XP Cost		44
ATTRIBUTE	S	T	A	I	WIL	INT	FEL
RATING	3	4	3	4	4	2	1
SUGGESTED SKILLS					XP Cost		36

Athletics 2, Ballistic Skill 2, Intimidation 1, Scholar 3, Weapon Skill 5

SUGGESTED TALENTS

Flagellant, Frenzy, Furious Charge



DIALOGUS

Assuming I couldn't speak Aeldari? Your first mistake. Insulting the pure form of Humanity? Your second mistake. I assure you, ambassador, that allowing this 'Mon-Keigh' within striking range shall be your final error.

—Dialogus-Superior Malintzin, Order of the Blessed Texts

A master of language and translation, you are a codebreaker, public speaker and stirring religious orator.

After ten thousand years ruling a million worlds, the Imperium has seen billions of local dialects rise and fall, with no single language adopted by all its subjects. The Sisters of the Order Dialogus study all of these tongues, along with manufactured ciphers, oral histories, rhetorical techniques, and even xenos languages.

SISTER DIALOGUS

TIER 3 SPECIES Human XP Cost 146

KEYWORDS: IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, [ORDER]

ATTRIBUTES: Strength 3, Toughness 3, Agility 3, Willpower 4 Intellect 4

SKILLS: Ballistic Skill 2, Investigation 3, Leadership 2, Persuasion 2, Scholar 4, Weapon Skill 2

ABILITY: Polyglot Superior

You are a master of written and spoken language, recording your companions' speeches and interesting discoveries for later recital.

When you speak aloud another person's words (for example, translating xenos text, distributing an officer's orders, repeating another agent's inspiring oration, reciting scripture), gain +Rank Bonus Dice to any corresponding Test.

Half any DN penalties for interacting with an unfamiliar species or culture.

WARGEAR: Sororitas Power Armour, Bolt Pistol, Dialogus Staff, Laud Hailer, a copy of the *Rule of the Sororitas*, numerous books on linguistics and the Imperial Creed.

INFLUENCE: +2

SUGGESTED ATTRIBUTES XP Cost 50

ATTRIBUTE	S	T	A	I	WIL	INT	FEL
RATING	3	3	3	3	5	5	3

SUGGESTED SKILLS XP Cost 54

Athletics 2, Awareness 2, Ballistic Skill 4, Insight 2, Investigation 4, Leadership 2, Persuasion 4, Scholar 4, Weapon Skill 2

SUGGESTED TALENTS

Deductive, Lip Reader, Repent!

Though typically reclusive and scholarly, Sisters Dialogus understand well the power of the spoken word and may transform themselves into charismatic speakers. Religious scripture is their specialty, but assistance in negotiations, interrogations and decoding enemy communications is equally valuable. Often their duties take them to the battlefield, where they inspire their comrades with litanies of faith — punctuated precisely with shots from their bolt pistol.

The Order of the Blessed Texts, a small Dialogus Order, is based on the Shrine World of Enoch, its Archive Sanctorum of translated texts protected by the Militant Order of the Sanctified Shield. As more missions require the Sisters Dialogus to travel far from their Archive, they are increasingly responsible for protecting themselves.



BACKGROUNDS

FACTIONS

PATRONS

CHARACTER
OPTIONS

ENDEAVOURS



IMAGIFIER

Saint Coretta was the inspiration, not me.

—Battle-Sister Emmeline, heroine of the Battle of Iphor Beta, Imagifier of Saint Coretta

You bear the image of a martyred Sister as a battle standard, loudly extolling her virtues as an inspiration to follow.

When a Sister dies a martyr's death imbued with extraordinary religious significance, she is honoured by the Orders Pronatus with a holy relic crafted in her likeness. This Simulacrum Imperialis is affixed to a tall stanchion, and borne to war by an Imagifier, a veteran Sister who acts as exponent for the martyr's deeds.

An Imagifier must prove herself worthy of this honour, not only with martial prowess and faith, but with encyclopaedic knowledge of her patron saint's life, death, and greatest miracles. Imagifiers are bombastic figures, loudly extolling their heroine's virtues, whether on the battlefield or not. All would rather die than permit the loss of their sacred artefact.

The Great Rift has tested the faith of all citizens of the Gilead System, but where Imagifiers are dispatched to shore up that faith, beacons of devotion are ignited, and new victories of the Adepta Sororitas are mythologised.

SISTER IMAGIFIER

TIER 3 SPECIES Human XP Cost 146

KEYWORDS: IMPERIUM, ADEPTUS
MINISTORUM, ADEPTA SORORITAS, [ORDER]

ATTRIBUTES: Strength 3, Toughness 3,
Agility 3, Willpower 4 Fellowship 4

SKILLS: Ballistic Skill 2, Intimidation 2, Leadership
4, Persuasion 3, Scholar 2, Weapon Skill 2

ABILITY: Litany of Deeds

When you carry or are adjacent to your Simulacrum Imperialis, you and any allies faithful to the Imperial Cult within hearing distance gain +1 Strength.

In addition, as a Combat Action, you can plant your Simulacrum in place. Until you next move, you and any allies faithful to the Imperial Cult within 5m gain +Rank Determination.

WARGEAR: Sororitas Power Armour, Bolt Pistol, Boltgun, 3 Frag Grenades, 3 Krak Grenades, Simulacrum Imperialis, complete records of your martyr, a copy of the *Rule of the Sororitas*.

INFLUENCE: +2

SUGGESTED ATTRIBUTES XP Cost 44

ATTRIBUTE	S	T	A	I	WIL	INT	FEL
RATING	3	3	3	3	5	2	5

SUGGESTED SKILLS XP Cost 46

Athletics 2, Awareness 3, Ballistic Skill 4, Intimidation 2, Leadership 4, Persuasion 4, Scholar 3, Weapon Skill 2

SUGGESTED TALENTS

Orthopraxy, Bolstering Purity, In His Name





SERAPHIM

Heretics, look to the sky and rejoice! Your deliverance has arrived.

—Sister Vesperia, Order of the Sacred Rose

Borne upon angelic wings of fire, you provide salvation to your allies with aerial hit-and-run attacks.

Seraphim are the Orders Militant's elite strike teams, descending from above upon San Leor-patten jump packs stylised as angel wings. Unlike most Imperial jump pack troops, Seraphim specialise in short-range firefights over sustained melee assaults, devastating enemy formations with paired-pistol fusillades, before withdrawing to the next engagement.

The Seraphim's reputation for rescuing beleaguered units, before departing as swiftly as they arrived, has earned them the undying adoration of Imperial allies. Some Sisters disclaim this honour for the sake of modesty, whilst others master their influence over others, galvanising devotees to acts of battlefield heroism.

As rapid-response specialists, the Order of the Sanctified Shield's Seraphim are often the first Sisters deployed from Enoch to new fronts. These fierce Sisters are a sight to behold as they flare up in the Gilead System. With the visage of an avenging angel and the combat instincts of a veteran Sister, Seraphim provide both urgent reinforcement and divine inspiration.

BACKGROUNDS

FACTIONS

PATRONS

CHARACTER
OPTIONS

ENDEAVOURS



SERAPHIM					
TIER	3	SPECIES	Human	XP Cost	118

KEYWORDS: IMPERIUM, ADEPTUS

MINISTORUM, ADEPTA SORORITAS, [ORDER]

ATTRIBUTES: Strength 3, Toughness 3, Agility 4, Willpower 3 Intellect 3

SKILLS: Ballistic Skill 3, Pilot 3, Scholar 1, Weapon Skill 3

ABILITY: Angelic Presence

You and any allies within 15m faithful to the Imperial Cult gain +Rank Bonus Dice to Resolve Tests. In addition, when you use a jump pack to move away from Engagement, enemies cannot make Reflexive Attacks against you.

WARGEAR: Sororitas Power Armour, San Leor-patten jump pack, 3 Frag Grenades, 3 Krak Grenades, a copy of the *Rule of the Sororitas*.

2 Bolt Pistols or 2 Hand Flamers or 2 Inferno Pistols

INFLUENCE: +2

SUGGESTED ATTRIBUTES						XP Cost	79
ATTRIBUTE	S	T	A	I	WIL	INT	FEL
RATING	3	4	6	4	4	3	2
SUGGESTED SKILLS						XP Cost	40

Athletics 2, Awareness 1, Ballistic Skill 4, Insight 1, Leadership 1, Pilot 4, Scholar 2, Weapon Skill 4

SUGGESTED TALENTS

Dual Wield, Inspired Blessing, Shield of Faith





CANONESS

Your weapon is your boltgun. My weapon is my Sisterhood.

—Canoness Jeanne Grace D'Emysa

You are a senior officer of the Orders Militant, leading the faithful by example in acts of worship and warfare.

A Sister of Battle who excels as a commander and beacon of piety will eventually be promoted to Canoness, a position bestowing authority over hundreds of Sisters. These living legends coordinate the Ministorum's Wars of Faith, and mastermind the defence of an Order's convent and parish.

Only experienced and fearless warriors achieve this rank, required to master military strategy and issue orders without doubt. Wielding supreme authority often isolates a Canoness from the Sisters whose lives she expends, and many can depend only on the Emperor as their confidante.

Canoness always lead from the front, and whilst they usually command armies of Battle Sisters, adversity within the Gilead System has forged more diverse coalitions, united by faith. Whether pledged to the service of the Ordo Hereticus, or bound by honour pacts with the Adeptus Astartes, duty may force a Canoness to sometimes rely less on her Order's resources, and more on personal skill-at-arms.



CANONESS

TIER	4	SPECIES	Human	XP Cost	249
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KEYWORDS: IMPERIUM, ADEPTUS
MINISTORUM, ADEPTA SORORITAS, [ORDER]

ATTRIBUTES: Strength 3, Toughness 4, Agility 4,
Initiative 4, Willpower 6, Intellect 3, Fellowship 4

SKILLS: Ballistic Skill 3, Leadership
4, Scholar 4, Weapon Skill 3

ABILITY: Lead the Righteous

You are an inspiring warleader and walking miracle both. You gain +Rank Faith (see page 142 of *Wrath & Glory Rulebook*). Whenever you deal a Wound, you may spend 1 Faith to gain +1 Glory as a Free Action.

WARGEAR: Sororitas Power Armour, Rosarius, Chaplet Ecclesiasticus, Sororitas Vestments, a copy of the *Rule of the Sororitas*. A Condemnor Boltgun, or a Boltgun with the Combi Weapon upgrade combined with a Flamer, Meltagun or Plasma Gun.

A Blessed Blade *or* a Chainsword *or* an Eviscerator *or* a Power Sword.

A Bolt Pistol *or* a Plasma Pistol *or* an Inferno Pistol.

A Brazier of Holy Fire *or* a Null Rod.

INFLUENCE: +3

SUGGESTED SKILLS	XP Cost	90
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Athletics 2, Awareness 3, Ballistic Skill 5, Insight 3, Intimidation 2, Investigation 2, Leadership 4, Persuasion 3, Scholar 4, Weapon Skill 5

SUGGESTED TALENTS

Bolstering Purity, Repent!, Righteous Wrath



ASTARTES APOTHECARY

Son of Russ, I will mend you without regard to your Chapter. I am not bound to inherit the grievances of the past. I serve only our future.
—Brother Malabel, Dark Angels Apothecary

You are an expert combat medic specialising in Astartes physiology and the retrieval of precious genetic material.

Astartes with an instinct for scientific inquiry receive medical instruction from their Chapter's Apothecarion, studying the hallowed secrets of Astartes gene-seed implantation, and monitoring other Brothers for genetic deviances. In combat, Apothecaries restore wounded comrades to fighting strength, and recover deceased Astartes' progenoid glands — the implant that reproduces gene-seed for the next generation of Neophytes.

Though more academically-minded than their brethren, Apothecaries are no less gifted warriors. Some are haunted by personally attending the deaths of so many Battle-Brothers, whilst others are buoyed by their direct role in preserving the future of their Chapter.

There are few Apothecaries in the Gilead System, and without hope of reinforcement, the Absolvers Chapter are desperate enough to call upon Apothecaries in other Chapters to help replenish their ranks with new Astartes. Other Apothecaries pursue cures for the plagues emanating from Vulkaris, for if anyone has the ingenuity and superhuman physique to combat the gifts of Nurgle, it is they.

BACKGROUNDS

FACTIONS

PATRONS

CHARACTER
OPTIONS

ENDEAVOURS

ASTARTES APOTHECARY

TIER 4 SPECIES Adeptus Astartes XP Cost 357

KEYWORDS: IMPERIUM, ADEPTUS
ASTARTES, [CHAPTER]

ATTRIBUTES: Strength 5, Toughness 5, Agility 5, Initiative 5, Willpower 4, Intellect 5

SKILLS: Athletics 3, Awareness 3, Ballistic Skill 5, Leadership 1, Medicae 5, Scholar 1, Stealth 3, Survival 1, Weapon Skill 5

ABILITY: Prime Helix

Your duty to your injured battle brothers is second only to your duty to the fallen. When you succeed on a Medicae Test to heal a target's Wounds, they recover +Rank additional Wounds.

WARGEAR: Mark VII Power Armour, Bolt Pistol, Chainsword, 3 Frag Grenades, 3 Krak Grenades, Narthecium, Reductor.

INFLUENCE: +2





ASTARTES CHAPLAIN

'The Emperor Protects'? Well, that's one theory. But, as a counterpoint, let me paraphrase the creed of the sons of Leman Russ — 'The best protection is sustained aggression.'

—Absolvers Chaplain Kydomios

You are the mouthpiece of your Chapter's spiritual beliefs, tending to the psychological well-being of your comrades.

Most Space Marines Chapters do not recognise the Emperor as a god, but instead subscribe to ideology combining pre-Heresy Imperial Truth, teachings of their founding Primarch, and the culture of their homeworld. This cult is embodied by the Chapter's Chaplains, zealous skull-masked preachers who inspire their Brothers to greater acts of valour.

Chaplains are mentors, counselling troubled Astartes, overseeing Neophyte training, and leading departed Brothers' funerary rites. Their duties may also include protecting the secrets of their Chapter's history, and sometimes monitoring physical as well as mental health. The Absolvers Chaplains are a walking record of their Chapter's most sacred vows, ensuring their fulfilment — no matter the cost.

In a system as beleaguered as Gilead, the Chaplains are pillars of conviction, rousing their charges with the stirring rhetoric of a warrior's creed. Indeed, Enoch's jealous theocrats are increasingly paranoid that those mortals that swear themselves to the Astartes might emerge as a challenge to their power...

ASTARTES CHAPLAIN

TIER 4 SPECIES Adeptus Astartes XP Cost 392

KEYWORDS: IMPERIUM, ADEPTUS
ASTARTES, [CHAPTER]

ATTRIBUTES: Strength 5, Toughness 5, Agility 5,
Initiative 5, Willpower 5, Intellect 3, Fellowship 5

SKILLS: Athletics 3, Awareness 3, Ballistic
Skill 5, Insight 3, Leadership 3, Scholar 4,
Stealth 3, Survival 1, Weapon Skill 5

ABILITY: Chapter Cult

You gain 1 Faith, and can purchase Faith Talents available to characters with the **ADEPTUS MINISTORUM** Keyword.

As a Combat Action, you may spend 1 Faith to give an ally within hearing distance your **[CHAPTER]** Keyword for the rest of the scene, with all corresponding effects except those with the Tradition or Gene-seed title, or that provide equipment.

In addition, any allies within 5xRank metres who share your **[CHAPTER]** Keyword gain +Rank to Resolve Tests.

WARGEAR: Mark VII Power Armour, Skull
Helm, Crozius Arcanum, Bolt Pistol, Rosarius,
3 Frag Grenades, 3 Frak Grenades

INFLUENCE: +2





ASTARTES LIBRARIAN

I don't need powers of astral divination to foresee your complete eradication.

—Codicier Pandemos of the Flesh Tearers Chapter

You are a battle-psyker of the Adeptus Astartes, a terrifying combination of inhuman might and Warp-endowed power.

If an Astartes aspirant is discovered to possess psychic potential, they are seconded to their Chapter's Librarian, where they undergo even more gruelling instruction. Those who overcome the trials with their mind, body and soul intact become Librarians. They prophesise future conflicts, facilitate the Chapter's astrotelepathic communications, and unleash deadly magics against enemy formations.

The Warp's constant temptations transform Librarians into somber, even sinister, figures. As chroniclers of their Chapter's history, their powers often manifest in sympathy with their brotherhood's traditions — for example, the psychic blast of a Salamanders Librarian might appear as the fiery breath of a dragon from Nocturne, the Salamanders' homeworld.

Amongst the many powers of an Absolvers Librarian is the crafting of unbreakable vows that destroy any who attempt to violate their promise. This assurance of allegiance has helped forge unity throughout the Gilead System, albeit through the threat of psychic obliteration.

BACKGROUNDS

FACTIONS

PATRONS

CHARACTER
OPTIONS

ENDEAVOURS

ASTARTES LIBRARIAN

TIER 4 SPECIES Adeptus Astartes XP Cost 359

KEYWORDS: IMPERIUM, ADEPTUS
ASTARTES, [CHAPTER]

ATTRIBUTES: Strength 5, Toughness 5, Agility 5, Initiative 5, Willpower 6, Intellect 3

SKILLS: Athletics 3, Awareness 3, Ballistic Skill 5, Psychic Mastery 4, Scholar 2, Stealth 3, Survival 1, Weapon Skill 5

ABILITY: Chapter Cult

You have the **PSYKER** Keyword, and are a psyker. You know the Universal Psyker Abilities **Wrath & Glory Rulebook**, p.267, and the Smite psychic power. You know the Librarian Discipline and one power from that Discipline of your choice, and may choose one other Psychic Discipline to learn powers from as described in Chapter 11 of the **Rulebook**.

WARGEAR: Mk VII Astartes Power Armour, Psychic Hood, Bolt Pistol, Force Stave, 3 Frag Grenades, 3 Krak Grenades.

INFLUENCE: +2





PRIMARIS REIVER

Do not be deterred by resistance. We are here whether our Chapter accepts us or not. We do our best work when the target is kicking and screaming.

—Battle-Brother Hardan, Reiver of the Absolvers Chapter

You are an infiltrator, saboteur and guerilla fighter, unleashing your full Primaris strength in carefully coordinated terror attacks.

As systems across the Dark Imperium are overwhelmed, elite warriors are needed who can excel whilst operating behind enemy lines. Primaris Reivers fulfil this niche, utilising silent Mark X Phobos Power Armour, and other stealth technology to dismantle whole armies without a return shot fired. When the Reivers finally reveal their presence, a shocking display of unstoppable force crushes panicked enemies with contemptuous ease.

A Reiver's commitment to mastering psychological warfare breeds unpleasant, sometimes unstable, personalities. Away from a warzone, they may be withdrawn and sullen, only enlivened by the discovery of a new target to utterly dismantle.

Whilst Primaris Absolvers have struggled to find acceptance amongst their Firstborn Astartes Battle-Brothers, the Reivers of the Absolvers seem least troubled by this ostracisation. They care less for the observing Chapter rites on the *Vow of Absolution* than they do for terrorising the Imperium's enemies. The Gilead System offers plenty of opportunities to satisfy this obsession.



PRIMARIS REIVER

TIER	4	SPECIES	Primaris Astartes	XP Cost	288
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KEYWORDS: IMPERIUM, ADEPTUS
ASTARTES, PRIMARIS, [CHAPTER]

ATTRIBUTES: Strength 5, Toughness 5, Agility 4, Initiative 5, Willpower 5, Intellect 3

SKILLS: Athletics 3, Awareness 3, Ballistic Skill 4, Intimidation 3, Stealth 3, Weapon Skill 4

ABILITY: Terror Tactics

When your Stealth Score is reduced to 0 or you Ambush a Threat, you can choose for all enemies who can see or hear you to take a Terror Test, with a DN equal to 1 + Rank.

WARGEAR: Mark X Phobos Reiver Power Armour, Bolt Carbine, Heavy Bolt Pistol, Astartes Combat Knife, 3 Frag Grenades, 3 Krak Grenades, 3 Shock Grenades

INFLUENCE: +1

SUGGESTED ATTRIBUTES	XP Cost	55
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ATTRIBUTE	S	T	A	I	WIL	INT	FEL
RATING	6	5	4	6	5	3	1

SUGGESTED SKILLS	XP Cost	44
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Athletics 3, Awareness 3, Ballistic Skill 4, Intimidation 5, Stealth 4, Weapon Skill 4



TECH-ADEPT

Have you attempted the Rituals of Slumber and Reanimation?

—Tech-Adept Servilia, attendant to Inquisitor Lord Atlar

You are a technical operator in service of the Priesthood of Mars, skilled at navigating and compiling digital systems.

The gargantuan industry of the Adeptus Mechanicus is fuelled by physical labour of indentured workers and Servitors, the incomprehensible calculations of Machine Spirits, and the judgement of Tech-Adepts overseeing both. Whilst a Tech-Adept's duties are often highly specialised — monitoring a single machine, or recording a single data output — all ultimately play a small role in furthering the Quest for Knowledge.

The essential role Tech-Adepts play in maintaining Imperial technology is easily overlooked, and many find this invisibility a useful asset when enacting personal ambitions. Their agendas may be petty, or in service of a higher power, but are invariably coloured by the indoctrination of the Cult Mechanicus.

As the Gilead System's resources dwindle, Tech-Adepts are forced to rely on increasingly creative solutions to fulfil their duties. Adaptation is not their order's strongest suit, but the most gifted Tech-Adepts have distinguished themselves with an unusual flair for initiative, and in rarer cases, invention, skirting the border of tech-heresy.

BACKGROUNDS

FACTIONS

PATRONS

CHARACTER
OPTIONS

ENDEAVOURS

TECH ADEPT

TIER 1 SPECIES Human XP Cost 22

KEYWORDS: IMPERIUM, ADEPTUS
MECHANICUS, [FORGE WORLD]

ATTRIBUTES: Intellect 2

SKILLS: Scholar 2, Tech 3

ABILITY: Admin Access

Your purpose is to commune with Machine Spirits and catalogue their wisdom, to further the Quest for Knowledge. When you commune with a Machine Spirit as part of a Test, you gain Icons equal to your Rank.

WARGEAR: Laspistol, Adepts Robes (Clothing), Combi-Tool, DataSlate, Sacred Machine Oil, any Augmetic Enhancement.

SUGGESTED ATTRIBUTES XP Cost 20

ATTRIBUTE	S	T	A	I	WIL	INT	FEL
RATING	1	2	1	1	1	4	1

SUGGESTED SKILLS XP Cost 28

Awareness 2, Ballistic Skill 1, Investigation 2, Medicae 1, Pilot 1, Scholar 2, Tech 4, Weapon Skill 1

SUGGESTED TALENTS

Augmetic, Binary Chatter, Deductive





SICARIAN INFILTRATOR

If he doesn't want to talk to me or my Excruciator, he can have a conversation with my dome-headed friend instead. Just give me a few minutes to find my earbuds.

—Interrogator Caprice Valentino

You are a mechanical soldier broadcasting a wavelength of neurostatic, inducing sensory overload in all creatures nearby.

Sicarians are barely-human warrior constructs, painfully fabricated from the critically injured remains of the Machine Cult's living soldiers. The Sicarian Infiltrators are specialist hunter units, penetrating enemy lines with direct sensory assault. Their dome-helmets emit a noise that overwhelms sight, hearing, and other senses with agonising static. Though sentries know they are under attack, identifying their enemy is impossible, as their eyes, ears, and mouth all fill with blood.

With such awesome power at their command, it is tempting for Sicarian Infiltrators to employ their neurostatic off the battlefield, against uncooperative Imperial citizens. This escalation often leads to unnecessary complications, and Infiltrators must struggle to reconnect with their dwindling shreds of Humanity and discover less direct ways to achieve their aims.

The Tech-Priests of Avachrus despatch Infiltrators to gather intelligence and retrieve valuable cargo in the best-guarded, least-accessible parts of the Gilead System. Cooperating agents equip themselves with implanted or removable broadcasters that counteract the Infiltrator's neurostatic effects.



SICARIAN INFILTRATOR

TIER 3 SPECIES Human XP Cost 76

KEYWORDS: IMPERIUM, ADEPTUS
MECHANICUS, [FORGE WORLD]

ATTRIBUTES: Toughness 3, Agility 3, Intellect 2

SKILLS: Ballistic Skill 4, Intimidation 2, Weapon Skill 2

ABILITY: Neurostatic Aura

You are immune to *Bleeding*.

As a Combat Action, you may choose a number up to your Rank, and inflict that many *Hindered* Conditions on all characters within 10m that don't have this ability or null-code audio inputs.

WARGEAR: Sicarian Battle Armour, Augmetic Legs, Infiltrator Headpiece. Flechette Blaster and Taser Goad or Stubcarbine and Power Sword

SUGGESTED ATTRIBUTES XP Cost 91

ATTRIBUTE	S	T	A	I	WIL	INT	FEL
RATING	3	4	5	4	3	4	1

SUGGESTED SKILLS XP Cost 68

Athletics 2, Awareness 3, Ballistic Skill 4, Insight 2, Intimidation 4, Investigation 1, Leadership 1, Medicae 1, Stealth 2, Survival 2, Tech 3, Weapon Skill 2

SUGGESTED TALENTS

Augmetic, Disturbing Voice, Lobotomised Efficiency



SICARIAN RUSTSTALKER

An error has been detected. Activating countermeasures. Error purge in process. Error purge in process. Error purge in process.
—Principes Omicron-900 at the Battle of Kran's Blunder

You are a mechanical assassin, carving through the defences of your target with a flurry of shrieking transonic blades.

Sicarian Ruststalkers are cyber-commandos employed to execute the fleeing enemies of Mars. Surgical instruments of the Tech-Priesthood's vengeance, their distinctive transonic weapons hum and shiver as they reverberate from armoured defences, before their frequency adjusts to phase through protections with a follow-up attack. To tune their blades quickly, Ruststalkers attack in a murderous frenzy, paying little regard to their own protection.

Most Sicarians are constructed from fallen Skitarii's mortally wounded bodies. It's a traumatic and painful transformation that unravels the recipient's psychological stability. Ruststalkers are often chosen from those who recovered worst — lost and desperate souls, grateful for sanction to unleash their violent rage in service of the Machine God.

No corner of the Gilead System is beyond the reach of a Sicarian Ruststalker, once the Tech-Priests of Avachrus have authorised their use. Invariably, their mission is to assassinate a priority target, with any other parametres a secondary concern.

BACKGROUNDS

FACTIONS

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ENDEAVOURS

SICARIAN RUSTSTALKER

TIER 3 SPECIES Human XP Cost 76

KEYWORDS: IMPERIUM, ADEPTUS
MECHANICUS, [FORGE WORLD]

ATTRIBUTES: Toughness 3, Agility 3, Initiative 2

SKILLS: Athletics 2, Stealth 2, Weapon Skill 4

ABILITY: Transonic Assassin

You are a hunter-killer operative, delivering a hail of transonic blows until you find the perfect armour-shredding frequency.

You are immune to **BLEEDING**.

In addition, you gain +Rank bonus dice when Charging or making All-Out Attacks whilst wielding a weapon with the **TRANSONIC** Keyword.

WARGEAR: Sicarian Battle Armour, Augmetic Legs, 2 Transonic Blades *or* a Transonic Razor and a Chordclaw

SUGGESTED ATTRIBUTES XP Cost 116

ATTRIBUTE	S	T	A	I	WIL	INT	FEL
RATING	3	4	5	6	3	3	1

SUGGESTED SKILLS XP Cost 52

Athletics 2, Awareness 3, Ballistic Skill 1, Deception 2, Intimidation 1, Investigation 1, Medicae 1, Stealth 4, Tech 3, Weapon Skill 4

SUGGESTED TALENTS

Armourbane, Augmetic, Eliminator





TECH-PRIEST DOMINUS

I am Skitarius. I am Sicarian. I am the data-tether that connects them. The gunsights they aim down. The eyes and ears of every unit in this Battle Congregation. The orbital lances that precede their advance. My name is legion, and I am the destroyer of worlds.

—Coaltadel the Omnipresent, Tech-Priest Dominus

You are a commander of the Adeptus Mechanicus' military forces, effortlessly splitting your consciousness between multiple technical interfaces.

Tech-Priests with a gift for waging war will eventually attain the rank of Dominus, receiving the deadliest weapons of the Forge Worlds, and command over an army of the Machine God. They devour masses of data transmitted by subordinates, processing optimum solutions, and relaying instructions with instinctive pulses of thought-dissemination. To the laity, they seem in multiple places at once.

The obsessive creed of the Cult Mechanicus nurtures bizarre 'special interests' amongst its Priesthood. Domini are no exception: most do not hesitate to abuse their position, directing whole legions to satisfy their Quest for Knowledge. But cut-throat Mechanicus

politics often force Domini to depend upon their own skills and firepower first and foremost.

Since the departure of the Legio Karuthos and its Fabricator General, the ruling Domini of each foundry-forge on Avachrus have jockeyed for pre-eminence. Currently, Archdomina Aexekra Vakuul of Belaxia has emerged as successor, but without support from other Domini she will not remain so for long.

TECH-PRIEST DOMINUS

TIER	4	SPECIES	Human	XP Cost	113
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KEYWORDS: IMPERIUM, ADEPTUS MECHANICUS, [FORGE WORLD]

ATTRIBUTES: Intellect 5

SKILLS: Ballistic Skill 2, Scholar 2, Tech 5, Weapon Skill 2

ABILITY: Lord of the Machine Cult

You are unbound by the tethers of your biological form, automatically interfacing with nearby technology. As a Simple Action, you can Help all allies within 10m that have the **ADEPTUS MECHANICUS** Keyword, or are utilising equipment with a Machine Spirit (including guns and non-basic melee weapons), granting +Rank Bonus Dice to their Tests.

WARGEAR: Omnissian Axe Volkite Blaster or Eradication Ray Macrostubber or Phosphor Serpenta Light Power Armour Refractor Field One Mechadendrite Any 3 Augmetics Combi-Tool Omnissian Sigil (Symbol of Authority) Sacred Machine Oil

INFLUENCE: +2

SUGGESTED ATTRIBUTES	XP Cost	119
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ATTRIBUTE	S	T	A	I	WIL	INT	FEL
RATING	3	3	3	4	4	7	2

SUGGESTED SKILLS	XP Cost	98
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Awareness 3, Ballistic Skill 5, Investigation 3, Leadership 2, Medicae 1, Pilot 3, Scholar 3, Tech 5, Weapons Skill 5

SUGGESTED TALENTS

Devotees, Rite of Magnometrics, Rite of Pure Thought





CONFESSOR

*Your sins have condemned you. The price of His forgiveness is your life. Rejoice!
Upon this battlefield, you shall not wait long for your return to grace.*
—Confessor Gerrich Tharagard

You are a firebrand preacher of the Imperial Cult, compelling your flock to admit their failings with force of personality alone.

Every Imperial citizen is guilty of something — from mortal vices of treachery and heresy, to unacceptable love of family above one's love to His Imperium. Confessors root out these secrets with fire-and-brimstone sermons that terrify superstitious congregations into pleading forgiveness. By devising an appropriate (and often painful) punishment, a Confessor can direct the rededicated faithful however they choose.

Confessors are irrepressible and bellicose, rarely inclined to temper their zealotry. Most feel responsible for their followers, even if their stay in a parish is brief. Encouraging believers to inform on their neighbours is an excellent source of local knowledge. In times of need, fanatical militia can be incensed to visit mob justice upon the Emperor's enemies.

Confessors are found pronouncing His word wherever they sense the faith of His servants is lacking. In practice, this is everywhere, and Confessors have become common sights across the Gilead System, defying the corruption of the Great Rift with their passion.

BACKGROUNDS

FACTIONS

PATRONS

CHARACTER
OPTIONS

ENDEAVOURS

CONFESSOR

TIER 2 SPECIES Human XP Cost 90

KEYWORDS: IMPERIUM, ADEPTUS
MINISTORUM

ATTRIBUTES: Willpower 4, Intellect 3

SKILLS: Insight 2, Intimidation 2,
Medicae 3, Scholar 4, Weapon Skill 2

ABILITY: Spiritual Administration

When you Test to discover the sins of another character (by coercion, investigation, or instinct), gain +Rank Bonus Dice.

In addition, during a Regroup, you can choose one character faithful to the Imperial Cult to regain all Shock.

WARGEAR: Ministorum Robes, Rosarius, Missionary Kit, Power Maul, Laspistol, Torture Kit, Ministorum Tomes, Portable Lectern.

INFLUENCE: +1

SUGGESTED ATTRIBUTES					XP Cost		26
ATTRIBUTE	S	T	A	I	WIL	INT	FEL
RATING	2	2	2	2	4	3	3
SUGGESTED SKILLS					XP Cost		24

Awareness 1, Insight 4, Intimidation 2, Investigation 2, Medicae 3, Scholar 4, Tech 1, Weapon Skill 2

SUGGESTED TALENTS

In His Name, Repent!, The Passion





RATLING SNIPER

Never heard of a 'Sarvus Veknironth', Colonel. But if I see him, or your vintage amasec, I promise you'll be the first to know.
—Sarvus Veknironth, Ratling Sniper

You are small and elusive, enlisted in the Astra Militarum as a sharpshooter and an infiltration specialist.

Though Ratlings are not renowned for their strength or discipline, their accuracy and keen instincts for good hiding places makes them excellent snipers. They usually deploy at long range, eliminating targets of opportunity whilst minimising return fire. Occasionally they are retasked as saboteurs, breaking in and out of supposedly impenetrable defences undetected.

Experience on the battlefield sharpens a Ratling's natural stealth and sticky-fingered survivalist skills. Troopers who treat their shorter comrades with respect can acquire extra rations, intoxicants, and specialist wargear. Those who insult the Ratlings' stature instead find their personal effects mysteriously disappear.

Ratlings are native to the Agri World of Ostia. They are specifically targeted by the Lord-Militant's press-gangs over the planet's taller, more agriculturally-productive Human population. Many of these conscripts desert, fleeing to the Reach and other lawless places where they adapt to a criminal lifestyle.



RATLING

TIER	1	SPECIES	Ratling	XP Cost	54
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KEYWORDS: IMPERIUM, ASTRA MILITARUM, [REGIMENT], ABHUMAN, MILITARUM AUXILLA

ATTRIBUTES: Toughness 2, Agility 2, Fellowship 2

SKILLS: Awareness 2, Ballistic Skill 3, Cunning 2, Deception 2, Stealth 3

ABILITY: Shoot Sharp and Scarper
When using a weapon with the Sniper Weapon Trait, increase the weapon's Sniper rating by +Rank. In addition, when you make a successful ranged Attack Test, you may immediately move up to your Speed as a Reflexive Action.

WARGEAR: Sniper Rifle or Long-Las, Knife, Flak Armour, 5 Rations (2 stolen), Ratling Keepsakes

SUGGESTED ATTRIBUTES	XP Cost	16
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ATTRIBUTE	S	T	A	I	WIL	INT	FEL
RATING	1	2	3	1	1	2	3

SUGGESTED SKILLS	XP Cost	4
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Awareness 2, Ballistic Skill 3, Cunning 2, Deception 2, Insight 1, Persuasion 1, Stealth 3

SUGGESTED TALENTS

Deadshot, Eliminator, Silent



OGRYN WARRIOR

Der mishunn is to run across dat field and make all dem green fings dead. Any kweschuns?

—Bone'ead Kopp, Ogryn tactician

You are a muscular titan of war, unleashed by the Astra Militarum as a blunt instrument.

Ogryns' incredible bulk and physical strength make them ideal shock troops for the Astra Militarum. Their simple minds favour the most direct route to destroying their enemies. The Militarum Auxilla equips them with robust weaponry, designed to hold up no matter how many times it's swung as a club into armoured enemies.

Ogryns are loyal and warm-hearted by inclination, though they struggle to calm once enraged. All have an instinctive phobia of confined spaces, which

includes most structures designed for smaller Humans. Devotion to the Emperor comes easily, their faith seldom complicated by doubts or other conflicting thoughts.

Ogryns were the original inhabitants of Skaelas, Gilead Primus's high-gravity prison moon. Ogryn communities have served as penal guards there for centuries, but as the Astra Militarum's need for overwhelming brute force grows, their numbers dwindle.

BACKGROUNDS

FACTIONS

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CHARACTER
OPTIONS

ENDEAVOURS

OGRYN WARRIOR

TIER 2 SPECIES Ogryn XP Cost 98

KEYWORDS: IMPERIUM, ASTRA MILITARUM, MILITARUM AUXILLA, [REGIMENT], ABHUMAN

ATTRIBUTES: Strength 5, Toughness 5, Willpower 2

SKILLS: Ballistic Skill 1, Survival 2, Weapon Skill 2

ABILITY: Let It Rip

Your approach to combat is simple, direct, and expends plenty of ammunition.

When you Charge and have a ranged weapon, you can fire it wildly as a Free Action. This is treated as a Salvo Option that awards Bonus Dice to your Melee Attack Test equal to your weapon's Salvo rating.

WARGEAR: Flak Armour, Ripper Gun (with bayonet), 3 Frag Bombs

SUGGESTED ATTRIBUTES					XP Cost		8
ATTRIBUTE	S	T	A	I	WIL	INT	FEL
RATING	5	5	2	2	2	1	1
SUGGESTED SKILLS					XP Cost		44

Athletics 2, Awareness 1, Ballistic Skill 2, Intimidation 1, Survival 3, Weapon Skill 5

SUGGESTED TALENTS

Augmetic, Brutalist, Duty Until Death





BULLGRYN

A shrieker cannon? Throne damn those Aeldari scum! Send in the Bullgryn, either they'll run out of ammo or he'll smash them to dust.

—Astra Militarum Sergeant Mathilde Gorr

You are a walking wall of heavy armour and close-assault weaponry, first into battle, with an army of comrades sheltering behind you.

When Ogryn muscle is insufficient to bulldoze an enemy defence, Astra Militarum commanders instruct their charges to armour themselves with tank treads and heavy shields, and exchange their guns for close assault weaponry. The result is unsubtle even by Ogryn standards — a slow but unstoppable charge, bludgeoning through any opposition, a living shield for the second wave advancing behind them.

Bullgryns understand smaller friends depend on them for protection, a duty they take extremely seriously. They constantly rehearse marching at a pace shorter-legged companions can keep up with, until remembering to hold their shields up becomes second nature. The miserable thought of failing to defend their allies troubles them far more than dying, resulting in incredible courage under fire.

Bullgryns are selected from veteran warriors, emerging wherever the Astra Militarum's progress has faltered. Lord-Militant Fylamon is marshalling them for a strike against the Voidmire and Membrane Worlds, a potent reminder of the incredible power at the Imperium's disposal.

BULLGRYN

TIER	3	SPECIES	Ogryn	XP Cost	172
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KEYWORDS: IMPERIUM, ASTRA MILITARUM, MILITARUM AUXILLA, [REGIMENT], ABHUMAN

ATTRIBUTES: Strength 6, Toughness 6, Agility 2, Initiative 2, Willpower 2

SKILLS: Athletics 2, Ballistic Skill 2, Survival 2, Weapon Skill 3

ABILITY: Shieldwall

You provide your allies with a mobile defence line formed of carapace, tank tracks and Abhuman muscle. If an attack is made against an ally within 3m, that ally can add your Shield's Armour Rating to their Armour Rating.

WARGEAR: Bullgryn Plate, 3 Frag Bombs, A Slabshield and Grenadier Gauntlet *or* a Bullgryn Maul and Brute Shield

SUGGESTED ATTRIBUTES	XP Cost	12
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ATTRIBUTE	S	T	A	I	WIL	INT	FEL
RATING	6	6	3	3	2	1	1

SUGGESTED SKILLS	XP Cost	56
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Athletics 2, Awareness 3, Ballistic Skill 3, Leadership 1, Survival 3, Weapon Skill 6

SUGGESTED TALENTS

Brutalist, Die Hard, Fear





LEXMECHANIC

86,403 confirmed casualties. Success rate decreased to 16%. I will calculate a new plan, and Omnissiah willing, we shall prevail.

—Lexmechanic Shohreh the Exacting

You are a walking source of information and calculation, devising mathematical solutions for any problems you encounter.

The forges of the Adeptus Mechanicus contain vast halls of cogitator-banks, their Machine Spirits processing production quotas, statistical analysis and battle reports. When more mobile evaluation is required, the Tech-Priests dispatch the Lexmechanics, their advanced mechanical brains providing in-the-field instructions on topics as diverse as body-language interpretation and artillery trajectories.

Lexmechanics tend to be humourless and literally-minded, always precise in their work, and hungry for more information. Unlike their Tech-Priest masters, they naturally defer to a supporting role. They are often seconded to other organisations, especially the Ordos of the Inquisition, who find their polymathic knowledge exceptionally useful in their investigations.

Though Lexmechanics are found anywhere in the Gilead System where there is confounding data to interpret, most return to Avachrus when they can. Ostensibly, this is to upgrade processing capacity with additional augmetics, but mostly it is an opportunity to download their experiences to the Mechanicus' cogitators, preserving a back-up in event of their untimely demise.

BACKGROUNDS

FACTIONS

PATRONS

CHARACTER
OPTIONS

ENDEAVOURS

LEXMECHANIC

TIER 2 SPECIES Human XP Cost 44

KEYWORDS: IMPERIUM, INQUISITION, [ORDO], ADEPTUS MECHANICUS, [FORGE WORLD]

ATTRIBUTES: Intellect 3

SKILLS: 3

ABILITY: Statistical Certainty

The assistance you provide your allies comes with the benefit of exacting mathematical analysis, to remove all possibility of ill-fortune or doubt. When you Help an ally, you may reduce the amount of Bonus Dice you provide by an amount equal up to your Rank. For every die removed, your ally gains an extra Icon on their Test result.

WARGEAR: Laspistol, Adept's Robes (Clothing), Auspex, Auto-Quill, Combi-Tool, Data Slate, any 2 Augmetics, Sacred Machine Oil, Symbol of Authority (Adeptus Mechanicus and Inquisition)

INFLUENCE: +1

SUGGESTED ATTRIBUTES					XP Cost		00
ATTRIBUTE	S	T	A	I	WIL	INT	FEL
RATING	0	0	0	0	0	0	0
SUGGESTED SKILLS					XP Cost		00

Awareness 2, Ballistic Skill 1, Cunning 1, Insight 2, Investigation 2, Medicae 1, Persuasion 1, Pilot 1, Scholar 3, Tech 3, Weapon Skill 1

SUGGESTED TALENTS

Augmetic, Deductive, Rite of Pure Thought





INTERROGATOR

Why should you help me, General? In five years' time, I'll be an Inquisitor, and you won't.

—Interrogator Caprice Valentino

You are an apprentice Inquisitor, beginning your training by learning to coerce information from unwilling subjects.

Any Inquisitor undergoes a lengthy apprenticeship before they are worthy to receive the title, learning to unravel conspiracies, and testing their soul against Humanity's most perilous enemies. By intention, many Interrogators do not survive these trials, ensuring only the most hardened and iron-willed are bestowed an Inquisitorial Rosette.

To be accepted as an Interrogator, an acolyte must catch an Inquisitor's eye by being exceptional in some way, but their training always involves diversifying their capabilities. Interrogation is the most emphasised skill — including torture — but cultivating a network of informants across Imperial Factions is equally important.

Interrogators sometimes enjoy direct tuition at their master's side, but since the coming of the Great Rift, most have been stranded in the Gilead System and forced to rely on their own instincts. They engage with the manifold adversities forsaking the System with relish, believing each catastrophe is another chance to prove readiness for high office.



INTERROGATOR

TIER 2 SPECIES Human XP Cost 64

KEYWORDS: IMPERIUM, INQUISITION, [ORDO], [ANY]

ATTRIBUTES: Willpower 3, Intellect 4

SKILLS: Insight 2, Medicae 3, Scholar 1, Tech 1, Weapon Skill 1

ABILITY: Extract the Truth

To earn an Inquisitorial Rosette, the first skill you must master is to lay bare the sinful hearts of Human and xenos. When you succeed on a Test to acquire information from an individual, you gain free Shifts equal to your Rank.

WARGEAR: Symbol of Authority, Excruciator, Neural Whip. Any three pieces of Wargear with the IMPERIUM Keyword of a rarity or Rare or less.

INFLUENCE: +1

SUGGESTED ATTRIBUTES						XP Cost	48
ATTRIBUTE	S	T	A	I	WIL	INT	FEL
RATING	2	3	2	3	3	4	4

SUGGESTED SKILLS						XP Cost	42
Awareness 2, Ballistic Skill 1, Cunning 1, Insight 3, Intimidation 2, Investigation 2, Medicae 3, Scholar 2, Survival 1, Scholar Tech 2, Weapon Skill 2							

SUGGESTED TALENTS

Deductive, Ever Vigilant, Fear



KROOT MERCENARY

You have nothing to fear from me, Sergeant. I only eat the strong.

—Trokah the Scaleskin, Kroot Mercenary

You are an alien sell-sword, seeking out mighty foes to devour, absorbing their strength.

Kroot are notoriously unconcerned who or what they fight for. Their true reward is the flesh of powerful enemies they defeat in battle — though they demand payment in local currency, exchanging it for specialist wargear and basic survival needs. This is why the Kroot secretly defy their exclusivity contract with the T'au Empire. Only by battling beyond T'au spheres of influence can their species sample sufficient genetic diversity to truly thrive.

A Kroot Mercenary's personality is coloured by their employment history and diet, but in general they are pragmatic and unemotional. They practise the tribal customs of their homeworld Pech wherever they go, and adapt easily to new technology and languages as they travel the breadth of the galaxy in search of strong foes to slay and consume.

Despite the Imperium's notorious hatred of xenos species, small groups of Kroot Mercenaries have secretly operated in the Gilead System for generations. The Kroot Warsphere *Howl Maroak*, hidden within the Voidmire, acts as their headquarters, offering services to the Varonius Flotilla, Greensteel Warriors, and other paying parties without discrimination.

KROOT MERCENARY

TIER 1 SPECIES Kroot XP Cost 62

KEYWORDS: **KROOT**

ATTRIBUTES: Strength 3, Toughness 2, Agility 3, Initiative 2

SKILLS: Athletics 1, Awareness 1, Stealth 2, Survival 3, Weapon Skill 3

ABILITY: Adaptive Loyalty

You scour the galaxy seeking strong prey to consume, working as a mercenary to fund your travels.

You gain the **[ANY]** Keyword, which should be substituted for the Faction that currently commands your allegiance. At the GM's discretion, you may swap this Keyword out for a different one when your loyalties shift in play.

WARGEAR: Kroot Rifle, Kroot Armour

SUGGESTED ATTRIBUTES XP Cost 4

ATTRIBUTE	S	T	A	I	WIL	INT	FEL
RATING	3	2	3	2	2	1	1

SUGGESTED SKILLS XP Cost 14

Athletics 1, Awareness 1, Ballistic Skill 1, Insight 3, Stealth 2, Survival 3, Weapon Skill 3

BACKGROUNDS

FACTIONS

PATRONS

CHARACTER
OPTIONS

ENDEAVOURS



WEAPON TRAITS

BLESSED (X)

Anointed by the priests of the Ecclesiarchy, or hexagrammically warding against the foul forces of the archenemy, these weapons are particularly effective against the foul beings spawned by the Immaterium, and those tainted by its power. Blessed weapons gain +ED equal to their rating when you use them to attack a target with the **PSYKER** or **DAEMON** Keywords.

MELEE WEAPONS

Kroot Rifle (Melee)

All Kroot weapons have incorporated blades, an echo of the fighting staves of their ancestors. Most favor long-barrelled slug throwers customized with blades scavenged from mercenary engagements, allowing them to charge their foes with the bestial fury and swift, two-handed blows their Species are known for.

IMPERIUM MELEE WEAPONS

Blessed Blade

Rarely, an Imperial Saint will bless a weapon, imbuing it with a modicum of the holy power of unshakable faith in the God-Emperor. These weapons are closely guarded relics of the Ecclesiarchy, valued for their ability to strike down daemonic foes and granted only to its greatest warriors.

Crozius Arcanum

To an Astartes Chaplain, the purest method of worshipping the Emperor is through slaying His foes in glorious battle. Fittingly, the Crozius Arcanum wielded by each Chaplain is both a badge of office and a deadly weapon: a mace with a head shaped into a sacred symbol, crackling with the energy of a lethal power field.

A Crozius Arcanum functions as both a weapon and a Symbol of Authority (p.240, **Wrath & Glory Rulebook**).

Dialogus Staff

These solidly built staves serve three purposes: the uniquely carved shape marks its bearer as a Sister Dialogus, the built in Laud-Hailer carries her stirring rhetoric over the din of battle, and its sturdy build makes it a potent melee weapon when paired with strength or Sororitas Power Armour.

A Dialogus Staff functions as a weapon, a Symbol of Authority (p.240, **Wrath & Glory Rulebook**), and a Laud-Hailer (p.126).

Power Maul

A simple mace enhanced by a power field, these weapons are valued for their utility. As the power field covers a smaller area of the weapon, its intensity can be adjusted, allowing it to deliver blows that can impact power armour or non-lethal warning taps to a Human skull.

ADEPTUS MECHANICUS MELEE WEAPONS

Taser Goad

A Taser Goad is a long, sword-like weapon that crackles with the Motive Force it steals from the air. When a Taser Goad impacts its target it releases the caged electricity in a precise paroxysm, imparting the Omnissah's deadly wrath.

Transonic Blade

These resonant blades hum with a hostile sonic field, churning the stomachs of all that hear it. When adjusted to the correct resonance, a transonic blade cuts through air and armour alike with the same disturbing swiftness.

Transonic Razor

Shorter and easier to wield than a transonic blade, a transonic razor is perfect for slipping through an enemies' defenses and slicing through their armour with their eyeball-rattling sonic field.

OGRYN MELEE WEAPONS

Bullgryn Maul

Little more than a huge slab of metal shaped into a crude club and fitted with an oversized, Ogryn-suited handle, a Bullgryn Maul is as blunt and efficient. Almost as tall as a Human, the monstrous size and weight of a Bullgryn Maul are its only boons in combat.

Ripper Gun Bayonet

Members of the Departmento Munitorum joke that bayonets were originally installed on Ogryn ripper guns so that their slow-witted wielders would know which part of the weapon to point at the enemy. In truth, an Ogryn charge is made that much more lethal by these large sharpened slabs of metal.

MELEE WEAPONS

NAME	DAMAGE	ED	AP	RANGE	TRAITS	VALUE	RARITY	KEYWORDS
Kroot Rifle (melee)	(S) +4	+5	–	–		3	3	2-HANDED, BLADE, KROOT, PRIMITIVE

IMPERIUM MELEE WEAPONS

NAME	DAMAGE	ED	AP	RANGE	TRAITS	VALUE	RARITY	KEYWORDS
Blessed Blade	(S) +5	+5	-3	–	Blessed (3), Parry, Rending (1)	8	3	BLADE, IMPERIUM, ADEPTUS MINISTORUM ADEPTA SORORITAS
Crozius Arcanum	(S) +5	+4	-2	–	Brutal	6	3	EXOTIC, ADEPTA SORORITAS
Dialogus Staff	(S) +3	+3	–	–	Reliable	5	2	ADEPTA SORORITAS
Power Maul	(S) +5	+4	–	–	Brutal	6	3	POWER FIELD, IMPERIUM, ADEPTUS ASTARTES, ADEPTUS MINISTORUM

ADEPTUS MECHANICUS MELEE WEAPONS

NAME	DAMAGE	ED	AP	RANGE	TRAITS	VALUE	RARITY	KEYWORDS
Taser Goad	(S) +5	5	–	–	Agonising	4	2	ADEPTUS MECHANICUS
Transonic Blade	(S) +5	5	–	–	Parry, Rending (5)	6	3	BLADE, TRANSONIC, ADEPTUS MECHANICUS
Transonic Razor	(S) +3	4	–	–	Rending (4)	5	3	BLADE, TRANSONIC, ADEPTUS MECHANICUS

OGRYN MELEE WEAPONS

NAME	DAMAGE	ED	AP	RANGE	TRAITS	VALUE	RARITY	KEYWORDS
Bullgryn Maul	(S) +4	4	-1	–	Brutal	3	1	IMPERIUM, ASTRA MILITARUM, MILITARUM AUXILLA
Ripper Gun Bayonet	(S) +3	3	-1	–	Reliable	3	1	BLADE, IMPERIUM, ASTRA MILITARUM, MILITARUM AUXILLA



BACKGROUNDS

FACTIONS

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RANGED WEAPONS

Kroot Rifle

The Kroot created primitive, chemically-propelled slug-throwers centuries ago, and since being exposed to the T'au and other advanced Species they have altered and improved their weapons much as they modify their own biology.

ADEPTUS MECHANICUS RANGED WEAPONS

Eradication Ray

Rare relics of the Dark Age of Technology, the merciless machinery that powers the Eradication Ray is little understood in the 41st Millennium, though its effects are undeniable. Anything caught in the sickly beam produced by an Eradication Ray is disassembled atom by atom and unwritten from reality.

Flechette Blaster

Spewing a fusillade of micro-darts at short range, Flechette Blasters are the standard sidearm of Sicarian Infiltrators, easily wielded in one hand whilst stalking prey. The flechette ammunition utilises advanced bioelectric technology to hone in on the wielder's target, ensuring those struck by a single bolt are then felled by a thousand more cuts.

Macrostubber

Far removed from simpler slug-throwers, each Macrostubber is a highly advanced relic capable of unleashing a hail of bullets. Macrostubbers utilise auto-loading and cooling technologies to ensure the firearm does not buckle or melt despite the intense heat generated by the withering torrent of bullets.

Phosphor Serpenta

A chemical sidearm of antique design, a Phosphex Serpenta fires searing incendiary bolts that cause toxic conflagrations. Those struck by a slavo of vile phosphor burn quickly as it sizzles through flesh and armour, and those that survive soon find the bright explosive burst makes them an easier target for follow-up shots.

Stubcarbine

Combining the advanced machinery of the Mechanicus with the reliability of traditional slug-throwing firearms, the Stubcarbine can unleash a torrent of bullets comparable to a Heavy Stubber despite being small enough to be wielded by a Skitarii.

MILITARUM AUXILLA RANGED WEAPONS

Grenadier Gauntlet

These Ogryn-sized grenade launchers are built to be incredibly stable, and can be safely used as massive bludgeons without risking accidental detonations. Using the same simple firing mechanism as the Ripper Gun, Bullgryns use Grenadier Gauntlets to assault foes with mass explosives from behind impenetrable slabshield walls.

Ratling Rifle

Though built to a slightly smaller scale to other Imperial weaponry, the long barrel of these sniper rifles stretches beyond a Ratling's height. Though Ratling Rifles are almost universally simple slug throwers, they are deadly in the hands of their sharp-eyed Species.

Ripper Gun

Big, sturdy, and basic, the Ripper Gun is purpose-built to be wielded by Ogryns. Because of this, its size and solid construction ensure it is as useful as a club as a firearm. The typical stupidity and inaccuracy of an Ogryn shaped the design of the Ripper Gun, resulting in a custom trigger mechanism activated by squeezing the handle to fire a burst of shot. A burst limiter is hard wired into every Ripper Gun to ensure an excited Ogryn does not expend an entire clip the first time they squeeze the weapon's handle.

BOLT WEAPONS

Bolt Carbine

A compact variant of the Primaris Bolt Rifle, the Bolt Carbine has an additional hand-grip mounted at the front of the weapon for enhanced close combat accuracy.

Condemnor Boltgun

A rare weapon that combines the raw power of a Bolter with the Warp-repulsing theurgy of the Emperor's faithful, a Boltgun is combined with an archaic crossbow which fires silver stakes inscribed with sacred sigils of Warp disruption that twist a psyker's vile gifts against them to inflict perilous wounds.

RANGED WEAPONS											
NAME	DAMAGE	ED	AP	RANGE			SALV	TRAITS	VALUE	RARITY	KEYWORDS
				S	M	L					

Kroot Rifle	8	1	—	12	24	36	2	Rapid Fire (1)	3	3	2 HANDED, PROJECTILE, KROOT
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ADEPTUS MECHANICUS RANGED WEAPONS											
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NAME	DAMAGE	ED	AP	RANGE			SALV	TRAITS	VALUE	RARITY	KEYWORDS
				S	M	L					

Eradication Ray	13	1	—2	12	24	36	1	Heavy (5), Inflict (X), Rending (3)	8	3	2 HANDED, PROJECTILE, KROOT
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Flechette Blaster	8	2	—	6	12	18	2	Pistol, Rapid Fire (4)	4	1	PROJECTILE, ADEPTUS, MECHANICUS
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Macrostubber	9	2	0	6	12	18	3	Pistol, Rapid Fire (3)	6	3	PROJECTILE, ADEPTUS, MECHANICUS
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Phosphor Serpenta	12	2	—1	9	18	27	1	Assault, Melta	7	3	PHOSPHEX, ADEPTUS, MECHANICUS
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Stubcarbine	10	1	—	9	18	27	1	Pistol	6	2	PROJECTILE, ADEPTUS, MECHANICUS
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MILITARUM AUXILLA RANGED WEAPONS											
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NAME	DAMAGE	ED	AP	RANGE			SALV	TRAITS	VALUE	RARITY	KEYWORDS
				S	M	L					

Grenadier Gauntlet	11	3	—	6	12	18	1	Assault, Blast (2), Heavy (5)	6	3	EXPLOSIVE, ASTRA MILITARUM, MILITARUM AUXILLA
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Ratling Rifle	9	1	—	18	36	54	0	Sniper (3), Reliable	6	1	PROJECTILE, IMPERIUM, ASTRA MILITARUM, MILITARUM AUXILLA
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Ripper Gun	11	2	—	6	12	18	2	Assault, Brutal, Heavy (5)	5	3	PROJECTILE, IMPERIUM, ASTRA MILITARUM, MILITARUM AUXILLA
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GRENADES											
NAME	DAMAGE	ED	AP	RANGE			SALV	TRAITS	VALUE	RARITY	KEYWORDS
				S	M	L					
Frag Bomb	12	4	-	(S) x2m or as Launcher			-	Blast (8)	5	1	EXPLOSIVE, IMPERIUM
Melta Bomb	16	4	-4	(S) x2m or as Launcher			-	Blast (4)	5	3	EXPLOSIVE, IMPERIUM
Mindscrambler Grenade	10	4	-	(S) x4m or as Launcher			-	Agonising, Arc (4), Blast (6)	5	2	EXPLOSIVE, ADEPTUS MECHANICUS
Shock Grenade	3 (Shock)	-	-	(S) x4m or as Launcher			-	Blast (6), Inflict (Blinded 1, Vulnerable 1)	2	1	EXPLOSIVE, IMPERIUM

GRENADES

Frag Bomb

Purpose-built for the oversized hands of Ogryns, Frag Bombs are simply upscaled frag grenades simplified for use by blunt minds. A Frag Bomb causes a larger, more deadly explosion of shrapnel, though pressure plates must be engineered into every bomb in the eventuality that an Ogryn forgets to throw after pulling the pin.

Melta Bombs

By compressing sub-molecular technology, a Melta Bomb provides the sunburst intensity of a Melta in a horrifying hand thrown explosion. These explosives can reduce even the thickest of voidship hulls to melting slag in seconds.

Mindscrambler Grenade

Discharging wild surges of bio-electricity into circuitry and nervous systems alike, Mindscrambler Grenades are equally deadly when used against organic or mechanical foes. A rare instance of ancient Biologis studies being applied directly to weaponry, each grenade contains the replicae organs of a xenos creature capable of producing high current electrical discharges.

Shock Grenade

Bursting in a deafening explosion of blinding light, Shock Grenades are used to disorient and terrify the unfortunate targets of Primaris Reivers to ensure a devastating charge.

A Shock Grenade deals Shock Damage to targets caught in the Blast radius instead of Wounds. If the target suffers any Shock Damage, they also suffer the *Blinded* and *Vulnerable* Conditions. Targets in the Blast radius of a Shock Grenade can attempt to use the normal rules for dodging area effect attacks (W&G Rulebook page186).

ARMOUR

Kroot Armour

Little more than scraps of metal strung together to protect the few vulnerable parts of Kroot biology, this armour is cobbled together with care to ensure it does not inhibit movement.

Mark X Phobos Power Armour

A variant of Mark 10 Tacticus Power Armour optimised for stealth and mobility, Phobos Armour features reengineered servo-motors to ensure silent movement. Through use of smaller ceramite plates, Phobos Armour maximises the wearer's mobility but sacrifices a small amount of protection.

Sicarian Battle Armour

Installed onto the heavily augmented bodies of Sicarians, this thin, flexible armour perfectly protects the few biological parts of a killcade without limiting their crucial mobility.



ARMOUR					
NAME	AR	TRAITS	VALUE	RARITY	KEYWORDS
Kroot Armour	2	—	1	1	LIGHT, PRIMITIVE, KROOT
Mk X Phobos Power Armour	4	Powered (3)	9	3	POWERED, IMPERIUM, ADEPTUS ASTARTES, PRIMARIS
Sicarian Battle Armour	4	Power Field	6	2	IMPERIUM, ADEPTUS MECHANICUS, SKITARII
MILITARUM AUXILLA ARMOUR					
NAME	AR	TRAITS	VALUE	RARITY	KEYWORDS
Bullgryn Plate	4	—	5	1	HEAVY, IMPERIUM, ASTRA MILITARUM, MILITARUM AUXILLA
Brute Shield	3*	Shield	5	2	HEAVY, IMPERIUM, ASTRA MILITARUM, MILITARUM AUXILLA
Slabshield	4	Cumbersome, Shield	5	2	HEAVY, IMPERIUM, ASTRA MILITARUM, MILITARUM AUXILLA

MILITARUM AUXILLA ARMOUR

This armour is designed for Ogryns. Average-sized characters cannot wear Ogryn armour, and treat Ogryn shields as having the Bulk (2) Trait.

Brute Shield

Bullgryns most suited to close combat are equipped with Brute Shields, thick slabs of plasteel incorporating a refractor field to ensure they reach the frontlines even under heavy artillery fire.

Bullgryn Plate

The Departamento Munitorum discovered long ago that Ogryns were strong enough to wear recycled vehicle armour, and have since used any surplus to outfit Bullgryns in what is known as Bullgryn Plate.

Slabshield

These thick slabs of reinforced plasteel require the strength of an Ogryn to lift, and are used by Bullgryns to form impassible shield walls. The bottom is spiked to be planted in the ground, and the sides are notched so that they can slot together. The viewport at the front is a design necessity, as most Ogryns lack the coordination required to walk forward whilst blocking their own vision.

EQUIPMENT

Brazier of Holy Fire

Value: 5

Rarity: 4

Keywords: IMPERIUM ADEPTUS
MINISTORUM ADEPTA SORORITAS

Effect: Anyone can attempt to light a Brazier of Holy Fire as a Combat Action. When lit, the Brazier sheds bright light for 6 metres. If a character with at least one Faith point wields the Brazier of Holy Fire, any character with the **DAEMON** Keyword touched by its light is *Hindered*. A character wielding a Brazier of Holy Fire can spend 1 Faith point to unleash the holy flames as a Reflexive Action. This attack functions in the same way as a Hand Flamer (**Wrath & Glory Rulebook**, p.219) but has +3 ED. If the target of this attack has the **DAEMON** Keyword, the attack has +6 ED instead.

The blazing zeal of the Ecclesiarchy rendered real in sacred flame, ensconced in iron wrought with the aches of priests, a Brazier of Holy Fire can only be lit by a true devotee of the Emperor, and its light bears a modicum of His magnificent power.



Diagnostor Helmet

Value: 5

Rarity: 3

Keywords: IMPERIUM, ADEPTUS ASTARTES

Effect: +1 Bonus Dice to Medicae (Int) Tests to detect and diagnose diseases, injuries, and ailments, and to determine cause of death. If your target is the Adeptus Astartes or Primaris Astartes Species, this bonus increases to +2 Bonus Dice.

The auto-senses installed in a suit of Astartes Power Armour are perfectly optimised for battle, but those worn by Apothecaries are retuned to focus on medical aid.

Excrutiator

Value: 3

Rarity: 2

Keywords: ADEPTUS MINISTORUM
INQUISITION

Effect: You may apply an Excrutiator to a target as a Combat Action. If the target is capable of resisting and chooses to do so, you must succeed on an Opposed Test (typically Strength, Agility or Initiative) to inflict the Excrutiator on them. The Excrutiator deals 1 Shock Damage and *Hindered* 1 when applied to a target. The Excrutiator may be applied repeatedly, dealing an additional 1 Shock Damage and increasing the *Hindered* Condition by +1 every time it is used. At the GM's discretion, it may also alter the target's emotions.

Hundreds of wires labelled with the inscrutable hexagrammic symbols of the Inquisition protrude from this compact black cube. Each wire, when correctly applied to the flesh of an individual, infiltrates their nervous system and manipulates their synaptic responses, triggering emotions, mood, and crucially, pain. The Inquisition and Confessors of the Ecclesiarchy use these portable torture devices when they are away from their more well-equipped facilities.

Laud-Hailer

Value: 3

Rarity: 0

Keywords: [ANY]

Effect: A portable Laud-Hailer makes your voice audible at double the normal range. If you have a Talent or Ability that uses your voice, its range is doubled.

Using modified vox technology, a Laud-Hailer can amplify a voice to make it audible to an entire crowd.

Grapnel Launcher

Value: 4

Rarity: 1

Keywords: IMPERIUM, ADEPTUS ASTARTES, PRIMARIS

Effect: The grapnel launcher has a medium range of 30 metres, and can be fired as a Combat Action like a normal Ranged Weapon into any surface with a default DN of 3. If successfully fired into a surface, the grapnel latches on, and can be retracted to pull you up to that surface as a Free Action.

A simple tool utilised by deep-striking Primaris forces, a grapnel launcher can quietly pull the full weight of a Primaris Astartes to an advantageous vertical position in seconds.

Infravisor

Value: 5

Rarity: 3

Keywords: IMPERIUM, ADEPTUS MECHANICUS

Effect: An Infravisor functions as Preysense Goggles (*Wrath & Glory Rulebook*, p.239), and also allows you to detect high levels of radiation in your immediate environment.

An advanced technological visor often installed into the augers and augmetic eyes of the Adeptus Mechanicus, the Infravisor allows its user to see into a wide range of spectra simultaneously, including several the Mechanicus do not truly understand.

HEARING RANGE

Some Talents and Abilities in *Wrath & Glory* use a character's voice, and so are limited by how far the sound can carry. If you want to measure this with more specificity, you can use this optional rule.

Audio Conditions	Range
Perfect Conditions	80m
A hive tunnel-street, a mega-acreage being farmed, the deck of a voidship.	40m
The din of battle, a loud manufactorum floor, the sea in a storm.	20m

Narthecium

Value: 5

Rarity: 2

Keywords: IMPERIUM, ADEPTUS ASTARTES

Effect: You can make Medicae (Int) Tests to perform surgeries and heal others without suffering any DN penalties related to the current situation. When you make a Medicae (Int) Test using a Narthecium as part of a Multi-Action in combat, the DN penalty is decreased by 2. Most Nartheciums incorporate a Reductor, which allows gene-seed to be recovered from a dead Astartes with a Simple Action.

Performing first aid on a power-armoured Space Marine in the heat of battle is difficult even for the gifted Astartes Apothecaries. To this end, each Apothecary customizes their own Narthecium, a wrist-mounted array of medical tools. Though each is unique, most Nartheciums share certain tools: a biometric link to the user's auto-senses, a set of telescoping syringes, and the twin terrors of chainblade and Apothecarian drill to pierce armour, flesh, and bone. Most crucial of all is the Reductor, a device that can quickly recover gene-seed from a fallen Astartes and safely store it in stasis, ensuring the perpetuation of that Chapter's numbers.

Null Rod

Value: 5

Rarity: 2

Keywords: IMPERIUM, ADEPTUS ASTARTES

Effect: Whilst you wield a Null Rod in one hand, any Psychic Mastery (Wil) Tests made within 18 metres of you suffer a DN penalty of +3.

Forged from inscrutable obsidian, a Null Rod has the highly prized ability to limit the insidious influence of the Warp in a small area.

Purity Seal

Value: 2

Rarity: 2

Keywords: IMPERIUM

Effect: As long as you do not have any points of Corruption, you gain +1 bonus dice to any Corruption Test for each Purity Seal you have.

The prayers and litanies of the Imperial Cult are written on simple vellum, then sealed with wax onto the holy weapons and armour of His warriors. These purity seals are awarded to heroic warriors and the purest of the faithful, protecting their bearer from the foul taint of Chaos.

Psychic Hood

Value: 5

Rarity: 3

Keywords: IMPERIUM, ADEPTUS ASTARTES

Effect: +1 bonus dice to Psychic Master (Wil) Tests. Whenever you use the Deny the Witch psychic power, the DN is equal to 1 + the DN of the psychic power you are trying to deny.

Often incorporated into an Astartes Librarian's power armour, a Psychic Hood is wired directly into the masterful mind of its wearer. Utilising arcane psychoactive crystalline technology, the Psychic Hood enhances the wearer's ability to exert their influence over the Warp without exposing unduly them to its myriad evils, even improving their ability to nullify the warcraft of others.

Simulacrum Imperialis

Value: 5

Rarity: 4

Keywords: IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS

Effect: As long as you heft the Simulacrum Imperialis with at least one hand, you and any allies that are faithful to the Imperial Cult within 15 metres gain +2 Bonus Dice to any Corruption Tests.

Often incorporating the bones of saints or carved statues of their hallowed likeness, a Simulacrum Imperialis is held aloft over the field of battle, inspiring the devout to feats of heroism.

Skull Helm

Value: 4

Rarity: 3

Keywords: IMPERIUM, ADEPTUS ASTARTES

Effect: Whilst wearing a Skull Helm you gain +1 Bonus Dice to all Leadership (Wil) Tests made against targets with the ADEPTUS ASTARTES Keyword.

The leering Skull Helm of a Chaplain is a fearsome memento mori, striking fear into the hearts of the hapless enemies of the Adeptus Astartes and reminding those faithful to the Imperium of both the Emperor's divine sacrifice and their own mortality owed to Him.



AUGMETICS

Abeyant

Value: 8

Rarity: 4

Keywords: **ADEPTUS MECHANICUS**

Requirements: Four other Augmetics.

Effect: Allows you to hover up to 3 metres off the ground and move at your Speed. If you are falling, the Abeyant slows your fall so that you land safely.

Taking the form of an ornate throne, pulpit, or lectern, an Abeyant is directly integrated into its owner's augmetics and uses anti-gravitic levitation technology to convey them over battlefields to survey the troops they command. Merging machine and body in such an extensive way is a sign of status as much as a representative of dedication to the Machine Cult.

B.O.N.E

Value: 4

Rarity: 1

Keywords: **IMPERIUM MILITARUM AUXILLA**

Requirements: Ogryn Species, Leadership 1, Rank 3

Effect: Raises your Maximum Intellect to 3 and increases your Intellect by 1.

Though Ogryns are undeniably unintelligent as a Species, some are smarter than others. These few bright sparks that can count above three, display consistent object permanence, or can even handle basic problem solving, are marked out as suitable for the Biochemical Ogryn Neural Enhancement procedure, further improving their intelligence. These Ogryns are known as Bone'eads, utilising the boosted intelligence afforded by their cerebral implants to lead others in battle.

Chordclaw

Value: 5

Rarity: 3

Keywords: **IMPERIUM ADEPTUS MECHANICUS**

Effect: Your hand is replaced by a Chordclaw. Your Chordclaw hand functions as a normal hand, but also replaces your Unarmed Strike with the weapon profile below.

The scalpel fingers of a Chordclaw are known to disassemble a body with the soulless efficiency typical to the Adeptus Mechanicus. The three needle-sharp digits of a Chordclaw move with unnerving speed, quickened further by the stomach-turning sonic resonance of all transonic weapons.

Enhanced Ballistic Mechadendrite

Value: 5 + Weapon Value Rarity: 3

Keywords: **IMPERIUM ADEPTUS MECHANICUS**

Requirements: The weapon you want to integrate into the Enhanced Ballistic Mechadendrite.

Effect: When you fire your Enhanced Ballistic Mechadendrite as part of a Multi-Action or Multi-Attack, the DN penalty is decreased by 2. The weapon never needs to be reloaded, but when you use a Salvo Option with your Enhanced Ballistic Mechadendrite you suffer Shock equal to the weapon's Salvo rating.

Tech-Priests that serve the Omnissiah through glorious combat against ignorant enemies often incorporate advanced weaponry into their mechadendrites, allowing them to simultaneously lead their forces, perform righteous rites of repair, and blast their enemies with arane technology.

Infiltrator Headpiece

Value: 3

Rarity: 1

Keywords: **IMPERIUM ADEPTUS MECHANICUS**

Effect: Your Passive Awareness is increased by +Rank.

Originally designed to amplify the neurostatic aura of a Sicarian Infiltrator, the auto-senses of these domed headpieces are prized amongst scouts and sentries for extending their vision across multiple spectra.

CHORDCLAW

NAME	DAMAGE	ED	AP	RANGE	TRAITS	VALUE	RARITY	KEYWORDS
Chordclaw	(S) +3	3	-	-	Agonising, Rending (6)	5	3	BLADE, TRANSONIC, ADEPTUS MECHANICUS

MULTIPLE MECHADENDRITES

The high Magos of the Adeptus Mechanicus are amongst the most intelligent individuals in the Imperium, capable of splitting their focus and consciousness between multiple Mechadendrites, abandoning their flawed biology to fully remake themselves in the image of their multi-limbed Machine God.

If you choose to use this optional rule, the number of Mechadendrites you can install and efficiently manage is determined by your Tech (Int) dicepool:

Tech (Int) Dice Pool	Maximum Number of Mechadendrites
1-10	1
11-14	2
17-18	3
19-20	4

Principes Limb Rig

Value: 5

Rarity: 3

Keywords: IMPERIUM ADEPTUS MECHANICUS

Effect: You gain an additional limb that can operate simple equipment or wield a melee weapon. During combat, you can use your additional limb to make a Tech (Int) Test, use a piece of Wargear, or make a melee attack if you have a spare melee weapon. When you use your additional limb as part of a Multi-Action or Multi-Attack, the DN penalty is decreased by 1.

Awarded to the most logically ruthless and callously effective leaders of Sicarian killcades, a Principes Limb Rig further enhances its beneficiary's combat abilities whilst allowing their Mechanicus masters to track them closely.

LIBRARIUS DISCIPLINE

Millennia of research into the esoteric madness of the Emperuean are contained in every Librarius. Amongst the thousands of scrolls recording battles with daemons and mutant cleansing rituals are tomes detailing the safest and most stable ways to manipulate the nightmarish tides of the Warp to best serve the Emperor in battle. This is the purpose of the Librarius Discipline: empowering an Astartes without unduly risking exposure to Chaos, and ensuring they fulfill their duty to battle His enemies.

The Librarius Discipline can only be mastered by psykers with the **ADEPTUS ASTARTES** Keyword.

Veil of Time

XP Cost: 20

DN: 8

Activation: Action

Range: 20m

Duration: Sustained

Multi-target: Yes

Keywords: PSYCHIC

Effect: You channel the Warp to twist the flow of time, unnaturally stretching a single moment.

For as long as you Sustain this power, your target may take two Turns in each Round.

Might of Heroes

XP Cost: 15

DN: 7

Activation: Action

Range: 15m

Duration: Sustained

Multi-target: No

Keywords: PSYCHIC

Effect: Summoning the labyrinthine lore of your Librarius, you bestow the martial might of ancestral Astartes brethren unto your ally, siphoning the Warp to empower their form.

Potency: [3] Your target gains an additional +1 Strength, Toughness, and Initiative.

Your target gains +1 Strength, Toughness, and Initiative until the start of your next Turn.

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Psychic Scourge

XP Cost: 20 DN: Target's Willpower
Activation: Action Range: 20m
Duration: Instant Multi-target: Yes
Keywords: **PSYCHIC**

Effect: You perforate your target's mind, stripping it of information in an incredibly painful and frightening way.

Potency: [3]+1 Mortal Wound

To activate this power, you must win an Opposed Willpower Test with your target. If you succeed, you deal 1d3 Mortal Wounds and the target suffers the *Fear* Condition.

Fury of the Ancients

XP Cost: 15 DN: 10
Activation: Action Range: 14m
Duration: Instant Multi-target: No
Keywords: **PSYCHIC**

Effect: Consulting the legendarium of your Librarius, you manifest a monstrosity fought in your Chapter's history and unleash the Warp-borne terror on your enemies.

Potency: [1] +7m Range. [2] +1 Mortal Wound.

If you successfully activate this power, the Fury of the Ancients travels in a straight line for 14m in a direction you choose. All enemies on that line suffer 2d3 Mortal Wounds.

Psychic Fortress

XP Cost: 15 DN: 6
Activation: Sustained Range: 20m
Duration: Instant Multi-target: Yes
Keywords: **PSYCHIC**

Effect: You fortify your target's mind with multiple mental hexagrammic wards, protecting it from the predations of the Warp and bolstering their bravery.

Your target becomes immune to the *Fear* and *Terror* Conditions for as long as you Sustain this power. Your target also gains Bonus Dice equal to your Willpower Attribute when they roll Determination against damage caused by a Psychic Power, and may roll Determination against Mortal Wounds caused by Psychic Powers for as long as you sustain this power.

Null Zone

XP Cost: 15 DN: 7
Activation: Action Range: 20m
Duration: Instant Multi-target: No
Keywords: **PSYCHIC**

Effect: Drawing on the Emperor's own purity, you twist the power of the Warp to temporarily expel its malign influence from a specific area.

Potency: [1] +10m Range. [2] Double the radius of the null zone.

When you successfully activate this power, select a point or target in range. You create a null zone with a 6m radius centered on that point or target until the start of your next Turn. The DN of all Psychic Mastery (Wil) Tests made within the null zone is increased by your Willpower Rating. The Invulnerable Armour Trait has no effect inside the null zone.



ENDEAVOURS



Your character may live in a galaxy rife with horrors and unending conflict, but the perilous scenarios they face will eventually come to an end. This chapter provides tools to quickly detail what happens in the downtime before your next adventure.

You may take Endeavours between adventures, activities that may help to further your character's goals or provide mechanical bonuses to use in your next adventure. If you have downtime, you can always take one Endeavour, and your GM may allow you to take a maximum of three Endeavours depending on the length of your downtime.

The Endeavours presented here are broken down into General Endeavours, which can be attempted by any character, and Faction Endeavours, which can only be instigated if you belong to the specified Faction. The Endeavours presented here are only intended for characters with the **IMPERIUM** Keyword.



OPTIONAL RULE: PERSONAL TIME

What your character does between their adventures is entirely up to you and your GM. All of the rules in this chapter are optional — some may enjoy the bonuses, or the simple explanations for what happens to their characters between adventures. Others may see these as inspiration for player-driven adventures in themselves. As always, it's your game, so play it your way!



PERFORMING ENDEAVOURS

Endeavours can be performed in three ways:

SKILL TESTS

Most Endeavours can be completed with a Skill Test. Endeavours that can be completed with a Skill Test list associated Skills that can be used to perform that Endeavour. The DN for these Skill Tests is typically assumed to be DN 5, unless otherwise determined by your GM based on the conditions. As Endeavours occur outside of adventuring, you cannot use Wrath or Glory on these Tests.

MULTI-STAGE ENDEAVOURS

Some Endeavours might require you to make more than one Test, or have a DN that may seem impossible to achieve with a single Test. These are known as Multi-Stage Endeavours, which can't be completed using a Simple Test and often require specific Skills to complete.

To attempt a Multi-Stage Endeavour, make the associated Skill Test. Regardless of the result, you do not fail, and every Icon you roll reduces the DN of the Multi-Stage Endeavour by 1. When the DN reaches 0, the Multi-Stage Endeavour is complete. This will likely take more than one Skill Test across several Endeavours.

Unless otherwise stated, a Multi-Stage Endeavour can be put on hold while you undertake other Endeavours.

Example: *Verdis-80 the Lexmechanic is tired of the Munitorum denying their requests for a Meltagun, and has resolved to construct their own. After an adventure battling the Faceless Creed, Verdis-80 has some downtime and decides to start the Craft Equipment Endeavour, using his connections with the Machine Cults of Avachrus to acquire the necessary raw materials and equipment.*

*As a Meltagun is Uncommon, the DN of the Test to create a Meltagun is 10. Verdis-80 makes a **Tech (Int) Test** and rolls 6 Icons, reducing the DN of the Multi-Stage Endeavour to 4. The GM rules that Verdis-80 has completed most of the firing mechanism of the Meltagun, but there is still much work left to be done.*

Verdis-80's group are called upon to investigate the source of mass dissent amongst the workers of Hive Sano on Gilead Primus. After purging the ringleaders, Verdis-80 decides to attempt the Discovery Endeavour to find an expert on Genestealer Cults, believing the vile xenos were the true source of the insurrection. Verdis-80's research embroils their group in another adventure tracking down and destroying a Genestealer Patriarch.

After their successful campaign, Verdis-80 has more downtime, and returns to Avachrus to complete work on their Meltagun. They make another Tech (Int) Test as part of the Multi-Stage Endeavour and roll 5 Icons. As the DN for the Multi-Stage Endeavour was 4 after the first Test, they have successfully completed their Meltagun.

SIMPLE TESTS

Some Endeavours can be completed using a Simple Test, which represents leaving the Endeavour to fate, faith, or blind luck. To make a Simple Test, roll 1d6. A 1 is a Complication, a 2-5 is a success, and a 6 is a Wrath Critical.



MULTI-SESSION ADVENTURES

These rules are designed to be used at the table before or after an adventure, or between gaming sessions. Some sessions might end at a point that doesn't naturally transition into downtime or Endeavours. If a session ends whilst your group are exploring an Ork-infested Space Hulk, there isn't much chance you'd be able to socialise with another Faction or engage in some meditation. In these situations, the GM may allow you to continue your next session with the benefit gained from your last Endeavour if it provides an ongoing effect. If your selected Endeavour is a one-time bonus that you've already used, or reliant on a Test you previously failed, then you continue without the bonuses of that Endeavour.

EVENTS

At the start of downtime, the GM will decide if an event occurs. Either:

- ☠ The GM determines a single event that will affect the entire party. The event will be of their own invention, or determined by rolling d66 and consulting the list below.
- ☠ Each player determines a single event that affects their character by rolling d66 and consulting the list below.

11-12: Haunted Past

An event or person from your past appears to complicate your life. This comes at the most inopportune moment, possibly preventing you from completing your Endeavour. The prodigal acquaintance may be friendly, or have dishonest intentions.

If you choose to take a Simple Test, then you subtract 1 from the result of your d6 roll. If you make a Skill Test, it results in a Complication regardless of the result on the Wrath Die.

13-14: Atmospheric Pressure

You encounter a bout of bad weather typical to the 41st Millenium. Acrid acid rain falls, industrial effluent fills city streets with smog, or the void itself roils with Warp Storms.

The DN of any social Tests to complete Endeavours increases by +1, as everyone is either in a foul mood or sheltering from the weather. The GM may determine that these environmental conditions persist into your next adventure.

15-16: Ghost in the Machine

Be it through sabotage, mechanical complication, a machine curse, or an aggressive string of scrapcode, your technology — and all technology around you — is malfunctioning.

Unless you take the Maintain Equipment Endeavour, you suffer a Complication the next time you make a Ballistic Skill (A), Pilot (A), or Tech (Int) Test. This event may have additional narrative effects as determined by the GM.

21-22: Recruitment Drive

Be it an Astra Militarum Regiment, a derivative sect of the Imperial Creed, or a vile cult of heretics opposed to the Imperium, a specific group is recruiting. This interferes with the day-to-day operations of the local area in obvious or subtle ways.

If you succeed at a DN 4 Deception (Fel), Intimidation (Wil), or Persuasion (Fel) Skill Test, you manage to evade the predations of whichever organisation attempting to inculcate you. Otherwise, you lose your Endeavour escaping the machinations or ministrations of their indoctrination.

23-24: The Emperor's Due

The tithes of the Administratum are as undeniable as a violent death in the 41st Millenium, and none know when either will come for them.

The Administratum request a tithe of Wealth equal to your Tier. You may also pay the tithe with Wargear of equal or greater value. If you do not want to pay the tithe, you are free to try to negotiate with the Administratum, perhaps assisting them in their tithe collection — how this plays out is up to you and your GM.

25-26: Returning Heroes

A proud parade of military might is held in honour of heroes — or what remains of them — returning from the frontlines. The populace flock to this procession of somber coffins and powerful war machines.

You have been summoned for mandatory attendance, but this does not interfere with your Endeavours. It is up to your group if they are inspired by the bravery of these heroes of the Imperium, or enraged by the damage wrought by the foul foes of Humanity.

☠ **Inspired:** +1 Glory for the group at the start of your next adventure.

☠ **Enraged:** +1 Wrath for each character at the start of your next adventure.

31-32: Under Suspicion

Someone is taking notice of you. Be it the Confessors of the Ecclesiarchy monitoring your piety, the local Hive Enforcers cracking down on crime, or even an Inquisitor suspicious of your motives, your higher-ups have cast their sight down.

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You cannot select the Irregular Acquisition Endeavour and the DN for the Antagonise Endeavour increases by 2. If you have the **SCUM** Keyword, you can ignore his effect as you've learned how to evade the law.

33-34: Space Hulk

Without warning a Space Hulk emerges from the Great Rift. This new arrival causes a scramble of action as all Factions make hasty preparations to investigate.

To ensure that their agents can reach the site first, the Duties & Responsibilities for all Factions are temporarily rescinded, and you can choose to perform any General Endeavour without suffering a Faction-based penalty. Exactly what is on the Space Hulk is left to the GM, and may become the focal point for a new adventure.

35-36: Pious Parade

The Ecclesiarchy has stoked the faith of the populace, prompting them into extended celebrations that fill streets and voidships with throngs of faithful. Whether they are united in hymn, in penitent flagellation, or blazing the trail of a witch hunt is up to the GM.

Increase the DN of all Endeavour-related Skill Tests by 2 due to these disruptions. If you belong to the Adepta Sororitas or Adeptus Ministorum you find yourself swept up in these events and lose one Endeavour. If you have any Faith Talents, the first Faith Talent you use in your next adventure costs no Faith points.

41-42: Labors Lost

Be it through mass deaths in an industrial accident, the collapse of a colossal worker's hab unit, or an aggressive recruitment drive by the penal legions of the Astra Militarum, there are simply less laborers to fulfill the needs of the Imperium.

Due to reduced personnel, all Skill Tests as part of an Endeavour suffer a +1 DN penalty. If you choose to make a Simple Test on an Endeavour, you roll 2d6 and use the lowest result.

42-43: Psychic Awakening

The Empyrean churns with the cackling of primordial powers that seek to break their way into the Materium. Thousands of mortals cry out in pain as the Warp infects their souls.

If you are travelling in a voidship, you cannot attempt an Endeavour due to the empyric disturbances. If you are a psyker, you must perform the Puritanical Conditioning Endeavour, otherwise you must manifest all your psychic powers in the next adventure at the Transcendent level. The GM may decide that a number of NPCs become psykers due to Warp exposure, and allow players to hunt them down using the Toil Endeavour.

44-46: Rampant Illness

Sickness has overrun whatever place you find yourself in. The masses are plagued by this affliction, making accessing resources difficult.

You must make a DN 1 Toughness Test to resist the sickness, otherwise you lose one Endeavour whilst recovering. The DN of all Endeavour Skill Tests increases by 3 due to the spreading sickness, and the rolled result of any Simple Test is reduced by 2. You can counteract these effects by succeeding at a DN 5 Medicae (Int) Test, with success earning you 1 Influence for your noble actions.

51-52: Arguing Allies

Though unrelated to your current activities, two of your acquaintances have had a falling out. The GM decides which two NPCs (possibly important to your ongoing adventures, potentially even your Patrons!) have come to dislike one another.

You can choose to forgo your Endeavour to attempt a DN 5 Deception (Fel) or Persuasion (Fel) Skill Test to repair the relationship. If you decide not to do this or fail in the attempt, then the relationship falls apart entirely and the ramifications are left up to the GM.

53-54: Unexpected Rage

Blood boils, aggression rages, and tensions run high. Whether through the malign influence of the Blood God seeping through the Warp, or the simple stress of everyday life in the harsh Imperium, you feel yourself become agitated and irritable.

You can calm this rage by performing either the Hone Skill or Toil Endeavour using a Skill based on Strength, Toughness, Agility or Initiative. If you do not complete either of these Endeavours, the GM may spend 1 Ruin to cause you to become *Frenzied* whenever you roll a Complication in your next adventure.

55-56: Beset On All Sides

The myriad enemies of the Humanity strike jealously at the mighty Imperium; raiding Orks or Aeldari attack outposts and undefended voidships, while cults devoted to Chaos or Genestealer masters emerge from the shadowy corners of hive cities.

Your GM will decide what form this minor threat to the Imperium takes. You can choose to engage this threat head on, or ignore it entirely.

- ☠ If you choose to engage, decide with the GM how you can assist in eliminating your enemies; this could involve simply fighting the threat, or could be researching, setting up a trap, or sniping a key enemy leader.
- ☠ If you choose to ignore this call to action, you lose 1 Influence, but gain an additional Endeavour as other Imperials scramble to rebuff the threat.

61-62: Thieving Scum!

Something has been stolen from you! You may choose to lose 1 Wealth, 1 Ammo, or a random piece of Wargear. You can use the Discovery Endeavour to make a DN 3 Cunning (Fel) or Investigation (Int) Test to find the thief and confront them.

63-64: The Emperor Protects

He who sits resplendent on the Golden Throne has seen your exploits even through the darkness of the Great Rift, and has judged you a worthy servant of His will.

If you choose a Simple Test on an Endeavour, you count as having rolled a Wrath Critical. If you choose a Skill Test you can re-roll it as though you had spent a Wrath Die.

DUTIES & RESPONSIBILITIES

The Factions of the Imperium are demanding — every Imperial owes their life to the Emperor, and His realm is sustained through labor and bloodshed. Certain Factions expect their members to perform certain acts even when they aren't serving them on the battlefield or on missions.

Every Faction has a list of Duty-Bound Endeavours. If you perform an Endeavour outside of your Faction's prescribed list of Duty-Bound Endeavours, you lose 1 Influence. Additionally, the DN of any social Skill Tests made against other members of your Faction increases by +1 until you succeed on a Toil Endeavour.

ADEPTA SORORITAS

Raised through the Schola Progenium to serve the Emperor with every aspect of their lives, the Adepta Sororitas spend every moment away from the battlefield in prayer or preparation for war.

Duty-Bound Endeavours

- ☠ Devotional Worship
- ☠ Hone Skill
- ☠ Maintain Equipment
- ☠ Preach
- ☠ Toil

Toil Examples: *Tending to the spiritual and faithful wounds of the unwashed masses. Laboring to construct a church, shrine, cathedral, or other structure of the faithful. Time spent in penance for the sins of others.*

ADEPTUS ASTRA TELEPATHICA

Psykers of the Adeptus Astra Telepathica are not expected to perform any duties beyond their specific calling, provided they submit to regular examinations by a local governing power to ensure they maintain

BEYOND THE IMPERIUM

Aeldari, Orks and the Renegades of Chaos don't have the same duties or responsibilities as those in the Imperium, but also can't take Endeavours. Aeldari commonly spend their downtime returning to their people. Orks never let-up in their 'adventuring', and what would be considered downtime for an Ork would be strenuous activities for Imperial servants. Finally, the servants of the Ruinous Powers often retreat into their Warp-sheathed strongholds to perform profane acts. Future products will detail alternative options available to these groups.

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the appropriate levels of faith in the Emperor and control of their powers.

ADEPTUS MECHANICUS

Every member of the Adeptus Mechanicus must uphold both their sacred duties to the Omnissiah and preserve their link between the Tech-Priesthood of Mars and the Imperium of Mankind. Its members spend their time away from the battlefield collecting and collating the holy knowledge of the Machine God, repairing and building the technology of the Imperium, and ensuring the sacred Machine Spirits are appeased.

Duty-Bound Endeavours

- ☠ Discovery
- ☠ Maintain Equipment
- ☠ Craft Equipment
- ☠ Toil

Toil Examples: *Maintaining and fixing local technology. Performing rites for nearby Machine Spirits. Ensuring a manufactorum is operating at peak efficiency.*

ADEPTUS MINISTORUM

The priests of the Ecclesiarchy exult the Emperor with their every breath, their very existence devoted to His worship. That said, their labyrinthine organisation hold such power and prestige that its members are largely left to pursue their own goals, provided they serve the God-Emperor in some way.

ASTRA MILITARUM

As most members of the Astra Militarum are conscripted to battle the myriad foes of the Imperium, they fulfill most of their duties naturally, though both the Militarum and Munitorum demand regular reports on their activities and that every soldier maintains their training — their dangerous life means they would be foolish not to.

THE INQUISITION

The hidden work of the Holy Ordos of the Inquisition is never done. Humanity is assailed at every corner, and in the Gilead System, there are no reinforcements. Each member of the Inquisition is only as powerful as their information and their reputation, and so each individual must contribute to both to fuel their endless shadow war.

Duty-Bound Endeavours

- ☠ Antagonise
- ☠ Hone Skill
- ☠ Discovery
- ☠ Socialise
- ☠ Proscribed Studies
- ☠ Toil

Toil Examples: *File in-depth and exacting reports on your findings to your Ordo. Perform surveillance on suspicious targets. Attend to the needs of a higher ranking member of your Ordo. Organise the purging of an unthreatening cell. Recruit new members to your Ordo.*

ROGUE TRADER DYNASTIES

Perhaps the most free of all Imperial citizens, Rogue Traders may do whatever they like in their downtime — though those that are part of Dynasties may find keeping up with the family a profitable diversion.

A Rogue Trader always rolls for an Event when performing an Endeavour, regardless of the Endeavour they select.

SCUM

The lowest level of the Imperial Bureaucracy has no duties or responsibilities beyond themselves.

ADEPTUS ASTARTES

The Emperor's Angels of Death are utterly dedicated to battle in his name, and spend their elongated lives either waging, studying, or preparing for war.

Duty-Bound Endeavours

- ☠ Astartes Meditation
- ☠ Maintain Equipment
- ☠ Toil

Toil Examples: *Perform the rites and initiations on the behalf of their Chapter. Instruct and train Serfs and Initiates. Write and review combat reports to bolster the Chapter's knowledge of warfare.*

GENERAL ENDEAVOURS

The following list details the Endeavours any character may undertake between adventures. Despite their accessible nature, your Faction may still frown on you selecting one of these Endeavours (see **Duties & Responsibilities**). Unless otherwise stated, all General Endeavours last until they are expended, or until the next time you can undertake an Endeavour.

COMPLICATIONS

Endeavours are intended to be narrative tools that provide a minor mechanical bonus by either making a Simple Test or a standard Skill Test. Simple Tests already include a default failure mechanic if you roll a 1, but what happens if you make a Skill Test and roll a Complication on the Wrath Die? The answer is to work with your GM to figure out a compelling narrative!

Depending on the Endeavour, a Complication could mean that you end up having to spend Wealth in order to get all the benefits. A particularly dangerous Endeavour that results in a Complication could even result in you losing Influence for making a scene, angering a Faction who could hold a grudge, or even finding some forbidden knowledge that might result in a Corruption Test. Work with your GM to determine exactly what works best for your ongoing story.

ACCRUE WEALTH

You've established means of gaining material wealth from numerous sources. This may be based on your ability to help locals with trade skills or through your ability to make deals or call in favours with other elements. The Accrue Wealth Endeavour allows you to gain more Wealth from whatever narrative elements you wish to pull from. This could involve exacting

tithes from businesses you're affiliated with, or it could represent you taking part in smaller activities between missions that earn you some form of commendation from communities.

Simple Test

On a Complication, your efforts are in vain and you gain no additional Wealth through your actions. On a success, you manage to increase your Wealth by 1. On a Wrath Critical, you instead increase your Wealth by 1 + Rank.

Skill Test

You can typically use the Skills listed below for this Endeavour. On a success you increase your Wealth by 1.

- ⚙ Athletics (S) to profit from physical labor.
- ⚙ Cunning (Fel) to exploit your underworld contacts.
- ⚙ Deception (Fel) to swindle resources from others.
- ⚙ Intimidation (Wil) to extort with threats.
- ⚙ Investigation (Int) to track down items of value.
- ⚙ Leadership (Wil) to command a workforce.
- ⚙ Medicae (Int) to work as a doctor or augmetician.
- ⚙ Persuasion (Fel) to make business deals.
- ⚙ Pilot (A) to transport goods or people.
- ⚙ Scholar (Int) to aid others with your knowledge.
- ⚙ Tech (Int) to perform private repairs or maintenance.

ANTAGONISE

You can spend your downtime working to undermine and/or upset an organization or group, possibly even antagonizing one group against another. When you use this Endeavour, select a single target NPC, a group, or a Keyword to antagonise. You may also decide on a target for that group's ire, which, if you succeed on the Skill Test, the GM may work into the ongoing narrative of the campaign. If you select a group or Keyword to antagonise, then this becomes a Multi-Stage Endeavour.

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Simple Test

On a Complication, your efforts backfire and the GM gains 1 Ruin at the start of the next adventure. On a success, you succeed and the GM must spend 2 Ruin points for any Ruin action taken by the target of this Endeavour. On a Wrath Critical, your efforts disrupt your foes and reduce the GM's total Ruin by 1 at the start of the next adventure.

Skill Test

You can typically use Cunning (F), Deception (F), Intimidation (Wil), Leadership (Wil) or Persuasion (F) for this Endeavour. On a success the GM must spend 2 Ruin points for any Ruin action taken by the target of this Endeavour.

Multi-Stage

If you decide to target a group or Keyword with this Endeavour, then the DN increases to 8 for a specific group and 15 for a specific Keyword. Once you complete this Multi-Stage Endeavour, you've set-up a network of contacts and contingencies that you can easily activate to assist you against your chosen target. As a result, you can activate it at the start of any scene involving your targeted group. For the remainder of the adventure, the GM must spend 2 Ruin points for any Ruin action taken by the target group or Keyword of this Endeavour.

DISCOVERY

Between adventures, you may decide to research a specific topic. Finding a discovery could be related to investigating an old crime scene, meticulously researching in a decrepit Mechanicus data crypt, finding an expert on hidden lore, or locating a

daemonic tome. Depending on the specific target or goal of your research, the GM may determine this to be a Multi-Stage Endeavour. Discerning the hierarchy in a local gang and how to exploit it would be the goal of a single Endeavour, while uncovering the most basic information on a sector-wide conspiracy may require several different Skill Tests as part of a Multi-Stage Endeavour.

Simple Test

On a Complication, your research fails. On a success, you manage to consult with an expert or find some piece of important information that relates to the goal of your discovery. On a Wrath Critical, you not only learn a piece of important information, but you also learn a useful piece of information related to the subject of your discovery that is not specific to what you were investigating.

Skill Test

You can typically use Cunning (F), Investigation (Int), or Scholar (Int) for this Endeavour. On a success, you find some piece of important information that relates to the goal of your discovery.

Multi-Stage

At the GM's discretion, more in depth goals may require you to make a Multi-Stage Discovery Endeavour composed of different Skill Tests. In these circumstances, the GM can determine the appropriate Skill Tests to attempt, typically each with a DN no lower than 8. Researching a lost Exorcist-Class Grand Cruiser belonging to a martyred Rogue Trader may begin with a Cunning (Fel) Test to locate the sole survivor of the vessel, and then that survivor may need a Persuasion (Fel) Test to be convinced to part with the information, or the NPC may even send the Agents on a whole adventure before they're willing to assist.

HONE SKILL

While you have trained in a variety of different skills, sometimes you focus your downtime on practicing a certain expertise. This practice may be to prepare for a mission related to the campaign, or as part of preparation for a personal goal (including potential avenues to eventual Ascension). Regardless of your reasoning, you should come up with a narrative on how you practice the specific skill, which could vary wildly depending on the specific skill and what you're training for.

DISCOVERY	
DN	Discovery
3	Learn about a notorious gang in an Imperium settlement.
5	Uncover an intentional Administratum filing error that has been occurring for centuries by a departmento from a prominent Hive World.
7	Learn the identity of major members of an organization at the heart of a secretive sector-wide conspiracy.
9	Discover the name of the specific Aeldari farseer who has been meddling in your affairs since before you were even born.

There is no Simple or Skill Test to use this Endeavour. When you use the Hone Skill Endeavour, select a single Skill that you have at least a Skill Rating of 1 or more in. For your next session, whenever you spend Glory to increase dice pool for that skill, you gain two Bonus Dice instead of one. This cannot be used on Ballistic Skill or Weapon Skill.

IRREGULAR ACQUISITION

While it is possible to spend time during adventures making an Influence Test to try to acquire new Wargear, the Irregular Acquisition Endeavour represents you spending time between adventures working to procure important items you would have difficulty normally accessing. You may be a Rogue Trader looking to acquire a specific xenos weapon and engage with smugglers from the Reach, a follower of the Ministorum seeking to find a long-lost relic you wish to use to consecrate an important site against the Emphyrean, or an Inquisitor seeking the armor of a lost hero of Imperium to use as your bulwark against the unclean masses of heretics arrayed against you.

When you use the Irregular Acquisition Endeavour, select a single piece of Wargear that you want to acquire. Unlike the normal rules for Requisitioning Wargear, you can select a piece of Wargear that you don't share at least one Keyword with. If the item has a rarity of Very Rare or Unique, then this becomes a Multi-Stage Endeavour.

Skill Test

You must attempt a Cunning (Fel) Test. On a success, you find an individual or organization willing to trade for the desired Wargear. You then make an Influence Test as normal to acquire the item, following all the normal rules for Requisitioning Wargear (see page 205 of the **Wrath & Glory Rulebook**) and can spend Wealth to earn additional Icons. However, if you roll a Complication on this test, you do not lose Wealth. Instead, if you roll a Complication, your attempts to acquire your desired item have earned the ire of one or more organisations.

Multi-Stage

For items with Very Rare or Unique rarity, the DN for the Cunning (Fel) Test to discover a broker for the item increases to 16 for Very Rare or 20 for Unique items.

MAINTAIN EQUIPMENT

This Endeavour represents you spending time maintaining and upkeeping your equipment. You might perform expanded maintenance and disassembly, applying ritual cleansing and sacred unguents, or use the equipment as part of a holy rite to fortify it against heretical forces.

Skill Test: You can typically use Ballistic Skill (A), Weapon Skill (I), or Tech (Int) for this Endeavour, depending on the type of equipment you're maintaining and what would be most appropriate. The DN of this check is equal to the Rarity modifier of the selected Wargear. On a success, you can ignore all Complications related to that piece of Wargear in a scene of your choice.

SOCIALISE

You spend your downtime working to gain favor and improve your reputation with a specific group or Faction. Select a single target NPC, a group, or a Keyword to try to socialise and befriend. If you select a group or Keyword to target with this Endeavour, then this becomes a Multi-Stage Endeavour.

Simple Test

On a Complication, your efforts backfire and the DN of all (Fel) and (Wil) based Tests against the target increase by 2. On a success, you gain +Rank bonus dice to all (Fel) and (Wil) based Tests against the target for your next adventure. On a Wrath Critical, you gain the benefits of a success and can also choose to make a single re-roll a (Fel) or (Wil) based Test in a scene of your choice against the target in your next adventure.

Skill Test

You can typically use Deception (Fel), Intimidation (Wil), Leadership (Wil) or Persuasion (Fel) for this Endeavour. On a success, you gain +Rank bonus dice to all (Fel) and (Wil) based Tests against the target for your next adventure.

Multi-Stage

If you decide to target a group or Keyword with this Endeavour, then the DN increases to 8 for a specific group and 15 for a specific Keyword. Once you complete this Multi-Stage Endeavour, you can activate it at the start of any adventure. For the duration of the encounter, you gain +Rank Bonus Dice to all (Fel) and (Wil) based Tests against the target.

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TOIL

From the priests of the Ecclesiarchy that perform rituals to the Emperor, to the data scrubbing of the Adetus Mechanicus, or even the regular reports required by members of the Inquisition, every Faction has some form of routine duty to perform. Your Toil may represent the normal duties of your Archetype, such as a Sister Dialogus breaking the coded communications of the enemies of the Imperium or an Astartes Chaplain overseeing the spiritual ministration of Chapter Neophytes.

Examples: *Eulogia the Sister Dialogus and Kydomios the Astartes Chaplain have just completed a lengthy campaign leading a strike force on the frontlines of a daemonic incursion on Gilead Primus. Both decide to pay their due to the Emperor during their downtime, and choose to Toil for their two Endeavours.*

As a Sister Dialogus of the Order of the Sanctified Shield, Eulogia has duties to both the Inquisition and Ecclesiarchy. She spends her first Toil Endeavour working with the Inquisition, breaking the codes used in enemy communicae to ensure other Imperial warriors can purge vile xenos and heretics alike. Her second Toil Endeavour is spent preaching to the masses, using her skilled oration to rouse their zeal to ensure they serve the Emperor.

As a Chaplain, Kydomis has a duty to spiritually ministrate the Astartes of his Chapter, and spends considerable time empowering the will of the Absolvers Chapter Neophytes gathered to replace the many lost in the daemonic war. For his second Toil Endeavour, Kydomis tends to the venerable relics ensconced on the Vow of Absolution — this is not only his duty, but in his mind, an essential preparation for further engagements with the foul creatures of the Warp.

Simple Test

On a Complication, you fail and nothing happens. On a success, you gain +1 Influence. On a Wrath Critical, you gain +1 Influence and begin the next adventure with an additional point of Glory.

Skill Test

The Skill Test for this Endeavour should match your specific method of toil. If you're working on constructing a building for your Faction, the check could be Athletics (S). Alternatively, if you're vetting new trainees, then you may end up making an Insight (Fel) or Leadership (Wil) Test. Work with your GM to decide on an appropriate Skill Test to make for your specific form of toil. On a success, you gain 1 Influence.

FACTION ENDEAVOURS

Faction Endeavours are locked to specific Factions and you can only perform them if you have the matching Keyword. Many of these Endeavours work best as part of your ongoing story, especially relating to plans you may have for Ascension. Unless otherwise stated, all General Endeavours last until they are expended, or until the next time you can undertake an Endeavour.

ASTARTES MEDITATION

Faction: Adeptus Astartes

The Emperor's Angels deliver His justice to the enemies of Mankind. They rarely spend time outside of the strict requirements for battle. They perform intense battle preparation and meditation that fortifies their body and soul for combating the numerous threats to the Imperium.

You do not need to make any Test to use this Endeavour. During your next adventure, you may spend Glory after you roll to add +1 Icon to your result, per Glory.

CRAFT EQUIPMENT

Faction: Adeptus Mechanicus

Only the servants of sacred Mars know the secrets of the Imperium's technology in this Dark Millenium. Your induction into the lore of Mars grants you knowledge on not only maintaining equipment, but the fundamentals necessary to craft new equipment when necessary. Others may rely on your skills at crafting, or you may be driven by the need to craft yourself a masterpiece of equipment to show your superiors as part of your Ascension plan. This Endeavour is always a Multi-Stage Endeavour.

Multi-Stage

Using the Construct Equipment Endeavour requires you to decide on a piece of Wargear to create and possess a workplace and tools in which to work. If you do not have a permanent location to perform your crafting in, you must first succeed a DN 8 Cunning (F) check to requisition such a location, as well as the necessary tools. You must then select a piece of Wargear to construct that must have the Imperium and/or Adeptus Mechanicus Keyword and cannot be Unique in Rarity. You must then succeed at a Tech (Int) Test equal to the item's Rarity modifier x5 + 5.

Incomplete work can be continued on subsequent Endeavours, assuming the conditions allow for it. For smaller and less intricate items, such as ammo and grenades, your GM may determine that a partially completed Endeavour results in immediately gaining less than the 3 assumed units than would be generated.

DEVOTIONAL WORSHIP

Faction: Adepta Sororitas

Only through devout prayer can you prepare for the battles to come. You may decide that reciting ancient hymns to the Emperor while fasting for days on end is enough, or you may choose the route of self-flagellation in His name to prove your loyalty to the Golden Throne. Regardless of your specific choice, you steel yourself through sheer devotion.

Simple Test

On a Complication, the Emperor fails to hear your prayers and this Endeavour has no effect. On a success, you can select one of the two Abilities listed below to use for the next adventure. On a Wrath Critical, you can use each of the Abilities listed below once in the next adventure.

- ☠ **Unquenchable Faith:** Spend 1 Glory as a Free Action to become Immune to *Fear* and *Terror* for a number of Rounds equal to your Willpower Attribute.
- ☠ **Emperor's Wrath:** Spend 1 Glory as part of an attack roll against a target with the Chaos, Daemon, or Heretic Keyword to deal additional damage equal to your Willpower Attribute.

FAMILY MATTERS

Faction: Rogue Trader Dynasties

The lineages of Rogue Trader families are spiderweb constructs built upon constantly shifting agreements and allegiances. Perhaps more than any other Faction, members of Rogue Trader Dynasties have to tend to their familial matters or suffer massive consequences. Unlike other Endeavours, the Family Matters Endeavour can represent a whole host of different circumstances that occur during a Rogue Trader's career. When performing this Endeavour, you must first roll an Event. The GM then decides on how this event ties into the ongoing affairs of your dynasty.

Skill Test

The GM determines what Skill is most appropriate to the challenge presented to you. As long as you succeed, you gain Wealth equal to your Tier.

PURITANICAL CONDITIONING

Faction: Adeptus Astra Telepathica

The howls of the Empyrean constantly assail your mind, and anytime you channel the raw power of the Warp you risk breaking the veil between realities. While others may relax in their downtime, you must steel yourself against the horrors of the beyond in hopes of better controlling your abilities. Whether with rote mantras or painful self-excruciation rituals, you perform meditative rites meant to better protect yourself and others when you use our psychic abilities.

Simple Test

On a Complication, your control of your psychic powers falters. The next time you use your psychic powers, you must use the Unbound Power Level and continue to use that Power Level for the remainder of the encounter. On a success, anytime during your next session that you roll a Perils of the Warp, you can spend 1 Glory to modify the result of the Perils of the Warp by selecting any of the Results adjacent to the Result rolled. For example, if you roll the Miasma of Decay result, you can change it to The Watching or Banshee Scream.

On a Wrath Critical, you can use the previous option once without expending Glory (though you can spend Glory to adjust subsequent Perils of the Warp rolls for the adventure).

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Skill Test

You can use Psychic Mastery (Wil) for this Endeavour. On a success, you gain the success result listed in the Simple Test.

TRAINING REGIME

Faction: Astra Militarum

As a member of the Emperor's Finest, the Astra Militarum, you've received some varying degree of military training to keep you alive in the face of the galaxy's many threats. Between missions, you may find yourself referencing your trusty Imperial Infantryman's Uplifting Primer or performing regular drill with colleagues or just with your trusty weapon. Every Regiment has different practices, and you may find yourself forced to improvise on your specific training activities depending on our environment and current situation.

There is no Simple or Skill Test to use this Endeavour. When you use the Training Regime Endeavour, select either Ballistic Skill or Weapon Skill. For your next session, whenever you spend Glory to increase dice pool for that Skill, you gain two Bonus Dice instead of one.

PROSCRIBED STUDIES

Faction: The Inquisition

From the lowliest acolyte to the most unchecked lord, the members of the Emperor's Holy Inquisition are known for their diligence in pursuing Humanity's many foes. You spend your time between missions homing in on those enemies, diligently researching the threats arrayed against you and your companions. Though your research may be targeted at a specific foe, the benefits of it can apply to those around you, as you can provide guidance in the heat of battle.

Skill Test

Choose Daemon, Heretic, or Xenos and then make a Scholar (Int) Test. If you succeed, you learn something about your targeted foe, as though had succeeded the Discovery Endeavour. Additionally, for your next adventure, whenever you spend a Glory on a Test that targets your selected Keyword, you gain +Rank bonus dice on the check in addition to the regular Bonus Dice. Allies within 10m of you can also gain this bonus when spending Glory, as you provide them with important information in the midst of combat.

PREACH

Factions: Adepta Sororitas, Adeptus Ministorum

The most devoted servants of the God Emperor not only dedicate their lives to service in His name, but also strive to ensure that others can channel their faith through communal worship. Whether a pious Sister of Battle who finds herself on a world bereft of the Emperor's teachings or a fanatical preacher who believes only a new edifice of faith can quell the heretical seeds found on a Hive World, you dedicate your time to spreading the faith of the God Emperor of Mankind. This Endeavour can represent different actions, and it is best decided on in conjunction with your GM. You may decide that this represents your time preaching among the masses of a Hive World, or that it could be you founding a church in the lower levels of a Rogue Trader's voidship.

Skill Test

The Skill Test operates like the Toil Endeavour, though Preaching means works best with Skills like Leadership (Wil) or Persuasion (F). On a success, you gain +1 Influence. Additionally, you gain a +2 Bonus Dice on all Corruption Tests made for the following adventure, as your faithful service steels you to the depredations of Chaos.

SURVIVAL SUPPLIES

Faction: Scum

Others may spend their time dawdling or working towards great goals, but you focus on the most important thing: survival. You may spend time avoiding fights in the lower decks of a voidship or avoiding the strange creatures that live in the depths of a hive sump. Alternatively, you might spend time meticulously studying your teammates and cataloguing their respective weaknesses—though they may not approve of your actions (and constant berating) they will come around when you save them in a critical moment! You spend your time scrounging materials to keep yourself and your allies safe from harm.

Skill Test

This Endeavour typically relies on Awareness (Int), Cunning (Fel), Deception (Fel), Stealth (A) or Survival (Wil). On a success you can put together a small kit of pilfered medical supplies and technological items that can be used to keep you and your allies surviving for another day. Once during the next session when you or an ally within 3m is Dying, you can activate this kit and have you or your target regain 1d3 Wounds.

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