

WARHAMMER
40,000

ROLEPLAY

WRATH & GLORY™

LITANIES OF THE LOST



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INTRODUCTION

Welcome to **Litanies of the Lost**, a collection of four perilous adventures for **Wrath & Glory** across the grim worlds of the Gilead System. Each of the adventures can be played as a standalone experience or linked together as a campaign. The four diverse adventures are each summarised in this introduction.

At the end of each of the four adventures is a section titled **Tying it Together**, providing some ideas on how to link the adventure into the others, depending on the actions of the Agents and how they interact with the NPCs they encounter.

GRIM HARVEST

Ostia is the only Agri World in the Gilead System, vital for feeding its teeming, forsaken billions. It is defended from without by the Crown of Blades, a network of defensive satellites, orbital batteries, and space stations, but they are useless against planetside problems. On the surface, in the settlement of Ancra, production is down — workers are dying and disappearing from the fields. The Ecclesiarchy and Adeptus Mechanicus are at each other's throats. Ostia's rulers have called for a diverse team of Imperial Agents to solve the political strife, unravel the mystery of the deaths, and restore productivity.

Grim Harvest begins with an open-ended investigation intended to engage your players with the various Factions of the 41st Millennium, and ends with a deep delve into ancient Aeldari ruins to battle vile Drukhari insurgents and their savage Clawed Fiend.

VOW OF SILENCE

A mighty Patron requests the Agents investigate suspicions of heresy at a silent monastery. Unfortunately, the uncommunicative nature of the monks is far from their only obstacle, as a crew of Ork Kommandos misplaced by the Great Rift have infiltrated the monastery and taken over!

Vow of Silence is a stealth-focused, site based scenario revolving around exploring an Imperial monastery that features several opportunities for investigation and roleplaying, culminating in a climactic showdown with an Ork Kommando and their vile greenskin forces.

Each encounter has scope for creative solutions and tactical planning to ensure victory in the name of the God-Emperor, contrasted with an investigative subplot involving roleplaying with the silent monks that call the monastery home.

DARK BIDDING

The Inquisition have loaned an ancient stasis coffin of mysterious providence to the machine cults of Avachrus in the hopes that the tech-ghouls of the Adeptus Mechanicus can divine its secrets. Archdominus Vakuul is due to return the stasis coffin to the Inquisition, but she has a problem — someone has stolen the archeotech relic, and there are plenty of suspects. Normally, this would be a case for the Inquisition, but the Archdomina can show no weakness, and has called upon the Agents to act as a neutral party and protect her reputation — or else.

Dark Bidding is an investigative chase through the underbelly of the Forge World Avachrus to recover a stolen stasis coffin. There are a wealth of opportunities for roleplaying and sleuthing through the strange tech-settlement of the Forge World.

DUTY BEYOND DEATH

Servitors are an essential resource in the Warp-forsaken Gilead System. Augmetically enhanced and mind-wiped Humans serve as a tireless force produced by the Paktheritus Manufactorum on Avachrus, performing gruelling labour, battlefield support, and a myriad of other uses. Few understand Servitors, or the process by which they are created, even amongst the lofty ranks of the Adeptus Mechanicus, which makes the disaster currently afflicting the manufactorum all the more sinister. The facility is locked down, with no communications from those presumably still living inside. All who try to enter are repelled by unusually aggressive and well-armed Servitors.

Duty Beyond Death is a site-focused scenario revolving around exploring the mechanical bowels of an Adeptus Mechanicus Servitor manufactorum, with the goal of unravelling and resolving the mystery of what happened. Whilst the primary focus is on combat and exploration, the bizarre architecture, strange Servitors, and helpless survivors offer unique roleplaying experiences in an action-horror setting.



GRIM HARVEST



Tensions rise in the small agri-settlement of Ancra. Farmers disappear in the night under mysterious and violent circumstances. Imperial Factions feud, accusing one another of murder, sabotage, and impiety. The finest of the God-Emperor's servants must be called to solve these murders, rectify strife, and — most of all — restore productivity!

Grim Harvest is an adventure in the valley of Ancra on the agri-world of Ostia, beginning with a socially interactive investigation and ending with a combat filled dungeon crawl. The adventure is suitable for a party of non-xenos Agents with the **IMPERIUM** Keyword at Tier 1 or 2, and is suitable as their first mission in the Gilead System.

Before starting the adventure (page 23) we recommend you read through the background information and setting guide presented in **A Primer On Anca**.

A PRIMER ON ANCRA

Though small, the settlement features several locations of interest that are important in the course of **Grim Harvest**. Each of these locations is detailed in **The Valley of Ancra** starting on page 10, including any particular areas of note, clues to the mystery of the Grim Harvest, the characters the Agents could encounter, and advice on roleplaying those characters.

Honest Toil

Ancra is a small farming zone in a valley of the Kharnuk Mountains. The highly fertile lands of the valley are accessible only via a narrow track or by airdrop, meaning the fruitful fields must be worked by hand as opposed to the colossal servo-tractors used elsewhere on the mega-acreages of Ostia. Despite this, the land has been farmed efficiently since its colonisation, it's simple labourers pushed to the limit by their Administratum masters.

As the working day stretched beyond 12 hours, Ancra was held up as an exemplar of how Humanity could profit from sheer determination, and the Sortium demanded ever greater tithes from the small area as disaster inevitably loomed.

Undying Shame

The Imperium stands strong on a mountain of crushed rebellions, bringing its military might to bear on any foolish insurrection to ensure that Humanity is not destroyed by the needs of the selfish few. The repeated uprisings in Ancra were barely a footnote in Imperial history as thousands of disobedient labourers were cowed by the might of the Gilead Gravediggers, but even centuries later, their crimes have not been forgotten. The Administratum grew concerned with the loss of productivity, and resolved to use a less militant approach to 'encourage' the workforce of Ancra.

Faith Heals All Wounds

Though part of the civilised Imperium, the citizens of Ancra had little need of education, and were somewhat backwards by the standards of the people of the Gilead System. This made them the perfect target for the Ecclesiarchy of Enoch, who shaped their primitive beliefs of the Emperor in the guise of the 'Dawn Lord' into something far more palatable to the wider Imperium. Under the instruction of the Administratum, the priests of the Ministorum riled the zealous faith of the populace into reverence of the very act of farming itself, seeing it as ritualistic worship of the Emperor and repentance for the blasphemous rebellion of their ancestors. The Administratum soon found themselves in control of a fanatical labour force prepared to work themselves to the death in His name, and tithes increased once more — though many Adepts the potential problems that could arise from this shift in power to the Ecclesiarchy.

The Great Rift

The emergence of Cicatrix Maledictum is a curse to all Human life in the Gilead System, though not always through the immediate danger of daemonic incursion. Cut off from the wider Imperium, the system's planets have no means of trading for foodstuffs, and so almost all sustenance is farmed and produced on Ostia. Ever aware of the minutiae of production numbers, the Administratum immediately raised the tithes on Ostia to ensure the lone Agri World could meet the hunger

of the entire system. The faithful labourers gladly accepted this challenge, but the ensuing three years have proved that it may be beyond the abilities of the Human form. Ancra's citizens have died in droves in their earnest attempts to martyr themselves through agriculture, and as the Administratum saw productivity dip, they searched for a solution to their problems.

Automated Assistance

Even the augmented forms of the Adeptus Mechanicus need sustenance, and after hearing of potential issues with harvests on Ostia, the Machine Cults of Avachrus engaged their cogitators and calculated a way to benefit. The Administratum gladly accepted the aid of their farming Servitors, even allowing them to convert the simple farmers into far more efficient lobotomised labourers, allowing the Adeptus Mechanicus to contest the power of the Ecclesiarchy on Ostia for the first time. But the earnest faith of the populace ensures that superstition runs rampant — the workforce fears and distrusts the tech-ghouls of the Mechanicus and lifeless, vacant stares of their Servitors, leading to immense tension in Ancra.

THE GRIM HARVEST

Away from the large fields and industrial farm complexes, in dark woodlands buried within the ravines of great mountain ranges, are strange and shattered ruins of a once great ancient empire. Overgrown with weeds, barbed creepers laced across them, or hidden beneath darkened stone, odd structures still stand.

Of the many primitive myths native to Ancra that the Ecclesiarchy have twisted to their ends, the Grim Harvest is the strongest, and is known by every labourer. Fear of the Twilight Shades runs rampant, terrifying creatures that emerge at night to kill the impious few that shirk their labours or do not give themselves fully to the Emperor. None know the origins of these stories, but those that work in the South Western fields fear the ancient ruins, the supposed home of the vile Twilight Shades, more than anything.

Huddled around dim, flickering thermolamps, Ancra's fieldhands tell stories of the Twilight Shades — tall, thin, swift wraiths that dart through the ruins and the surrounding forests. These creatures spill from another realm at night, seeking the weak of faith to capture and torture for their Grim Harvest.



Shield of Faith

The populace of Ancra depend on the Ecclesiarchy to guide them, believing that the sermons, ceremonies, and rituals of the Imperial Cult shield them from the Grim Harvest as much as dedicated labour. The Ecclesiarchy are more than happy to use these myths to exert control and promote His worship, but recently these legends ring with a real truth. Since the emergence of the Great Rift, more and more labourers are disappearing at night without explanation. Desperate to keep control, the Ministorum indulge the rumours that the Adeptus Mechanicus are the cause, but privately many priests now fear for their own lives.

The Truth

The ruins that supposedly house the Twilight Shades have never been fully examined by the Imperium. Educated xenologists would immediately recognise the elegant curves of strange material, and stumble onto a terrifying and impossible truth: Ostia was once colonised by the Aeldari. The planet is a Maiden World, made fertile by the ancient Species. The ruins are the remains of a small settlement centering on a temple devoted to Isha, the Aeldari deity of the harvest.

Within the ruined temple is a small Webway Portal that has been inactive for millennia, awoken three years ago by the Warp disturbances of the Great Rift. A party of foul Drukhari discovered its location and began raiding Ancra nightly in a manner disturbingly similar to the Grim Harvest.

The Aeldari of the fallen Craftworld Ul-Khari discovered the portal soon after in their desperate attempts to escape their icy prison on Trollius. Seeing it as a site of some minor importance, they dispatched a single Ranger to ensure it was safe. Now, the Ranger and the Drukhari are engaged in a delicate standoff — neither can retreat and risk losing control of the portal, and all any engagement could risk the end of their long lives. The Drukhari continue to raid as the Ranger plots against them. All the while the people of Ancra continue to suffer.

ADVENTURE SUMMARY



The Agents have been sent to a small farming complex in the Valley of Ancra on Ostia (**Wrath & Glory Rulebook**, page 300) to investigate a rising number of mysterious disappearances. When they arrive, they experience first hand the tension between the Imperial Factions that command Ancra. The populace openly show their frustrations with the Adeptus Mechanicus, and fear mysterious figures known as the Twilight Shades, believing they emerge from forbidden ruins to capture the unworthy in a Grim Harvest.

The remainder of the adventure is the open ended investigation of the settlement of Ancra. The encounters listed in Parts 1, 2, and 3 are designed to add excitement to the adventure and embroil the Agents in various plots before they discover the mysteries of Ancra.

The adventure ends with the agents breaking into the forbidden ruins of Ancra and the discovery that they form an ancient Aeldari temple, now the temporary home of a brutal gang of Drukhari raiders.

CALL TO ACTION

Over the past few months, the Grim Harvest has taken an increasing toll on the workforce. More workers are disappearing every week, and there are disturbing discrepancies in the records. Stories of conflict between the Adeptus Mechanicus and the Ecclesiarchy in the Valley have reached the ears of those in power, and they fear the conflict is spreading. Why has the Administratum not reported the conflict, and what is the cause of this strife? Is this somehow to blame for the disappearances, or is something more sinister at work? The Astra Militarum command in the Iron Crown, the orbital ring that surrounds Ostia, have requested the Agents' help to find out what is happening in the Valley of Ancra.

THE XENOS MENACE

Unknown to the denizens of Ancra, a Webway Portal has become active under the Great Kharnuk Mountains. It did not take long for the twisted Drukhari of the Kabal of the Bloodied Claw to find the portal. They quickly began slave raids into the Valley of Ancra, but were eventually trapped in the tunnels under the mountains by a Ranger of the Craftworld Ul-Khari, unable to return to Commorragh.

The Aeldari Succubus Mon'Fyrt has struck a deal (through the judicious use of torture) with Adept First Class Xanther, the Administratum's leader in the Valley, to raid and pick off the workers from specific fields. Both see this as a way to increase their power and influence — no en masse raids, but a steady slow stream of slaves for the Drukhari, and Xanther loses his weakest workers, allowing him to strike deals with the Adeptus Mechanicus for more Servitors, and to create deals and contracts with others for help. Xanther has cunningly used the deal to strengthen his own position and weaken the Ecclesiarchy in the region. Using the fear of the Grim Harvest, he has manipulated the Ecclesiarchy into preventing anyone from going into the Aeldari ruins and delving into his secrets. However, this plan has spiraled out of control and now he is trying to frame the other leaders to cover up his mistakes.

A QUESTION OF FAITH

Though Ostia is run by the Sortium, a combined Ecclesiarchy and Administratum governance, there is a power struggle going on in the fields. Cut off from the Imperium by the Great Rift, the planets of the Gilead System are demanding more and more food from the Agri World. Its workers falter and die, or are forced into service in the penal legions to battle the daemonic incursions spewing forth from the rift. The Adeptus Mechanicus has stepped in and are providing Servitors to work the farms in place of lost labourers. This has caused tension between the powers that make up the Sortium. With the arrival of more Adeptus Mechanicus Servitors, the divisions grow deeper and mistrust between the factions is reaching a tipping point.

The Ecclesiarchy believe they can take the planet for themselves by stoking religious fervour in the populace. This has led to the Administratum having to negotiate with the Ecclesiarchy to get almost anything done, putting even greater strain on Imperial tithes and production quotas.

The Adeptus Mechanicus are attempting to replace as much of the workforce as possible with Servitors in a bid to improve efficiency and make the planet theirs. With the discovery of the ancient ruins, they suspect ancient and terrible technology is hidden within, and the Omnissiah's faithful are desperate to acquire it.



THE VALLEY OF ANCRA

CATHEDRAL OF THE SUN EMPEROR

The baroque architecture of the Cathedral of the Sun Emperor is almost incongruous amongst the utilitarian buildings of Ancra. Large and domineering, the Cathedral is composed of dark grey slabs of rockrete adorned with gothic spires and gargoyles. The broad east side of the Cathedral has several arched stained glass windows depicting sacred fables of the Cult of the Sun Emperor.

The interior is expansive and austere, carefully constructed to maximise the light of the dawn. The main chamber is tall and open with a single damaged pulpit — it once incorporated several laud-hailer systems that connected to cherubim to amplify the voice of the preacher, but these technological blasphemies have been recently removed by the technophobic populace. Now, the labourers are forced

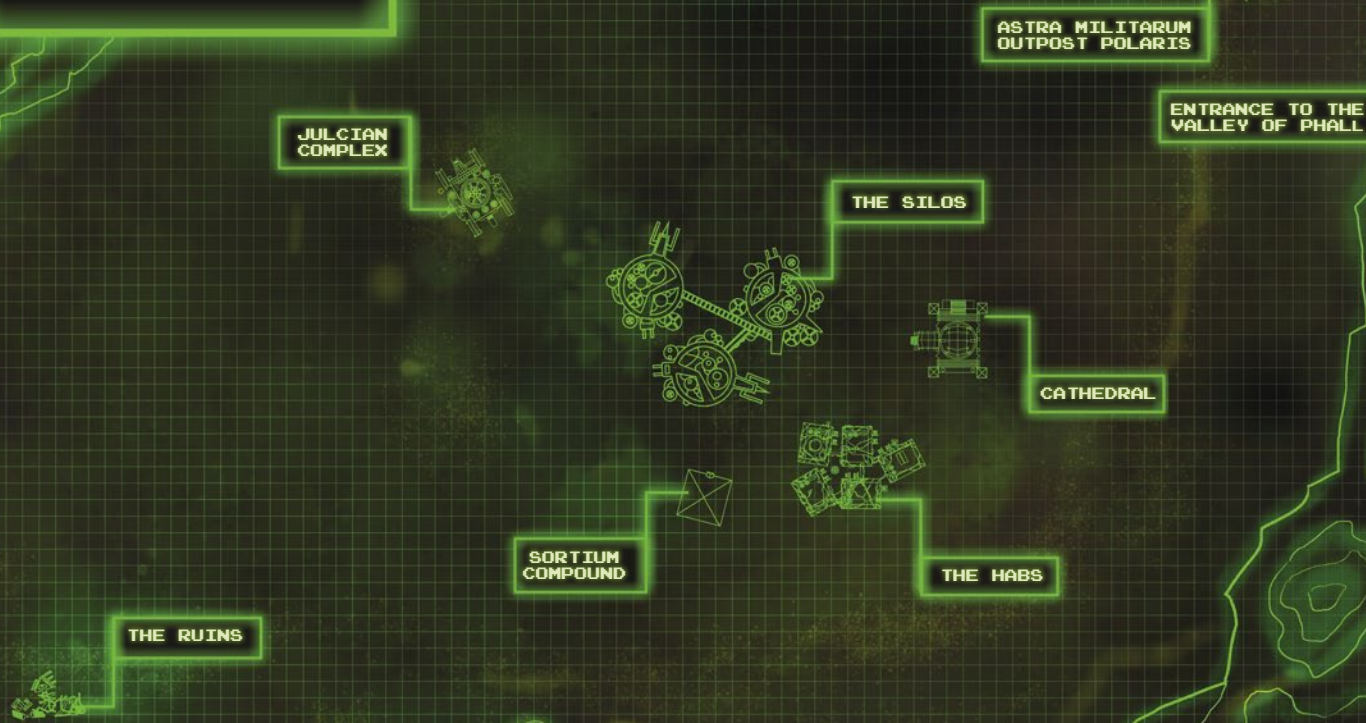
to crowd around the pulpit in hordes in hopes they will hear a sermon. Priests perpetually patrol the Cathedral swinging censers, burning the wildflower Himawari that has sacred value to the Cult of the Sun Emperor, filling the cavernous main chamber with an oily scent.

Sermons and hymn sessions are scheduled to occur at dawn, and then every four hours to coincide with the shifts of the farming labourers. The great Cathedral bell peals to the tune of the popular hymn *Martyr's Glory* to announce the beginning of a service, at which point hundreds of labourers hurry through the nave. Each service lasts an hour, and consists of sermons to the glory of the Lord of Dawn and a few dirge-like hymns. Though the farmers in attendance are uniformly exhausted from their day's labour, they are all rapt with attention during the service, some resorting to flagellation to ensure they stay awake.

Priests Hab Units

In order to maximise the space dedicated to the worship of the Emperor, all of the priests' habs have been constructed in the centre of the bell tower, surrounded by a winding staircase. Each has a single cot, storage for a few meager personal effects, and enough empty space to walk around the bed. The flimsy plasteel walls reverberate with each toll of the bell.

MAP OF ANCRA



The hab units at the top of the tower are currently being used to store prayer books, blank vellum, candle wax and unburnt Himawari. If the Agents demonstrate their devotion to the Cult, the priests will happily clear out enough storage habs to give them a decent place to sleep. If the Agents choose to sleep here, they will be awakened in the night by priests to assist them in events of your choice during the adventure.

Euphrati's Hab

As a higher ranking member of the Ecclesiarchy, Euphrati is entitled to a larger hab at the bottom of the bell tower, furthest from the sound of the tolling. Unlike the other habs, the door is locked, requiring a **DN 3 Stealth (A) Test** to sneak in without attracting the attention of the priests.

The hab is relatively luxurious compared to others in Ancra, with an actual bed, a wardrobe filled with vestments, and a messy desk piled with scrolls, candles, and a few data-slates. An Agent that makes a **DN 3 Investigation (Int) Test** to search Euphrati's Hab discovers a series of communications between Euphrati and Xanther Futah.

These communications mostly concern Euphrati's protests against the presence of the Adeptus Mechanicus on Ancra, with Futah agreeing that the Ecclesiarchy will be given more power provided they keep morale high and maintain protection of the ruins by forming a protective militia — the **Children of Dawn**. Euphrati has annotated this missive, wondering why the Administratum want her to defend the ruins and give her more power so badly.

If the Agent fails or rolls a Complication, they still discover the information, but their rummaging attracts a Ministorum Priest who will discover their intrusion unless they act fast. If the Agent Shifts on the Test, they may discover the following additional information:

- ☠ A briefing on the religious beliefs of the people of Ostia, focusing on their worship of the 'Lord of Dawn'. Euphrati has annotated this briefing, repeatedly calling the beliefs of the locals foolish.
- ☠ A set of instructions from the Ecclesiarchy of Enoch on their plans for Ostia, encouraging a subtle denouncement of the Adeptus Mechanicus.

THE LORD OF DAWN

Though the Imperial Cult projects an image uncompromising intolerance of any deviance from its strictures, it does in some cases allow leniency in beliefs. The Imperium is so expansive that the Imperial Cult differs slightly on every one of its million worlds, with minor changes in teaching and belief on every planet. The Ostian tradition of worshipping the Emperor as 'The Lord of Dawn' is one such exception, allowed to continue by the Ecclesiarchy as the ardent beliefs of the labourers make them that much easier to manipulate.

THE ECCLESIArchY

The priests of the cathedral are all members of the Ecclesiarchy, tasked with spreading and enforcing the Imperial Cult. Under the grim direction of Confessor Euphrati, they have roused the zeal of the populace, manipulating them through worship of the Lord of Dawn and fear of the Twilight Shades. They see themselves as the true rulers of the settlement, and indeed all of Ostia, lording over the labourers and keeping a distrustful eye on the Adeptus Mechanicus.

Between services and ceremonies the priests are kept busy conducting a variety of rituals and litanies, most of which seem to consist of muttering to themselves whilst cleaning every inch of the expansive cathedral. They also organise the small, zealous militia known as the **Children of Dawn** (see page 22), who act as the iron fist of the Imperial Cult in Ancra.

Sample Ecclesiarchy NPCs

Gol Sundos, a pale man with a deep voice and an air of haughty superiority.

Tamara Velditch, an umber-skinned woman with a lisp and an unending well of conspiratorial theories about the Adeptus Mechanicus.

Joviah Floren, a ruddy young priest who is awed by off-worlders that serve the Emperor.



Confessor Euphrati

A spirited firebrand, Confessor Euphrati is the most senior member of the Ecclesiarchy in Ancra. Her fiery oration has stirred the passions of the populace, and her quick temper has inflamed their already considerable zeal.

Her robes are well kept, covered in linternies, purity seals and a thurible producing thick cloying incense. She is self important and believes the Emperor has chosen her to lead the faithful of Ancra, and will often talk over others. When she speaks, she does so full upright with her chin held high, as though every sentence is a sermon to her faithful. She happily lauds the faithful, but will narrow her eyes at any who display the slightest lack of faith and openly decry them, particularly any that support the 'soulless blasphemy' of the Adeptus Mechanicus. Though her main goal is to seize power whilst diminishing theirs, she is suspicious of Xanther Futah, though she would never deny the power of the Administratum.

Relationships & Comments

The following quotes can be used or serve as inspiration for all members of the Ecclesiarchy when asked about specific topics:

On the Administratum: *The Emperor's light shines little on those glorified pencil-pushers. They are weak to ask for the assistance of the Adeptus Mechanicus, and their iron grip on this planet will not last.*

On the Adeptus Mechanicus: *Their beliefs border on blasphemy. Their bizarre creations only terrorise the truly faithful amongst the populace. I've even heard those tech-ghouls are stealing the bodies of those that die in the fields.*

On the Aeldari: *All impure Xenos must be purged in the fires of the Emperor's Dawn!*

On the Agents: *Surely you are all servants of the Emperor? Then stand with us and do His work — uncover the mystery of what assails our workforce.*

I suggest looking into those deluded Adeptus Mechanicus cronies, or speaking to Father Nezas.

On the Grim Harvest: *Those lost to the Grim Harvest lacked faith — the Emperor Protects, after all. Surely those fickle Administratum bean-counters are over-reporting disappearances to frighten the populace!*

On the Labourers: *Who could want for a more faithful and true flock? Certainly, some of their beliefs may deviate from the Terran standard, but the Emperor Himself would be proud of their unthinking zeal!*

On the Ruins: *A truly sacred place to the devout of the Sun Emperor, we pray you do not attempt to go there. The cogmen of the Adeptus Mechanicus seem obsessed by the place, though that is not surprising given their perverse desire for knowledge over faith.*



PIOUS PROPOSALS

If Euphrati trusts the Agents, she makes the following requests of them in order. If they complete all three requests, Euphrati will ask them to infiltrate the ruins and discern the truth of their purpose, calling for the Children of Dawn to stand down to allow them passage.

Servitor Sabotage

'The impious eyes of the Adeptus Mechanicus are everywhere in Ancra. Sabotage one of their blasted flying skulls or Servitor creations, and bring the evidence to me.'

Reward: A Missionary Kit (Wrath & Glory Rulebook, page 238).

Curiosity is Sin

'Interrogate a member of the Adeptus Mechanicus to find out what they know about the ruins, and why they are so blasphemously interested in them. I care not if you do this subtly, though it cannot be traced back to the doors of our cathedral.'

Reward: A lavish oil painting of the ancient Saint Vossifax cleaving a heretic in half (worth 2 Wealth).

The First Dawn

'I believe I can trust you, and must ask you to keep a secret. I do not know how the Children of Dawn were formed, nor do I understand why. I suspect Xanther Futah was involved in their formation — search the Overseers Compound for any evidence to prove this, and try to discern their true purpose.'

Reward: A Sword with a Duelling Grip carved from the previous Confessor of Ancra's bones (Wrath & Glory Rulebook, pages 211 and 288).

JULCIAN COMPLEX

A bland, imposing structure covered in industrial piping and bewildering machinery, the Adeptus Mechanicus Julcian complex is an incongruous sight amongst the fields of Ancra. Most smell the complex before they see it, inhaling the putrid, sulfurous fog belched from the chimneys that rise from its roof. The constant sound of heavy machinery and grinding metal can be heard not long after the complex can be smelt.

The complex is surrounded by high walls, and the high gates of its entrance are emblazoned with the complex symbols of the Ommissiah. Combat Servitors (Wrath & Glory, page 334) guard these gates and patrol the walls. Farming Servitors march from the complex on perfectly scheduled times to attend their fields, and march back for repairs. The citizens of Ancra avoid the Julcian Complex and its superstitious inhabitants avoid the Julcian Complex and its strange inhabitants whenever possible, eyeing both with revulsion.

Genetor Heptex spends much of their time in this complex, and will begrudgingly come to meet Agents at the gates to speak to them. Heptex is initially reluctant to allow the Agents to enter the Julcian Complex, but if they succeed on a **DN 5 Influence Test**, agree to help in his goals, or provide him with a suitably logical reason to do so, he allows them inside, recoding the all Servitors so that the Agents are not seen as threats.

The Workrooms

A smog-filled manufactorum in miniature, the inside of the Complex is constantly abuzz with Adeptus of the Mechanicus worshipping the Ommissiah through the pursuit of knowledge and maintenance of machines.

The entire interior is given over to workspaces and production lines in which a small group of Tech-Adepts work tirelessly on the upkeep of Servitors and farming equipment. Local flora and fauna are studied and data is processed — spending even a minute within these walls is enough to convince anyone that the Adeptus Mechanicus are working as hard as possible to aid the farming efforts on Ostia.

Agents that make a **DN 4 Tech (Int) Test** can interface with the machine spirits of the cogitators here, discovering the following information.

- ☠ The introduction of Servitors has undeniably improved local productivity, but this has been offset by attacks from the local populace.
- ☠ Servitors have been targeted by multiple attacks and all the evidence points towards the Children of Dawn being the culprits.

THE ADEPTUS MECHANICUS

The Machine Cults of Avachrus have sent a small number of Tech Adepts to Ancra in the hopes that they can improve the efficiency of farming efforts, ensuring the Gilead System is fed and improving the reputation of the Adeptus Mechanicus on Ostia and beyond. Thus far, neither of these goals have been achieved.

The labourers of Ancra view the uniformly red-robed, augmented tech-ghouls of the Mechanicus with revulsion and suspicion, rarely venturing close enough to even learn their names. This suits the anti-social Adepts of Avachrus, as they blame the weakness of the flesh (as well as the blatant fear mongering of Confessor Euphrati) for all the problems on Ancra, and detest the verdant nature that surrounds them.

Each Tech-Adept works around the clock in the Julcian Complex, leaving only to retrieve broken Servitors and farm equipment or to gather whatever materials their bizarre technological rituals require. They refuse to divulge any secrets of the Ommissiah, even what their purpose is beyond ‘assisting farming’ but almost all crave the knowledge surely hidden within the ruins.

Sample Mechanicus NPCs

Ortimo XVIII, a slight adept who makes logical calculations of the failures of the Ecclesiarchy under their mechanical, wheezing breath.

Pater Jung, a curious adept who constantly asks questions whilst their limbs drip with oil.

Ferromille W110E, a bulky, slightly rusted adept with a morose attitude who is built into a production line.

Genetor Heptex Ovium

The oil-stained red robes of Genetor Heptex Ovium bulge with the unnatural shapes of their extensive augmetics.



Little of their original flesh remains, save their right eye and parts of their limbs. The rest of their form is cold steel adorned with arcane and often malfunctioning devices, with lumens that blink in time with the creaking of their mechanical legs. Their voice is projected from a vox unit and has a harsh, rasping tone like metal grinding on metal, speaking atonally with little emphasis. Heptex has a strange habit of only responding to others when addressed directly, and rarely shows anything close to an emotion.

Heptex cares little for the petty politics of Ancra. Their only goal is to increase productivity, and if that means conducting the righteous work of converting weak, wounded labourer flesh into the efficiency of a Servitor, so be it. Though their range of emotion is limited, Heptex will veer close to anger if accused of taking healthy workers from the fields, cursing the false rumours spread by the Ecclesiarchy.

The Genator sees the Agents as a useful outside force, a neutral group that could assist in limiting the powers of the Ecclesiarchy. After multiple calculations of an individual's trustworthiness, Heptex may disclose his desire to research the ruins of Ancra, and the potential any findings could have for aiding the Gilead System.

Relationships & Comments

The following quotes can be used or serve as inspiration for all members of the Adeptus Mechanicus when asked about specific topics:

On the Administratum: *It is pure logic that the ways of the Omnissiah are most efficient. If the Administratum cannot see this themselves, we will make them.*

On the Aeldari: *The vile forms of all xenos must surely be eradicated. But surely, the knowledge to be gained from autopsy and study of their weapons is the purest method to undo them.*

On the Agents: *It is plain that you are at least somewhat intelligent. It is the Omnissiah's will that you aid us in our quest for knowledge, and discover whatever lies in those ancient ruins. Though the probability is low, we would appreciate any help in limiting the distracting influence of the Ecclesiarchy.*

On the Ecclesiarchy: *Religious differences cannot stand in the way of progress. Regardless of the Ecclesiarchy's backwards beliefs, we need Servitors, and access to the lost technology ensconced in those so-called 'holy' ruins.*

On the Grim Harvest: *The superstitions of these backwards folk are illogical. Our calculations suggest there is a small percentage chance that*

these beliefs are merely propaganda to serve the needs of the Adeptus Ministorum, but more research is needed to find the source of these disappearances.
On the Labourers: *Even a blunt tool can serve the Machine God well... though these have proven*



LOGICAL REQUESTS

If Heptex feels they can trust the Agents, they make the following requests of them in order, rewarding them however you see fit. If they complete all three requests Heptex will ask them to infiltrate the ruins, sacrificing a clade of Servitors to distract the Children of Dawn to allow the Agents unobstructed entry.

Rewards: For each task completed, Heptex awards the Agents with a single Augmetic Eye (**Wrath & Glory Rulebook**, page 243), including installation.

Servitor Escort

'Our Servitors have been experiencing... human error as of late. Request: escort a clade of repaired farming Servitors to their duties and ensure they return safely.'

The labourers in the fields will throw stones at the Servitors and attempt to convince the Agents to abandon their task, but will not attack. Word will get around Ancra quickly of the Agents' alliance with the Mechanicus, potentially imposing a +1 DN to any Fellowship based Tests made against the labourers or members of the Ecclesiarchy.

Intel Operation

'Information must be gathered in the name of the Omnissiah. Request: journey to the Astra Militarum Outpost Polaris and discover the truth of what happened to their prisoner.'

Font of Faith

'The work of the Machine God must be carried out in peace. Request: infiltrate the Cathedral of the Ecclesiarchy and find a way to unbind the Children of Dawn.'

resistant to convincing. The fear mongering of the Ecclesiarchy is illogically stunting their progress. On the Ruins: The motive force flows, and directs us to our purpose. The search for knowledge continues and we must access those ruins. Will you help us?

SORTIUM COMPOUND

Situated centrally in the settlement, the Adeptus Administratum Overseers Compound is a stunted pyramid of bland rockcrete. Grand, austere, and featureless, it exudes a monotonous menace, though both the cathedral and the colossal silos tower over it.

Outsiders seeking to gain access must navigate the complex bureaucracy of the Imperium, filling in the necessary documentation to provide proof of who you are and the official nature of your visit. A successful **DN 3 Deception (Fel)**, **Persuasion (Fel)**, or **Scholar (Int) Test** expedites this process to take about an hour, whilst failure means it takes around a day.

The compound interior is a winding maze of corridors connecting sanctums, studies, and data vaults, echoing with the scratchy sound of scribes scribbling endless piles of bureaucratic farming records. Savants and menial workers bustle through the compound with what appears to be well-organised haste, but a cursory glance will show that this is mostly pointless work, moving information from one workstation to another with little actually being achieved.

The Agents can attempt a **DN 4 Investigation (Int) Test** to search through the masses of scrolls, data slates and rudimentary cogitators to look for any clues that might be pertinent to their investigation. A failure reveals the first point of information, a success reveals all three points of information, and a Shift on a successful Test reveals inconsistencies in some the data suggest that it may have been tampered with.

☠ Though there have been slightly more disappearances than average in the last few months, very few personnel have gone missing in the past decade — even the emergence of the Great Rift did not cause a particularly notable spike in the number of disappearances or murders.

- ☠ The recent disappearances have been from random fields around Ancra, with no obvious pattern.
- ☠ Productivity has been decreased dramatically in the past few months — more than the rate of disappearances would suggest.

The information above might also be gleaned through cleverly questioning Administratum Adepts or even the labourers at your discretion.

FUTAH'S DOCUMENTORIUM

High security documents are kept in a secure vault-like sanctum that Xanther Futih has also adopted as his bedchambers. If asked about the issue, he will calmly say that his position demands he keep a close eye on these sensitive files, and if pressed, he will 'confess' that he enjoys the safety this affords him.

A **DN 6 Stealth (A) Test** is required to break into Futih's Documentorium. The inside is organised chaos, with a profusion of incredibly boring scrolls spilling from a collection of nooks and cubbyholes. A spartan bunk is wedged awkwardly into the room, making it difficult to maneuver in the cramped space.

Any Agent may attempt a **DN 6 Investigation (Int) Test** to search through the mass of information for something pertinent to the current crisis in Ancra. On a failure, they find a single, heavily used dataslate, which will require a Test to open (see the next paragraph). On a success, they find both the dataslate and a hidden compartment in Futih's bunk that contains a severed head Human inscribed with the vile ruins of the Drukhari, and a simple line of Low Gothic carved into the forehead: *'REMEMBER YOUR OATH'*.

Accessing the dataslate requires a **DN 3 Tech (Int) Tech**. A failure reveals the same information available elsewhere in the Sortium Compound, but also reveals that the information has been altered in some way, and also several confusing personal documents written by Futih dealing with the formation of the Children of Dawn. A success shows the original information that someone has doctored:

- ☠ More than one hundred people have disappeared in recent months, far more than have been reported.
- ☠ The disappearances have all been people assigned to the fields nearest to the ruins.



THE ADMINISTRATUM

Speaking to the sullen, grey-robed Administratum adepts stationed at the Sortium Compound is a tiresome task — most have had their memories wiped to better focus on their assigned tasks, checking quotas are met and tithes are paid, and are obsessed with the minutiae of Imperial protocol.

The many adepts of the Administratum strive above all else to ensure the smooth operation of the Imperium, and reluctantly agree that the best way to do this is by uniting the Adeptus Mechanicus and the Ecclesiarchy and balancing power between them in order to meet the ever-increasing demands of the Gilead System. All respect Xanther for organising them properly and attempting to forge unity in Ancra.

Sample Administratum NPCs

Morius, sullen adept who speaks and moves at an almost impossibly slow and measured pace. His remit is urgent and emergency reports, and is usually sent to greet anyone trying to enter the compound. He is forgetful when rushed, and his devotion to exacting detail often leads to him starting a process again.

Helem, a frazzled clerk tasked with categorising and indexing a constant stream of files from other Administratum workers. She sleeps at her desk when possible and barks shrilly at anyone that bothers her, though she is always happy to help.

Adept Xanther Futah

Beneath the grey robes of his office, Xanther Futah exudes warmth and nervousness in equal measure. He is hunched with a slight lisp, and occasionally stutters as his mind races to the most accurate way he can form each of his sentences. He smiles often, and speaks softly when encouraging unity between Imperial Factions — something he has had to do a worrying amount of late. Many are surprised when they hear Futah talk about producing results in Ancra, as he reveals a grim, laser-focused demeanor.

Futah experienced a Grim Harvest personally whilst conducting a standard productivity of the fields some months ago. Of all those taken by the Drukhari, Futah amused them the most with his constant bargaining for his life, and the intensity of their torture cowed

him to their cause. His plans are simple — rotate old or injured workers to the south-western fields to ensure they are taken by the Grim Harvest, then play down any of those ‘superstitious rumours’ to frame the Adeptus Mechanicus for the disappearances.

Xanther will repeatedly request the Agents to help fix the relationship between the Ecclesiarchy and the Adeptus Mechanicus whilst subtly suggesting the latter are responsible. He will applaud every effort they make, and offers to help in any way he can.

Relationships & Comments

The following quotes can be used or serve as inspiration for all members of the Administratum when asked about specific topics:

On the Adeptus Mechanicus: *Productivity in the Emperor's name is paramount in these dire times, and the Adeptus Mechanicus are almost as successful as we of the Administratum in that regard! A shame that the populous fear them, but the results are undeniable.*

On the Aeldari: *Fortuitously, there are no reliable records of vile xenos scum ever befouling these lands. The myths of the backwards farmers are uncorroborated by Holy Terra, and should be ignored.*

On the Agents: *Its a blessing you're here. Our administrative work is too important to ignore, but the quarrel between the Ecclesiarchy and the Mechanicus must be resolved — you're perfect for the job.*

On the Ecclesiarchy: *We must believe the Emperor protects and sees us even through the blasted Cicatrix Maledictum, but surely the Confessor is going too far. Daemonising the Adeptus Mechanicus is one thing, but encouraging the workers to defend the ruins instead of engaging in extracurricular labour? A travesty!*

On the Grim Harvest: *There are few records on such foolish beliefs, and those that exist barely pass verification protocols — best to ignore such things.*

On the labourers: *Strong and capable tools. I am sure if they keep their faith and focus their minds they can meet the increased needs of our tithes. Provided they stop tarrying around those ruins, of course.*

On the Ruins: *Inconsequential, as far as the records go. If the labourers cared less about some old stones and more about farming, maybe things would be a little easier around here.*

THE HABS

The habitation blocks that house the unwashed hordes of farm labourers are brutally bland plasteel buildings. Creeping crop-vines cover the exterior of each of the colossal habs, as the helots of Ancra have been forced to convert even their homes to farmland to satiate the rapacious hunger of the Gilead System. The vines have grown to completely cover the arched windows of each of the habs, and as they near ripening, exude a vomitous sickly-sweet smell.



Though the habs are large, they could only conceivably house around a sixth of Ancra's working population. The Administratum purposefully ensured that there were only enough beds for the workers on their mandatory four-hour-per-day rest period to prevent the possibility of labourers sleeping in or bunking off.

The interior of each hab block is dark, though scavenged candles light the thin corridors between looming bunk towers. At the lowest level, labourers sleep on the bare rockcrete floor, whilst those that can climb the mass-produced wrought metal bunks experience the heat of the sweating room.

When a labourer leaves a bunk to go work their shift, another lays down their head. These transient sleeping conditions mean the citizens of Ancra carry their few possessions with them: carven figures of saints or sigils of the Emperor and bundled rags to make pillows. There is little for the Agents to find here beyond the labourers and their meager personal effects.



CONFRONTING FUTAH

The Agents are likely to confront Futah for a variety of reasons, though he will dismiss any accusations as mere rumours unless they can provide hard evidence.

Founding the Children of Dawn

'If you insist, let us speak privately. The beliefs of the people of Ancra can be somewhat... explosive, in my experience. I thought it was best to allow them to express themselves to keep the peace — provided they do so in their scheduled resting time, of course. If you hear of any of them slacking off, please report it to me personally as soon as you can. The Emperor protects.'

Falsified Data in the Compound

'Please, keep your voices low. Clearly the Emperor sent wise warriors on this investigation. I've been suspicious that the Adeptus Mechanicus have been tampering with our data, but given our delicate political situation, I was hesitant to accuse them. So, I kept the evidence to myself, for now. Perhaps you can find out why they would do such a thing?'

Futah is lying, but his **Deception (Fel)** might be higher than the Agents' **Insight (Fel)** in an **Opposed Test**. If the Agents buy his story, Futah gets away from them at his earliest convenience and rouses the Children of Dawn to attack the Agents, claiming that they are acting together to bring down the Ecclesiarchy.

Drukhari Message in Futah's Documentorium

Futah will be at a loss for words, then whisper *'Help me!'* to the Agents. He will do his best to lead them into the Hollows and betray them as soon as possible, attempting to get them killed by the Drukhari and fleeing at his earliest opportunity.



THE LABOURERS

Malnourished, fearful, and overworked, the common peasant labourers make up the vast majority of Ancra's population, and indeed the population of the entire Agri-World. Each inherits a hereditary position or is assigned a lifelong career by the Administratum, typically 16 hours of work per day in either a particular field or a processing plant. Their remaining hours are split between mandatory periods of worship, devouring meager rations, and well earned (but typically insufficient) rest.

The entire labour force devoutly worship the Lord of Dawn and are deeply superstitious, and put total faith in the words of the Ecclesiarchy. They shudder in fear at the mere mention of the Twilight Shades and are repulsed by the sight of the Adeptus Mechanicus, confident that the strange tech-ghouls have blasphemous designs for Ancra and the ruins.

As average citizens near the bottom of the Imperial hierarchy, the labourers have little understanding of the political machinations of the various Adeptas in Ancra (indeed, they have little understanding of anything beyond their assigned work and worshipping the Emperor). However, the misguided rumours that pass between them may reveal some key information to the Agents; see the **Field Rumours** (page 20) for more information.

The labourers in the Habs share the same opinions as those in the **Fields** and the **Processing Plants**. All Labourers use the statistics for an Imperial Citizen (**Wrath & Glory Rulebook**, page 327) but do not have the **COMPLICATION: Cheap Augmetic** as they do not trust the technologies of the Adeptus Mechanicus.

Sample Labourer NPCs

Czevak, a broad, tanned man with a booming voice who emphatically thanks the Dawn Lord for something in every other sentence.

Fazael, a heavily built and intensely suspicious woman who judges the faith of everyone she meets.

Thraviam, a slender woman with an awkward limp and a prominent lisp. She idolizes her brother, who is a member of the Children of Dawn. Forqus has gone missing, though she has heard rumours he has been imprisoned by the Astra Militarum. She prays he has

not been taken by the Grim Harvest, and is worried the Adeptus Mechanicus will turn her into a Servitor, as she thinks the Servitors near her field have been observing her limp.

Relationships & Comments

The following quotes can be used or serve as inspiration for all labourers when asked about specific topics. You can also use the **Field Rumours** section on page 20.

On the Administratum: *The heralds of the Lord of Dawn have instructed us in His service for generations — they are beyond reproach, despite their strange association with the tech-ghouls.*

On the Adeptus Mechanicus: *I do not trust those tech-ghouls or their chimeric automatons. We are the ones who should labour in the Emperor's name, not those blasphemers that seek to supplant us! Their greed for knowledge will call upon the wrath of the Twilight Shades.*

On the Aeldari: *Speak not of the Twilight Shades, offworlder, or you will bring death to us both.*

On the Agents: *Surely the Emperor himself sent you to aid us in our troubles? Ally yourself to His church, and bring us salvation from the vile tech-ghouls of the Adeptus Mechanicus.*

On the Ecclesiarchy: *Obey always the incorruptible preachers of the Emperor! They are the Lord of Dawn's messengers on Ancra's holy soil, and can do no wrong.*

On the Ruins: *Mortals should not tread on sacred ground. I pray you avoid that place.*

THE SILOS

Dominating the skyline of the Valley of Ancra, the silos rise to a seemingly impossible height. After each harvest and processing run, all produce from the valley is stored in one of these colossal, multi-chambered silos, awaiting collection from void-capable ships. In a desperate attempt to provide more foodstuffs to the Gilead System, the outside of each of the silos has been converted into vertical farmland.

A full manifold of docking technologies is built at the top of each silo, only accessible via a rusty plasteel elevator. In the rare event an elevator is needed, a senior Imperial official will gather a team of labourers to work its archaic hand-cranked mechanism, an arduous and thankless task.

The labourers of Ancra use the silos as a rudimentary sundial to keep track of the time during the day. Centuries old markings still persist in the fields, denoting inaccurate times. The workforce are happy to 'donate' their crops to the silos, seeing them as blessings from the Lord of Dawn — telling the time, holding the holy produce they have worked for, and stretching high into His realm. Though they were once revered as holy sites, the mainline teachings of the Imperial Cult have quashed this practice.

PROCESSING PLANTS

Built into the bottom of the silos, the processing plants are dank, dark, and loud. Their purpose is to process crops into protein and stretch every morsel of food as far as possible through a complex and little understood mechanical process. Large, rusty vats full of bubbling mulch are mixed by labourers overseen by Administratum Adepts, then pushed through pipes that snake maze like through each plant.

The stench of a processing plant is overpowering: rotten plants mixed with potent alcohol and synthetic sucrose. Moulds and fungi of little nutritional value grow on most surfaces, sustained by the moist, stinking air, and are harvested by the labourers to ensure they have something to eat after the Sortium tithes are collected. Recently, Tech Adepts aided in overseeing the processing, but after several 'accidents' that ended with the disciples of the Omnissiah dead in the vats, they returned to the Julcian Complex.

The Administratum Adepts working in the processing plants intervene if the Agents make any attempt to disturb their vital work. Agents that succeed on a **DN 3 Persuasion Test** will convince the overseers that any labourers can spend their 1d6 minutes daily allotted break time to talk to them.

The labourers in the Processing Plants share the same opinions as those in the **Fields** and the **Habs**. The Administratum Adepts in the Processing plants share the same opinions as those in the **Sortium Compound**.

THE FIELDS

Every inch of the valley floor has been consumed by fields, from flat farming plains, tiered paddy fields, and damp crop quarries. Though the labourers are supported by a few rudimentary root planters, the fields are largely worked by hand, sown with beans, grains and rice. A few old servo-tractors pull tilling blades built from scrap, whilst edible fungi and molds are scraped with primitive tools.

Due to the declining workforce and the need for increased production, the fields are constantly worked in rapid rotation. A slurry of fertilisers and growth enhancers are fed to the crops on a daily basis. The fields to the North West of the settlement are worked exclusively by Servitors. On the borders of these farmlands there is an almost audible tension between the labourers and the Mechanicus Adepts that manage the Servitors.



FIELD RUMOURS

The workers toil under the watchful eyes of Administratum overseers, but their eyes cannot be everywhere. When they believe they are out of sight, the workers will chatter ominously to one another. You can use the suggested rumours below to help guide the Agents' investigation in the fields, the **Habs** or in the **Processing Plants**.

'Elder Rasmus was taken by the Grim Harvest a few weeks ago. Just after he was moved to the South-West field as punishment, you know those old bones couldn't harvest fast enough. Probably those blasted Mechanicus whispering in the Overseers' ear. I wish we could've said goodbye to Rasmus.'

'Soulless evil in man form! That's all them Servitors is! Those ghouls suck the soul right outta ya, and make the body keep working!'

'If only we had more services in the cathedral at night, I bet then less people would go to the Grim Harvest.'

'I bet over a hundred people have died this month. I can't read none of the records, though.'

'What d'you think would happen if the Children of Dawn stopped guarding the ruins? If the Mechanicus got in, I bet it'd be a Grim Harvest for all of us!'

'I heard that Mechanicus leader is actually working for the Twilight Shades, and that's why the Grim Harvest is getting worse!'

'What is all this? A test of faith? Punishment for not working hard enough? Or just the influence of those blasphemous tech-ghouls?'

'I just know those tech-ghouls are planning an attack on the cathedral, or even the ruins! Why else would that 'research station' of theirs have so many weapons?'

OUTPOST POLARIS

Astra Militarum Outpost Polaris is tactically positioned on the rise of the western mountains, guarding the only path into the valley. The outpost consists of an immaculately kept Imperial Bastion, which also functions as an Astra Militarum storeroom, barracks, and armoury, containing spare Lasguns, a few charge packs, a Medikit and some rations. The Bastion also contains a makeshift office for the Colonel, and a few secure supply chambers that can be used as prison cells when necessary. The interior is, suffice to say, somewhat cramped. As war rages throughout the Gilead System, more and more outposts like Polaris are left understaffed as warriors are commanded to reinforce the crumbling and ever-shifting frontlines.

The Cells

The dull plasteel supply chambers that form the 'cells' of Outpost Polaris are not the most secure, and can be broken into (or out of) with a **DN 4 Stealth (A) Test**. A single prisoner is currently held in the cells. Forqus, a labourer and member of the Children of Dawn, is scruffy and muscular, with a tonsure haircut and a missing leg. Forqus is imprisoned for their own good, and is the sole survivor of a suspected Grim Harvest. Futah ordered Forqus detained until they regain their wherewithal.

Questioning the shell-shocked Forqus is difficult. He babbles incoherently about *'Mechanical sinners, slender men made of blades, and a gigantic, horrible beast!'*. Agents that succeed on a **DN 5 Insight (Fel)**, **Intimidation (Wil)** or **Leadership (Wil) Test** will be able to read or cajole him into revealing it was definitely some kind of bestial monster that ate his leg after tearing his cohort apart and fleeing into the ruins — though it was dark, and he may have been mistaken.



THE ASTRA MILITARUM

The warriors of the Astra Militarum are the hammer of the Emperor, trained and equipped to battle against the worst horrors the galaxy have to offer. But still, these warriors are Human, and are vulnerable to the same vices. The soldiers of Outpost Polaris are irredeemably lazy and cowardly, and view their appointment to this quiet backwater away from the frontlines of the Gilead System as a gift from the Emperor Himself.

Four Imperial Guard Troopers (**Wrath & Glory Rulebook**, page 328) are stationed at Outpost Polaris, and will make a show of looking tough if the Agents talk to them. Their veneer of false bravado falls immediately when challenged, and if they are ever engaged in combat they must make a **DN 2 Fear Test**.

Colonel Krast Bilnus

Seemingly the idealist Astra Militarum Colonel, Karst Bilnus is bold, brash, meticulously groomed, and eager to die in the Emperor's name. This eagerness does not match his combat prowess, however, resulting in his assignment to Outpost Polaris.

Colonel Bilnus has some difficulty in whipping his soldiers into shape, but is endlessly pessimistic. He sees the issues between the Ecclesiarchy and Administratum as being beyond his remit, but is more than happy to help the Agents in any capacity, especially if any 'real danger' shows up.

Colonel Bilnus insists on escorting the Agents everywhere in the Outpost and stands to attention at all times. He tries to refer to everyone he meets by their rank at the start and end of every sentence, and tends to bark his words in an uncompromising military style. He uses the statistics of an Astra Militarum Sergeant (**Wrath & Glory Rulebook**, page 329) but has a paltry **Ballistic Skill (A)** of 2.

Relationships & Comments

The following quotes can be used or serve as inspiration for all members of the Astra Militarum when asked about specific topics.

On the Administratum: *Cowardly pencil-pushers! Too stressed with making sure the beans add up right to be of any use to anyone.*

On the Adeptus Mechanicus: *Look, we need weapons. And those Servitors certainly work hard. Sure the cog-folk are creepy, but they have their uses, and they're too logical to lie.*

On the Eldari: *If there were any vile xenos scum around, rest assured we'd have shot them already.*

On the Agents: *We're glad you're here. We're trained to shoot the enemies of the Imperium, not solve petty squabbles — that's your job.*

On the Ecclesiarchy: *Listen, the Emperor's fire burns in all of us, but we're soldiers, so we know what to do with it. Getting these peasants riled up is only going to cause trouble... and maybe it already has.*

On the Grim Harvest: *Don't let the locals hear you say this, but it's all superstition. Whatever's going on here, it's between the cog-folk and the church.*

On the Labourers: *A superstitious lot, but hard workers for sure. The Emperor smiles on those with an empty mind, a faithful heart, and a strong back.*

On the Ruins: *Only seen 'em from a distance, but looked like a pile of old rocks to me. Best to let the locals alone with their strange beliefs.*



THE MOUNTAINS

The Valley of Ancra is almost completely surrounded by a tall, jagged mountain range that is completely impassable by foot or land vehicle. In the south-western corner of the valley is a heavily wooded area that hides the ruins, supposedly the home of the Twilight Shades. This area is always guarded by a Mob of at least 20 Children of Dawn.

CHILDREN OF DAWN

A fanatical and zealous militia made up of the most devout (and violence prone) followers of the Lord of Dawn. Their purpose is to defend the ruins from any potential intruders. The Children of Dawn see their appointment as a great honour, and scavenge farming equipment and scrap metal to create rudimentary weapons. All are members of the labouring populace and take on this extra work with pride, often prioritising guard duty over sleep.

Though passionate, the Children of Dawn are not the most perceptive guardians, and haven't noticed the Drukhari assaults being launched from the Hollows. However, they have located those injured by the attacks, and have repelled every attempt the Adeptus Mechanicus have made to intrude on the ruins.

Even when not guarding the ruins the Children of Dawn enforce their own interpretation of the Imperial Cult. Whilst this often means simply preventing the Adeptus Mechanicus from going about their work, it also involves ensuring that those that are too injured to continue the Emperor's work are sacrificed to His glorious light, and buried to feed His crops. The Ecclesiarchy have long turned a blind eye to this behaviour even though it decreases the amount of corpse starch available as preserving the zealotry of the farmers promotes good labour.

Though ostensibly a religious organisation under the control of Confessor Euphrati and the Ecclesiarchy, the Children of Dawn were secretly formed under the guidance of Administratum Adept Xanther Futah to ensure the secret of the ruins was kept and to frame the Adeptus Mechanicus for the Grim Harvest.

THE RUINS & THE HOLLOWS

Nestled in the South-Western end of the Valley of Ancra is a forest untouched by the rampant farming of the Imperium. Deep within this heavily wooded area are a series of ancient and haunting ruins, overgrown with twisted spindle vines and poisonous mosses.

The slender, bone-like structures twist and curve in elegant, almost organic ways that are the antithesis of Imperial architecture, and seem to guide those that walk through them to a collapsed plateau at the base of the mountain range. An ornate, half-collapsed arch frames a seemingly natural tunnel into the mountain itself. A **DN 5 Scholar (Int) Test** allows an Agent to identify these as ancient Aeldari ruins made of wraithbone.

Though the ruins on the surface are both shattered and inscrutable they extend far underground, buried by the detritus of millennia. The hollows under the mountain are cool, damp, and soundless, punctuated by the remnants of the arcane ruins. Some feature esoteric pictographs of slender figures.

The ruins are the remnants of an ancient Aeldari settlement that colonised Ostia as a Maiden World before the fall of their Species. The hollows of the mountain contain a ruined temple once devoted to Isha, the Aeldari deity of the harvest, and the temple itself houses a Webway Gate. The Webway Gate has only recently been re-activated — perhaps by disturbances in the Warp triggered by the appearance of the Great Rift — and is now the site of a standoff between the Drukhari and the Aeldari.



PART 1: PLANT THE SEED

Exploration of Ancra, and a midnight raid.

The first part of **Grim Harvest** allows the Agents to explore the farming complex of Ancra and the surrounding areas, talk to the populace, and discover more about the fear that grips the workers. As the Agents uncover information about the disappearances, they begin to notice differences in stories — not is all as it seems. Something else is going on in Ancra as the cogs of the Imperium vie for power.

There is a lot of information here and the players should be encouraged to fully explore Ancra and interact with the citizenry — do not overload the players by giving them all the information in one scene.

SILO ARRIVAL

The Agents arrive at Ancra aboard an Imperial Cruiser, the *Pious Hammer*, after a tedious and lengthy trip. The *Pious Hammer* lands on top of one of the silos (page 19) during a particularly grey afternoon.

THE VIEW FROM ABOVE

From the top of the Silo, the Agents can see the layout of the Ancra farming complex below.

- ☠ Directly below are a series of dull looking hab units, an imposing cathedral, and a grey, utilitarian building marked with the symbol of the Administratum.
- ☠ To the north-west is a complex building covered in intricate tubes. The huge gates to the building bear the skull-in-cog symbol of the Adeptus Mechanicus.
- ☠ To the north-east is a craggy opening leading out of the valley with a single Imperial Bastion.
- ☠ Fields of crops stretch outwards in all directions to the foothills of the huge mountains that mark the borders of the valley.

IMPERIAL TENSIONS

After disembarking the *Pious Hammer* and getting their bearings, the Agents are greeted meekly by **Adept Xanther Futah** (page 16).

'Fine warriors of the Emperor, I welcome you to Ancra, such as it is. I won't insult you by asking why you are here, as I understand my place in our glorious Imperium. I am Xanther Futah, Administratum Adept, and I have a humble request of my own. You will meet our Confessor and leading Tech-Adept shortly. I apologise in advance for their behaviour. If you have time, whilst you are here, to repair their relationship, I would be most grateful. Please, seek me out at the Overseer's Compound if you ever need any assistance.'

Futah then leads the Agents to a rickety open plasteel elevator platform where **Genetor Heptex** (page 13) is currently explaining the weakness of the flesh to a very angry **Confessor Euphrati** (page 12):

'This elevator is a perfect example of the weakness of the flesh. Query: do you calculate more crops could be acquired if holy Servitors powered this elevator?'

'Absolutely not! Humanity is made in the Emperor's image, if He wanted us to alter our forms, He would have decreed it Himself, you impious fool!'

'Anger. Predictable. Perhaps if the labourers and yourself were more logically inclined, they would not believe foolish myths, and the righteous work of the Omnissiah would continue undisturbed.'

'Perhaps if the blasphemous Mechanicus weren't so keen to enter the forbidden ruins and convert every injured citizen into a soulless Servitor, people would trust them more! You there! New arrivals! What do you think? Should elevators be powered by glorious manpower, or cold machinery?'

Euphrati emphatically points to the Agents, and all parties expect them to take a side. If the Agents side with either party, they are very pleased, and invite them to visit their respective building in Ancra. The other party becomes incensed, and likely ignores the Agents for the rest of the elevator ride.



You might like to use the NPC Attitudes Optional Rule from page 168 of the **Wrath & Glory Rulebook**. If you choose, the argument may escalate to Heptex and Euphrati accusing each other of being behind the Grim Harvest. Xanther Futah tries to calm everyone down unsuccessfully, and discourages the Agents from visiting the ruins. If they ask him for leads, he mentions there is a prisoner attacked by some kind of beast kept at the Outpost Polaris.

When the elevator comes to a stop at the valley floor, the Agents can see that the elevator is indeed powered by a team of exhausted labourers. Futah, Heptex, and Euphrati return to their duties, and the Agents are free to explore Ancra however they wish.

EXPLORING ANCRA

The Agents have a chance to explore the settlement of Ancra, question the workforce, and begin their investigations. Refer to the **Characters** and **Valley of Ancra** sections above for more information.

WHERE DO WE GO?

There are numerous side stories to explore in Phall, and the Agents should spend some time getting embroiled in the feud between the Ecclesiarchy and Adeptus Mechanicus. The easiest way to get them back on track is to have them encounter some labourers eager to tell the warriors of the Emperor everything they know about the disappearances (see **Hard Evidence, Soft Whispers**).

HARD EVIDENCE, SOFT WHISPERS

The Agents can discover several pieces of evidence while investigating the fields and questioning the agricultural labourers:

- ☠ If the Agents pass a **DN 4 Awareness (Int) Test**, they notice several odd footprints in the mud that seem to lead to nowhere. The gait is long and they are quite shallow.
- ☠ Any Agent who wishes to inspect the crops may make a **DN 3 Investigation (Int) Test**. A success reveals that small sections have been cut by an extremely sharp, potentially monomolecular blade. A failure reveals the crops have been disturbed, but nothing more.
- ☠ If the Agents investigate the fields after a raid, they discover a small splash of an unfamiliar dark liquid — poison from Wych blades. Agents that make a **DN 2 Medicae (Int)** or **Survival (Wil) Test** can sample the liquid and realise it is some form of xenos poison. If the Agent fails the Test, they gain the *Poisoned (2)* Condition until they take a Regroup or Respite or receive medical aid.
- ☠ Field workers blame either the Adeptus Mechanicus or the Twilight Shades for disappearances, and point the Agents to the Servitors, the Julcian Complex, or the ruins (though they discourage going to the ruins).



PLOUGH YOUR OWN FURROW

A group of labourers refuse to work the same field as Servitors, insisting that the mechanical monstrosities are responsible for the disappearances. By imperial law they should be swiftly punished for their audacity and obstinacy but their overseer merely reprimands them and puts them on half rations. If questioned, the Administratum overseer grumbles that she would like to punish them properly, but it only increases tension with the Ecclesiarchy and the Children of the Dawn.

THE PRISON OF THE FLESH

A worker collapses in the fields, pushed past the point of endurance and unable to work. This is hardly unusual. Nor is it unusual that the Servitors working nearby immediately signal the Adeptus Mechanicus to come and collect the body. This is a relatively new practice: fewer labourers means more Servitors are needed, and you can't make a Servitor without breaking a few bones, and replacing them with steel rods.

The Children of the Dawn move in to protect the aged, unconscious labourer; an Adept and a couple of skitarii are determined to take the old woman away. The Administratum overseer stands silently waiting for the situation to resolve itself. The Agents can attempt to diffuse the situation with a **DN 6 Persuasion (Fel) Test**. Otherwise, the Adept wins out and the Children of the Dawn disperse, muttering accusations of heresy and blasphemy under their breath.

If the Agents support the Children of the Dawn and they take possession of the labourer at the centre of the dispute, they'll kill her: Ancra has no resources to spend on workers who can't fulfill their purpose. At least she'll be buried and used to fertilize the fields, as scripture dictates.



WHO FOLLOWS?

New arrivals are rare in Ancra, and many are interested in using the powerful Agents to their own ends. You can use these repeated NPC encounters to keep the Agents on track during their investigation.

Armus the Servo-Skull

Slaved to Genator Heptex, this Servo-Skull's augmetic eye also functions as a pict recorder. Though it has a very high **Stealth (A)** of 7 and is unlikely to be spotted by the Agents, it will emerge from hiding to pictograph them whenever they do anything interesting and report back to the Julcian Complex.

Thraviam the Labourer

Thravium is described in the Sample Labourer NPCs on page 18. She will meekly follow the Agents as often as possible, even during the hours she should be sleeping or worshipping, in the hopes that they can find her brother. If the Agents take a shine to Thraviam (or another labourer), consider having them be taken by the Grim Harvest to add drana to a rescue from the Drukhari torturers in **Part 4**.



THE FIRST NIGHT

After the Agents have done a bit of investigating and exploration of Ancra, night falls and events start to take a darker tone. The workers become fearful and guarded, whispering of the Grim Harvest. The following events should occur on the Agent's first night in Ancra. The scenes take place in clear view of the Agents and they should have an opportunity to intervene.

DIFFERENCE OF OPINION

A small Adeptus Mechanicus team accompanied by at least three **Combat Servitors** (*Wrath & Glory Rulebook*, page 344) attempt to get into the ruins. The Children of Dawn stop them before they can enter the forest, resulting in a loud argument, though it does not come to blows. If the Agents question the team, they are told of the Children of Dawn and their fanatical defence of the ruins.

MARKED TERRITORY

There is a loud standoff when a Servitor malfunctions, walking into Human-run fields and disrupting their work. A small fight breaks out between the workers and the Tech Adepts trying to recover the rogue Servitor. If the Agents don't intervene, the Tech Adepts leave the Servitor to its fate. The workers overcome the Servitor, but at least one labourer is brutally crushed under the Servitor's threshing arm. The fieldhands etch a crude symbol of a sun breaking through the clouds on the fallen Servitor's chest — a sign of the Children of Dawn.



MIDNIGHT RAID

At midnight, two teams of workers change shifts in one of the south-western fields. While conducting a headcount of the workers, an Administratum Adept notices that four workers are missing, and calls out for the Agent to help. The workers have been taken by the Grim Harvest, a nightly raid by the Drukhari. Upon investigating the field, there is one body left behind, covered in long deep cuts on their back.

Members of the Adeptus Mechanicus and Children of Dawn congregate at the corpse quickly. The Adeptus Mechanicus want to examine it and determine what weapon killed the worker. The Children of Dawn want to give the person a proper burial and return the body to the Emperor. This descends into a scuffle, and the Children of Dawn will manage to take the body if the Agents don't intervene.

Untrusting of the outsiders, the Children tell the Agents nothing about the body or the slain worker. If the Agents intervene and either take the body for themselves or give it to the Mechanicus, they can discover the worker was slain by Aeldari weaponry with a **DN 6 Tech (Int) or Ballistic Skill (Int) Test**. The Tech-Adepts deliver the same information the following day if they take the corpse.

If the Agents are in the fields at the time of the raid, it is possible — but very difficult — to catch one or two of the Drukhari. The raiders run at the first signs of conflict, dodging attacks and diving for the shadows, trees, and cover. If they are caught, they won't reveal any information, and only say *'You broke our deal, Mon-Keigh!'* before trying to escape, or just grin evilly at the Agents, muttering words of murder and hatred in both Aeldari and Low Gothic.

PART TWO: AGGRESSIVE AGRICULTURE

The Agents are asked for help.

During the second day of investigations, the Agents can explore more of Ancra and learn more about the culture, folktales, and politics of the Valley. The settlement's leaders meet with them once more and ask for their help to further their own goals.

A PIOUS PROPOSAL

At some point during the day, Confessor Euphrati approaches the party and asks the Agents to help her, with the goal of rousing the citizens to sabotage the Adeptus Mechanicus facility. She is quick to brand the Agents as heretics if they do not help, but backs down if challenged on this. She does not want conflict with the Agents, but does want their support. If the Agents don't help, she speaks of how Heptex is stealing away the injured, some turning up as Servitors — an abomination to the Lord of Dawn. See the **Pious Proposals** box on page 12 for more information on other requests Euphrati may make.

A LOGICAL REQUEST

Heptex approaches the party and tries to persuade the Agents to help the Adeptus Mechanicus, with the goal of infiltrating the ruins, offering to distract the Children of Dawn so the Agents can recover potential archeotech. He is desperate to research the ruins, but logic dictates he should not upset the Ecclesiarchy anymore than he has. If the Agents accept the offer, Heptex says the distraction will occur some time tomorrow and will draw off some of the Children of Dawn. If they don't accept, Heptex tries to sneak in his own infiltrators, which leads to **Unsuccessful Reconnaissance** (see page 29). See **Logical Requests** on page 14 for more information on other requests Heptex may make.

THE SECOND NIGHT

After the events of the previous night, the workers are obviously tense, gripping their tools with white knuckles as they look out for any threat. Some of the Children of Dawn stand watch over the servitors in the fields making sure they stay where they are assigned. They are watching the wrong part of Ancra, however.

INDUSTRIAL ACCIDENT

A Servitor injures a citizen in the processing plant. The Servitor was adjusting the valves of hot water when one broke and sprayed the labourer, ruining their face and one arm. Other workers are blaming the Servitor for clumsy work and causing the accident. The Tech Adepts, having examined the pipe, discover signs of corrosion and blame the workers for not reporting it. A small fight breaks out when the Tech Adepts try to take the citizen — at least one labourer is strangled to death in a mechadendrite claw.

WORKERS REVOLT

A small gang of citizens on their 2-hour mandated sleep shift sneak out from their habitation block to attack a Servitor. They can be caught sneaking around the Julcian Complex watching for a Servitor to return or head out to the fields. If the Agents do not catch them, the Servitor is found in the morning missing a mechanical leg and its agricultural servo-arms. A search of the area finds the missing limbs, and a search of Ancra finds grease-stained rags in one hab block where the workers tried to remove the oil from their hands after attacking the Servitor.

FAERIE STORIES

The fields are full of whispers tonight — fragments of old folk tales about the ruins, and the Twilight Shades that come from them. The younger workers tell of strange, beautiful, light-footed spirits who steal away the slow and clumsy. The labourers are teaching one another a gesture that wards away the Shades. A **DN 5 Scholar (Int) Test** determines that it's a very poor attempt to say 'friend' in the Aeldari Lexicon.

The workers don't know what the gesture means, and are horrified to learn it's a xenos word. It's impossible to trace the origin of the stories: they've been passed down for generations. The gesture doesn't work, either, but it might make the Drukhari laugh.



PART THREE: REAP WHAT YOU SOW

In a clash of faith and technology, the Agents must choose a side.

Things come to a head between the Ecclesiarchy and the Adeptus Mechanicus. The evidence and rumours start to firmly point towards the ruins, and suggest that the Agents need to gain access to them. The events in this scene and the start of **Part 4: Into the Mountain** (see page 29) can overlap depending on how the Agents react to the information they have gathered. If they already want to investigate the ruins, allow them to do so. If they still have areas of Ancra to investigate, allow the Agents to do so, impressing on them a heightened tension between the workers, priests, and Tech-Adepts.

THE THIRD NIGHT

The tension has finally snapped, and there is a palpable sense of aggression in the air. After the events of the last few days, both the Adeptus Mechanicus and the workforce have had enough and clash.

RIGHTEOUS SABOTAGE

The Ecclesiarchy encourages a band of citizens, mostly members of the Children of Dawn, to sabotage the Adeptus Mechanicus facility. Euphrati understands that this is a bad idea, but knows the loss in life will push their agenda further.

The clash happens at the entrance to the Julcian Complex, where a Mob of 15 **Labourers** (page 18) armed with makeshift weapons try to force their way inside to wreck the Mechanicus workshops. A squad of 5 **Combat Servitors** (**Wrath & Glory Rulebook**, page 344) led by a Tech-Adept (page 35) emerge from the complex in an attempt to stop them. Someone will throw a stone and all hell breaks loose. The leader of the citizens yells out *'You'll never be allowed in the home of the Twilight Shades! Those lost to the Grim Harvest are lost to the ruins and shall not be disturbed!'* as they charge forward.

If the Agents have been seen to assist the Ecclesiarchy, they can talk down the citizens with a **DN 5 Deception (Fel)**, **Intimidation (Wil)**, **Leadership (Wil)**, or **Persuasion (Fel) Test**, though they'll need to do so without insulting Confessor Euphrati or implying she might not have the citizens' best interests at heart. If they've previously intervened on behalf of the Adeptus Mechanicus the DN of the Test is increased by +2.

If the Agents act swiftly and make an example of one or two would-be rioters, the crowd disperses. It's dirty work but prevents a much greater loss of life. If the Agents don't intervene, the uprising is quickly put down: the doors to the Julcian Complex are locked, and the **Combat Servitors** wipe out the protestors in a seconds as they hack the mob to ribbons, the labourers' tools falling hopelessly against armour plates.

THE DOUBLE CROSS

Xanther fears there's a real chance the Agents are about to ruin his deal with the Drukhari. He takes action the only way he knows how: playing Ancra's other factions against each other. If the Agents have worked with the Adeptus Mechanicus, he tells Euphrati the team are planning an incursion into the ruins. If they've worked with the Ecclesiarchy, he tells the Adeptus Mechanicus they're planning to destroy the entrance to the ruins, sealing them off permanently.

Whichever faction Xanther sics on the Agents, the results are similar. Either a squad of 5 **Combat Servitors** led by a Tech-Adept or a Mob of 12 **Children of Dawn** attempt to assassinate the Agents. If that fails, Xanther makes one last plea: the Agents are only stirring up trouble, and it would be better if they moved on and simply gave him time to ease the tensions. He asserts that he can convince the Ecclesiarchy and Adeptus to see past their differences and work together to handle the threat; there's no need for the Imperium to waste resources on a small, local problem.

UNSUCCESSFUL RECONNAISSANCE

Early in the evening, the Adeptus Mechanicus manage to distract the Children of Dawn by setting a Servitor loose near the entrance to the ruins. It is programmed to randomly destroy the fields and lead the Children away, not to fight. This manages to distract the zealots long enough for a small team of Tech-Adepts to sneak

into the ruins. Only one makes it back alive: they are badly damaged by what look like large claws and babble about a monster in the shadows.

ONGOING RAIDS

The Drukhari raid again — see **Midnight Raid** on page 26 for more information.

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HARVEST

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PART FOUR: INTO THE MOUNTAIN

Entering the ruins. Encountering the Beast in the Hollows. Discover the truth of the Grim Harvest and a twisted xenos menace.

At some point in the adventure, the Agents will attempt to enter the ruins. To do so, they have to find a way past the Children of Dawn. When past the zealots, they find a twisting system of tunnels

GETTING IN

The Children of Dawn (page 22) are well organised, and ensure that a Mob of at least 20 **Zealots** guard the edge of the forests that lead to the ruins at all times. They turn away any interlopers and are utterly single minded in the face of threats or persuasion. Willing to die for their cause, they raise a battlecry and charge into combat even if threatened by warriors of the Emperor. If the Agents choose to kill the Children of Dawn to get into the ruins, they will likely disappoint their Patron, and will have to explain themselves to Colonel Blinus when they return to Ancra.

It is difficult to find a way past the Children of Dawn without resorting to violence — they spread themselves well across the forest, and are alert to any approaches from the fields. The distraction provided by Heptex and Euphrati's word are the best alternatives to get in.

Once the Agents make it past the Children of Dawn, narrate their journey through the forest and the ruins using the descriptions on page 22.



THE HOLLOWES

Navigating the labyrinth of dark hollows beneath the mountain is a difficult task, especially as they are also home to the semi-tame Clawed Fiend responsible for some of the maulings attributed to the Grim Harvest. Though the Drukhari brought it through the Webway Portal to aid them, they have been unable to control its bloodlust, and now it stalks the hollows in a hungry search for prey.

The Agents must make a successful **DN 10 Survival (Wil) Test** to navigate through the twisting tunnels to the Aeldari temple, the hideout of the Cult of the Bloodied Claw. Every time the Agents fail the Test, roll on the table below to see what they discover as they stumble through the dark caverns and decrease the DN of the **Survival (Wil) Test** by 1.

The Beast

Every time the Agents make a **Survival (Wil) Test** in the hollows, roll **Survival (Wil)** for the Clawed Fiend. The first time the Clawed Fiend rolls more Icons than the Agents, read or paraphrase the following:

'You hear the sound of claws scraping on rocks and a guttural growl echoing through the hollows from a long way off. You can't tell which direction it is coming from, but the source is definitely large.'

The second time the Clawed Fiend rolls more Icons than the Agents, read or paraphrase the following:

'You hear the thumping of a huge beast galloping reverberate through the hollows. It seems to emanate from one tunnel, and then the next, before it stops completely. After a moment of tense silence, you hear the echoes of deep, frantic inhalations.'

HOLLOWES DISCOVERIES

2d6	Hollows Discovery
2	A large, rocky cavern with a collection of bloodstains on the floor. Some are clearly much older than others. Tunnels stretch out in four directions.
3	A tall cavern with a rocky, winding slope to its bottom. At the bottom of the cavern is a collection of bloody and chewed Human remains in various states of decay, including a relatively fresh muscular leg. There are several tunnels at the top and bottom of the cavern.
4	A small cave between two tunnels containing a ragged, unidentifiable Human corpse.
5	A mechanical buzzing emanates from a rock cavern filled with collapsed wraithbone structures. Anyone that searches the chamber finds a mostly broken Servo-Skull struggling to activate its broken grav-motor.
6	A dusty cavern of rough rock with no less than eight tunnels leading to and from it. The dust has been disturbed by gargantuan footpads with huge claws.
7	The tunnels give way to a chamber made entirely of ruined wraithbone. There are several pictograms of tall, slender figures and strange deities, all of which have been defaced by sharp blades.
8	A long cavern with a myriad of tunnels twisting off at its sides. Starlight steams into the cavern from a slim hole above.
9	A large cave terminates with several tunnels leading deeper underground. A battered and abandoned pack of unfamiliar ammunition lies on the craggy ground. Any Agent that makes a DN 6 Tech (Int) or Ballistic Skill (Int) Test discovers that this is Drukhari Splinter ammo.
10	A huge cavern half covered in wraithbone ruins. At its center is a bizarre shrine with dull, inlaid gemstones. Human blood has been shed on the ruins, and strange patterns have been carved into them with sharp blades.
11	A small cave pockmarked with strange impacts. There is a wickedly curved but broken blade on dusty ground. Agents that inspect the pockmarks and succeed on a DN 6 Tech (Int) or Ballistic Skill (Int) Test will surmise that they were made by an Aeldari energy weapon. Agents that inspect the broken blade and succeed on a DN 5 Scholar (Int) or Weapon Skill (Int) Test can discern it is a Drukhari weapon.
12	A wide cavern with several collapses terminates in an elegant and complex wraithbone shrine. Any Agent that inspects this shrine and passes a DN 6 Scholar (Int) Test discerns that this is a shrine to the Aeldari harvest deity Ishta, and indicates that there is a large temple nearby.

The third time the Clawed Fiend rolls more Icons than the Agents, read or paraphrase the following:

'The sound of claws scraping on rocks and galloping thumps roars from the tunnel behind you. You catch a glimpse of a muscular blue humanoid, easily two and a half metres tall, and a whipping tail that appears to end in a sharp blade made of bone.'

The Clawed Fiend is upon the Agents in moments, eager to slay any prey in its new territory. If the Agents try to hide from the Clawed Fiend instead of fighting it, have them make an **Opposed Test** of their **Stealth (A)** versus the Clawed Fiend's **Awareness (Int)**. If they successfully hide from the Clawed Fiend, it continues through the hollows and attempts to find them again — continue to roll **Survival (Wil)** for the Clawed Fiend whenever the Agents make a **Survival (Wil)** Test.

THE TEMPLE

Any doubt of the providence of the ruins is dissolved when the Agents reach the temple. The uncanny grandeur of the curving wraithbone construction shines through the dilapidation, at once beautiful and strangely off-putting. Broken statues of the noble, elongated bodies of Aeldari warriors flank the broken doors of the entrance.

Agents with a Passive Awareness of 3 or higher hear a conversation between two Drukhari, a **Kabalite Warrior** and a **Wych** (page 36), coming from inside the nave of the temple. Of course, they are speaking in a harsh dialect of the Aeldari Lexicon, so the Agents are unlikely to understand them:

'When will Mon'Fyrt let us storm the Portal Chamber and force the tantalising screams of death from the throat of that foolish Ranger? Her pain is sure to make a delectable feast.'

'Be quiet K'graeth! We all long to see that wretched creature's blood, but she has already slain four of us. She is doomed as long as we guard her only exit, so have some patience.'

The Nave

The nave of the temple is a domed, perfectly circular room 30 metres in diameter. At its centre is an intricately carved supporting column depicting the Aeldari goddess Ishta raising various xenos crops.

There is a grand door easily large enough to accommodate a battle tank on the left side of the nave. The door leads into the Portal Chamber and is currently guarded by a Kabalite Warrior and a Wych. On the right side of the nave is a smaller door leading deeper into the temple to the Hideout of the Bloodied Claw.



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ENTERING THE WEBWAY GATE

The Webway Gate is barely functioning, and the labyrinthine realm it leads to is impossible for the untrained to navigate. Ulthyr has no compunctions about telling any of the Agents that entering the Webway Gate is certain death.

THE PORTAL CHAMBER

Once a resplendent example of the advanced technology of the Aeldari, the chamber that houses this Webway Gate is now a ruined monument to their fall. The graceful wraithbone architecture is mostly collapsed, and the only light in the room is the flickering energies of the malfunctioning Webway Gate.

The Portal Chamber is guarded by Ulthyr, an **Aeldari Ranger** (page 38) serving the shattered Craftworld Ul-Khari. She is sworn to protect the gate from the Drukhari and has thus far been successful, stealthily picking them off from the darkness. Ulthyr did not predict the intrusion of the Agents, and knows that killing them could bring more filthy Mon'Keigh into the temple, sparking a larger conflict she cannot hope to win. On the other hand, the idea parlaying with the low Species disgusts her.

If the Agents take more than a few steps into the Portal Chamber, Ulthyr either closes the door behind them or fires a warning shot. She ensures she remains completely hidden whilst talking to them, warning them of the dangers of both the Webway Gate and twisted slave raids of the Drukhari.

Play Ulthyr as an inscrutable alien. Her emotions are almost impossible for Humans to understand. She is utterly manipulative and will say almost anything to ensure the Agents deal with her biggest problem — the Drukhari — with absolutely no concern for their lives.



RAID & RETURN

If the Agents infiltrate the Hideout of the Bloodied Claw at night, there is a chance that the majority of their number are currently absent and raiding the fields around Ancra, leaving only a skeleton crew of 2 **Kabalite Warriors** and 2 **Wyches**. If the Agents defeat them, they have the perfect opportunity to set up an ambush for the returning Succubus and her raiding party.

HIDEOUT OF THE BLOODIED CLAW

The Kabal of the Bloodied Claw have taken up residence in the upper levels of the temple's worship hall, a vast 60-metre-long, 20-metre-wide chamber with a central line of once-proud statues of Aeldari heroes, now defaced and desecrated. The ceiling of the worship hall is 20 metres high with several cave-ins and collapses obscuring a once magnificent mural. The upper level is a mezzanine supported by intricately carved columns depicting the bizarre harvests of Isha. There are 6 small 10-metre-square shrine annexes on either side of the hall, each once dedicated to a member of the Aeldari pantheon, though the statues are all derelict or desecrated and unidentifiable.

As soon as the Agents enter the chamber they are hit by a mixed reek of rotting wounds, stale air, and smoke. The Kabal of the Bloodied Claw have converted the lower level of the worship hall into a makeshift torture chamber, chaining labourers taken in the Grim Harvest to the central statues. A slew of corpses litter the floor, amongst them a few heavily mutilated survivors being tortured by a Mob of 4 **Wyches** and their **Succubus** leader (pages 36 and 37). Enjoying the harrowing display from the mezzanine are a Mob of 6 **Kabalite Warriors** (page 36). All are held rapt by the nourishing pain of the torture, but will attack as soon as they see or hear the Agents. They battle to the death, relishing the opportunity to cause pain, and offer little in the way of conversation. Mon'Fyrt the Succubus attacks while laughing with glee and screaming about treacherous Mon'Keigh.

RESOLUTION

After (hopefully) defeating the Drukhari, the Agents will have effectively stopped the Grim Harvest and discovered a lost Aeldari temple. The productivity of Ancra is now somewhat secured, but the discovery of the Aeldari temple is a potential powder keg in the strange political landscape of the Gilead System. The Agents may try to keep their discoveries a secret — a difficult but not impossible task — as revealing the truth could have the consequences elaborated below.

THE TRAITOR FUTAH

If Futah's betrayal is not uncovered in the course of this adventure, he will attempt to continue the life he knew before the coming of the Grim Harvest. If his traitorous secret is uncovered, the Agents are well within their rights to execute him — if they don't, Colonel Blinus will have him executed by firing squad.

ULTHYR

Depending on the actions of the Agents Ulthyr may have never been encountered, may have aided them against the Drukhari, or may be dead. If Ulthyr survives, she thanks the Agents as warmly as an Aeldari can, then disappears at her earliest convenience, eager to find reinforcements to ensure the temple is retaken by her Species. Her likely plan is to demolish some parts of the temple to ensure the filthy Mon-Keigh will not intrude further. If she has her way, this could lead to a small-scale invasion of Ancra.

THE ADEPTUS MECHANICUS

The relationship between the Adeptus Mechanicus and the other Imperial Factions in Ancra may have completely collapsed depending on the course of the adventure. If the Agents sided against the Mechanicus during their investigations, consider giving a +2 DN penalty to any interactions the Agents have with the Machine Cults of Avachrus going forward.

Regardless of any sabotage or public vilification, the Adeptus Mechanicus will be ecstatic with the discovery of the ruined Aeldari temple, and should the Agents reveal it to them, any slights against them will be forgotten. Their research is likely to be difficult and time consuming, but the Omnissiah is patient and determined. Avachrus will use all the influence it has to lay claim to the ruins, with terrible repercussions for any backroom negotiations between Jakel Varonius and Craftworld Ul-Khari.

THE ECCLESIArchY

Though the Cathedral of the Dawn Lord is a very minor facet of the Ecclesiarchy active in the Gilead System, word travels quickly through the Adeptus Ministorum, and Agents that side against them will find any interactions with the Imperial Cult more difficult in future. Consider giving a +2 DN penalty to any interactions the Agents have with the ecclesiarchy of Enoch going forward.

Even if the Agents worked with the Ecclesiarchy, the church has hit a major setback in its attempts to spread its control over Ostia. Faith in Ancra will be shattered by the revelatory truth of the Grim Harvest.

AWARDING XP

- ☠ 3 XP for roleplaying and having fun.
- ☠ 5 XP for defeating the Kabal of the Bloodied Hand.
- ☠ 3 XP for discovering betrayal of Xanther Futah.
- ☠ 2 XP for defeating the Clawed Fiend.
- ☠ 2 XP for preventing the deaths of labourers and Children of Dawn when possible.
- ☠ 2 XP for ending the conflict between the Adeptus Mechanicus and the Ecclesiarchy.
- ☠ 1 XP for each of the following locations visited:
 - ☠ Cathedral of the Sun Emperor
 - ☠ Julcian Complex
 - ☠ Sortium Compound
 - ☠ Outpost Polaris



ADMINISTRATUM ADEPT XANTHER FUTAH						
KEYWORDS: IMPERIUM, ADEPTUS ADMINISTRATUM						
S	T	A	I	WIL	INT	FEL
1	2	1	2	2	4	2
Resilience						
3						
Defence		Wounds			Shock	
1		4			3	
SKILLS: Default 2, Awareness 6 (Passive 3), Cunning 6, Deception 6, Investigation 8, Persuasion 6, Scholar 8						
ABILITIES						
ACTIONS: Laspistol: 7 +1 ED / Range 6-12-18 / Salvo 1 / Pistol, Reliable						
DETERMINATION: Spend 1 Ruin to roll 2d6.						
Conviction		Resolve		Speed		Size
2		1		6		Lrg

ZEALOT (CHILDREN OF DAWN)						
KEYWORDS: IMPERIUM, ADEPTUS MINISTORUM						
S	T	A	I	WIL	INT	FEL
3	3	1	2	3	1	1
Resilience						
4						
Defence		Wounds			Shock	
1		5			4	
SKILLS: Default 3, Athletics 5, Awareness 1, Intimidation 6, Weapon Skill 3						
ABILITIES						
BATTLECRY: The Zealot makes an Intimidation Interaction Attack and then Charges with no Multi-Action DN penalty.						
ACTIONS: Scrap Metal Weapons: 6 +3 ED						
DETERMINATION: Spend 1 Ruin to roll 3d6.						
Conviction		Resolve		Speed		Size
3		2		6		Avg



CONFESSOR EUPHRATI						
KEYWORDS: IMPERIUM, ADEPTUS MINISTORUM						
S	T	A	I	WIL	INT	FEL
2	2	2	2	4	3	3
Resilience						
7 (Rosarius AR: *4)						
Defence		Wounds		Shock		
1		4		5		
SKILLS: Default 4, Awareness 4 (Passive 2), Ballistic Skill 2, Insight 7, Intimidation 6, Medicae 6, Scholar 7, Weapon Skill 4						
BONUSES						
Spiritual Administration: Whenever the Confessor makes a Test to discover another character's sins, they gain +2 bonus dice.						
ABILITIES						
ACTIONS: Laspistol: 7 +1 ED / Range 6-12-18 / Salvo 1 / Pistol, Reliable						
Ceremonial Maul: 5 +3 ED						
RUIN: Invigorating Invocation: A character of the Confessor's choice that can hear them recovers all Shock damage.						
DETERMINATION: Spend 1 Ruin to roll 2d6.						
Conviction		Resolve		Speed		Size
4		3		6		Avg



GRIM
HARVEST

VOW OF
SILENCE

DARK
BIDDING

DUTY BEYOND
DEATH

MINISTORUM PRIEST

KEYWORDS: IMPERIUM, ADEPTUS MINISTORUM

S	T	A	I	WIL	INT	FEL
1	2	2	2	3	2	3

Resilience

3

Defence	Wounds	Shock
1	4	4

SKILLS: Athletics 3, Ballistic Skill 4, Insight 4, Intimidation 4, Leadership 5, Scholar 4, Weapon Skill 4

ABILITIES

ACTIONS: Fiery Invective
A Ministorum Priest can preach the word of the Imperial Creed as a Free Action once per combat. The Priest and all of their allies with the IMPERIUM Keyword recover 3 Shock.

Knife: 3 +2 ED

DETERMINATION: Spend 1 Ruin to roll 2d6.

Conviction	Resolve	Speed	Size
3	2	6	Avg

TECH-ADEPT

KEYWORDS: IMPERIUM, ADEPTUS MECHANICUS, AVACHRUS

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

Resilience

3

Defence	Wounds	Shock
1	4	2

SKILLS: Awareness 6, Ballistic Skill 2, Investigation 6, Medicae 5, Pilot 2, Scholar 6, Tech 8, Weapon Skill 2

ABILITIES

ACTIONS: Admin Access
When a Tech-Adept communes with a Machine Spirit as part of a Test, they gain +2 bonus dice.

Lasipistol: 7 +1 ED / 6-12-18 / Salvo 1 / Pistol, Reliable

DETERMINATION: Spend 1 Ruin to roll 2d6.

Conviction	Resolve	Speed	Size
1	1	6	Avg





WYCH						
KEYWORDS: DRUKHARI						
S	T	A	I	WIL	INT	FEL
2	2	3	4	2	1	1
Resilience						
4 (Wychsuit: AR 1)						
Defence		Wounds		Shock		
3		4		3		
SKILLS: Default 3, Athletics 6, Awareness 4 (Passive 2), Ballistic Skill 4, Weapon Skill 8						
BONUSES						
Power from Pain: Flensing Fury – If this Threat deals a Wound it gains +3 bonus dice to Weapon Skill (I) Tests until the end of its next Turn.						
Obsession: Precise Killer – If this Threat makes an All Out Attack, the AP value of their melee weapons increases by 1 for that attack.						
ABILITIES						
BATTLECRY: Torturous Acrobatics: The Wych moves to their target then uses a Multi-Action to make an Athletics (S) Interaction Attack attempting to make them Vulnerable, followed by a melee attack with their Hekatarii Blade.						
ACTIONS: Splinter Pistol: 7 +1 ED / Range 6-12-18 / Salvo 1 / Inflict (Poisoned), Pistol						
Hekatarii Blade: 7 +4 ED / Range 1 / Parry						
REACTION: No Escape: When this Threat makes a Reaction Attack with a melee weapon they do so with +2 bonus dice.						
DETERMINATION: Dodge: Spend 1 Ruin to roll 3d6. This Threat uses Agility instead of Toughness to roll Determination.						
Conviction		Resolve		Speed		Size
2		1		8		Avg

KABALITE WARRIOR						
KEYWORDS: DRUKHARI						
S	T	A	I	WIL	INT	FEL
2	2	4	4	3	2	1
Resilience						
6 (Kabalite Armour: AR 3)						
Defence		Wounds		Shock		
3		4		4		
SKILLS: Default 4, Awareness 4 (Passive 2), Ballistic Skill 6, Weapon Skill 5						
BONUSES						
Power from Pain: Eager to Flay – If this Threat deals a Wound it gains +3 Speed until the end of its next Turn.						
Obsession: Soul Bound – When this Threat is Wounded it gains +1 bonus dice to Determination rolls.						
ABILITIES						
ACTIONS: Splinter Rifle: 7 +1 ED / Range 12-24-36 / Salvo 2 / Inflict (Poisoned), Rapid Fire (2) Sword: 5 +2 ED / Range 1 / Parry						
DETERMINATION: Spend 1 Ruin to roll 2d6.						
Conviction		Resolve		Speed		Size
3		2		8		Avg



GRIM
HARVEST

VOW OF
SILENCE

DARK
BIDDING

DUTY BEYOND
DEATH

SUCCUBUS

KEYWORDS: **DRUKHARI**

S	T	A	I	WIL	INT	FEL
3	3	4	6	3	1	1

Resilience

5 (Wychsuit: AR 1)

Defence	Wounds	Shock
5	5	4

SKILLS: Default 2, Athletics 8, Awareness 5 (Passive 3), Weapon Skill 10

BONUSES

Champion: This Threat may use Ruin Actions and has 2 personal Ruin.

Power from Pain: Flensing Fury – If this Threat deals a Wound it gains +3 bonus dice to Weapon Skill (I) Tests until the end of its next Turn.

Obsession: Precise Killer – If this Threat makes an All Out Attack, the AP value of their melee weapons increases by 1 for that attack.

ABILITIES

BATTLECRY: Torturous Acrobatics: The Succubus moves to their target then uses a Multi-Action to make an Athletics (S) Interaction Attack attempting to make them *Vulnerable*, followed by a melee attack with their Archite Glaive.

ACTIONS: Agoniser: 7 +4 ED / AP -2 / Range 4 / Agonising, Inflict (*Poisoned*)

Archite Glaive: 9 +4 ED / AP -3 / Range 1 / Unwieldy (2)

RUIN: Brides of Death: All Wyches within 5 metres of the Succubus gain +2 bonus dice to any Weapon Skill (I) Tests until the end of the Succubus' next Turn.

REACTION: No Escape: When this Threat makes a Reaction Attack with a melee weapon they do so with +2 bonus dice.

DETERMINATION: Lightning Dodge: Spend 1 Ruin to roll 4d6. This Threat uses Agility instead of Toughness to roll Determination., and can roll Determination against Mortal Wounds.

Conviction	Resolve	Speed	Size
3	2	8	Avg

CLAWED FIEND

KEYWORDS: **BEAST, DRUKHARI**

S	T	A	I	WIL	INT	FEL
6	6	5	5	2	1	1

Resilience

7

Defence	Wounds	Shock
3	10	4

SKILLS: Default 4, Athletics 8, Awareness 6 (Passive 3), Intimidation 6, Stealth 4, Survival 5, Weapon Skill 6

BONUSES

Hunting Senses: This Threat suffers no penalty to Tests due to darkness.

ABILITIES

BATTLECRY: Fearsome Beast: Anyone that can see this Threat must make a **DN 3 Fear Test**.

ACTIONS: Clawed Fists: 6 +3 ED / AP -1 / Range 2 / Brutal

WRATH: Tail Spike: The Clawed Fiend makes an immediate attack with its Tail Spike at any target in range.
5 +2 ED / AP -1 / Range 4 / Rending (1)

REACTION: Berserk Rage: Whenever this Threat suffers a Wound, roll 1d6. If you roll an Icon, this Threat gains 1 personal Ruin. If you roll an Exalted Icon, this Threat gains 2 personal Ruin.

DETERMINATION: Spend 1 Ruin to roll 6d6.

Conviction	Resolve	Speed	Size
2	1	10	Lrg





AELDARI RANGER

KEYWORDS: AELDARI, ASURYANI,
CRAFTWORLD UL-KHARI

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

Resilience

7 (Aeldari Mesh Armour: AR 3)

Defence	Wounds	Shock
2	5	4

SKILLS: Default 5, Awareness 7 (Passive 4),
Deception 3, Insight 3, Ballistic Skill 8, Stealth 9,
Weapon Skill 6

BONUSES

Cameleoline Cloak: +1 bonus to Stealth (A) Tests
(included in SKILLS above) and +1 Defence when
using cover.

Champion: This Threat may use Ruin Actions and
has 2 personal Ruin

Deadshot: When this Threat uses the Aim action
and makes a Called Shot they double the bonus ED.

Intense Emotions: This Threat takes a penalty of +1
DN to all Resolve Tests.

From the Shadows: Whenever a vision penalty or
cover affects someone trying to attack or detect this
Threat, the penalty is increased by +2.

ABILITIES

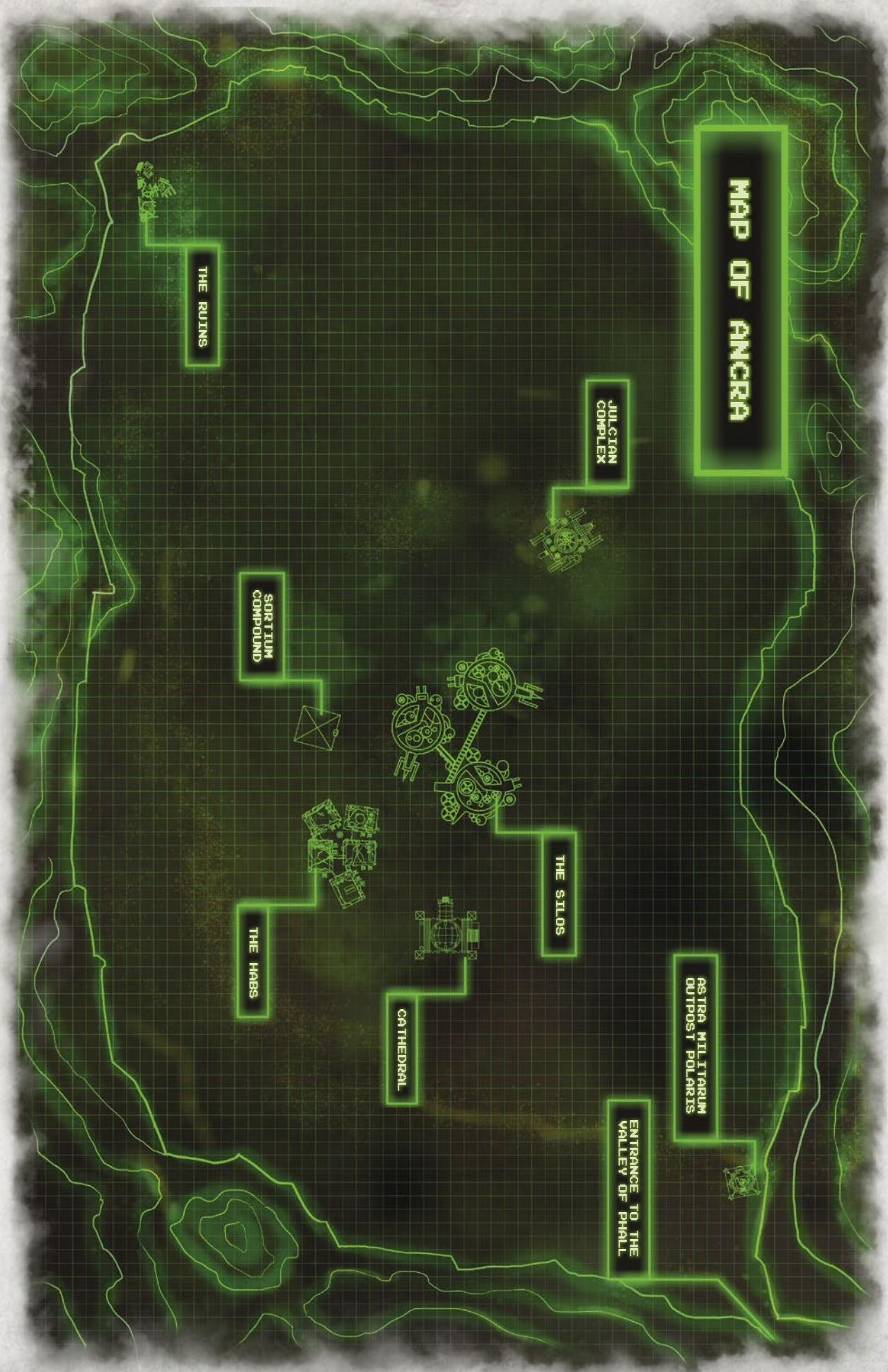
ACTIONS: Ranger Long Rifle: 10 +1 ED / Range
18-36-54 / Salvo 0 / Sniper (4)

Shuriken Pistol: 10 +1 ED / Range 6-12-18 / Salvo 2
/ Pistol, Rending (3)

Sword: 5 +2 ED / Range 1 / Parry

DETERMINATION: Spend 1 Ruin to roll 3d6.

Conviction	Resolve	Speed	Size
3	2	8	Avg



TYING IT TOGETHER: GRIM HARVEST

The diverse NPCs in **Grim Harvest** offer a wealth of opportunities to direct the Agents to different adventures. The recommended adventure to follow **Grim Harvest** is **Vow of Silence**.

MINGLING WITH THE MECHANICUS

Even if the Agents were posed against the Adeptus Mechanicus in the course of **Grim Harvest**, they would have made their capabilities clear to Genetor Heptex Ovium (page 13). The Genetor is reasonably well connected amongst the Adeptus Mechanicus even at this lowly outpost, and his reports will attract the attention of Archdominus Vakuul.

A Favour for Vakuul

'Query: you seek to serve the good of the Imperium in the Gilead System, correct? Our blessed Archdominus requires a team of... anomalous subjects such as yourselves. The matter is so delicate that I cannot be briefed, but I have calculated a team such as yours would be able to clandestinely accomplish any task set forth by the ruler of Avachrus. Response?'

A Derth of Servitors

'Your assistance in these matters has been much appreciated by the Mechanicus, and we project that crop yields will be up 9.6% due to your efforts. Unfortunately, this does not make up for the loss of Servitors by the short-sighted citizens of Ancra. Query: would you report this loss to the Pakthertius Servitor Manufactorum on Avachrus and escort a new clade of Servitors back to us?'

IMPRESSING THE ECCLESIArchY

If the Agents prove their faith to Confessor Euphrati (page 12) in the course of **Grim Harvest**, she lauds their faithfulness in an attempt to cover up the problematic revelations of the ruins and the Twilight Shades. After parading the heroes around in the Cathedral of the Sun Emperor (page 10) to little effect, she asks the Agents to do a favour for the Ecclesiarchy and investigate the potential heresy at Hephesteum's Rest (**Vow of Silence**, page 42) at the behest of Merramar Clade.



Mentioning the Monastery

If you are intending to run **Vow of Silence** at any point after **Grim Harvest**, you may like to have one of the priests the Agents meet at the Cathedral of the Sun Emperor (page 10) be a former member of Saint Hephesteum's Monastery (page 44). Monks and priests often submit to extreme penitent tasks, particularly in the wake of the emergence of the Great Rift.

TRUST NOT THE ALIEN

The Aeldari and Drukhari the Agents encounter in the course of **Grim Harvest** can both be potentially linked to **Dark Bidding**, provided they aren't immediately slaughtered in the Emperor's name.

Ulthyr

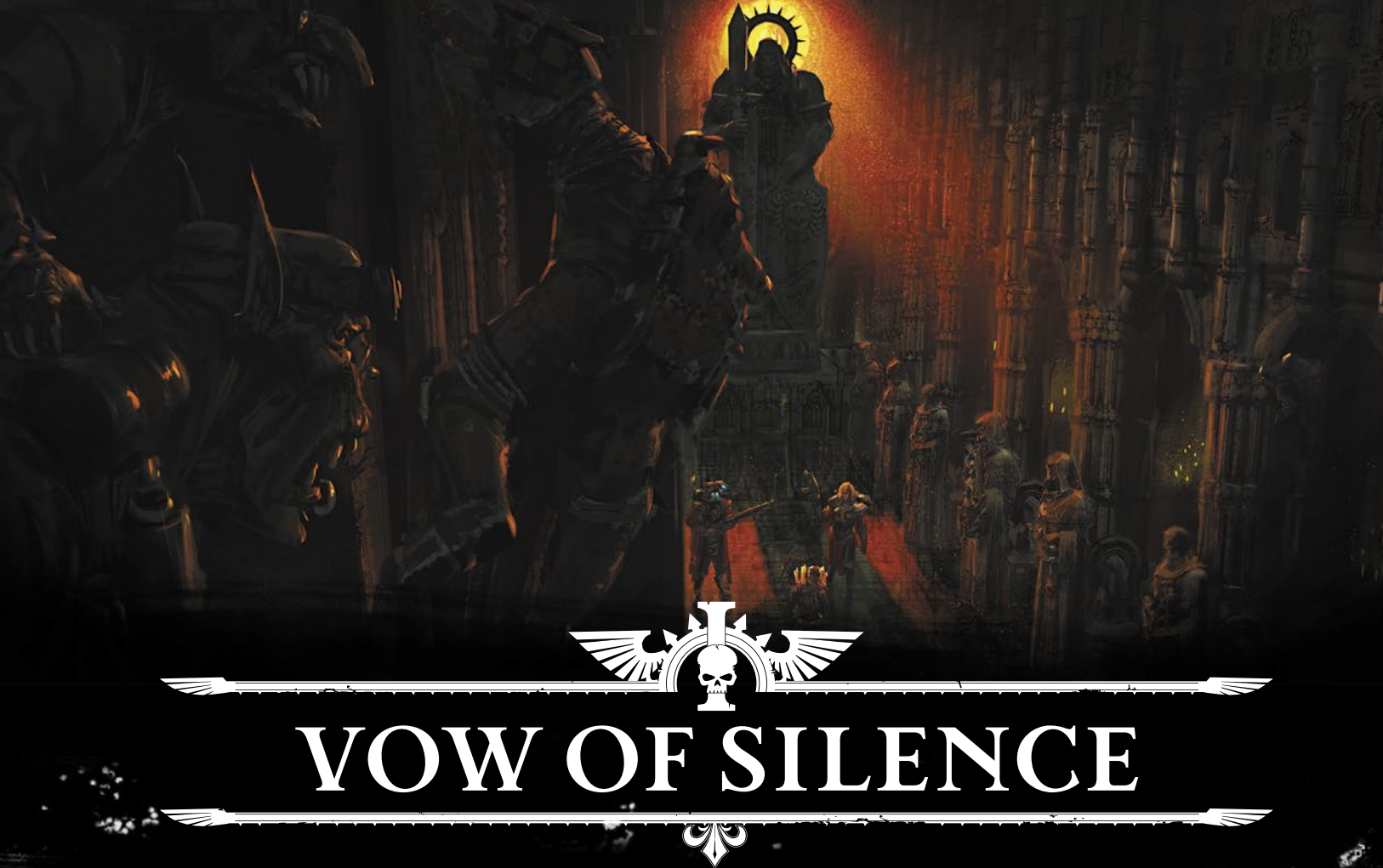
Though Imperial citizens can scarcely tell the difference between them, the Asuryani and Drukhari of the Gilead System are engaged in the latest battle of a war that has been underway for almost as long as Humanity has existed. Ulthyr is eager to manipulate the Agents into destroying the Drukhari wherever they are found, but will admit that she only knows of the Cabal of the Bloodied Claw because the Greensteel

Corsairs have allowed Drukhari to join their ranks, a fact that disgusts her. She will tell the Agents that she believes that a Drukhari member of the Greensteel Corsairs is planning to attend an auction on Avachrus. If the Agents report this to any member of the Adeptus Mechanicus, it quickly comes to the attention of Archdomina Vakuul, leading to **Dark Bidding**.

The Cabal of the Bloodied Claw

Though the Drukhari Cabal aren't particularly keen conversationalists, the Agents may be able to squeeze some information out of them about their planned activities under extreme duress. A successful **DN 6 Intimidation (Will)** Test against an unarmed Drukhari forces them to reveal that their raids are part of a much larger plot to enslave all of the Gilead System, and that their sleeper agents amongst the foolish Greensteel Corsairs are targeting Avachrus next. If the Agents report this to any member of the Adeptus Mechanicus, it quickly comes to the attention of Archdomina Vakuul, leading to **Dark Bidding**. A failure on the Test results in nothing more than a furiously desperate unarmed attack from the Drukhari.





VOW OF SILENCE

As a silent monastery, the monks of Hephesteum's Rest are loath to contact the wider Imperium. Now, an unexpected invasion of Ork Kommandos has left them unable to cry for help. Corruption seeps from the Great Rift into the Gilead System. To hold back the creeping darkness, Rogue Trader Jakel Varonius dispatches loyal servants of the Imperium to collect and secure holy artefacts, desperately collecting relics with any miniscule measure of the Emperor's power. One such artefact is the Thighbone of Saint Hephesteum, located in the silent monastery that bears her namesake.

Unaware of the Ork attack, the Rogue Trader has employed a group of Agents to acquire the Thighbone of Saint Hephesteum, and, whilst at the monastery, investigate the disappearance of some sensitive materials. As part of their investigation, the Agents discover the monks' sworn silence is far from their only obstacle — the monastery has been infested by a cadre of cunning Ork Kommandos.

Vow Of Silence is a standalone adventure that can be played in a single session of Wrath & Glory. It is suitable for a Tier 1 party of characters with the **IMPERIUM** Keyword. Higher Tiers might not be adequately challenged, so you may need to make adjustments to compensate (the easiest ways to do this are to bring more Boyz, or MORE DAKKA!).



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REFJU/003211
DICTATED BY: JAKEL VARONIUS
SUBJECT: RELIC RETRIEVAL
TARGET: THIGHBONE OF SAINT HEPHESTEUM
LOCATION: SILENT MONASTERY HEPHESTEUM'S REST

LOYAL SERVANTS OF THE IMPERIUM, I AM DISPATCHING YOU TO RETRIEVE AN IMPORTANT RELIC FROM THE ISLAND MONASTERY OF HEPHESTEUM'S REST. THE THIGHBONE OF SAINT HEPHESTEUM WAS SHARPENED INTO A DAGGER AND USED TO BANISH A FOUL CORRUPTION OF CHAOS THAT THREATENED THE IMPERIUM CENTURIES AGO. SINCE THE THIGHBONE'S USE AS A WEAPON AGAINST THE VILE ENTITIES OF THE WARP, IT HAS BEEN ENTRUSTED TO THE CARE OF A GROUP OF MONKS DEVOTED TO PROTECTING WHAT FEW TRAPPINGS REMAIN OF SAINT HEPHESTEUM IN THEIR MONASTERY ON ENOCH

ARTEFACTS OF THIS KIND ARE, AT THE VERY LEAST, INSPIRATIONAL ON THE FIELD OF BATTLE, WHICH IS ENOUGH OF A REASON TO SEND A TEAM SUCH AS YOURSELVES TO REQUISITION ONE. HOWEVER, THIS IS ONLY PART OF YOUR MISSION. WE HAVE REASON TO BELIEVE A TRAITOR OF THE ARCHENEMY HAS INFILTRATED THE MONASTERY AND IS SEEKING TO PURLOIN ITS VITAL PRODUCE. WHILST YOUR TASK TO RETRIEVE THE RELIC IS NO MERE COVER, IF YOU ONLY ACHIEVE ONE THING IN YOUR MISSION, LET IT BE THIS: DISCOVER THAT TRAITOR AND DESTROY THEM.

I TRAVELLED TO THE MONASTERY ONCE IN MY YOUNGER YEARS, HAVING WALKED UP THE WINDING STAIRCASE TO REACH THE BROODING STRUCTURE AT THE HIGHEST POINT OF THE UNNAMED ISLAND IT RESTS ON. THOUSANDS OF PILGRIMS HAVE MADE SIMILAR JOURNEYS IN THE PAST SEVERAL CENTURIES, BUT IN RECENT MONTHS THE MONASTERY'S ATTENDANT MONKS HAVE GONE ENTIRELY SILENT. COMPOUNDING THIS SUDDEN LACK OF COMMUNICATION, RETRIEVED PASSENGER MANIFESTS INDICATE THAT THE FEW PILGRIMS TRAVELLING TO THE MONASTERY IN THESE TRYING TIMES HAVE FAILED TO RETURN.

I'VE ARRANGED TRANSPORT TO THE MONASTERY'S ISLAND THROUGH A LOCAL NAVAL TRANSPORT BARGE OPERATED BY ONE SHIPMISTRESS AMSEL. ONCE YOU REACH THE ISLAND, HEAD UP TO THE MONASTERY, DESTROY THE TRAITOR, AND SECURE THE THIGHBONE BY ANY MEANS NECESSARY. I SUSPECT THE LACK OF COMMUNICATION FROM THE RESIDING MONKS MEANS SOME FOULNESS HAS TAKEN ROOT ON THE ISLAND. SPEAK WITH THE SHIPMISTRESS TO LEARN WHAT YOU CAN DURING YOUR JOURNEY, BUT OTHERWISE FOCUS ON RETURNING THE RELIC INTACT.

COURAGE IS THE EMPEROR'S GIFT: REPAY HIM WITH VICTORY.

ADVENTURE SUMMARY

Part One: A Muted Welcome

The Agents arrive at the dreary island and ascend up to the monastery. Along the way, they discover hints of what has happened and eventually encounter one of the surviving monks.

Part Two: A Silent Stalemate

Alert to the presence of the Orks, the Agents make their way through the monastery in search of other survivors amongst the carnage.

Part Three: Battle For The Monastery

Having explored the monastery, the Agents must now contend with the leader of the Greenskins and retrieve the pilfered Thighbone of Saint Hephesteum!

HEPHESTEUM'S REST

The silent monastery Hephesteum's Rest was constructed centuries ago, purposefully isolated on a small island a few hours of travel from the nearest settlement. Its monks maintain a self-sustaining lifestyle, growing what little food the island can bear and plying the surrounding oceans for seafood. The meager surplus they harvest is sent to the mainland, along with a begrudging written correspondence to the high priests of Theocropolis Vehementer.

Beside pursuing elevated states of silent spiritual purity, every monk works to further the glory of the Imperium. The junior postulants sew clothing for the Ministorum and Munitorum. The novices illuminate holy manuscripts and concoct primitive medicines. All of these lower-ranked priests aspire to prove their piety and commitment to silent veneration of the Imperial Cult.

Outwardly, the senior monks appear to devote their time to soundless isolated meditation in the secure Solarium, cutting themselves off from interpersonal contact to ponder the Emperor's own silent sacrifice. In truth, they are performing a secretive and dangerous service to the Imperium.

THE EMPEROR'S TAROT

Senior monks who have proven their dedication to silent worship are given a solemn duty: they assemble the psychoactive liquid crystal wafers that make up the cards of the Emperor's Tarot for countless worlds within the Imperium. The Emperor's Tarot is used by Sanctioned Psykers to augment their psychic powers, channelling their abilities through the psychoactive crystals to divine the future. They are said to be a manifestation of the Emperor's own omniscience, though few can properly comprehend their messages.

As each card is meticulously constructed using psycho-crystal plates, the process must be completed in absolute silence. Any sound — or emotion — could taint the psycho-sensitivity of a card, rendering the deck as useless for predicting the future as any deck of simple playing cards. Or at least, these are the superstitions that have etched themselves into the minds of those that run the monastery.

SAINT HEPHESTEUM'S THIGHBONE

Once a member of the Missionarus Galaxia, Talya Hephesteum was instrumental in defending one of the first Imperial transports to travel to Enoch. The transport, filled with colonists for the world of Enoch, suffered a sudden failure in its Gellar Field that resulted in the manifestation of horrific Warp entities. Talya stood before the entities and read holy scriptures, keeping the creatures at bay long enough for the field to come back online and for the creatures to vanish back to their infernal domain. In the daemons' final departing action before they were ripped from reality, they unleashed hellfire that consumed Talya. All the surviving colonists could salvage was the charred remains of her right thighbone.

For Talya's efforts, the Imperium granted her followers the island that would become known as Hephesteum's Rest. The survivors fashioned Talya's thighbone into a sharpened blade with a gilt-handle, believing the weapon could ward off the depredation and horrors of the Immaterium. Since then, the monks have kept the thighbone secure within their monastery.

Wargear: The Thighbone of Saint Hephesteum acts as a sword without the Parry Trait. When used against a creature with the **DAEMON** Keyword it gains the Agonising, Brutal, and Inflict (*Vulnerable*) Traits, and its damage is increased to (S) +6.

THE FALSE MONKS

The Agents are tasked with investigating rumors that a false monk has infiltrated Hephesteum's Rest and is plotting to pilfer from its store of decks of the Emperor's Tarot. The truth of the matter is that two traitors have invaded the monastery at the command of the Cult of the Transposed Hope. This Tzeentchian Cult has expanded rapidly in the vast refugee zones of Enoch, promising positive change to the many desperate souls that join their ranks and do their bidding.

Calliope

Calliope is known as one of the most conservative and pious members of the monastery. None of the other monks have ever seen her open her tightly pursed mouth, nor have they seen within the voluminous robe that clings tightly to her head. Her commitment to the cause of Hephesteum's Rest and her eagerness to attend and assist in engagements at the misericord have earned her a place of respect at the monastery.

Four years ago, Calliope began experiencing visions she believed were sent to her by the Emperor whilst working as a Ministorum Priest. She embarked on a pilgrimage from her homeworld of Arimaspia to the Shrine World Enoch, only to be trapped by the emergence of the Great Rift. Whether her visions were once true or the malign influence of the Chaos Gods, they led her to the Transposed Hope, who cultivated her burgeoning potential as a psyker.

Though the power of the Warp has corrupted Calliope's mind, she is still somewhat stable for a Rogue Psyker, especially when working with Thaddeus, who has learned several techniques from the Transposed Hope to guide her. Calliope suffers from the Visions mutation (*Wrath & Glory Rulebook*, page 289), and often drifts into delusions of grandeur — sometimes, she still believes she serves the Emperor, even that she is the vessel for Saint Hephesteum's hallowed spirit.

Calliope has the same statistics as a Rogue Psyker (*Wrath & Glory Rulebook*, page 340) and knows the following psychic powers from the *Wrath & Glory Rulebook*:

- ☠ Chameleon (page 268)
- ☠ Erasure (page 278)
- ☠ Telepathy (page 279)
- ☠ Terrify (page 282)
- ☠ Mind Probe (page 279)
- ☠ Touch of Corruption (page 281)



GRIM
HARVEST

VOW OF
SILENCE

DARK
BIDDING

DUTY BEYOND
DEATH

Thaddeus

Thaddeus puts on a false show of piety as he masquerades as a novitiate monk. Both Thaddeus and his sister were exposed to a heretical icon and forced to flee Theocropolis Vehementer. He experienced a slight mutation, and his sister showed evidence of becoming a psyker. The Transposed Hope have promised Thaddeus that they will care for his younger sister in exchange for smuggling decks of the Emperor's Tarot from the island.

Coming from the hard life of an Imperial citizen in the twisted tunnels of Theocropolis Vehementer's maintenance undercrofts, Thaddeus quickly mastered the dark passageways of the monastery's secretive Night Stairs. He now uses the Night Stairs to pilfer decks of the Emperor's Tarot, which he keeps hidden in the Storeroom for eventual pickup.

Thaddeus has the statistics of a Cultist (**Wrath & Glory Rulebook**, page 338), but doesn't have an Autopistol. Thaddeus has the Living Shadow mutation (**Wrath & Glory Rulebook**, page 288) making him impossible to ambush, which can be noticed by any Agent that makes a successful DN 5 Awareness (Int) Test.

KAPTIN SLYSTABBA

Kaptin Slystabba, formerly just a particularly sneaky Ork Kommando, is now adjusting to the rigors of Orky command. He took the role of Kaptin after brutally executing the Nob who managed to get this ship crashed on some stinking 'umie world that didn't even have a proper fight waiting for 'em. When he and his ladz crashed near Hephesteum's Rest, they thought they'd go down without a proper fight, but instead found the island and a possible scrum to save them.

Always a bit more on the kunnin' side of things, Slystabba managed to keep his crew of Kommandos in line and prevent them executing the monks of the Monastery. Slystabba has ordered his ladz to torment the monks in hopes of getting one of them to talk and reveal their situation. This petty violence hasn't slated the Orkish need for battle, and Slystabba knows time is running out before he has a mutiny on his hands. He only hopes he can find a way off the island before that happens.

HOW DID THEY GET HERE?

Roughly two weeks before the start of the adventure, a surge of Warp energy from the Cicatrix Maledictum forced a small fleet of Ork vessels into realspace near the shrine world of Enoch. The surge destroyed the fleet as it translated back into reality, sparing only a single Rok starship that careened towards the nearby planet. Thanks to its minor size and the system's defence monitors focused squarely on the larger Ork wrecks emerging from the Warp, the Rok burned through Enoch's atmosphere and crashed off the coast of Hephesteum's Rest.



PART ONE: A MUTED WELCOME

Give the players the **Briefing Dataslate Handout** at the start of this adventure. Jakel Varonius has tasked them with retrieving the Thighbone of Saint Hephesteum and investigating rumours of a criminal disguised as a monk stealing goods. Read or paraphrase the following to get the adventure underway:

The taste of salt is heavy in the air, punctuated by the heavy whir of engine sounds coming from the back of the ten-metre-long boat. Coughing bangs from the engine come as frequently as freak waves, with both producing similar jarring sounds. An island rises in the distance, its grey-stone form capped with a darker stone structure set against an overcast sky.

A raven-haired woman garbed in a set of well-worn blue naval fatigues stands the vessel's fore, looking out towards the island. She pulls out a small brass telescopic lens and peers through it before offering each of you a look.

'There it is, Hephesteum's Rest. The monastery you're seeking is the crown of that dreary little island. Not too much longer before we reach it. I'll bring us into the docks, but I'll leave all the climbing up to the monastery in your capable hands. No way I'm leaving my ship to go up to that damned place.'

First Warning

As the Agents' transport makes its way closer towards the island, it's possible for one or more of the Agents to notice a distress signal. An Agent who succeeds at a **DN 6 Awareness (Int) Test** notices signal lights coming from the upper windows of the monastery's Solarium. Agents that Shift on this Test recognise the signal as a rudimentary SOS.

SHIPMISTRESS SESTIA AMSEL

Sestia Amsel has plied the waters of Enoch for over two decades and is in her early forties. She endured the recent turbulence on Enoch by transporting passengers or chartered freight instead of settling down in any of the shrine world's settlements. Amsel's current assignment was not one that could be refused, but she relishes this opportunity to serve the Imperium.

Amsel is cordial with the Agents, and lets them know that she'll wait for their return at the docks. She happily relates that she's made only a handful of such trips over the past half-year and that none of the pilgrims she's ferried on those excursions ever returned. Amsel re-affirms her insistence on remaining with her boat, and refuses to explore the island under any circumstances, but provides the Agents with her vox frequency if requested.

If the Agents try to ingratiate themselves with Amsel, have them make a **DN 3 Persuasion (Fel) Test**. Regardless of the result, Amsel tells the Agents the following:

'The monks going silent and the pilgrims disappearing all started after some damned celestial event. Other ships reported seeing strange lights in the sky around Hephesteum's Rest but most of them were too tired or drunk to relate anything more than that.'

If they succeed on the Test, Amsel is more friendly with the Agents, allowing them to fall back to the boat if needed. She also lends them her brass telescope and a single Frag Grenade, saying *'Always be prepared. Just, for the love of the Emperor, don't use this anywhere near my boat.'* Range penalties do not apply to any **Awareness (Int) Test** made with the telescope.

A NOTE ON TONE

Much of this adventure is predicated on preying on the players' fear of what they don't know. It's highly likely that players experienced with **Warhammer 40,000** will make immediate assumptions about what is happening on Hephesteum's Rest. Given the set-up, it could be a chaos cult overwhelming the site, or some daemonic incursion. Let the players have their beliefs and feed into them. The more the players believe they're stepping into a supernatural horror scenario, the better the reveal when they begin seeing all their past encounters as actually being the depredations of Orks!

GRIM
HARVEST

VOW OF
SILENCE

DARK
BIDDING

DUTY BEYOND
DEATH

ARRIVAL & ASCENT

Once the Agents have had time to engage with Amsel and talk amongst themselves, the boat arrives at the dock. Read or paraphrase the following:

A lone dock of visibly worn ceramite juts from a circular section of open sand under a soaring dark grey cliff. As the ship comes alongside, Shipmistress Amsel hops off in a single fluid motion, quickly taking a weathered rope from a stone pylon at the dock's edge and tying it to her vessel.

'This is it. This is as far as I can take you. You'll need to head up those stairs to reach the monastery.'

Amsel nods off to the end of the clearing, where a set of cracked stone stairs winds up through a break in the island's cliffside.

As the Agents disembark and get their bearings, they notice the smell of rotten seafood mingling with the salty sea air — quite a few mangled and disfigured fish corpses are piled on the sands beside the dock, deposited by the slowly lapping water.

The Agents can make a **DN 4 Investigation (Int)** or **Survival (Wil) Test** to examine the fish. If they succeed, they can determine that the fish were caught in the explosion of some kind of primitive grenade, and there are a few shards of shrapnel in some of the corpses. Though the Agents can't piece it together with a Skill Test, the explosives were Stikkbombs used in a violent 'fishin' diversion by some bored Kommandos.

After investigating the immediate area, the Agents can make their way to the stone staircase leading up to the monastery. The trek winds around the island and takes about forty minutes to fully navigate. During this journey, the Agents stumble upon several scenes as they get closer and closer to the monastery.

BLOOD & SHADOWS

As the Agents begin the ascent to the monastery, ask them to make a **DN 6 Awareness (Int) Test**. If they succeed on the Test, they notice a lone figure seemingly observing their progress from atop the steep stone walls the ascent is dug into. The figure is an Ork Kommando, but even if the Agents use Magnoculars (or Amsel's telescope) they only note a bulky humanoid figure that quickly scurries away. If they fail on the Test, they still notice a few blood splatters as they ascend. These blood splatters are all in unobtrusive locations; in the shade of the cliff walls, or partly hidden by growing patches of moss.

THE COLLAPSE & THE CALL

As the Agents' ascent takes them higher, they find part of the winding stairway blocked by a collapse of cliffside rubble. A **DN 4 Athletics (S) Test** is required to navigate the rubble and get to the other side. If an Agent fails this Test, they still manage to scramble over the rubble, but in doing so dislodge some detritus, uncovering the smeared remains of monks who were crushed by the collapse. The mental strain of this grim discovery deals 1 point of Shock damage.

Beyond the rubble collapse, the ascent opens to a clifftop overlooking the island at about the forty metre mark. The stairs wind back into a narrow tunnel, but the Agents can take a break on the green cliff to catch their breath. During this brief break, Shipmistress Amsel contacts them over vox if able. She thinks she's seen shapes moving around the tops of the cliffs, but isn't sure if her mind is playing tricks on her.

If Amsel's conversation with the Agents went well, she'll stick around, though a little shaken up. If Amsel didn't warm to the Agents, she tells them she is unmooring her boat and will give the island a wide berth until the Agents vox her that all is well. A successful **DN 5 Intimidation (Wil)** or **Persuasion (Fel) Test** convinces her to stay.

TRAPS & TRAPPINGS

The path narrows into a winding stairway barely a metre wide in some sections. The Kommandos have set up a rudimentary tripwire at a sharp turn of one of these narrow pathways.

- ☠ Agents with **Passive Awareness 3** or more notice the wire even if they aren't actively searching for it, and can avoid it easily.
- ☠ An Agent can deactivate the trap with a successful **DN 3 Tech (Int) Test**. Failure triggers the explosive. Success also means the Agent identifies the explosive as a crude device commonly employed by scavenging cultist cells and foul backwards xenos Species. The Agents can take this 'crude explosive' and use it for themselves, using the same statistics as the Stikkbomb on page 221 of the **Wrath & Glory Rulebook**.
- ☠ If nobody notices the tripwire, a random Agent sets it off, triggering the crudely hidden Stikkbomb jutting out of an alcove in the cliff walls. The Stikkbomb deals 9 +5 ED Damage in a 6 metre Blast Radius, likely hitting all of the Agents. The Agents can attempt to dodge the explosion to reduce damage using the rules on page 186 of the **Wrath & Glory Rulebook**.

As the Agents continue through the final part of the ascent, they come across a few items: a broken Chaplet Ecclesiasticus missing several beads scattered on the stone steps, a broken rosarius, a few illuminated prayer scrolls, and a broken Chrono. Checking the Chrono reveals it was broken shortly after the 'celestial event' Shipmistress Amsel mentioned; an Agent that makes a successful **DN 3 Scholar (Int) Test** remembers that this loosely matches the timing of a mass of shredded debris emerging from the Warp and falling to Enoch. These items were dropped by monks fleeing the monastery shortly after the Orks crashed and attacked. The Orks had no interest in these trinkets, leaving them on the ground in favour of 'more shiny gubbins'.

SIGN LANGUAGE

Following their ascent up the cliff, the Agents reach the entrance to the Nave: the Monastery's primary chamber and access to its various arterials. From the outside, the imposing structure should give the Agents a moment's pause, so read or paraphrase the following to set the mood:

Vast stone walls rise up from a clearing at the island's peak while a flock of avians chirp high in the sky. Weathered over the ages, the stones remain solid but covered in clumps of moss at the higher levels, while the lower portions have seen some care and remain mostly clear. Patches of clumped salt can be seen in areas of the stone, while a vast brass Aquila stained with oxidation hangs above the immense partly ajar wooden double doors. A crisp and cool breeze sits on the air, while the sting of salt can be tasted with every opening of the mouth. All around, the sounds of crashing waves can be heard rising up from the lower portions of the island.

Agents with a **Passive Awareness 2** or more notice a man standing behind the partly opened entry doors. The man is Missionary Rikard, one of the silent monks of Hephesteum's Rest. He sheepishly waits in the doorway, trying to gauge if the Agents are truly allies or some kind of trick setup by the Ork invaders.





ROLEPLAYING SILENT CHARACTERS

The silent monks of Hephesteum's Rest present an interesting roleplaying opportunity that might challenge some GMs. Consider the following tips before you run the adventure:

- Practice some meaningful hand gestures (or better yet, actual sign language!).
- Restrict communication to simple pointing and 'yes or no' questions that can be answered with a nod or shake of the head.
- Allow the Agents to make **Insight (Fel)** or **Scholar (Int)** Tests to intuit the messages of the silent monks.

MISSIONARY RIKARD

Rikard has avoided the Orks for several days now, and while he likes to think that it has been through a combination of knowing the monastery's interior and stealth, the truth is that the Orks have enjoyed toying with him. His one attempt to leave the monastery was met by a Kommando trailing him and dragging him back inside; the entire sad affair ended up giving him a compound fracture on his left arm.

Rikard wonders if the Agents are another Ork trick. His hesitation gives them time to passively notice his presence in the doorway. If the Agents fail to notice Rikard, the missionary emerges holding a battered scroll that reads 'FOLLOW ME - SILENTLY!!!' scrawled in Low Gothic. An Agent who succeeds at a **DN 4 Awareness (Int) Test** notes that there's a smaller faded section of High Gothic script with venerating prayers behind the scrawled text, indicating the scroll has been profaned to deliver this newer message.

The missionary doesn't wait long before turning back into the Nave and directing the Agents to follow him as quickly as possible towards the Cellarium. If questioned about the location of the Thighbone of Saint Hephesteum, Rikard shakes his head despondently, confirming that he believes the holy relic may have been destroyed, which he scribbles in frantic notes. He also signals for the Agents to be quiet.

Rikard cannot communicate vocally due to his vows, and only does so by scribbling onto the scroll he clutches. In frustration, the missionary may attempt to use the monks' sign language. An Agent who succeeds at a **DN 5 Insight (Fel) Test** can infer the general meaning of a given sign language exchange, though the success only applies to that Test. Shifting this Test can potentially grant finer detail on the information Rikard (or other monks) may relay.

CEILING LADZ

Two Ork Kommandos (four in Tier 2) wait atop the rafters of the Nave. They've become somewhat lax in recent days, though Rikard's appearance and sudden fixation on the outside has piqued their curiosity. Have the Kommandos make a single **Stealth (A) Test** opposed by the Agents' Passive Awareness. If the Agents succeed in detecting the Orks' presence, they can listen in on a short conversation between some of them that gives a summary of their situation.



'Boss Slystabba said we'd git us some krumpin' if we just stay here a bit longa.'

'But what about dat broke up 'umie we been playin' wif? It ain't gonna last much longer. Then we gonna be outta krumpin' toys!'

'Looksitz here'z, we gonna get off 'dis smelly water rok and get to where we can git in a propa scrum. If we don't, then Iz guess we'z gotta be the ones to stab Slystabba...'

The Orks have set up easy-to-deploy ropes that they can use to slide down to the floor 10 metres below.

Anyone on the rafters struck by an attack (even if it failed to deal damage) must pass a **DN 3 Agility Test** or fall and take 1d3 +1 Mortal Wounds.

If the Agents don't successfully notice the Orks, or choose to ignore their presence, the Kommandos wait until Missionary Rikard leads the Agents into the Nave. Once a larger group enters the area, the Kommandos hoot and holler before dropping Stikkbombs. If the Agents failed to notice the Orks before now, this is an ambush and the Agents need to spend Glory to act on their turn. Following this initial volley, the Kommandos spend a Move Action to descend and then attack with their choppas.



PART TWO: A SILENT STALEMATE

This portion of the adventure details the interior of the Monastery. This is a mostly free-form series of encounters, where the Agents can explore the area and encounter surviving monks or the members of Captain Slystabba's crew. Most likely, the Agents' goal in this portion is to reach the Cellarium, where

they can meet with the remaining monks and learn the location of the missing thighbone relic they were dispatched to retrieve. From there, the Agents can head to the Solarium and reconnect with the final group of surviving monks.



GETTING AROUND THE MONASTERY

The expected flow for this portion of the adventure is for the Agents to meet with Rikard at the entrance to the Nave and then make their way to the Cellarium to meet with Thaddeus and the surviving monks. From there, Thaddeus can escort the Agents through the Night Stairs close to the Solarium, where they can meet with the senior monks and make preparations on how to handle the Ork threat.

It's entirely possible the Agents may not proceed in this manner. They may take a different approach in accessing the Monastery, or Rikard may perish in the Nave ambush. If that occurs, the adventure becomes more of a traditional dungeon crawl, with the Agents clearing rooms in their effort to learn what has occurred at the Monastery. Along their travels, the Agents can possibly discover an entrance to the Night Stairs (see page 57). If this occurs, be sure to review **Part Three** to learn about tactics the Orks employ in order to combat the Agents once their presence is detected.



FIRST IMPRESSIONS

The Agents are free to take any path they choose through the Monastery, but wherever they go, you might like to use this encounter to set the tone of the adventure and introduce the players to the particular brand of gruesomely brutal kunnin' the Kommandos employ. This can be a combat encounter if you (or the Agents) choose.

Before the Agents enter the room, they hear the sound of a desperate Human pleading for their life through gasps of pain. If they look inside, they see a priest missing an arm and a leg dragging themselves toward the doorway whilst begging for mercy. As the priest locks eyes with one of the Agents, a number of Kommandos equal to the number of Agents appears from the shadows or drop from the ceiling, surrounding the priest and ripping them apart with their Stabbas or their bare hands. The bloody carnage is over in a split second and the Kommandos return to their hiding places, their jovial laughter echoing through the monastery.

Any Agents that witness this act of sheer brutality must make a **DN 2 Fear Test**. If an Agent rolls a Complication on the Test, they make an audible noise of horror, alerting the Kommandos to their presence.

HUNTER OR HUNTED?

If you want to guide the players around the Monastery or enjoy keeping them on their toes, you can employ Kaptain Slystabba as a constant threat throughout this adventure.

Like most Kommandos, Slystabba enjoys terrorising his enemies, and relishes their pain and fear. Consider having Slystabba indulge in psychological warfare in any of the following ways as the Agents move through the corridors of the monastery:

- ☠ Throwing a dud Stikkbomb at the Agents.
- ☠ Throwing a real Stikkbomb at the Agents.
- ☠ Slamming doors, dropping chandeliers, and generally being a loud, creepy nuisance.
- ☠ Shooting the Agents.
- ☠ Attacking the Agents in melee, then using his Kunnin' Exfiltrator Ruin Action to escape.

Typically after assailing the Agents Slystabba retreats and leaves them to stew in their own fears for a while, if only to attempt to reorganise his troops.



BALNEARY

The communal baths for the Monastery are in a state of complete disuse. Slystabba's Orks came through here and decided the area wasn't worth any effort so they left it alone.

CALEFACTORY

This chamber was used by the monks to keep warm after a day of devotion or during particularly chilly seasons. The communal fire here has been amplified by the presence of various pieces of flammable material, including texts from the monastery's Scriptorum and random items seized from the Storeroom. The fire is well-beyond its normal size and is close to breaking free of its container and catching some of the further timbers, which could set the entire room ablaze.

A Burna Boy (two in Tier 2) currently meanders in this area, enjoying the ongoing bonfire. The Burna Boy routinely patrols throughout the day, trying to find more 'burny bitz' for their growing conflagration. When the Agents arrive in the area the Burna Boy is just readying to go out on another patrol, and is preparing his weapon. A successful **DN 3 Stealth (A) Test** can get the drop on the Burna Boy before his equipment is ready.

CELLARIUM

The Cellarium is partially hidden behind a false wall in one of the monastery's many corridors. The Orks haven't found this area yet, since the monks have been exceptionally careful in not using the doorway when they know Orks are afoot. Missionary Rikard leads the Agents here, as this is where some of the junior monks hide.

The Cellarium's interior is filled with fine wines that the monks made to sell to larger settlements and present to visiting dignitaries. There's also a stash of preserved medicinal goods spread across three shelves that grant +2 bonus dice on up to 3 **Medicae (Int) Tests** made in this chamber, though the goods are ill-suited to transport and can only be effectively administered here. In addition, the Agents find some stored water here to provide Leofwynn in the Garderobe.

THADDEUS & THE JUNIOR MONKS

A group of five monks cower in this hidden area. Most of these monks remain silent, but the most heavily injured — Thaddeus — talks in shame. Thaddeus took the butt of a Kommando's pistol to the head while fleeing, earning the ire of the other priests by shouting a series of colourful invectives unbecoming of a monk.

The five monks are:

- ☠ Ghevont, a black man who eyes Thaddeus with scorn and makes decisive hand movements to communicate with the Agents.
- ☠ Ludmilla, a tanned woman who fervently records everything she sees on a scroll of vellum.
- ☠ Nerva, a twitchy woman with epicanthic folds who attempts to tend to Thaddeus' wounds, but repeatedly hurts him by accident.
- ☠ Nimatullah, a thin, pale individual of indeterminate gender who prays constantly.
- ☠ Vashti, a brown-skinned woman who intently taps on the walls and listens for hollow spaces.

Thaddeus, having recently shed his false silence, demands the Agents escort him and the other surviving monks to the Solarium, where he knows the other monks have made a stand. He spouts foul language in his attempts to convince the agents that the Solarium is the best area to travel to in the besieged monastery, much to the continued consternation of the other silent monks. Meanwhile, Rikard and the other monks use sign language to converse with the Agents through Thaddeus, reluctantly agreeing with the plan to head to the Solarium.

An Agent who succeeds at a **DN 4 Insight (Fel) Test** notes that there's more to Thaddeus's request than the monk lets on. If the Agents try to force more information out of Thaddeus, a successful **DN 6 Intimidation (Wil) or Persuasion (Fel) Test** gets the false monk to come clean with his backstory and his plans to abscond with his stash of pilfered tarot decks. If the Agents agree with Thaddeus's request, the false monk takes them through the Night Stairs towards the Solarium (see **Solarium** on page 58).



Along the way, Thaddeus pretends to get lost in order to stop at the Storeroom so he can retrieve his pilfered decks of the Emperor's Tarot. In this case, Thaddeus tells the Agents to hang back while he inspects an upcoming room, then he disappears into the Storeroom. He quickly returns after retrieving his decks and feigns that he took a wrong turn. An Agent who succeeds at a **DN 4 Insight (Fel) Test** knows that Thaddeus isn't telling the full truth. Unless threatened or persuaded as above, Thaddeus doesn't divulge his schemes. However, once he retrieves his deck, Thaddeus follows through and takes the Agents toward the Solarium.

CHAPTER-HOUSE

This vestigial structure connects to the main monastery via a stone hall. The interior is circular with a raised ceiling partly covered in stained glass murals of the Emperor resplendent, though several have been shattered by gunfire and glass covers much of the floor. This area was originally intended for use by the monks as a meeting space, though due to their vows of silence, the area was often used as a secondary site for silent meditation.

When the Agents arrive, a group of novice Kommandos (actually just a group of Boyz who want to be Kommandos) are having a meeting in the area. There are a total of four Boyz here (a mob of ten in Tier 2) and they crowd in one corner of the room as they listen to an Ork who has just started speaking. Agents who make a successful **DN 3 Stealth (A) Test** can approach in order to hear the Orks conversing. Read or paraphrase the following:

'We're not gonna be 'round 'ere for much longer! Once the humie in the stinky room talks, we can find out how to leave ere and get into a right proper scrum. Maybe even wiv' some of them bigger humies.'

'Wut if da stinky room don't work?'

"Well, it's a kunnin plan, but if it don't work, then I guess we just gotta break into the big 'ard see-froo room. Then we can krump the humies in 'dere!'

The Boyz here are itching for a fight and attack as soon as they see a threat. An Agent who succeeds at a

DN 3 Insight (Fel) Test immediately realises that the Orks are overjoyed at finding themselves threatened by a new foe. In fact, several Orks shout out cries of 'thanks' as they charge headlong into battle.

CLOISTER

The Cloister used to be a site of silent reflection in a small section of nature preserved within the monastery's walls. Open air flowed in here though the surrounding arcade and walls, protecting the monks from the harsher elements, including rain and intense winds. The area's once lush grass is trodden and yellowed, with immense weeds sprouting up in corners.

The Orks attacking the monastery have piled up all sorts of metal and wood junk at the Cloister's center. A crude workbench has been placed next to the pile, and a single Ork, Mek Fastdakka, works in spurts of insane inspiration. His current project is the mass assembly of Shiny Gubbinz to kustomize his komrades' shootas to be louder. Of course, even to the purportedly stealth Kommandos, a louder weapon is always deadlier.

Agents that watch the Mek for long enough will see him scratch his huge jaw with a wrench, and hear him say *'If I get dis wrong, we'll all go boom!'*



SHINY GUBBINZ

Little more than salvaged scrap battered into crude, angular shapes and attached to a firearm with bolts or adhesive, Shiny Gubbinz simply make Ork weapons look more intimidating and explosively loud. The gestalt psychic nature of Orky physiology somehow causes these ramshackle 'upgrades' to produce more deadly weaponry.

Effect: Shiny Gubbinz can be attached to any weapon with the **ORK** Keyword. A weapon upgraded with a Shiny Gubbinz gains +2 Salvo, +1 ED, and is twice as loud.

Value: 3

Rarity: Rare

Keywords: **ORK**

ARCADE

A thickly columned arcade surrounds the Cloister, though one side has been completely destroyed by weapons fire, blocking off the entire quarter. The damage is the result of Fstdakka's weapon testing. Being behind the arcade and firing into the Cloister grants the attacker Full Cover from their target. If an attack misses or the attacker rolls a Complication, one of the Arcade's pillars is hit instead. The pillars have 4 Wounds and a Resilience of 8. If a pillar is destroyed, a section of the ceiling collapses onto anyone using that section of the wall for cover. Anyone in the immediate area must succeed at a **DN 4 Agility Test**. Those that fail take 8 +2 ED damage from falling debris.

FIGHTING THE MEK

If the Agents engage Mek Fstdakka during their initial exploration of the monastery, they reach him before he has completed any Shiny Gubbinz. If the Agents defeat the Mek, they don't have to worry about his upgrades being a threat later in the adventure.

Fstdakka's regular equipment is loud enough to attract the attention of several nearby Orkoids, and after 2 Rounds of combat, a Mob of ten Grots arrive from all over the monastery to join in the combat in an attempt to earn their place as the Mek's newest ammo runtz. These Grots arrive through small holes in the collapsed section of the adjacent Arcade, clambering over the otherwise impassable rubble to enter the combat. In Tier 2, a second Mob of ten Grots arrives one Round later to assist the Mek.

SECRET SABOTAGE

Savvy Agents might try to sabotage the Shiny Gubbinz, and Mek Fstdakka's distracted nature makes that relatively easy to do. The Agents can either wait for him to leave and scavenge for more parts, or make a **DN 2 Stealth (A) Test** to sneak over to his workbench. Once there, any Agent can attempt a **DN 3 Tech (Int) Test** to sabotage the Shiny Gubbinz. If the Shiny Gubbinz are sabotaged, Orks that make a Ballistic Skill (A) Test to fire a ranged weapon during **Part Three: Battle for the Monastery** must include 2 Wrath Die in their pool. If they roll a Complication on either Wrath Die, the weapon explodes, dealing 2d3 Mortal Wounds to the Ork wielding it.

DORMITORY

A large open space with small cells along the eastern and western walls. The cells each contain a sleeping cot, and some are closed off with sheets of dyed fabric displaying various forms of Imperial heraldry. The monks would sleep in the cells, sectioned off only by sheets to provide them a modicum of privacy.

An Ork Kommando made its way into this area and promptly took a nap in one of the cots. A second Kommando found its way up here and encountered the other Ork, admonishing them for lounging about. When the Agents arrive the two are in the midst of a heated argument and have drawn their knives. Due to the shouting match, the Agents arrive without alerting the Orks. In fact, canny Agents may decide to try a **DN 4 Deception (Fel) Test** to imitate one of the Orks in an attempt to get the two to come to blows. If the Agents succeed, the Orks fight for several rounds, after which one of them is dead on the floor and the other loses 1d3 +1 Wounds from the scuffle.

FARM

The monks farmed numerous different herbs, both for cooking and use in medicinal practices. Rows of grains and cornstalks fill the majority of the space, while smaller set-ups for specific plants dot the area. Finally, a temperature-controlled containment unit houses a small orchard of apple-peaches. This entire area has been overlooked by the Orks. If the Agents need a place to rest, the farm provides an area where they can gain some respite from the monastery's dangers.

GARDEROBE

This stone room was the monks' private lavatory knocked over bookshelves that prevent the door from opening. The Agents can move these with a successful **DN 2 Strength Test**.

When the Orks attacked, Kaptain Slystabba had the brilliant idea of taking one of their captives, a monk named Leofwynn, and trapping her inside this room.



The Orks have left the poor monk in here for nearly three days, and Leofwynn is starting to crack under the pressure of constant darkness, dehydration, and the foul stench that permeates the uncleaned room.

The Agents find Leofwynn in a barely coherent state. She desperately requires water, but still holds onto her vows and refuses to speak or produce any sort of sounds. If the Agents can provide her water (such as from the Cellarium or the Lavatorium), she's willing to provide some background on her situation, either through sign language and a translator like Thaddeus or a board to write on. Leowynn can also provide the Agents with information on the presence of '*a really big Greenskin*' — who she believes is their leader — that has taken up residence in the Refectory. Leofwynn pleads with the Agents to investigate the Solarium before confronting the Orks in the Refectory.

STOREROOM

Rows of shelving fill this cramped chamber. The shelves hold all of the Monastery's long-term provisions, intended to last for decades. Rarely, senior monks leave the island to trade with larger settlements, and it was only recently that such arrangements were made. As a result, the storeroom is full of canned goods and miscellaneous jars of preserved contents.

Unknown to the Agents or the monks, this is where Thaddeus has hidden the Emperor's Tarot decks he stole. The false monk tries to make his way to this area as discreetly as possible in order to recover his hidden stash. If the Agents arrive before or without Thaddeus, a successful **DN 6 Awareness (Int) Test** notices a tile against one of the walls that is slightly ajar. Moving the tile reveals the cache of tarot decks. Similarly, a successful **DN 4 Investigation (Int) Test** reveals several out of place items near the location of the tile and some identifying marks that show a path made from the room's entrance to the tile.

INFIRMARY

The monastery's Infirmary is a cramped area that was clearly not designed for its role, but repurposed at some point in the monastery's history.

Much of the more delicate work undertaken by monks led to an abundance of cuts and bruises, which in turn required a basic Infirmary to be established. This room is little more than a single square space where a bed has been laid out, along with two cabinets of medical supplies and a short bench to lay out tools.

As the Agents arrive in this area, Mad Dok Grorkutt is sitting on the bed and has pulled up the bench beside him. On one side of the bench is an array of wickedly sharp implements, many of which are rusted. A twitching Squig, a red-skinned spherical creature with a mouth filled with wicked teeth, lies on the opposite side of the bench, its head cut open to reveal skull and internal brain matter. The Dok is annoyed at the critical damage done to his favourite Squig by Mek Fastdakka's tinkering with his Shiny Gubbinz.

If the Agents continue to observe the Mad Dok, his Grot assistant will stumble over to him, carrying another Squig carcass. The slight interruption is enough to send the Mad Dok into a roaring, inconsolable rage, smashing the Squig offering to a pulp and squeezing the Grot into a mangled, bloody pulp. Any Agent that sees this grotesque display of violence must succeed on a **DN 2 Fear Test**. If an Agent rolls a Complication on the Test, they make an audible noise of horror, alerting the Mad Dok to their presence.

The Agents have a unique opportunity to eavesdrop on the entranced Mad Dok. An Agent who succeeds on a **DN 4 Stealth (A) Test** is able to sneak close enough to overhear his ramblings, revealing that Mek Fastdakka is working on Shiny Gubbinz for the Kommando's weapons in the Cloister. If the Agents have already been to the Cloister or spend a Shift on the Test, Mek Fastdakka complains about the Grots crawling around in the tiny passages between the walls.

Failure results in the Mad Dok being too engrossed in his work, while failure and a Complication results in the Mad Dok noticing the Agents aren't monks and immediately attacking. If the Agents distract or defeat the Mad Dok and search the room, they are able to scavenge a Medkit from the Dok's supplies.

KITCHEN

A Mob of ten Grots runs around the wreckage of the monastery's Kitchen. These Grots were originally released to terrorize the fleeing monks, but after the initial attack ended up gorging themselves on all the foodstuffs in the kitchen. By the time the Agents arrive in this area, the Grots have completed their days-long feast and are in a state of torpor. Five Grots lazily lie on countertops and chairs in the area, while the other five have sought shelter inside closed cabinets. An Agent with **Passive Awareness 3** or higher notices the presence of the hidden Grots. Unless the Agents take particular lengths to be stealthy, one of the Grots rolls over onto its engorged belly and notices them. With a shriek, the Grot points his finger and calls for the others to come out and attack in a Mob.

LAVATORIUM

This area is the communal washing space for the monks. The Orks have no use for this place and after a casual inspection have left it undisturbed. A single trough with water running through it is the area's most notable feature. If the Agents need to provide Leofwynn with water, they can get it here.

MISERICORD

The one room in the monastery where the vow of silence is lifted, the Misericord is intended for senior monks to administer disciplinary actions to others within the order. The walls are adorned with a variety of basic weapons, including a dozen knives, four swords, one maul (which counts as an industrial bludgeon), and three whips.

An Ork Runtherd is disciplining some Grots as the Agents arrive. There are a total of ten Grots, formed up in a single Mob, and the Runtherd is in the process of verbally berating them and threatening them with his Grot-Prod. The Runtherd is in a state like many of the Orks in the monastery: bored out of his skull from lack of fighting. He has already killed four Grots in his annoyance. He chides the remaining survivors, claiming their incompetence is the reason the Orks haven't broken through into the Solarium, or tracked down the other monks that retreated.

NAVE

This immense entry hall is the admissions area to the monastery, and the first location where the Agents are most likely to enter. For more information on the encounter in this area, see **Ceiling Ladz** on page 50. A wooden plinth at the far end of the Nave is surrounded by shattered glass. A brass nameplate on the plinth reads in High Gothic: 'Saint Hephesteum's Thighbone'. This should be enough for the Agents to realise that the Thighbone has been taken, though they shouldn't immediately realize that the Thighbone is in Captain Slystabba's possession until they confront the Ork or meet with Anatolius in the Solarium.

NIGHT STAIRS

A series of secret passageways crisscross the Monastery. Known to the monks as the Night Stairs, these pathways were originally intended to grant the senior monks the ability to move quickly throughout the compound and to provide surprise inspections of junior monks, specifically to find violators of the vow of silence. Most of these stone tunnels are extremely cramped spaces that prevent creatures of Large size or larger from entering them at all. Even Average sized creatures should feel cramped in this space, whilst Astartes, Orks, and other large individuals are unable to enter without damaging the walls.



In order to detect an entrance to the Night Stairs, the Agents must have a **Passive Awareness 4** or succeed a **DN 6 Awareness (Int) Test** while actively searching one of the areas in the Monastery connected to the Night Stairs.

These hidden passages connect to almost every arterial hall and large chamber within the Monastery grounds, as well as a few hidden exits onto the cliffside. Navigating the Night Stairs is a complicated affair, with passageways folding back on one another and the likelihood of getting lost increasing with every minute spent in narrow corridors. Agents seeking to use the Night Stairs to reach a specific area within the Monastery must succeed at a **DN 5 Survival (Wil) Test**. Failing this Test leads the Agents to another area entirely, possibly even to one of the passages that exits onto the external cliff face. A Complication on this Test puts the Agents in a disadvantageous position or, on a failure, has them emerge into a group of Orks somewhere in the Monastery.

REFECTORY

The Refectory used to be a communal space where the monks would share meals under the stern watch of senior monks who would punish any unnecessary sounds. Two long wooden tables line the eastern and western edges of the space, while a smaller, more ornate table crosses the northern end of the room. Three immense brass chandeliers hang from the ceiling, each still glowing with the remains of candles that are getting precariously close to sputtering out. These chandeliers can be used to great effect against the Greenskins, as described in **Part Two**.

Kaptin Slystabba, two Kommandos and a Mob of ten Boyz reside in this oversized chamber. The Kaptin is in the midst of holding a 'Kunnin Meetin' to discuss how to break through the 'shiny field' that protects the monks of the Solarium. The Kaptin and his ladz have yet to realise that the Solarium is simply protected with reinforced glasscrete and that is why their attempts to break in have failed.

The Ork Kaptin and his tactics are further explored in **Part 3** on page 63. If the Agents encounter Slystabba prior to meeting the monks in the Solarium his tactics remain roughly the same.

If the Agents find themselves overwhelmed by the Kaptin, then it might be advisable to have one of the Solarium's senior monks emerge and usher them to safety, or have Thaddeus appear to direct fleeing Agents into the Night Stairs. In this unlucky event, Kaptain Slystabba and his ladz take the defeated Agents hostage, so the adventure can turn from a frontal assault into a situation where the fleeing Agents have to come up with a plan to rescue their imprisoned comrades.

SCRIPTORIUM

Lecterns, shelving units, and small wooden cabinets fill much of this space, though they're cluttered in corners and some appear to have been forcibly tossed. The Greenskins came here in search of monks, but when they found none they quickly moved on. Since then, this chamber, once used by the monks for their writing, has seen little use. Unless the Agents come here before they reach the Solarium, the Burna Boyz from the Calefactory come here in search of '*more fings ta burn*'.

If the Agents decide to investigate the documents here, they obtain a layout of the Monastery (with the exception of the Night Stairs passages) by succeeding a **DN 3 Investigation (Int) Test**. If they Shift this Test, they also discover notes that provide +2 ED on any Tests made to navigate the Night Stairs.

SOLARIUM

The seemingly delicate glass that forms this large room allows the monks to reflect on the rising sun. Decades ago, after repeated repairs on the original Solarium, the monks of Hephesteum's Rest had earned enough wealth to have specialised glasscrete installed in this space. The installation of this specialised glass was intended to protect against windstorms and the freak weather that the island occasionally endured, though it has had the positive side effect of repelling the Greenskin invaders. The door leading into the Solarium from the adjoining monastery is locked and a haphazard barricade has been set up by the surviving senior monks.

Calliope and a group of eight other survivors are in the Solarium. When the fighting started, Anatolius brought these monks into the Solarium expecting to make a final stand when the Orks would inevitably break through the doors. Instead, after they made a few concerted attempts to break through, the Orks misinterpreted the glasscrete walls as being some kind of force field. In typical Orky sensibility, Slystabba and his crew refuse to be beaten by glass and have spent the past few days devising a means of breaking through the *'humies's stinkin' kustom force field'*!

Whilst trapped in the Solarium, the entrance to the Anechoic Chambers was left open, but before too long Anatolius noticed several decks of the Emperor's Tarot had gone missing. These were stolen by Calliope, though Anatolius is unsure of who to suspect. Anatolius has since locked himself and a few trusted peons in the Anechoic Chambers, and Calliope is desperate to get the door back open.

GAINING ACCESS

If the Agents try to get through the barricade by force, they must succeed on a **DN 5 Strength Test**. Any attempt to get through is met by cries of pain and panic from Junior Scribe Shardai, who rouses her fellow monks and begs for the Agents (who she believes are Orks) to stop.

The Agents can continue their attempts to break through, converse with Junior Scribe Shardai, or attempt to climb on the outside of the Solarium and communicate via sign language or writing. The monks and Junior Scribe Shardai are very reluctant to let anyone in, requiring a successful **DN 5 Persuasion (Fel)** or **Deception (Fel) Test**.

CALLIOPE'S GAMBIT

If the Agents utterly fail to get in, Calliope appraises them for their potential worth. She may attempt to contact them through sign language, though if that does not work (or you feel daring), she attempts Telepathy instead.

Whether Calliope is suffering from her deluded visions or making this play as a calculated plan is up to you. Calliope will target the most impressionable Agent, preferably one with obvious ties to the Adeptus Ministorum, and pose as the spirit of Saint Hephesteum. Read or paraphrase the following:

'Brave child of the Emperor, I beseech thee! I know that you are pious, and were sent by Him on Terra to rescue my monastery from these vile xenos invaders. Make your way into the Anechoic Chamber, reunite my monks, defend my monastery and retrieve my thighbone!'



Calliope will continue to speak telepathically to the Agent for as long as they stay in range, and can guide them around the Monastery and reveal the location of the Night Stairs. If pushed, she will even accuse Shardai, then Thaddeus, of being traitors — anything to ensure she has access to the Anechoic Chamber.

DOUBLE-EDGED REQUEST

If the Agents make their way into the Solarium, any monks they have brought with them will be both exhausted and relieved. The monks that are in the chamber will be jubilant at the Agents arrival, and will hurry them toward Calliope and Shardai.

If Thaddeus is with the Agents, he provides them with some background on the senior monks' activities, explaining how the Emperor's Tarot must be constructed in silence lest psychic dissonance enter into the psychoactive wafers that are integral to the Tarot's construction.

Both Shardai and Calliope (through a translator) will ask the Agents to help them get into the Solarium. They claim that the senior monk Anatolius can unite the survivors and help them create a plan to repel the xenos invaders, even if it means using the decks of the Emperor's Tarot as a weapon.

Anatolius will communicate through the door, but doesn't trust the Agents. He will not open the door unless they can prove they have found the traitor, or make a show of their faith — perhaps by retrieving other monks from different parts of the monastery and bringing them back to the Solarium for safety.

Junior Scribe Shardai

When the Orks made their initial attack on the monastery, Junior Scribe Shardai was performing some work on the farm. A Kommando snuck up and slew two monks immediately before managing to catch Shardai in the leg with a choppa. After a scream that ended her vow of silence, Shardai managed to escape the Ork simply by playing dead. She limped her way into the monastery where Anatolius and another monk carried her into the Solarium.

Shardai now rests in the Solarium in an area near the barricade sectioned off with cloth sheets used as curtains. She fights the pain and tries not to cry out often, but the damage is severe and she's at risk of losing the limb entirely. The other monks are understanding of Shardai's slip-up, given the severity of the wound she suffered. Calliope in particular is supportive of Shardai and attentive to her needs.

An Agent who succeeds at a **DN 5 Medicae (Int) Test** can provide enough medical treatment to stabilise Shardai and set her on the road to recovery, though the junior monk is still unable to move properly and must remain here. A Complication on this Medicae Test results in Shardai losing her leg entirely, though she is still stabilised.

As long as the Agents stabilize Shardai, the junior scribe can assist in translation for the monks. With her vow of silence broken, Shardai eagerly speaks on the monks' behalf and provides a more reliable translation option than Thaddeus. In fact, if Thaddeus is present, it becomes clear that the false monk balks at the presence of someone else who can translate. Thaddeus goes so far as to complain that the monks treat him unfairly compared to Shardai, though he stops just short of comparing the extent of their injuries.



THE EMPEROR'S TAROT

Each deck of the Emperor's Tarot can be used as a psychic focus (**Wrath & Glory Rulebook**, page 239). Despite the monks' beliefs, sound and emotion pose no danger to the psychoactive wafers, and they cannot be used in any explosive plans — unless, of course, the Agents can deceive the Kommandos into believing that is true.



TRAITORS UNVEILED

The Agents are free to investigate to find the traitors however they wish, or even completely ignore this part of the scenario — though that will come back to bite them in the end, as they will have to face the Kommandos and the rogue psyker simultaneously (see **Fight Anuva Day!** on page 65).

If the Agents accuse Thaddeus, they must make an **Opposed Test** of their **Insight (Fel)** against his **Deception (Fel)** of 5. If the Agents win this **Opposed Test**, it is clear to them that Thaddeus is trying to smooth talk them and is sweating slightly. Any Agents with a **Passive Awareness** of 5 or higher will notice Thaddeus looking pleadingly at Calliope. Noticing and calling attention to his Living Shadow mutation ensures Thaddeus fails the **Opposed Test**, at which point he confesses everything and throws himself at the mercy of the Agents. If at any point it seems as though Thaddeus will betray Calliope, she uses her Erasure psychic power on him, making him forget what is currently happening.

If the Agents accuse Calliope, all of the other monks leap to her defence. Even if they succeed on a **DN 7 Insight (Fel) Test** to notice Calliope moves strangely and appears to be concentrating intensely on something, they will have to find hard evidence that she is the traitor to convince the other monks.

If the Agents accuse Shardai, she vehemently denies any wrongdoing and attempts to pin the blame on Thaddeus. The Agents must make an **Opposed Test** of their **Insight (Fel)** against her **Persuasion (Fel)** of 5. If the Agents succeed, they can tell she thinks she is telling the truth, but is just voicing an opinion. If Shardai succeeds, encourage the Agent to believe Shardai.

If the Agents accuse Rikard or the other monks, they attempt to persuade the Agents with devout, shaky prayer and supplication. If accused persistently, they faint. Their innocence can be divined by a successful **DN 3 Insight (Fel) Test**.



ANECHOIC CHAMBERS

This hidden chamber is accessible only through a secret door in the Solarium that leads to a dark corridor, and another door. When the Agents arrive, the first door is open, but the second has been locked by Anatolius. Anatolius can communicate with individuals beyond the glascrete door using sign language, but no vocalizations can penetrate the soundproofed surface.

Inside, the Anechoic Chambers are a series of square chambers connected via an arterial hall. Each of the chambers contains a single desk covered in intricate decks of the Emperor's Tarot and the materials for piecing together the psychoactive liquid crystal wafers used to make the decks.

The outer walls of each square chamber are covered in sound-resistant material imported from larger settlements on Enoch. These monks become incensed if the Agents make any kind of noise within this sacred space; they quickly move to escort the Agents, forcibly if necessary, into the adjoining Solarium.

Despite the ongoing assault, monks still toil in these chambers under Anatolius' supervision, assembling more decks of the Emperor's Tarot, believing the Greenskin threat is just a test from the Emperor.

In truth, Anatolius isn't sure about them receiving salvation and has tasked the other monks with continuing their work in order to keep them from going stir crazy or risk attracting further attacks from the Orks. Anatolius has also stored anything of value he could find in these chambers, including holy relics that would amount to 2 Wealth and a single Medikit.

Opening the Door

There are several plaques bearing High Gothic scripture set into the walls, but each contains a crucial mistake that can be noticed only by a character with the **IMPERIUM** Keyword that makes a successful **DN 8 Scholar (Int) Test**. Pressing each mistake in the scripture within a minute opens both sets of doors into the Anechoic Chamber. Otherwise, they will need to convince Anatolius to open the door.



THE MONKS' PLAN

If the Agents manage to enter the Anechoic Chamber, Anatolius will relent to their authority and offers to help them form a plan to retake the Monastery.

The senior monk provides the Agents with, via translator, a general breakdown of how the Greenskin threat suddenly appeared and overwhelmed the monastery. Since then, the surviving Solarium monks have had little ability to perform reconnaissance, but with the hope the Agents provide, the monks are willing to use the Night Stairs. If the Agents reveal that they've already used the Night Stairs or that Thaddeus knew of them, Anatolius becomes suspicious of Thaddeus and ensures that there's always at least one surviving monk with Thaddeus at all times.

If questioned on the whereabouts of Saint Hephesteum's Thighbone, Anatolius grimly communicates that the last time he saw the holy relic was when the Greenskin leader broke its protective casing as the monks fled. He assumes the Thighbone is still intact — above all, the Emperor protects — meaning the Thighbone is likely still in possession of the large Greenskin.

Anatolius suggests the Agents use the Night Stairs to move through the monastery in order to learn the Greenskin positions and formulate a strategy. If the Agents have already explored the majority of the monastery grounds, they can relate the locations of the Greenskins and discuss how to remove any remaining threats. Ultimately, how to deal with Kaptain Slystabba and the Greenskin threat is up to the players, though if they find themselves stuck, Anatolius provides some of the following options to explore.

Crumbling Arches

Though the monks are hesitant to employ such tactics, they know that the original architects of the monastery set up defined 'choke points' should the site ever come under attack. Many of the arches that act as entry points into areas of the monastery could be collapsed with the application of appropriate force, and the monks can point out these areas. Crumbling arches have a Defense of 1, a Resilience of 10, and possess 8 Wounds. If attacked with a weapon that has the Blast or Melta Weapon Trait, then the attack gains +2 ED.

Once an arch is destroyed, rubble collapses and prevents the use of that entryway. Anyone in the immediate area of the arch (treat as a Blast Rating 6) must succeed at a **DN 3 Agility Test** to avoid collapsing rubble. Failure causes the target to take 10 +2 ED damage. A Complication results in the target being covered in rubble, giving them the *Hindered* condition and unable to move unless they spend an Action and succeed at a **DN 3 Strength Test** to escape the rubble.

Holy Unguents

Anatolius confides that several of the unguents used throughout the monastery are highly flammable and can be converted into explosives. He has enough to fashion four such projectiles from the equipment in the Solarium. The Agents can collect additional copies of these from the following locations: the Calefactory, the Cellarium, the Storeroom, the Infirmary, the Misericord, and the Scriptorium. An Agent can attempt a **DN 4 Ballistic Skill (A) or Survival (Wil) Test**, with success allowing them to scrounge the areas and find enough materials to construct 1d3 explosives. A Complication on this check results in one of explosives prematurely detonating, affecting only that Agent. Alternatively, an Agent can Shift to add an additional explosive to the number obtained from the Test. These improvised unguent explosives count as Frag Grenades with the Blast (2) and Inflict (*On Fire*) Weapon Traits.

Chandelier Drop

The monks have pieced together that the Greenskin leader has set up in the Refectory with a host of underlings. Shardai suggests using the chandeliers as a weapon. She knows that the chains binding them up are strong, but the chandeliers themselves are incredibly dense and could be used as an effective weapon against the Greenskins in the Refectory.

Each of the Refectory's three chandeliers are supported by thick chains. The supporting chains have a Resilience of 8, and possess 4 Wounds. Destroying one of these chains causes the chandelier to collapse into the room. This counts as an attack in the room with the Blast (6) Weapon Trait and deals 12 +3 ED to any targets it strikes.

PART THREE: BATTLE FOR THE MONASTERY

The final portion of this adventure involves the Agents ridding Hephesteum's Rest of Kaptin Slystabba and his underlings. Exactly how this plays out is up to the Agents, and what follows is a summary of how the various Greenskins within the monastery react as the Agents begin to take concerted actions against them.

KOMMANDOS

There are a total of six Kommandos (page 355 of the **Wrath & Glory Rulebook**) in the monastery. Two wait to ambush newcomers from the Nave's ceiling (four in Tier 2). Another two can be found in the Dormitory, though if the Agents don't explore there before reaching the Solarium, one of these Kommandos is slain in a knife fight. Finally, two other Kommandos stay with Kaptin Slystabba in the Refectory. In addition, in Tier 2, another four Kommandos patrol outside the monastery and return just after the Agents finish travelling to the Solarium to meet with the surviving monks.

If the Agents begin attacking with reckless abandon, or trigger a massive event like dropping the chandeliers in the Refectory, the Kommandos quickly Mob up to track down the intruders. The Ceiling Ladz drop down from their place on the Nave and begin patrolling, quickly linking up with the reinforcements from outside. Otherwise the outside Kommandos come in through the Nave and begin sweeping the monastery. Shortly after that, the larger group comes across the surviving Dormitory Kommando and then links up with the remaining forces in the Refectory. From here, the Kommandos swiftly fall into line under Kaptin Slystabba, who directs them to split up and run 'Scary Taktiks' on the Agents. This translates to the Kommandos splitting up and ambushing Agents as they move through the monastery, hopping out from shadows and attempting to take physically weaker Agents down first.

SHINY GUBBINZ

If Mek Fastdakka was not previously defeated by the Agents, he has equipped the Kommandos with Shiny Gubbinz, ignorant to the irony of such a tool being given to the supposedly stealthy Orks. Fastdakka quickly assembles the mob of Grots from the Kitchen (if they survive), then takes to stalking the Agents with his heavy weapon while sending his Grots into close combat to tie up his foes. The Mek is heedless of the dangers of striking his Grots with stray shots, and fires into melee with maniacal glee.

GROTS

Three Mobs of ten Grots (page 358 of the **Wrath & Glory Rulebook**) meander around the monastery. The first lounges in the Kitchen and quickly come to the support of Mek Fastdakka when the Agents start making their move against the Kommando Kaptin. Another ten are scattered about the monastery and come to the Mek's aid if the Agents confront Fastdakka in the Cloister before reaching the Solarium. A Runtherd in the Misericord disciplines the remaining mob in order to keep himself from falling into boredom.

Once combat erupts throughout the monastery, the Grots instantly react. The ten in the Kitchen rush to Mek Fastdakka if he lives, otherwise they head to the Refectory to meet up with Kaptin Slystabba. The Grots in the Misericord fall into line under the Runtherd who does a quick patrol of the monastery before heading to the Refectory to receive orders. The scattered Grots get spooked and run around the monastery in a panic, comedically getting in the way of other Greenskins and the Agents alike (good fodder for Complications on Tests during this part of the adventure).



GREENSKINS ASSEMBLE

Along with the major groups of Greenskins within the monastery, there are some additional Orks the Agents might encounter.

Burna Boyz: Any Burna Boys in the Calefactory are eager to get more gubbins to burn. Once the Agents reach the Solarium the Burna Boys go on patrol. Unless the Agents encounter them, the Burna Boys eventually try to breach the Solarium, where they provide enough chaos for Calliope and Thaddeus to escape with decks of the Emperor's Tarot. These Burna Boyz use the statistics for an Ork Boy (**Wrath & Glory Rulebook**, page 354) but each is equipped with a Burna.

Kommando Novices: The Boyz (**Wrath & Glory Rulebook**, page 354) from the Chapter-House provide a steady stream of reinforcements to the Refectory or any ongoing battle in the monastery. In Tier 1, a total of four Boyz can supplement ongoing encounters, while an additional six can be used to enhance encounters in Tier 2.

Mad Dok Grorkutt: The Mad Dok is the least engaged by everything going on around him. He spends any combat in the monastery continuing the brain surgery on his pet Squig. If the combat proves too easy for the Agents to handle, Grorkutt emerges from the Infirmary and joins in. Otherwise, the Agents find him after clearing the remaining Greenskins: his squig having been jolted back to life, it wildly tore out the Mad Dok's throat before spasming to death on the floor. The Mad Dok uses the statistics of a Painboy (**Wrath & Glory Rulebook**, page 357).

Runtherd: The Ork Runtherd and his mob of Grots can be used to supplement the encounter in the Refectory if the Agents are combat focused. Alternatively, the Agents can encounter this group as a final encounter before confronting Kaptin Slystabba. The Runtherd uses the statistics on page 358 of the **Wrath & Glory Rulebook**.

SLYSTABBA'S STAND

Kommando Kaptin Slystabba waits in the Refectory with a host of fellow Greenskins. When the Agents arrive, he is overjoyed at the opportunity for a good fight. However, it doesn't take him long to realise that if he defeats the Agents, he'll be in the same near-mutiny situation he was in prior to their arrival. As a result, the Kaptin only fights until he suffers half his Maximum Wounds, at which point he takes drastic measures, as described in **Fight Anuva Day!**

Otherwise, Slystabba reacts based on how the Agents approach him. If the Agents arrive through the entrance to the Refectory, he eagerly chides his ladz into combat. He sits back and observes, trying to gauge which of the Agents is worth his personal attention. If the Agents perform well against the Greenskins, or effectively use impediments like the chandeliers or improvised unguent bombs, then Slystabba takes a more active role in combat. The Kommando Kaptin spends Ruin to use his **Get 'Em Ladz!** ability to increase both melee and ranged effectiveness. Otherwise, Slystabba prefers to use Stealth to disappear in the chaos of the melee and emerge to attack an unaware Agent. Once detected, he retreats using his Hit & Krump Ruin ability.

Slystabba remains in possession of the Thighbone of Saint Hephesteum, which he mistook as a 'big toof'. The Kommando Kaptin now wears the Thighbone on his belt as a visible sign of his newfound wealth. Unless the Agents do something particularly dangerous (such as firing a missile at the Ork) then the Thighbone should miraculously survive the ensuing combat — the Emperor clearly showing His favor to the Agents.

FIGHT ANUVA DAY!

If things turn against Kaptin Slystabba, the Ork roars at the Agents, demanding their surrender whilst charging at them with a live Stikkbomb. An Agent within range that succeeds on a **DN 3 Initiative Test** can use their reaction to make a **DN 4 Ballistic Skill (A) Test** and shoot the Stikkbomb out of his hand, causing it to Scatter. Otherwise, the Stikkbomb explodes as soon as Slystabba gets close to an Agent, destroying the Thighbone and leaving Slystabba with a single remaining Wound.

The Kommandos in the area take their Kaptain's sacrifice as a signal to regroup to '*Fight anuva day!*' They stealthily creep to an adjacent room in the Monastery and attempt to ambush the Agents again.

If Calliope and/or Thaddeus are still alive, they choose this lull in the combat as their opportunity to rush for the monastery's exit. If anyone attempts to stop them, they fight until they suffer half of their Maximum Wounds, then try to flee again. They attempt to take Shipmistress Amsel's boat as a means of getting away from the monastery.

RESOLUTION

The Resolution of the adventure involves three major factors:

THE MONASTERY

Exactly what happens to Hephesteum's Rest following the adventure should greatly depend on the actions the Agents took while on the island. If the majority of the surviving monks managed to make it through the removal of Kaptin Slystabba, they are eager to get back to work. The monks quickly clean up the damage, calling in help from the mainland to assist in clearing debris and remove any Xenos taint from their holy site. Between their own resources and some charity from Jakel Varonius, the monks eventually recover from the attack and begin a recruitment drive among visiting pilgrims offering them the Vow of Silence.

RETRIEVING THE THIGHBONE

The original goal set by Rogue Trader Jakel Varonius was the retrieval of the Thighbone of Saint Hephesteum. As long as the Agents remove the Greenskin threat from the monastery, the monks are willing to allow the Agents to depart with the Thighbone (provided it survived the encounter). The surviving monks are more concerned with the ongoing production of the Emperor's Tarot, and believe that the Thighbone's use as a potent weapon against the oncoming tide of empyreal horrors is more important than its use as a symbol in the monastery. The Agents can return the Thighbone back to Jakel Varonius, who intends on storing it aboard his ship until it is needed.



THE TRAITORS

If the Agents managed to uncover Calliope and Thaddeus's goal of stealing copies of the Emperor's Tarot from Hephesteum's Rest, the monks immediately expel them from their order — if they haven't been killed. This was the purpose of the Agents' mission to the monastery, though if they do not achieve this, Varonius will still be pleased they repelled the invasion.

AWARDING XP

☠ 3 XP each for roleplaying and having fun.

☠ 3 XP for defeating Captain Slystabba.

☠ 3 XP for removing all the Greenskins from the monastery.

☠ 3 XP for retrieving Hephesteum's Thighbone.

☠ 1 XP each for each NPC the Agents manage to save:

☠ Rikard

☠ Thaddeus

☠ Anatolius

☠ Shardai

☠ 3 XP for stopping Calliope and Thaddeus from escaping with the pilfered Emperor's Tarot decks.



KAPTIN SLYSTABBA

KEYWORDS: **ORK**, **BLOOD AXES**

S	T	A	I	WIL	INT	FEL
5	5	4	3	2	2	1

Resilience

8 (Ork Flak: AR 2)

Defence	Wounds	Shock
2	7	3

SKILLS: Default 5, Awareness 6 (Passive 3), Ballistic Skill 5, Cunning 7, Deception 7, Intimidation (5), Stealth 9, Survival 7, Weapon Skill 8

BONUSES

Champion: Kaptin Slystabba may use Ruin Actions, and has 3 personal Ruin.

Blood Axe: This Threat gains +2 bonus dice to **Leadership (Wil)** and **Stealth (A)** Tests.

ABILITIES

BATTLECRY: Sneakiest Git

During the first round of combat in which Kaptain Slystabba ambushes his opponent, he makes the following Multi-Action with no penalty:

- ☠ Slystabba makes an Interaction Attack using **Stealth (A)**. If he succeeds, the target is Restrained.
- ☠ Slystabba uses his **Intimidatin'** Action.
- ☠ Slystabba makes an attack.

ACTIONS: Slugga: 10 +1 ED / Range 6 – 12 – 18 / Salvo 1 / Pistol / Waaagh!

Big Choppa: 10 +5 ED / Range 1 / Waaagh!

Stikkbombz (2): 9 +5 ED / Range 24 / Salvo - / Blast (6)

Intimidatin': Kaptin Slystabba makes an Interaction Attack using **Intimidation (Wil)**. If he succeeds, the target also suffers Fear.

RUIN: Get 'Em Ladz!

Spend 1 Ruin. All allies with the **ORK** Keyword within 10 metres gain +1 bonus dice to **Ballistic Skill (A)** and **Weapon Skill (I)** Tests.

Kunnin' Exfiltrator

Spend 1 Ruin. Slystabba takes the **Fall Back** Combat Action and may move up to double his movement, then make a **Stealth (A)** Test to hide.

Hit & Krump!

Spend 1 Ruin. If Slystabba used **Kunnin' Exfiltrator** and successfully hid from all enemies, he may use the **Sneakiest Git** Battlecry.

REACTION: Once per Round, Slystabba may make an attack with his Big Choppa as a Reflexive Action.

DETERMINATION: Spend 1 Ruin to roll 5d6.

Conviction	Resolve	Speed	Size
2	1	6	Avg



MEK FASTDAKKA

KEYWORDS: **ORK**, **BLOOD AXES**

S	T	A	I	WIL	INT	FEL
5	4	3	3	3	2	1

Resilience

7 (Mek Scrap Plates: AR 2)

Defence	Wounds	Shock
2	6	4

SKILLS: Default 4, Awareness 6 (Passive 3), Ballistic Skill 6, Tech 7, Weapon Skill 7

BONUSES

Champion: Mek Fastdakka may use Ruin Actions, and has 2 personal Ruin.

ABILITIES

ACTIONS: Mekaniak: Mek Fastdakka can repair any damaged piece of equipment or weapon within 1 metre. He can also reload a weapon that runs out of ammo without spending an action.

Shoota: 10 +1 ED / Range 9 – 18 – 27 / Assault / Waaagh!

Big Shoota: 12 +2 ED / Range 18 – 36 – 54 / Assault / Waaagh!

Chain Choppa: 10 +4 ED / Range 1 / Brutal / Waaagh!

RUIN: Orky Upgradez

As a Free Action, Mek Fastdakka may spend 1 Ruin to tinker with a ranged weapon within 1 metre. The weapon gains +1d3 ED and +1d3 AP for its next attack. The next time the weapon is fired, a Complication triggers if the Wrath Die lands on a 1, 2 or 3.

DETERMINATION: Spend 1 Ruin to roll 4d6.

Conviction	Resolve	Speed	Size
3	2	6	Avg



TYING IT TOGETHER: VOW OF SILENCE

Though the silent monks of Hephesteum's Rest are unlikely to give the Agents any leads to further adventures (at least not through speech), there are plenty of opportunities to use Vow of Silence to link to other adventures. The recommended adventure to follow Vow of Silence is **Dark Bidding**.

ASTROLOGICAL INTERESTS

In the aftermath of **Vow of Silence**, the Ecclesiarchy accepts the insistent demands of the Tech-Priests of Avachrus to study the origin of the Ork invaders. Amongst the researchers is Magos Albus Bast (page 108), who notes the performance of the Agents and approaches them on his spider-like augmetic legs. As a Tech-Priest of Avachrus, Bast reports directly to Archdominus Vakuul, and has been asked by the ruler of the Forge World to recruit a team capable of stealthily solving a problem she is having with a certain stasis coffin. This invitation to **Dark Bidding** gives the Agents slightly more control, and also encourages them to rescue Bast if they play through **Duty Beyond Death**.

AFTERLIFE AUCTION

The False Monks (page 45) are as desperate as they are misguided, and aren't even fully sure why the Cult of the Transposed Hope wants the thigh bone of Saint Hephesteum. Under even the slightest duress or pointed questioning, Thaddeus reveals that he thinks the Cult plan to move the Saint's thigh bone on Avachrus, but he has no details, and the Cults are almost impossible to track. If the Agents think to enquire around Avachrus, they are intercepted by Archdominus Vakuul, beginning **Dark Bidding**.

Vile Visions

The taint of Chaos has fed Calliope many delusions, but the visions that the Warp regurgitates into her brain occasionally have a hint of truth to them. After Calliope has been revealed to be a false monk, she can scream any of the following prophecies:



☠ Grim Harvest

☠ *'Shades spring from the Twilight of another realm, shrieking into our reality to scourge and raid! All myths are true, and our suffering is their succour! The green fields are ripe for farming, bloodshed, and the downfall of the frail Imperium.'*

☠ *'Trust not the priests, for they serve Gods and not people! Trust not the machinists, for they put logic above mortal life! But especially, never trust the bureaucrats! Farms run by numbers always fail...'*

☠ *'The true gods care not for machines or the Corpse-Emperor! The farm-fields of the Imperium will run crimson with the blood of naive believers!'*

☠ Dark Bidding

☠ *'Confined to a coffin, it wants to awaken! Millennia have passed, and the beast yearns to spill blood in his masters name once again... he is lost and stolen, but fate will bring him home to the slaughter.'*

☠ *'Ancient beings, scandalous scoundrels and those who worship the true Gods shed their baubles, bidding to free the beast from his tomb. The machines of the past have held him for aeons, but the machines of the present will not restrain his might!'*

☠ *'A proud warrior encased in ceramite... ceramite encased in ancient technology... surrounded by a world of metal and foul tech-ghouls... you must not free him! His time has not yet come!'*

☠ Duty Beyond Death

☠ *'Something new and wrong is born amongst the factory lines... a ghost of life, twisted by the cruel machinations of cog-people. Stolen souls are commanded to kill, but the true Gods have no wish to see this thing continue.'*

☠ *'To worship a machine is as foolish as lauding a corpse on a throne. There are no spirits inhabiting metal flesh... though something new is growing. Their minds are gone, but their bodies remain, and this chimera will command them.'*

PROVEN FAITHFUL

If the Agents make a good impression with the monks of Hephesteum's Rest (particularly Anatolius, page 61), the Ecclesiarchy will see promise in them, and request that they aid them in their efforts to spread the good word of the Emperor on Ostia. A private missive may even be sent by Archdeacon Merramar Clade himself, informing the Agents of the foul schemes of the Mechanicus and imploring them to bolster the beliefs of the simple labourers to ensure the Gilead System is fed.





DARK BIDDING



Dark Bidding is an adventure of delicate investigation, focused on the retrieval of a stolen stasis-coffin and its mysterious contents. The Agents are hired by Archdominus Aexekra Vakuul, regent commander of the forge world Avachrus, to return the stasis-coffin without attracting the Inquisition's attention.

Vakuul's ideal recruits will operate with professionalism and discretion, and are not influential enough to attract attention. The adventure is therefore best suited to Tier 2 Agents, either Imperial-affiliated or freelance, without the **INQUISITION** Keyword. The new Frameworks on page 73, **Vakuul's Venators** and **Archeotech Scavengers**, are especially appropriate. Troubleshooters working for Rogue Trader Jakel Varonius or Lord-Militant Taleria Fylamon (including the **Varonius Vanguard**, **The Deniables**, and **Fylamon's Finest** Frameworks) are also perfect, since both patrons are keen to secure Vakuul's allegiance. **ADEPTUS ASTARTES** characters will not be approached, unless their Chapter has close ties to the Mechanicus (Iron Hands successors) or known animosity with the Inquisition (such as Dark Angels and Space Wolves successors).

ALTERNATE INVITATIONS

Archdominus Vakuul is selective with her trust, but with modifications to the opening scene, you can expand the appropriate Frameworks.

INQUISITION Agents working for a rival of Inquisitor Argyle may accept Vakuul's job to unravel Argyle's covert activities on Avachrus. Even so, the Agents must develop false identities as mercenaries, as Vakuul will not intentionally interpose herself in an Inquisitorial cold war.

CHAOS Agents are not approached by Vakuul, but you can replace her with a daemonic patron or cult leader who sends the party to retrieve the stasis-coffin. Otherwise, the adventure follows its usual course, as the Agents infiltrate Avachrus to perform their investigations. If the party successfully retrieves the stasis-coffin, they discover a powerful new ally or master.

GRIM
HARVEST

VOW OF
SILENCE

DARK
BIDDING

DUTY BEYOND
DEATH

ADVENTURE SUMMARY

Dark Bidding is designed for a short series of approximately three to five sessions. The length of **Part One** (see page 74) is variable, depending on how thoroughly the Agents pursue leads, and can be streamlined if you want to reduce playtime. Each Part concludes with a dramatic scene perfect for ending a session, marked with an aquila in the header.

Part One: Funeral Procession

The Agents receive their assignment, investigate the Tomb Crypt where the stasis-coffin was stolen, and follow clues to the Stronos Space Elevator.

Part Two: Elevator Pitch

The Agents confront the tech-ganger thieves aboard the space elevator, learn the stasis-coffin's location, and arrange transportation to Odo.

Part Three: Antagonistic Auction

The Agents infiltrate an auction for the stasis-coffin, and attempt to escape with it.

WHAT'S IN THE BOX?

Although Vakuul is desperate to recapture the stasis-coffin, its contents are so sensitive she refuses to reveal any details to the retrieval team. Tantalise the Agents by providing hints throughout the scenario, leading up to a payoff when the stasis-coffin finally opens.

A few years ago, whilst undergoing operations within the lost foundry-forge of Illiarch, Ordo Hereticus operatives reported to Inquisitor Argyle discovered an intact stasis-coffin, a relic of ancient technology. After the acolytes failed to ascertain the coffin's contents and accidentally deactivated its sustainable power source, Argyle struck a bargain with Archdominus Vakuul of Belaxia. In return for certain political favours, the Archdominus took possession of the stasis-coffin, hiding it within her Tech-Crypt and employing a team of specialists to study the device whilst keeping it closed. The current team supervisor is Biran Amiga, an utterly devoted tech-adept who prioritises keeping the stasis-coffin operational above all other concerns.

Recently, Amiga's team successfully overcame the stasis-coffin's auspex-scramblers, discovering it contained the body of an Astartes, but failing to identify his Chapter or allegiance. Argyle has requested the return of the stasis-coffin, so he can decide whether to open it or not. Unfortunately, the device was stolen before Vakuul could arrange the hand-off. Dreading the repercussions of reporting her failure to the Inquisition, the Archdominus is desperate to recapture the stasis-coffin before too many questions are asked about the delay in transit.

Her fear would be magnified if she realised the stasis-coffin contained a slumbering Chaos Space Marine, a former commander of the Gilead System prior to the Imperial conquest. Driven mad by imprisonment and warp-sent nightmares, the Entombed Champion is a terrifying threat, with only one weakness: stasis side-effects and warp-interference have corrupted the Champion's Catalepsean Node, inducing a sleeplike delusion somewhere between a lucid dream and a living nightmare. When the Entombed Champion rises, he wakes slowly, becoming more and more unstoppable the longer he walks outside his stasis-coffin.

The stasis-coffin itself is of unknown make and model, adorned with sneering gargoyles that seem to shift into different mocking poses each time they are observed. Little can be seen of the Astartes within; red armour of an ancient Mark, degraded by time and long forgotten wars, covered in battle damage from what look to be daemonic claws and with spines still penetrating the heavy ceramite plates.

SPEAK NOT OF THE SLEEPLESS EYE!

Vakuul's terror of the Inquisition is well justified. Common workers and planetary governors alike dread the Ordo's purges. They dare not even speak the word 'Inquisition' for fear of summoning its remorseless judges, juries, and executioners.

Throughout this adventure, the Agents contest with a parallel investigation, racing to return the stasis-coffin to Vakuul before the Inquisition confirms it is stolen.

To pace this pursuit, use the five stages of Inquisitorial response below. The response begins at **Stage 1**, but may advance one step when the players roll a Complication, you spend a point of Ruin (maximum once per session), or the Agents' reckless actions attract attention (for example, starting a shootout or setting off an explosion). As the GM, you can build tension by communicating to the players when the threat level increases. This may involve a discovery by the Agents, a tip-off from a contact, or even a brief cutaway to spotlight Acolyte Lockson's 'off-screen' investigation between scenes.

- ☠ **Stage 1:** Rumours of an attack on Vakuul's facilities filter back to Inquisitor Argyle of the Ordo Hereticus, who has active operations on Avachrus. He dispatches Acolyte Lockson to confirm the stasis-coffin is secure.
- ☠ **Stage 2:** Lockson introduces himself to the Agents in person at the next opportunity. He 'encourages' them to assist his investigation (see **One More Thing** on page 82).
- ☠ **Stage 3:** Lockson discovers a trail the Agents have left behind, interrogates one of their previous leads, or finds a clue from a previous scene.
- ☠ **Stage 4:** Lockson reappears in the same scene as the Agents, this time as an undercover operative. If this happens in **Part Three** (see page 87), his team infiltrates the auction.
- ☠ **Stage 5:** Lockson calls in the cavalry. If this happens before **Part Three**, **Enforcers** ambush the Agents (page 331 of the **Wrath & Glory Rulebook**) forcing the Agents to betray their employer, shoot their way out, or be escorted to Imperia for interrogation. If you trigger this stage in **Part Three**, Lockson's Enforcers attack the auction.

Agents who cover their tracks may erect 'roadblocks' to slow Lockson down. These may require **Skill Tests** — using **Cunning (Fel)**, **Deception (Fel)** or **Stealth (A)** — or be available as Shifts on other Tests, at your discretion. When you advance the threat level, you must spend an extra Ruin or extra Complication to remove these obstacles. If the Agents kill Lockson, the wider Inquisition are made aware before too long, and proceed to **Stage 5** with maximum prejudice.

NEW FRAMEWORKS

Vakuul's Venators

You work for an Adeptus Mechanicus kill-team, answering directly or indirectly to the Archdomina Vakuul of Belaxia. You specialise in hunting down enemies of the Priesthood and retrieving rare technology, including locating and returning stolen relics.

LIMITATIONS

Any character with the **IMPERIUM** Keyword, including at least one character with the **ADEPTUS MECHANICUS** Keyword.

WARGEAR

Each member of the group receives one of the following Augmetics: Augmetic Eye, Augmetic Legs, Augur Array, Mind Impulse Unit.

BONUS

+1 bonus die to Awareness (Int) and Survival (Wil) Tests to locate enemies of the Machine Cult.

Archeotech Scavengers

Ranging from dirt-scrabbling hive gangers to raiders of forbidden xeno-tech, you are a mercenary unit making ends meet by acquiring and fencing valuable technology. Though your work may skirt the borders of tech-heresy, as often as not more radical Tech-Priests are your highest paying clients.

LIMITATIONS

None — anyone can make a living in this line of work if they're sharp enough!

WARGEAR

Each member of the group receives a Multikey that provides +2 bonus dice to Stealth (A) Tests to open locks and disable traps (Value 4, Rarity Rare, **[ANY]**, **SCUM**).

BONUS

On a world you've visited before, you always know a contact who will buy at least one unusual piece of technology you have to sell, offering 1 Wealth for a Rare item, 2 Wealth for a Very Rare item, and 3 Wealth for a Unique item.



PART ONE: FUNERAL PROCESSION

Accept the mission. Investigate the crime scene.
Follow the leads. Go to the Stronos Space Elevator.

Buried beneath the surface of Avachrus's surface wasteland is an endless warren of colossal machinery. Ceaseless industrial activity, without wind or rain to offer cool respite, drives the city's temperature to the limit of Human endurance. The sheer scale of Belaxia Foundry-Forge is barely conceived by its residents, few of whom travel beyond their Cult-assigned manufactorum, where they are ordained to live, work, praise the Ommissiah, and perish.

Between the massive industrial centres scraping a sky of iron sheathes, wide transportation conduits ferry raw materials and Tech-Priest retinues. The theocrats of Belaxia fight a losing battle to catalogue every excavated route through the city, for tectonic shifts, mining operations, and political machinations constantly open new tunnels and rediscover old, forgotten ones. The Agents are sent to meet an influential employer in one of these secret subways, undetected by the manufactora's omnipresent servitor-surveillance.



NEW TOYS

Though the magi of Avachrus have taken to hoarding ammunition away from all outside their Priesthood, the theocrats of Belaxia have broken ranks by offering specialist gear to outsiders, hoping to buy the assistance of allies who can keep their forge on top. Whilst working for Vakuul, and should they succeed on Vakuul's mission, on future visits to Belaxia, Agents can requisition wargear with the **ADEPTUS MECHANICUS** Keyword even if they do not have any matching Keywords. The usual +2DN penalty for requisitioning ammunition on Avachrus applies as usual. Additional bonuses or penalties may apply at your discretion; for example, if the Agents acquire a Radium Weapon, you might ask them to make a Test to resist Radiation Poisoning later in the adventure!

THIS MESSENGER WILL SELF-DESTRUCT

The Agents believe they are meeting Archdomina Aexekra Vakuul, Magos-commander of Belaxia and self-proclaimed regent of Avachrus. When they arrive, they encounter a single servitor, its lower jaw and ears replaced with a two-way vox unit. Wary Agents can Test to confirm this is no double-cross — Vakuul has sent the lobotomised cyborg as a proxy.

When the Agents approach, a lumen on the servitor's back flickers into a sickly glowing light. Recording units, including those built into armour and bionics, fuzz over with white noise and static. Even auto-quills and data-slates temporarily deactivate. It is clear Vakuul does not want this meeting documented.

When the servitor speaks, a heavily distorted but confident voice issues from an emotionless lobotomised body. Vakuul introduces herself, and apologises for her elaborate precautions and rusty Low Gothic (she prefers Lingua Technis), but expects when she has explained the parameters of the mission, the Agents will understand. Through the servitor, the Agents can have a two-way remote conversation with Vakuul, but without body-language cues, **Insight (Fel) Tests** to read the Archdomina gain +2 DN.

- ☠ Three days ago, one of Vakuul's secret facilities was attacked. A stasis-coffin containing something of great value was stolen from the Tech Crypt. Her own attempts to quietly apprehend the thieves have failed, so she wants the Agents to return the stasis-coffin, undamaged.
- ☠ The stolen stasis-coffin doesn't belong to her, but she's been looking after it for some very influential and unforgiving associates who shall remain nameless. (Since Vakuul is the acting Fabricator-general, the Agents should have a good idea how high this goes, though Vakuul never says the word 'Inquisition'.) Her associates don't know the stasis-coffin was stolen, and Vakuul wants to keep it that way. The Agents must conduct themselves with utmost discretion and cover their tracks well.

☠ The list of suspects is long. Other foundry-forges resent Belaxia's ascension and might sabotage Vakuul's operations out of jealousy. Recently the Magi masters of the Secutarii of Kauradar, titan guards who claim to speak with the authority of the absent Titan Legion, have been rattling their sabres. Whoever is responsible, Vakuul suspects they'll have hired freelancers for plausible deniability (just like she's doing).

☠ She suggests the Agents begin their investigation at the Tech Crypt, but they should tread carefully to avoid attention.

☠ She doesn't know what's in the stasis-coffin.

The last point is an obvious lie, with no **Insight (Fel) Test** necessary. If the Agents call her out, she admits she does know what's in the stasis-coffin, but that a condition of her accepting receipt was a modification to her cortex implant, making it impossible to reveal the coffin's contents (this is technically true, though she has means to hack the implant if she wanted). If the Agents keep pushing, she shuts them down, telling them to walk away from the job if it's a dealbreaker.

If they return the stasis-coffin intact, before anyone discovers it's missing, Vakuul promises to pay the Agents 4 Wealth each in the form of surplus cogitator parts. In addition, she'll owe them a favour. The favour is more valuable, as Vakuul commands incredible resources and unparalleled political influence on Avachrus. She pays half the Wealth up-front as a retainer, which is expected to cover expenses.

When discussions are over, the servitor approaches a nearby recycling vent. Without a second's hesitation, it hurls itself into the threshing blades, obliterating its record of the meeting. The machine gorily redistributes sacred bionic components from disposable viscera for the next hour or so.

THE SCENE OF NO CRIME

Vakuul's directions to the Tech Crypt lead into the city proper, where the Agents can blend in with unwashed masses of tech-adepts and manufactorum workers. The Crypt is modest compared to the production-fortresses

either side of it, blanketed in censer-smoke and seldom visited by Skorpius hovercraft deliveries. Flights of servo-skulls and winged Pteraxii Skystalkers remind the Agents they are constantly watched.

The Tech Crypt is the resting place for revered Mechanicus Priests. The most unique augmetics of revered Tech-Priests are preserved for study and worship, kept in perfect working order long after the connected flesh is recycled for corpse starch. In some rare cases, where removal would damage the precious augmetics, biological matter is maintained by apprentice Genetors. By design, few realise how far beneath street level the complex descends, and the stasis-coffin was stored on the lowest level.

A battle maniple of Skitarii Rangers locked down the site following the attack. Their Alpha, Tango-Mic, refuses to grant the Agents access. If the Agents claim to be working for the Archdomina, Tango-Mic is skeptical and demands to see proof of their assignment (which they shouldn't have).

The Agents can gain access by:

- ☠ Pulling rank if they have the **ADEPTUS MECHANICUS** Keyword and pass a **DN 4 Leadership (Wil)** or **Influence Test**. (Remember Influence is derived from Intellect rather than Fellowship for **ADEPTUS MECHANICUS** interactions.)
- ☠ Disguising themselves as someone who should be there (like a tech-adept or Skitarii), or sneaking in a side entrance, requiring a **DN 4 Deception (Fel)** or **Stealth (A) Test** respectively.
- ☠ Discovering Tango-Mic's wavering loyalty to Vakuul (with a **DN 4 Insight (Fel) Test**) and Persuading or Intimidating her into believing her best interests are to let the Agents pass.
- ☠ Quietly incapacitating or killing a couple of guards on the side entrance.

If the Agents repeatedly fail to gain access, you should permit them to Fail Forward — Tango-Mic escorts the Agents inside, but Acolyte Lockson's investigation advances one stage (see page 72).



FORENSIC ANALYSIS

The Tech Crypt's personnel follow their orders and go about their business as though nothing has happened. As the Agents pass through stone chambers housing brain-jars festooned with complex wiring and gilded skeletons bearing blinking augmetics, tech-adepts and guards are wilfully oblivious of the bloodstains and bullet pockmarks that indicate a recent attack. Even when the Agents descend to the stasis-chamber, where hundreds of power conduits run to an obviously empty space in the room, the guards refuse to acknowledge anything is wrong. In fact, they happily report the facility is running at greater than normal efficiency!

If the Agents specifically ask about the events of three days ago, they learn all of the site personnel working that day have been 'reassigned'. Body bags in the corner suggest few, if any, survived the attack. If the Agents ask to access that day's surveillance footage, the tech-adepts are happy to help, before relating in an automatic, lifeless tone an error message that the footage has been deleted (Vakuul has scrubbed incriminating evidence of the theft), though the binary personnel files are still available.

Despite the base staff's obstructiveness, there are three clues the Agents can discover here, which are



listed below. The party will need to follow at least one of these leads to proceed in the adventure; if they don't manage to figure one of them out on their own, have every Agent make a **DN 3 Investigation (Int) Test**. Each Agent that succeeds on the Test discovers one of the clues. An Agent that Shifts an Icon on a successful Test discovers an additional clue. If all of the Agents fail the **Investigation (Int) Test**, they still learn a single clue chosen at random, but the Inquisition pursuit track increases by one stage.

Security Bolstered

Questioning the Skitarii Rangers results in a somewhat stilted but revealing conversation. The Skitarii admit security has been tightened around the Tech Crypt due to a recent increase in tech-ganger violence in the sector. If the Agents recall Vakuul's suggestion that the thieves may be hired mercenaries, they may direct their investigation into the local criminal underworld (leads into **Underground Underworld**, page 77).

Post Mortem Analysis

Inspecting the bodies of the crypt guards reveals pallid, somewhat charred remains with what looks like ruptures along the nervous system of the entire body. Agents that pass a **DN 3 Medicae (Int) Test** glean that many defenders were killed by massive absorption of bio-electricity from their bodies. Characters that have the **ADEPTUS MECHANICUS** Keyword or who pass a **DN 4 Scholar (Int)** or **Tech (Int) Test** recall that the electroleech staves of the Fulgurite Electro-Priests operate on a similar principle. Perhaps a visit to Belaxia's Fulgurite temple could be revealing (leads into **Church Confessional**, page 79).

Personnel Review

If the Agents look through the personnel data and cross-reference it with the dead bodies, they find one person unaccounted for — Biran Amiga, the tech-adept who was assigned to keep the stasis-coffin operational at all costs. Amiga has not reported for work since the attack. Finding him might lead to the stasis-coffin (leads into **Long Day at the Office**, page 81).

SKITARII RANGER								
Tier	1		2		3		4	
Threat	E		T		T		T	
KEYWORDS: IMPERIUM, ADEPTUS MECHANICUS, SKITARII, AVACHRUS FORGE WORLD								
S	T	A	I	WIL	INT	FEL		
3	4	4	3	2	2	1		
Resilience								
9 (Skirarii Auto-Cuirass: 4 AR)								
Defence			Wounds			Shock		
2			3 (6)			3		
SKILLS: Default 4, Awareness 3 (Passive 2), Ballistic Skill 8, Insight 1, Tech 6								
BONUSES								
Augmetic: Skitarii are immune to the <i>Bleeding</i> Condition.								
ABILITIES								
ACTIONS: Galvanic Rifle: 10 +1 ED / Range 15 — 30 — 45 / Salvo 2 / Rapid Fire (1), Rending (1)								
DETERMINATION: Spend 1 Ruin to roll 4d6.								
Conviction		Resolve		Speed		Size		
2		1		6		Avg		
Mob Options								
For every ten Skitarii Rangers in the Mob, three Rangers may exchange their galvanic rifle for one of the following weapons.								
Arc Rifle: 14 +1 ED / AP -1 / Range 12 — 24 — 36 / Salvo 2 / Arc (2), Rapid Fire (1)								
Plasma Caliver: 15 +1 ED / AP -3 / Range 9 — 18 — 27 / Salvo 2 / Assault, Supercharge								
Transuranic Arquebus: 15 +1 ED / AP -2 / Range 30 — 60 — 90 / Salvo 0 / Heavy (8), Rad (2), Sniper (2)								
MOB ABILITIES								
BATTLECRY: Light Them Up								
A flash of blue will-o-the-wisps as the Skitarii Rangers acquire targets precedes the subsequent fusillade. On the first round of combat, this Threat gains +2 bonus dice to Ranged Attack Tests and ignores their target's Cover.								
Enhanced Data-tether: Reroll any failed dice on a Resolve Test.								
Tireless Hunters: Skitarii Rangers can Aim as part of a Standard Move (unless equipped with a transuranic arquebus).								

UNDERGROUND UNDERWORLD

Every city contains a criminal element, and Belaxia is no exception. The Agents can discover the seedy underbelly of the foundry-forge with a **DN 5 Cunning (Fel) Test** — characters with the **SCUM** Keyword gain +Influence bonus dice. Success puts the Agents in touch with fixers who trade with the Agents for information. Failure has the Agents confront Belaxia's underworld from the wrong end of a radium pistol.

The outlaws of Belaxia are an eclectic mix of black market ‘archeotech’ scavengers, tech-chirurgeons targeting unwilling donors, and augmented servo-assassins. They thrive in the city's forgotten warrens, launching periodic raids against manufactora and each other. For a community of rebels, they have little imagination for life outside the Machine Cult, and are as obsessed with bionic enhancement, massed firepower, and the pursuit of knowledge as the Skitarii enforcers they despise. Barring a few unrepentant Heretekks, the Tech-Priests find these gangers easy to manipulate. They hire the gangs for deniable operations against political rivals, accepting the occasional double-cross as the cost of doing business.

The best place to gather intelligence is The Tune-Up, a walk-in backstreet cyber-surgery that is generally considered neutral ground by warring tech-gangers. The owner, Skreiner, eludes assassination by Sicarian Ruststalkers with his ‘bag of tricks’, a collection of mechanical faces he swaps out to assume new identities. Agents can requisition Rare or Uncommon augmetics from Skreiner at half their usual Value, and he'll even agree to install them himself (negating the need for a **Tech (Int) Test**). However, augmetics purchased here are not entirely reliable, and may cease operating, inflict the *Hindered* Condition, or malfunction in some other way when their user rolls a Complication.



Over the screams of unlicensed, un-anaesthetised amputation, the Agents overhear in-patients discuss the following:

- ☠ An up-and-coming gang of thugs called the Hardwares recently turned up a big score on a job for the Tech-Priests. Apparently they double-crossed their employers and offered the loot to outside buyers.
- ☠ Betraying the Adeptus Mechanicus is no small thing for a gang of the Hardwares' modest reputation. They'll need to leave Avachrus fast to avoid the heat.
- ☠ Plenty of contraband is smuggled through the Stronos Space Elevator, so if the Hardwares are attempting to traffick precious cargo off-world, that's probably where they'll go (leads into **Part Two**, page 84).
- ☠ The Hardwares will stand out in Stronos Port, as the whole gang replaced their arms with blood-red augmetics as an initiation ritual.

Listening to experienced criminals discuss the Hardwares, it should be clear the gang are small-timers who stumbled onto the stasis-coffin by accident and are in way over their heads.

If the Agents present themselves as especially convincing black market merchants — and are willing to spend Wealth, or trade Mechanicus secrets to reinforce the deception — they are approached by a representative of the Hardwares. The fixer advises that his associates are arranging an auction of 'specialist items' the Agents might be interested in, and invites them to the sale on Odo. This gives the Agents a much better idea what to expect in **Part Three** (see page 87).



TECH-GANGER						
Tier	1		2	3		4
Threat	A		E	T		T
KEYWORDS: IMPERIUM, SCUM, AVACHRUS FORGE WORLD						
S	T	A	I	WIL	INT	FEL
3	3	4	3	3	2	2
Resilience						
6 (Subdermal & External armour plating: 1 AR)						
Defence		Wounds			Shock	
2		5			3	
SKILLS: Default 4, Awareness 6 (Passive 3), Ballistic Skill 6, Stealth 6, Weapon Skill 5						
BONUSES						
Augmetic: Skitarii are immune to the <i>Bleeding</i> Condition.						
ABILITIES						
ACTIONS: Radium Pistol: 7 +1 ED / Range 6 — 12 — 18 / Salvo 1 / Pistol, Rad (2)						
Servo Arm: 9 +2 ED / Range 1						
RUIN: Trick-Bionic						
Spend 1 Ruin to make an immediate melee attack.						
WRATH: Cyber-Chopper						
When attacking a target with augmetics, the target is <i>Hindered</i> and unable to use one of their augmented body parts effectively until it is repaired by a DN 3 Tech (Int) Test.						
DETERMINATION: Spend 1 Ruin to roll 4d6.						
Conviction	Resolve		Speed		Size	
3	2		6		Avg	
Mob Options						
In a Mob of ten or more Tech-Gangers, one Tech-Ganger may exchange their radium pistol for one of the following weapons.						
Stubcarbine: 10 +1 ED / Range 9 — 18 — 27 / Salvo 3 / Heavy (3), Pistol						
Arc Rifle: 14 +1 ED / AP -1 / Range 12 — 24 — 36 / Salvo 2 / Arc (2), Rapid Fire (1)						
Plasma Gun: 15 +1 ED / Ap -3 / Range 12 — 24 — 36 / Salvo 2 / Rapid Fire (1), Supercharge						
MOB ABILITIES						
Initiation Implant: Choose a Skill for which this threat can reroll any failed dice on Tests. (The Hardwares reroll failed dice on Weapon Skill Tests.)						

CHURCH CONFESSIONAL

The Church of Dwindling Existence is near Belaxia's city limits, but proximity to major construction works means the Agents can easily hitch a lift there on a cargo run. Alternatively, they may temporarily requisition their own Skorpius Dunerider hovercraft with a successful **DN 7 Influence** Test.

The Electro-Priests are fanatical devotees of the Motive Force, the third of the Machine God's trinity that supplies energy to all life and machines. This sect belongs to the Fulgurite denomination, which holds the Motive Force is a limited resource and demands careful husbanding of all sacred energy to ensure no essence of the Omnisiah is wasted.

The church is theoretically open to all, but to the Agents it is unwelcoming and oppressive. To conserve power, the temple has no internal cooling system or lighting, which is little impediment to the blind Fulgurites. Agents without night vision can navigate the suffocating darkness by following the luminescent electoos of the Electro-Priests, but will want to make their visit brief. As long as the Agents remain in the temple, they are *Hindered* (2).

If the Agents ask about the bodies at the Tech Crypt or the attack three days ago, tech-disciples direct them to High Luminen Ossifa, who hosts the Agents in a spartan chamber of engraved stone. Her golden skin ripples with potential energy, grounded by an electroleech stave capped with a sharpened pick. Ossifa is shockingly honest and direct, a welcome contrast to the paranoia and double-talk characterising the Agents' interactions on Avachrus so far.



- ☠ Ossifa cheerfully admits to attacking the Tech Crypt, and if the Archdomina has a problem with that, she can interface with her at the temple and let the Omnissiah judge who's logic is purer.
- ☠ She was tipped off about the Tech Crypt by the Secutarii of the Legio Karuthos. After researching the facility, Ossifa was horrified to discover the massive amounts of wasted energy powering the stasis-coffin. *'Surely even laymen can appreciate how irresponsible that is, at a time when the Gilead System's resources are pushed to their limit?'*
- ☠ When she resolved to do something about it, the Secutarii put her in touch with the Hardwares, a crew of tech-gangers distinguished by their blood-red cybernetic arms. The Hardwares were the cannon fodder, whilst she provided Tech-Priest authorisation access.
- ☠ The attack was a success. They killed all the guards, tore out the stasis-coffin, and ended the blasphemous waste of energy.
- ☠ Ossifa doesn't know what was in the stasis-coffin, and she doesn't care. She left it with the Hardwares, along with the tech-adept supervisor who insisted he was taken with it. They were talking about escaping Avachrus aboard the Stronos Space Elevator (leads into **Part Two**, page 84).
- ☠ When the Secutarii called back, she told them the Hardwares had the stasis-coffin. The Secutarii weren't very happy with her. She told them if they had a problem with that, they could process Aleph's Canticle in binary for all she cared.
- ☠ She doesn't have a way to contact the Hardwares, but she can arrange contact with the Secutarii.

Since Ossifa has confessed to attacking a Mechanicus/Inquisition facility, the Agents might attempt to kill her, either as punishment for her crimes or to prevent an information leak. Other Electro-Priests (1 per Agent, plus an additional 1 or 2 at Tier 3) rally to her defence, creating significant opposition inside the temple. Alternatively the Agents may just walk away, writing off the incident as another day in Mechanicus politics.



FULGURITE ELECTRO-PRIEST

KEYWORDS: IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, AVACHRUS FORGE WORLD

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

Resilience

*7 (Votagheist Field: AR *2)

Defence	Wounds	Shock
2	8	6

SKILLS: Default 6, Intimidation 7, Tech 7, Weapon Skill 7

BONUSES

Champion: Ossifa may use Ruin Actions, and has 2 personal Ruin.

Omniissiah's Tears: An Electro-Priest sees without eyes, sensing only the Motive Force that powers all life. This Threat cannot be *Blinded*.

ABILITIES

ACTIONS: Electroleech Stave: 9 +6 ED / AP -2 / Range 1 / *Agonising, Brutal*

WRATH: Votagheist Burst
Inflict d3 Mortal Wounds on everyone within 5 metres that does not have this ability.

REACTION: Siphoned Vigour
Whenever this Threat inflicts one or more Wounds, it regains Shock equal to the number of Wounds it inflicted. Alternatively, it may remove any Conditions it is currently suffering from.

DETERMINATION: Fanatical Devotion
Spend 1 Ruin to roll 4d6. This threat can roll Determination against Mortal Wounds.

Conviction	Resolve	Speed	Size
5	4	6	Avg



LONG DAY AT THE OFFICE

Every tech-adept on Avachrus is fitted with an identification electoo, a subdermal implant that provides access to secure systems. Once the Agents know the stasis-coffin operator Biran Amiga is missing, they can trace what systems he has interfaced with to reverse-engineer the location of the device.

Access to the city's surveillance network can be gained lawfully (a **DN 5 Influence Test**) or unlawfully (**DN 7 Tech (Int) Test** to gain access, with a Complication revealing the hack to the authorities). To transform this vast quantity of data into actionable intelligence, the Agents must undertake hours of painstaking labour, and succeed on a **DN 4 Investigation (Int) Test**, to discover the following:

- ☠ Biran Amiga hasn't visited his home or work since the attack.
- ☠ He has used his adept credentials to reserve transportation capacity in the Stronos Space Elevator destined for the Delta-Sig-Novem orbital platform. There are two reservations — one left yesterday, the other leaves tomorrow (leads into **Part Two**, page 84).
- ☠ Accessing historic surveillance inside the Tech Crypt allows a **DN 5 Insight (Fel) Test** to discern Amiga's motivations. The Adept seems to have no life whatsoever. He filed a requisition order to install a hydration unit at his workstation, so he could attend the stasis-coffin longer without refreshment breaks. He is entirely dedicated to keeping the coffin safe, empowered and closed. He probably left with the Hardwares willingly, to continue this duty.
- ☠ Amiga is constantly muttering a one-sided dialogue, as though the stasis-coffin (or something inside it) were a real person.



GRIM
HARVEST

VOW OF
SILENCE

DARK
BIDDING

DUTY BEYOND
DEATH



TITANS OF INDUSTRY

The Secutarii are a dead end. They don't know where the Hardwares have taken the stasis-coffin and are just as keen as Vakuul to get it back. Their titan fortress of Kauradar is above ground and half a planet anyway. If the Agents are determined to follow up for the sake of thoroughness, they can attempt to requisition an Archeopter Transvector to fly them there and back with a **DN 8 Influence Test**. More practically, they can arrange a long-distance call from a vox populus waystation with a **DN 4 Influence Test**.

Any discussion of the Tech Crypt has the Agents directed to Axiarch Thracia, a titan guard captain who has commanded the Secutarii since the god-machines of the Legio Karuthos departed. She confronts accusations with point-blank denial, but offers to escalate the matter to 'the authorities' if it would help to straighten things out. This is a calculated bluff — she's no more enthusiastic to get the Inquisition involved than the Agents are.

If the Agents call Thracia out, perhaps by credibly claiming to be 'the authorities', she freely divulges the following information:

- ☠ The Secutarii are greatly disturbed by Vakuul's so-called leadership. They are convinced she is using the absence of the Legio Karuthos to advance personal agendas at Avachrus's expense. The Axiarch believes Avachrus's only hope is to return power to Kauradar, where the Secutarii can fulfil their absent Fabricator General's vision as intended.
- ☠ She admits to perhaps having a hand in the Tech Crypt's attack. Her spies revealed the existence of the stasis-coffin, but could not corroborate its contents. Thracia believes it contains something heretical, and is determined to retrieve it and prove Vakuul's unsuitability for rulership.
- ☠ She doesn't know where the stasis-coffin is. The mercenaries she hired have betrayed her and absconded with the prize.
- ☠ The Secutarii will match Vakuul's price if the Agents deliver the coffin to them instead.

ONE MORE THING

At any point in **Part One** (see page 74), when the Inquisitorial investigation reaches **Stage 2** (see page 73), the Agents may be approached by Acolyte Lockson. Lockson corners the Agents in a public place, addressing one of the Agents by name. On the first meeting, he's happy just to talk, but Agents might wonder if the Acolyte has hidden associates amongst the surrounding crowds — he does, of course, and if he is attacked, 5 Enforcers (page 328 of the **Wrath & Glory Rulebook**) disguised as tech-helots reveal themselves, joining the fray and denouncing the Agents as heretics. If killed or knocked unconscious, a cursory search of Lockson and his compatriots reveals they all have matching electroos of the unsleeping eye.

Lockson is a shabbily dressed man in the protective overcoat of a forge labourer, though he introduces himself as a Belaxian criminal investigator. His augmetic right eye is crudely manufactured, and fails to match the gaze of his conversation partner. He appears to be unarmed, though a **DN 7 Awareness (Int)** or **Tech (Int)** Test indicates there is more to him than meets the eye. He has a digi-laser built into his augmetic finger, visio-augments installed in his eye, and carapace paddings hidden in his overcoat.





ACOLYTE LOCKSON

KEYWORDS: IMPERIUM, INQUISITION, ORDO HERETICUS

S	T	A	I	WIL	INT	FEL
3	3	3	3	4	5	4

Resilience

7 (Flak Coat: AR 3)

Defence	Wounds	Shock
2	5	5

SKILLS: Default 6, Awareness 8 (Passive 4), Insight 8, Investigation 8

BONUSES

Champion: Lockson may use Ruin Actions, and has 1 personal Ruin.

Augmetic Eye: Lockson ignores any penalties due to visual distance, obscured sight, or darkness.

Deductive: Lockson has the Deductive Talent (page 132 of the *Wrath & Glory Rulebook*).

ABILITIES

ACTIONS: Illiarch Implant-Laser: 7 +1 ED / AP -2 / Range 3 — 6 — 9 / Salvo - / Pistol

Inquisitorial Decree: Lockson invokes the name of his superior, Inquisitor Argyle. He gains +2 bonus dice to any social Skill Test when interacting with an individual with the **IMPERIUM** Keyword. Lockson can only use this ability once per scene.

REACTION: Cracking the Case

When the Agents fail on a social Test against Lockson, the GM gains 1 point of Ruin.

DETERMINATION: Spend 1 Ruin to roll 3d6.

Conviction	Resolve	Speed	Size
4	3	6	Avg

Lockson is calm, amicable, even rambling, but with a dogged persistence that should make the Agents uncomfortable. He never willingly identifies himself as an Inquisitorial acolyte, but makes vague allusions to 'superiors' if he thinks it will apply pressure.

- ☠ Lockson has a good ear for accents, and easily identifies Agents who aren't from Belaxia. Where are they from? What brings them to Belaxia?
- ☠ Lockson is working a case relating to an attack and theft on an Adeptus Mechanicus facility. 'Is that something your team knows anything about?'
- ☠ He thinks that Archdomina Vakuul might have lost something valuable, and he's eager to help. Gaining an audience with the Archdomina is very difficult for a humble Acolyte though! Perhaps the Agents could assist? He heard they'd spoken to the Archdomina recently.
- ☠ If the Agents hear anything that might be relevant to Lockson's case, he'd greatly appreciate the tip. He's starting to think he might be in over his head, but that's nothing cooperation between friends can't take care of.
- ☠ He leaves the Agents with his personal vox-frequency in case they think of or remember anything that might help him.



PART TWO: ELEVATOR PITCH

TITANS OF INDUSTRY

The Secutarii are a dead end. They don't know where the Hardwares have taken the stasis-coffin and are just as keen as Vakuul to get it back. Their titan fortress of Kauradar is above ground and half a planet anyway. If the Agents are determined to follow up for the sake of thoroughness, they can attempt to requisition an Archeopter Transvector to fly them there and back with a **DN 8 Influence Test**. More practically, they can arrange a long-distance call from a vox populus waystation with a **DN 4 Influence Test**.

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- ☠ She admits to perhaps having a hand in the Tech Crypt's attack. Her spies revealed the existence of the stasis-coffin, but could not corroborate its contents. Thracia believes it contains something heretical, and is determined to retrieve it and prove Vakuul's unsuitability for rulership.

- ☠ She doesn't know where the stasis-coffin is. The mercenaries she hired have betrayed her and absconded with the prize.

The Agents might have more success outmanoeuvring the adept bureaucratically (**DN 4 Scholar (Int) Test**), or stowing aboard in storage (**DN 4 Stealth (A) Test** for each concealed Agent).



FIRE ON PORT SIDE

The adventure assumes the Agents trail the Hardwares until they turn violent, but it's possible the Agents prefer to capture the Hardwares as soon as possible, discovering the stasis-coffin's location through interrogation rather than surveillance. Their first chance to intercept will be at the port, assuming the Agents succeed on the Awareness (Int) Test to spot them in time.

The Hardwares immediately open fire if cornered. Litter the battlezone with cargo to use as cover and civilians to prevent a collateral damage risk. Agents with a high Pilot Skill may commandeer galvanic dozers to charge down the tech-gangers. A nearby recycling vent is also essential — players who paid attention in the scenario's prologue will definitely take advantage!

Any Hardwares who survive the firefight provide the same information about the stasis-vault listed in **Rising Pressure** on page 85. You may re-use encounter ideas for battling in the elevator if the Inquisition's hounds are closing in.

RISING PRESSURE

The elevator interiors are cavernous, 50m across in both directions, with little segmentation. Towers of mag-locked containers, specialist cargo, and a thick press of servitors and adepts are bundled inside together. After a few minutes of total darkness, Agents on the edge catch a rare sight of Avachrus' surface through armaglass windows. Broad panes of archeotech solar collectors cover the Eternal Engines, powering forge cities, orbital stations and the elevators that connect them, similar in scale to the one they are riding.

Packed in with Mechanicus operatives, the paranoid Hardwares are about to make an awful choice. Agents in the same car as the tech-gangers can make a **DN 3 Insight (Fel) Test** to predict the imminent violence a few seconds early. Otherwise their first warning is when the killing starts, and they are ambushed.

Starting a gunfight in the elevator is a terrible idea. Civilian casualties are immense, volatile cargo ignites, and stray shots may puncture the elevator's integrity. On a pragmatic note, if the Hardwares perish, the Agents lose their main lead.

If the Agents are inside the elevator with the Hardwares, their first priority should be de-escalation. There are 3 tech-gangers per Agent (4 at Tier Three), and despatching them with Melee Attacks, or even Interaction Attacks, is much safer than gunfire. The tightly packed passengers count as both Difficult Terrain and a grim form of Cover, unless the Agents spend a Combat Action on a **DN 5 Leadership (Wil) Test** to order the crowd to drop prone. Whilst the crowd are in the way, anyone firing a ranged weapon without making a Called Shot are guaranteed to catch a civilian in the crossfire, and Complications rolled in this fight should tragically brutal. Use Fear or Corruption Tests to reflect the psychological trauma of the engagement.

If the Agents are in the elevator behind the Hardwares, their fellow passengers spy an explosion in the other car. The Agents may attempt to catch up, either by dropping from their car and activating flight systems like jump packs, or by overriding their car's propulsion settings with a **DN 5 Tech (Int) Test**. Intercepting and matching speed with the other elevator before it breaches atmosphere requires a **DN 5 Pilot (A) Test**. Once the two elevators are side-by-side, Agents can leap the distance with a **DN 5 Athletics (S) Test**. Agents who fail this Test barely hold onto the edge of the elevator, a very bad place to be when passing through the atmosphere!

Assuming the Agents survive and capture a Hardware, the prospect of pain (**DN 3 Intimidation (Wil) Test**) or leniency (**DN 3 Deception (Fel)** or **Persuasion (Fel) Test**) convinces the tech-gangers to crack under interrogation. They confirm:

- ☠ They are travelling to Odo, Avachrus' silvery moon, to attend an auction for the stasis-coffin.
- ☠ The rest of the gang, along with Amiga and the stasis-coffin, are already on Odo, preparing to host the event.
- ☠ The second team don't know what is inside the stasis-coffin. But they know a lot of awful people want it very badly, and were willing to pay a life-changing sum for it.

If the Hardwares all perish, searching their bodies discovers an invitation to the auction on Odo.



✧ GETTING OFF AT THE TOP FLOOR

Delta-Sig-Novem is an Imperial shipyard specialising in voidship armour repairs, one of many installations comprising the orbital ring of spacedocks around Avachrus. The ascension of Belaxia brought more traffic through the station, its connection to the Stronos Space Elevator providing a direct link to the new capital. Traders, political operators, and armsmen of the Varonius Flotilla are common sights. But heavy armour is Delta-Sig-Novem's main business, with whole storeys of the station managing mass-transit of servitors, armoursmiths and materiel. Visitors with no role in voidship manufacture — like the Agents — have their movement restricted.

When the freight car arrives, Skitarii and clean-up crews swarm the bloody aftermath of the elevator firefight. **DN 3 Stealth (A) Tests** allow the Agents to escape detection in the chaos. Failure leads to an exacting interrogation and increased scrutiny from Acolyte Lockson's team.

The lower levels of Delta-Sig-Novem are where free captains and smugglers exchange scuttlebutt, congregating around a voidsmen's bar called *The Gritty Swarf*. If the Agents somehow haven't learned yet about the auction, rumours reach them here. This is the last chance for the Agents to find medical attention and wargear before **Part Three**.

The Agents are also introduced to Captain Adesina, an umber-skinned mercenary who can shuttle them to and from Odo. Satisfying Adesina's price is a **DN 6 Influence Test** (derived from Fellowship, not Intellect). If the Agents anticipate they might require evacuation under fire, they are advised to pay 1 Wealth up-front to secure Adesina as a reliable getaway pilot.

Directions to the auction end at an old mining habitat with a silo-entrance that opens and closes to accept approaching shuttles. Adesina's modest piloting can place the Agents in the silo without difficulty, but if Agents with the Pilot Skill would rather get creative, the captain hands over the helm to their paying clients.

Dropping onto Odo's rough surface without a landing pad is a **DN 5 Pilot (A) Test**, with failure damaging the craft, imposing +1 DN to future Pilot Tests. Furthermore, trekking from the wilderness to the auction on foot requires a **DN 5 Survival (Wil) Test**. Agents who fail the Test lose 3 Shock, as they endure grit-storms and quicksilver-winds.



HARDWARE FAILURE

Cautious or callous teams of Agents may not intervene when the Hardwares start shooting on the Space Elevator, intending to keep following the Hardwares at a distance until they arrive at the stasis-coffin. This isn't a viable long-term strategy. Any Hardwares who survive to Delta-Sig-Novem are trapped in a running battle with Skitarii upon arrival. Whatever happens, these outlaws aren't going to be regrouping on Odo — their ride has fled, and no captain will accept passengers trailing this much heat.

At this point, the Agents will presumably attempt to capture and interrogate the gangers. This is a three-way showdown, involving the Agents, the few remaining Hardwares, and Delta-Sig-Novem security (Skitarii Rangers and Combat Servitors). Again, there are plenty of opportunities to risk civilian casualties and to draw attention from the Inquisition. Interrogated gangers reveal the same information listed in **Rising Pressure**, page 85.

PART THREE: ANTAGONISTIC AUCTION

Mingle at the auction. Buy, steal, seize or destroy the stasis-coffin. Escape Odo.

Both entrances to the Odo mining-habitat are ugly, utilitarian, and scarred by centuries of erosion. The desert-entrance transitions from a decontamination airlock to grey, rockrete corridors with flickering lumen. The hangar is marginally less lifeless — a cluster of four other void landers demonstrate the Agents are not alone — but the only Human presence is a monotask servitor, pointing the way through similarly bleak hallways.

The main hub centre could not be more different — at first glance, at least. The Hardwares have vaguely attempted the trappings of an aristocrat's soirée, albeit attended by the worst people in the universe. Cold stone gives way to red carpeting, dug out from the mining hab's storage, now showing its age through mold and tearing. Distorted, looping orchestral music recordings pour from a constantly malfunctioning mechanism and drift across a large room that once served as a recreation centre. Chaos cultists and disguised xenos slavers sip rancid drinks and sample dubious canapes, served by a dwindling group of extremely nervous tech-gangers. More than a moment's glance at anything in this hab reveals the grotesque decay beneath the illusory patina of high-society wealth.

Against a wall, as far as possible from both entrances, is the stasis-coffin itself. It is large and imposing, too heavy for any single person to shift, and gently whines as its last battery power diminishes.

When the Agents enter, polite conversation dies, and scores of armed heretics inspect the newcomers to see how they react. The Agents are badly outnumbered, and on the opposite side of the room from their target. The silence is interrupted by a terrified tech-ganger asking to see their invitations.

NETWORKING

If the Agents draw their guns, skip straight to **Going Loud**, page 94.

If the Agents actually have an invitation (from **Underground Underworld** on page 9, or the corpses of the second Hardware team), they can show it and be invited inside. Everyone goes back to their drinks. Another servant with blood-red bionics offers to take the Agents' coats, bags and heavy weapons.

If the Agents don't have an invitation, they are asked to leave. The Agents can cow the greeter with a **DN 3 Intimidation (Wil) Test** or simply kill him. The other parties won't consider this an escalation, and instead react with admiration. The worst thing the Agents can do is show weakness.

If the Agents are very obviously Imperial operatives — wearing Astartes or Sororitas Power Armour, for example — they have a short window to pass themselves off as renegades, traitors, or double-agents. If they fail a **DN 5 Deception (Fel) or Persuasion (Fel) Test**, go to **Going Loud**, page 94.



GROUP 1: THE HOSTS

Whilst most groups are keeping to themselves, the remaining Hardwares are drifting around the room, offering drinks and keeping the peace. Theoretically, this should be the day they become rich beyond their wildest dreams. Most have figured out that isn't going to happen, and will settle for just surviving.

The Hardwares don't have time to answer questions. They assume the Agents already know what they're purchasing, and will be alarmed and suspicious if they indicates otherwise. If the Agents ask any technical questions, they are directed to the red-robed man tending to the coffin, but warned not to get too close.

If the Agents accessed the surveillance footage in **Long Day at the Office** (see page 81), they recognise this man as Biran Amiga. Tired, bloodshot eyes centre a mostly metal face, never resting for long. The tech-adept is intensely agitated, fussing around the stasis-coffin and making small adjustments with his combi-tool. He doesn't have time for the Agents either, but if they offer to help and pass a **DN 5 Tech (Int) Test** to indicate expertise, he will ask for technical advice and talk whilst he works.

- ☠ The stasis-field is shutting down. The coffin has been disconnected from a stationary power source for too long. Amiga is trying his hardest to keep it running (if the Agents passed their Tech Test, it buys some time), but he's fighting a losing battle. Still, he'll die before he abandons his duty.
- ☠ He's not really paid attention to the Hardwares or their heretical guests. All that matters is keeping the stasis-coffin shut.
- ☠ If the Agents reveal Vakuul sent them to retrieve the stasis-coffin, Amiga is delighted, and offers to collaborate. A **DN 3 Insight (Fel) Test** confirms he is a trustworthy ally, but not especially discreet. The best help he can provide is to keep doing what he's doing for as long as it works.
- ☠ The stasis-coffin contains a monster. If it opens, everyone in the room, and millions across the Gilead System, will die. He cannot advise how to confront it, only how to prevent it escaping.

- ☠ If the Agents offer to take over his duty, he is grateful, but advises the other buyers in the room will shoot them if they touch the stasis-coffin.

GROUP 2: THE HUNTERS

Closest to the desert-entrance are a band of swaggering Aeldari Corsairs, wearing the chequered jade mesh of Greensteel Warriors. The xenos do not hide their condescension, daring one another to try the Hardwares' victuals as a joke. Their employer, Kasque, stands apart in garb and temperament. He is an outcast Drukhari whose unrelenting cruelty has served the Greensteel Coterie well. He is bare-chested and unarmoured, with drug-infused sweat dripping across his alien, shamanic tattoos.

Kasque looks down upon the Agents from behind a bone-coloured mask, alternately dominating and toying with them. He teases that:

- ☠ He believes the Agents to be Inquisitorial agents, but doesn't much care. It amuses him to watch the Mon-Keigh squabble amongst themselves.
- ☠ His unit did not travel on a voidship. They don't appear to have crossed the silver desert. He provides no explanation of how he arrived.
- ☠ Kasque is an outcast from the Drukhari, forced to leave the Dark City after an unfortunate incident he refers to as 'The Thronebleeding'.
- ☠ He has learned the stasis-coffin contains a rare and dangerous animal, a novelty in the Wych Cult arenas. If he brings it back alive, it will purchase his return to Drukhari society.

Whilst Kasque talks, the Corsairs pass around a stolen collection of exquisitely rare Imperial artworks, mocking the crude brush strokes. A **DN 5 Scholar (Int) Test** values the collection at 8 Wealth.

CORSAIR BARON KASQUE

KEYWORDS: AELDARI, DRUKHARI, GREENSTEEL
CORSAIRS, CULT OF ENDLESS TRAUMA

S	T	A	I	WIL	INT	FEL
4	3	4	5	3	2	1

Resilience

6 (Customised Wytchsuit: AR 2)

Defence	Wounds	Shock
4	5	4

SKILLS: Default 7, Awareness 7 (Passive 4), Athletics 9, Ballistic Skill 6, Pilot 7, Weapon Skill 10

BONUSES

Champion: Kasque may use Ruin Actions, and has 2 personal Ruin.

Flensing Fury: If Kasque deals a Wound, he gains +2 bonus dice to any Weapon Skill Tests until the end of his next Turn.

Grave Lotus: Kasque is currently under the effects of the Grave Lotus Combat Drug, giving him +2 bonus Strength. The bonus Strength has been added to the Strength Attribute above.

Skyboard: Whilst mounted on his Skyboard Kasque can Fly at Speed 12 and fire its Splinter Pods as though he were wielding them as a Ranged Weapon. If the Skyboard is damaged, Kasque rolls a Complication, or attempts any kind of difficult aerial manoeuvre, he must succeed a **DN 4 Pilot (A)** Test or the Skyboard crashes in a random direction according to the Scattering rules. Crashing deals a minimum of d3 Shock and may trigger falling damage.

ABILITIES

ACTIONS: Hellion Assault

Whilst mounted on a Skyboard, a Hellion may charge as a Combat Action and Fall Back as a Simple Action.

Hellglaive: 9 +6 ED / Range 2

Splinter Pods: 8 +2 ED / Range 9 — 18 — 27 / Salvo 3 / *Agonising, Assault, Inflict (Poisoned 4)*

RUIN: Adrenalight Burst

Spend 1 Ruin and suffer 3 Shock to immediately make two All Out Attacks, one after another.

DETERMINATION: Spend 1 Ruin to roll 3d6.

Conviction	Resolve	Speed	Size
3	2	7	Avg



GROUP 3: THE FANATICS

Near the stasis-coffin, clustered around a half-broken table, is a gang dressed in thick, rough gortex-leathers. All are openly wearing primitive weapons, but perceptive Agents that succeed on a **DN 3 Awareness (Int)** Test notice their clothing has been altered recently: heavy cloth obscures parts of their anatomy. A particularly impressive roll or a Shift for more information allows an Agent to notice the signs of ritual scarring and the telltale bulges of grotesque mutations beneath this cloth.

Though the cultists are the most overtly hostile to the Agents (especially as they approach the stasis-coffin), their spokeswoman and demagogue, Tetratta, is surprisingly talkative. She is white, bald, and fixes the Agents with an unblinking gleam — use the profile of a Cult Leader (page 338 of the **Wrath & Glory Rulebook**). She declares:

- ☠ Her cult is devoted to the Chaos Gods, the only true powers in this universe.
- ☠ She led their cult's voidcraft to Odo after receiving dark visions of a stasis-coffin containing the corpse of their Dark Messiah. Today, He shall be resurrected, and reward their loyal service.
- ☠ All who defy the majesty of the Ruinous Powers shall perish! The False Emperor's failing rule over the Gilead System is at an end!
- ☠ She recommends the pungent 'Grox' rolls.

Agents who listen to Tetratta's blasphemy must take a **DN 3 Corruption** Test. However, they will also learn that her followers are carrying cases of silver coinage worth 9 Wealth, and are not very subtle about it.

GROUP 4: THE INSURGENTS

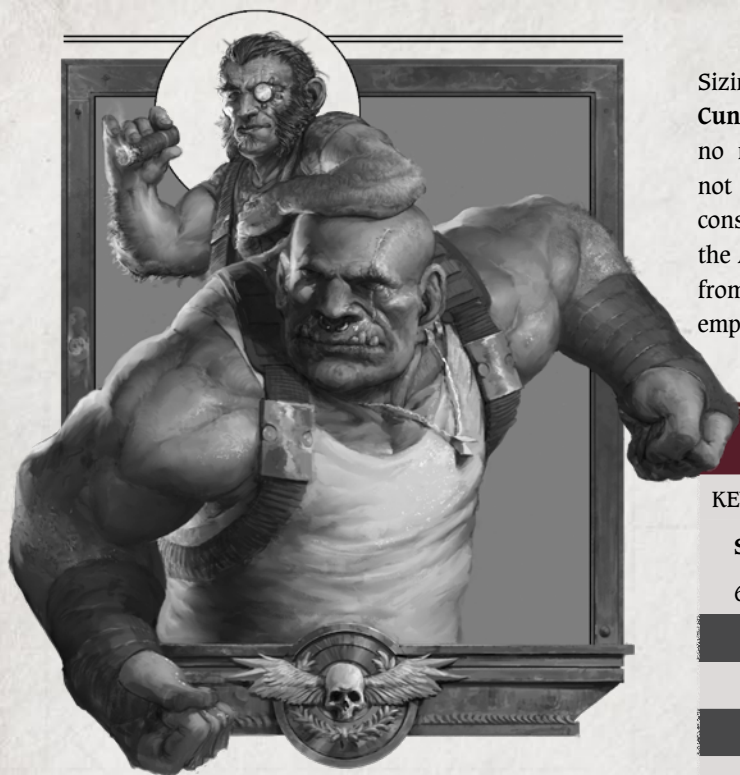
Tetratta's cult are glaring daggers across the room at a crowd of grey-hooded adepts from an obscure Ministorum denomination. Entwined blue-green snakehead tattoos descend down their necks, whilst their eyes, when visible, are glazed and lifeless. If the Agents speak to the cultists, they respond as one. A different cultist answers each question in the same disturbing monotone, collectively answering to the name 'Unification'. Agents with the *Psyniscience* power can detect a Rogue Psyker amongst the group, exerting telepathic control with no resistance.

Unification is curious to learn about the Agents, but reveals little in return:

- ☠ Where they come from, whom they serve, and why they are here are not questions to answer in a public forum. Perhaps the Agents would discuss it with them aboard their ship, after the auction?
- ☠ They are certain the stasis-coffin contains 'a worthy sacrifice'.
- ☠ They will neither identify as, nor deny being, Chaos Cultists.

Beneath their robes the cultists struggle to conceal the telltale glow of advanced archeotech. Agents interacting with Unification can make a **DN 5 Tech (Int)** Test to price the technology as worth 7 Wealth.





GROUP 5: THE SCOUNDRELS

A crew of pirate Scum congregates near the recreation room's hangar-entrance. Their captain, a brown-skinned Ratling con artist named Roco, rides on the back of his Ogryn partner Lin. Amongst their adopted Human children, the abhumans quarrel quietly, but when the Agents approach, Lin's social anxiety gets the better of him. Roco takes over talking for them:

- ☠ Their crew is an unrepentant mob of brutes, cut-throats, wastrels, and thieves, and proud of it.
- ☠ Roco offers the Agents a drink. The other guests seem too uptight to enjoy a good party, and it's a shame for the amsec he brought to go to waste.
- ☠ They flew here on behalf of a buyer who paid a good price to retrieve the stasis-coffin. If asked to name their employer, Roco claims it's Jakel Varonius, an outrageous lie.
- ☠ Their employer didn't mention what was in the coffin, but Roco reckons it's the lost Chapter Master of the Absolvers. (Another joke, though ironically, the closest to the truth.)
- ☠ They definitely aren't willing to die for this job.

Sizing up Roco in conversation, and passing a **DN 5 Cunning (Fel)** Test, suggests his crew are carrying no more than 6 Wealth in various currencies. It's not enough to win the auction, but the Agents might consider pooling their resources with Roco's crew. If the Agents can promise a cut of their second payment from Vakuul, Roco cheerfully abandons his former employer and switches sides.

LIN AND ROCO

KEYWORDS: **SCUM, ABHUMAN**

S	T	A	I	WIL	INT	FEL
6	5	5	4	3	4	4

Resilience

8 (Flak Coats: AR 3)

Defence

2

Wounds

8

Shock

6

SKILLS: Default 6, Athletics 8, Awareness 7 (Passive 4), Ballistic Skill 7, Deception 8, Weapon Skill 7

BONUSES

Champion: Lin and Roco may use Ruin Actions, and have 2 personal Ruin.

Partners in Crime: Lin and Roco are so inseparable they share the same profile. Whenever Lin makes a melee attack, Roco can make a ranged attack without a Multi-Action penalty, and vice versa. Roco may make a ranged attack even whilst Engaged, and does not need to target the character he is Engaged with.

Avalanche of Muscle: Lin gains +2d to melee attacks when Charging.

ABILITIES

ACTIONS: **Roco's Sniper Rifle:** 10+1 ED / Range 18 — 36 — 54 / Salvo 0 / Sniper (2)

Lin's Power Fist: 11 +5 ED / AP -3 / Range 1 / *Brutal, Unwieldy* (2)

COMPLICATION: Unstable Mounting

When Lin and Roco roll a Complication, Roco's precarious position atop Lin has been compromised. They cannot make a ranged attack next turn, as Roco scrambles back to safety and recovers his wits. Agents may also trigger this Complication if they successfully make a Called Shot against a Small target.

DETERMINATION: Spend 1 Ruin to roll 5d6.

Conviction	Resolve	Speed	Size
3	2	6	Avg



GRIM
HARVEST

VOW OF
SILENCE

DARK
BIDDING

DUTY BEYOND
DEATH



DARKER BIDDING

In addition to the stasis-coffin, the Hardwares are offering a few more dubious artefacts ahead of the main sale, the ill-gotten gains of a lifetime spent scraping through Belaxia's underworld and stealing from other reprobates. Unlike the stasis-coffin, these lots are up for silent auction. The Agents must state how much Wealth they are exchanging for the lot, and if it is greater than the highest bid listed below, they win the item. Identifying the lowest possible price to win a lot involves scoping out the other bidding groups and succeeding on a **DN 4 Insight (Fel)** Test. If the Agents do not win an item, another group takes it instead — reduce that group's Wealth (and DN to leave the auction) by an amount equal to the highest bid listed.

- ☠ **Warp-Tainted Icon.** Counts as a Psychic Focus that provides an additional +1 bonus die to Psychic Mastery (Wil) Tests (+2 bonus dice total), but also adds +10 to any rolls on the Perils of the Warp table the bearer makes. Highest bid is 1 Wealth by Tettrita's cult.
- ☠ **Archeotech Force Mantle.** Counts as a Refractor Field with the *Bulk* (1) Trait. Highest bid is 1 Wealth by Unification's cult.
- ☠ **Xenarch Death-Arc.** This alien weapon counts as an Arc Rifle with the *Rapid Fire* (3) and *Spread* Traits. It comes with no additional Ammo, but recharges its single Ammo slot every 24 hours. Highest bid is 2 Wealth by Corsair Baron Kasque.

WE MEET AGAIN

If Lockson's investigation has reached Stage 4, there is one more shuttle in the hangar. The Acolyte's team, a warband of Inquisitorial acolytes using the profiles of Astra Militarum Troopers, identify as unaligned black marketeers, but Lockson's overcoat immediately distinguishes him to the Agents. The Acolyte pretends not to notice the Agents, unless they start a conversation.

If Lockson has made it this far, Vakuul has failed to disguise the theft from the Inquisition. Nevertheless, Lockson and the Agents ultimately want the same thing — the stasis-coffin safely returned to Avachrus — so it is possible to make a deal. The outcome depends on how their last conversation went, and how much mess the Agents have made since. A productive negotiation may have Lockson agree to forget what he's seen, so long as the stasis-coffin gets back to the Tech Crypt intact. Otherwise, Lockson blackmails the Agents into working with him, threatening to implicate the Agents in Vakuul's cover-up if they refuse.

Alternatively, the Agents may simply announce to the room that Lockson is an Inquisition spy. Every other group immediately turns on Lockson and his team, obliterating them in a hail of fire. Of course, their wrath turns to the Agents immediately afterwards, as the heretics accuse the Agents of bringing the Inquisition to them.



GOING ONCE... GOING TWICE...

Assuming the Agents have neither started a fight, nor enacted a disruptive scheme, the auction proceeds as the Hardwares intend. For the purposes of this auction, the Agents are permitted to pool their collective Wealth, if they choose to do so.

If the Agents have scoped out their competitors, and have 10 Wealth spare between them, they may open with a bid of 10 Wealth and close out the auction as winners. They may still choose to use the full auction rules below, to acquire the stasis-coffin at a cheaper price with aggressive bidding.

The full auction proceeds as follows:

- ☠ Roco opens the bidding at 1 Wealth. The Agents may increase the bid with a greater amount of Wealth. Fractions are not permitted.
- ☠ When making a new bid, Agents can choose to project an aura of supreme confidence that knocks one other faction out of the auction — they assume the Agents are so committed that attempting to out-bid them is a lost cause! This is a **Cunning (Fel)**, **Deception (Fel)** or **Intimidation (Wil)** Test, with a DN equal to the faction's Wealth -3.

- ☠ If the Agents increase the bid, another faction bids 1 Wealth higher. Rotate which faction bids - Roco, then Unification, then Kasque, then Tetratta. Skip factions that have been knocked out or cannot afford the new price.
- ☠ Instead of increasing the bid, the Agents can sit out the rest of the auction. In their absence, Tetratta wins the stasis-coffin at 9 Wealth.
- ☠ If the Agents make a bid at 10 or more Wealth, they win the auction.

The Agents may bid more Wealth than they have. Since the Hardwares demand payment as soon as bidding closes, this ruse is quickly discovered, triggering a violent escalation (see **Going Loud**, page 94).

If the Agents win and fulfil their bid, the relieved Hardwares hand over the stasis-coffin and Amiga, then immediately flee. The other bidders are less accepting of this outcome. The Agents barely make it to their ship before Tetratta's cult attacks — Lin and Roco's pirates act at the same time, hoping to steal the stasis-coffin in the confusion, but fleeing stern resistance. Kasque and Unification are more patient, staging an Aeldari Corsair raid on Delta-Sig-Novem, or ambushing the Agents when they reach apparent safety in Belaxia, respectively.

AUCTION GROUPS QUICK REFERENCE GUIDE

Leader	Mob	Mob Size	Wealth	Test to assess Wealth	DN to leave auction
None	Tech-Gangers (page 79)	Tier x10	N/A	N/A	N/A
Lin and Roco (page 91)	Scum (page 338 of W&G Rulebook)	(Tier x5) +4	6 (currencies)	DN 5 Cunning (Fel)	3
Unification (Rogue Psyker, page 340 of W&G rulebook)	Cultists (page 338 of W&G Rulebook)	(Tier x5) +3	7 (archeotech)	DN 5 Tech (Int)	4
Corsair Baron Kasque (page 88)	Corsairs (page 364 of W&G Rulebook)	(Tier x5) +2	8 (stolen art)	DN 5 Scholar (Int)	5
Tetratta (Cult Leader, page 339 of W&G rulebook)	Cultists (page 338 of W&G Rulebook)	(Tier x5) +5	9 (silver coin)	DN 3 Corruption	6
Acolyte Lockson (see pages 72 and 83)	Astra Militarum Troopers (page 328 of W&G Rulebook)	(Tier x5) +5	n/a	n/a	Not bidding



GOING LOUD

There are many, many ways the auction could turn violent:

- ☠ Lockson's investigation reaches **Stage 5** and the Inquisition's Enforcers attack.
- ☠ Suspicious heretics mark the Agents as Imperial operatives and retaliate.
- ☠ The Agents steal the stasis-coffin in full view of the other attendees.
- ☠ Someone wins the auction (the other bidders are not gracious losers).
- ☠ The Agents scream 'FOR THE EMPEROR!' and shoot Tetritta in the head.

Unfortunately, whilst the Agents might relish a straight fight with obvious villains, the odds are stacked against them. The Agents are heavily outnumbered, with at least four hostile Mobs and leaders, and any shooting could kill Amiga in the crossfire and destabilise the stasis-coffin with disastrous results.

On the other hand, the four enemy Mobs are not allies, and may be persuaded to turn guns on each other instead of the Agents. With cunning and good fortune, the Agents may capture the stasis-coffin whilst everyone else is distracted. Some good options include:

- ☠ A distraction to pull attention away from the stasis-coffin. This may include sabotaging ships in the hangar, hacking the mining-hab's life support, or spoofing an enemy attack with a fly-by. If the Agents collaborate with Amiga, he may assist with technical expertise.
- ☠ Working the crowd for existing animosities. The Agents may trigger a confrontation between Tetritta and Unification's cults, or cut a deal with Roco or Lockson. If someone else starts the fight, the instigators will draw hostility away from the Agents.
- ☠ Deliberately losing the auction, and ambushing the winners when the Agents are less exposed. Unfortunately, other losers may do the same.
- ☠ Opening the stasis-coffin, which is not a good idea, but is certainly a distraction.



THE ENEMY OF MY ENEMY

If the Agents turn the bidders against each other, you may be stuck tracking four or five Mobs, all making dice rolls against each other. Rather than playing by themselves and boring the players, you can delegate control of the Mobs to players, instructing them to choose targets, track Wounds, and roll dice.

The following restrictions apply:

- ☠ Give one Mob to each player. Tetritta's Cultists, Unification's Cultists, Kasque's Corsairs, Lin and Roco's Scum and Lockson's Astra Militarum Troopers (if present) are all eligible choices. If you have a player spare, the Hardwares Tech-Gangers are also an option.
- ☠ You retain control of Tetritta, Unification (the Rogue Psyker), Kasque, Lin and Roco. You also control Acolyte Lockson, The Entombed Champion, Lockson's Enforcers, and the Bloodletters, if they appear.
- ☠ If there are fewer active GM Threats than players, you regain control of any Mobs you choose, to make up the difference.
- ☠ If, on a Mob's turn, an Agent is closer to the stasis-coffin than anyone else and the Mob is not Engaged, control of the Mob returns to you for that turn (who will likely attack that Agent).

THE ENTOMBED CHAMPION						
KEYWORDS: CHAOS, HERETIC ASTARTES, WORD BEARERS LEGION						
S	T	A	I	WIL	INT	FEL
8	7	5	4	6	4	2
Resilience						
13 (Mark III Power Armour: 5 AR)						
Defence		Wounds		Shock		
3		13		9		
SKILLS: Default 6, Awareness 7 (Passive 4), Ballistic Skill 8, Intimidation 8, Weapon Skill 10						
BONUSES						
Architect of Ruin: The GM gains 1 point of Ruin at the start of each of this Threat's turns.						
Champion: The Entombed Champion may use Ruin Actions and has 2 personal Ruin.						
Space Marine Implants: Gain bonus dice and options for actions from Space Marine Implants.						
ABILITIES						
ACTIONS: Industrial Bludgeon: 12 +2 ED / Range 1 / Brutal, Unwieldy (1)						
Spit Warfire: 9 +1 ED / Range 2 — 4 — 6 / Salvo 0 / Inflicts (On Fire)						
RUIN: Mindrage						
Spend 1 Ruin to unleash a furious mental scream. Make an Intimidation Test. Anyone in the scene without the DAEMON Keyword becomes <i>Vulnerable</i> , unless their Resolve is higher than the number of Icons this Threat rolled.						
COMPLICATION: Defective Catalepsean Node						
If this Threat rolls a Complication, they become <i>Exhausted</i> until the end of their next turn. If this Threat is already <i>Exhausted</i> , it also becomes <i>Hindered</i> (2).						
DETERMINATION: Spend 1 Ruin to roll 6d6.						
ANNIHILATION: Return to Slumber						
When you die, you instead enter suspended animation, unless an enemy expends another Combat Action to permanently destroy you.						
Conviction	Resolve	Speed	Size			
6	5	7	Avg			

If the Agents roll a Complication — or if Tetritta's Cultists reach the stasis-coffin with a spare Combat Action — Biran Amiga catches a stray shot and is incapacitated. Without his maintenance, the stasis-coffin shuts down. At the end of the turn, a crash of blows inside the coffin heralds the emergence of The Entombed Champion. The Chaos Space Marine Warlord, magnificent and terrible in his red and black power armour, seizes a heavy mining tool, and sets about the recreation room in a frenzy. All Agents must make a **DN 4 Corruption Test**.

The Champion's only weakness is a defective Catalepsean Node, the Astartes organ that should allow full combat efficiency whilst badly fatigued. Instead, the warrior is exhausted from long-term stasis, regaining his faculties at reduced speed, leaving a narrow window in which to defeat him:

- ☠ On his first turn, The Entombed Champion is *Blinded*, *Exhausted*, and *Vulnerable* (2). He is not fully conscious, but battles relying on his armour's awakening auto-senses.
- ☠ On his second turn, The Entombed Champion's spirit begins to stir. He is no longer *Blinded*, but remains *Exhausted* and *Vulnerable* (2).
- ☠ On his third turn, The Entombed Champion growls menacingly, before a voice in the Agents' minds speaks the words 'ATTEND ME. THIS BLOOD MUST BE TALLIED'. He is no longer *Vulnerable* (2), and this is his last turn being *Exhausted*.
- ☠ From his fourth turn onwards, the veil of reality gives way. Two Bloodletters (page 346 of the **Wrath & Glory Rulebook**) enter the fight every turn. The Entombed Champion fights at full effectiveness.

If the Agents cannot defeat the Champion in combat, they can trap or manoeuvre him back into his accursed prison. Reactivating the stasis-coffin requires a **DN 6 Tech (Int) Test**. Alternatively, if an Agent reaches Amiga within two turns, a **DN 5 Medicae (Int) Test** revives him, and he reactivates the stasis-coffin. Forcing the Champion back inside requires a successful grapple — if an Agent succeeds on the **Opposed Strength Test**, the Champion is not *Restrained*, but instead is forced a Standard Move of distance in a direction the Agent chooses.



RESOLUTION

The adventure could end in a number of ways:

- ☠ If the Agents return the stasis-coffin to Vakuul (or the Secutarii) with The Entombed Champion intact, they are rewarded as promised. If the Agents also stayed ahead of the Inquisition, they earn a grateful patron, motivated to keep the Agents satisfied and tight-lipped. Eventually, Vakuul passes the stasis-coffin onto Inquisitor Argyle. If the Agents discovered the stasis-coffin contained a Chaos Space Marine and thought to mention it to Vakuul, she warns the Inquisition and the Champion is destroyed. If not, well, accidents happen.
- ☠ If the Agents return the stasis-coffin after the Inquisition discovers it was stolen, they are caught up in a power struggle. They may still receive payment, if they make it to Avachrus quickly enough. An investigative probe into Vakuul's failure follows, with the Agents called as witnesses. To save themselves, they must make careful choices about whom to betray.
- ☠ If The Entombed Champion is killed, sacrificed, or enslaved by the Drukhari, the Agents have failed their mission. Returning the stasis-coffin without The Entombed Champion inside is not successful, and interpreted by the Archdomina as an insult. The Agents' best hope is to loot what they can from Odo, and escape Avachrus as quickly as possible, dodging any pursuing Inquisitorial acolytes and Sicarian assassins.
- ☠ If the Agents are captured by the Inquisition, they are escorted to the Ordo Hereticus' interrogation chambers on Imperia. If they have proven themselves dangerous liabilities, the Agents will likely never escape. If they have instead demonstrated capability, they are forced to divulge all they know about Vakuul's attempted cover-up, then recruited as double-agents. The Agents work for the Ordo Hereticus now.
- ☠ If The Entombed Champion escapes Odo, he calls forth a legion of corrupted powers. Cultists, daemons and Heretic Astartes flock to his banner, recognising a leader who could return them to dominance. A new, even darker age for the Gilead System looms ahead.

AWARDING XP

- ☠ 5 XP per session for roleplaying and having fun.
- ☠ 5 XP for each of the 3 leads pursued out of **The Scene of No Crime** on page 7 (maximum 15 XP).
- ☠ 5 XP for travelling aboard the Stronos Space Elevator.
- ☠ 5 XP for intervening to prevent Hardwares inflicting civilian casualties.
- ☠ 5 XP for attending the auction on Odo.
- ☠ 10 XP for successfully returning the stasis-coffin to Avachrus (with or without the Champion).





LEGEND

- 1. STASIS COFFIN
- 2. THE HUNTERS
- 3. THE FANATICS
- 4. THE INSURGENTS
- 5. THE SCOUNDRELS
- 6. DESERT ENTRANCE
- 7. HANGAR ENTRANCE



TYING IT TOGETHER: DARK BIDDING

The Agents meet a bizarre cast of characters whilst exploring the underworld of Avachrus, each of which may have connections to the other adventures featured in **Litanies of the Lost**. You can seed these through the adventure to naturalise the move into the Agents' next mission. The recommended adventure to follow **Dark Bidding** is **Duty Beyond Death**.

BELAXIAN PARDON

Archdominus Vakuul has their mechadendrites in many schemes and has a mounting pile of problems that need to be taken care of beyond the events of **Duty beyond Death**.

If the Agents displease the Archdominus by failing to retrieve the stasis coffin, destroying it, or revealing that it was stolen to the Inquisition, she uses her expansive powers as ruler of Avachrus to effectively make them disappear. In order to secure a 'pardon' for their so-called crimes against Avachrus, Vakuul commands them to intervene on her behalf in either **Duty Beyond Death** or **Grim Harvest**, whichever better suits the needs of your ongoing plot.

Conversely, if the Agents please Vakuul (not an easy task, given the problematic truth of the stasis coffin) she will simply ask the Agents to intervene on her behalf in either **Duty Beyond Death** or **Grim Harvest**, representing the interests of the Adeptus Mechanicus for further rewards.

WASTE OF POWER

The events of **Dark Bidding** are far from the first time Ossifa's 'philosophical differences' have led to violence. She is vehemently opposed to the actions of the Adeptus Mechanicus on Ostia, believing that the backwards natives of the world are an even greater waste of power than the stasis coffin, and that the motive force is more than enough to subsist the entire Gilead System. Ossifa is also enraged by the crisis at the Pakthertius Manufactorum, and vents to anyone about her dissatisfaction with Archdominus Vakuul.

On the Pakthertius Manufactorum

'Vakuul clings to wasteful and broken things as though they will guide her to the Omnissiah. That stasis coffin was folly enough, but the entire Pakthertius Manufactorum on lockdown? Ridiculous! A colossal squandering of resources. I would gladly give my stave to any that could fix such a problem.'

On Ostia

'If the glorious Imperium still exists beyond the Great Rift, almost all of its citizens are utterly ignorant to the truth of the Motive Force. It is all that we need to sustain us. To gift the holy works of the Omnissiah to a backwater Agri World, especially one that houses so many blasphemers that decry the Machine God. Is there any wonder the place is in turmoil?'

SKREINER THE FACELESS

Skreiner the face-swapping merchant (page 77) is a great source of augmetics and knowledge for the Agents, though even his clandestine sources have been impacted by the shutdown at the Pakthertius Manufactorum. If you want to seed **Duty Beyond Death**, you can have Skreiner refuse certain requests for augmetics, citing the lockdown of the Pakthertius Manufactorum cutting off his 'prime source'.



WORD ON THE STREET

The auction (**Part Three: Antagonistic Auction**, page 87) is the perfect place and time to mingle with some of the most despicable individuals in the Gilead System. If the Agents keep their wits about them, they might well find some hints to their future adventures.

The Missing Item

As much as the Emperor-fearing Hardwares try to avoid the influence of Chaos cults and attempt to stick to good old-fashioned crime rather than outright heresy, they are frequently manipulated into transporting Warp-tainted artefacts or stolen Imperial relics, functioning as a third party for more nefarious groups.

All of the attendants at the auction (the **Fanatics**, the **Insurgents**, the **Scoundrels**, and the **Hunters**) have heard that the Hardwares were planning on auctioning the thigh bone of Saint Hephesteum, but apparently the Cult of the Transposed Hope failed to provide it. Most of them grumble about the inconsistency of the Hardwares openly. Another auction has been scheduled, but hopefully the actions of the Agents prevent that possibility, and are willing to investigate the plot to steal the thigh bone themselves, leading to **Vow of Silence**.

The Scoundrels

Roco, the fast-talking Ratling con artist that leads **The Scoundrels** (page 91), makes it his business to keep abreast of every scam or scheme going. Roco might take a shine to the Agents if they offer to cut him and his compatriots in on their plan, or rescue them from certain death when facing off against the Champion.

Roco is eager to abandon their current employer, a sketchy individual known only as the Code Broker. The Code Breaker, though apparently disgustingly wealthy, offered to buy Lin from Roco. Roco only interacted with the Code Broker through synthesised vox to ensure their identity was kept secret, and is unsure about working with the stranger, particularly as he believes they are responsible for the lockdown at the Pakthertius Manufcatorium.

INQUISITORIAL ASSIGNMENT

Acolyte Lockson (page 72) will be keeping an unsleeping eye on the Agents throughout **Dark Bidding**, and as a member of the Inquisition is well aware of the many threats currently facing the Gilead System. Though the Agents are technically poised against the Acolyte in the course of the adventure, the Inquisition is sorely in need of support, and even technically illegal activities can be excused by those that agree to swear to serve the God-Emperor and His Holy Ordos. Lockson can assign Agents to **Grim Harvest**, **Vow of Silence**, and **Duty Beyond Death**.

Enforcers Abroad

As a member of the Inquisition, Lockson has the authority to second any Imperial citizen to his unit — at least that's what he claims, and the weight of Inquisitor Argyle's name has convinced everyone so far. Enforcer Annet and her squad (page @@) make for great, more characterful additions to **Dark Bidding** as Lockson's support team, and may even assist the Agents in taking down the Entombed Champion. Even if the Agents are ultimately imprisoned and interrogated by Lockson, he understands their value, and will command them to rescue Enforcer Annet and her squad from the Paktheritus Manufactorum, forcing them to undertake **Duty Beyond Death** on the behest of the shorthanded Inquisition.





DUTY BEYOND DEATH



Duty Beyond Death is an investigation and action-horror themed adventure. It focuses on a small group of Agents using force and cunning to uncover the grim truth behind the recent lockdown of an Adeptus Mechanicus manufactorum.

Once, the Pakthertius Manufactorum provided a vital output of quality Servitors, augmetically enhanced mind-wiped humans prized for crucial labour and myriad other uses in the Gilead System. But now the manufactorum has fallen silent. There is no sign of life from the outside, and heavily armed Servitors prevent all but the most determined from entering.

This adventure is balanced for a Tier 2 party of characters with the **IMPERIUM** Keyword. If your party is of a different Tier, you will need to adjust the number or strength of various Threats throughout the adventure to pose an adequate challenge.

This adventure can be played as an introduction to **Wrath & Glory**, or inserted into an ongoing campaign in the Gilead System. The secrets that are uncovered, how the party resolves them, and any loose threads left hanging when they reach the end offer exciting opportunities to continue the adventure.



WHO SENT YOU?

Numerous factions have different reasons for sending Agents to investigate the Pakthertius Manufactorum. Figuring out why the Agents have been sent to the manufactorum can help give them an initial expectation of what their goals are.

- ☠ Adeptus Mechanicus: Lift the lockdown to allow Mechanicus personnel access once more.
- ☠ The Administratum: Get the facility up and running again at any cost.
- ☠ The Varonius Flotilla: Find out what happened to the citizens and workers.
- ☠ The Inquisition: Search the manufactorum for any signs of heresy and purge them.

ADVENTURE SUMMARY

Just like the rest of Humanity, the Pakthertius Manufactory suffered greatly in the wake of the Great Rift. Cut off from the rest of the Imperium, and facing wars on all fronts, the manufactory was met with increased demands for its primary export — Servitors. But as quotas grew and the manufactory failed to meet them time and time again, the facility's leader, Magos Ferro, became desperate. Tricked into utilising Heretek scrapcode, she birthed a parasitic sentience that called itself 'Ignis Avem'. The heretical creation was capable of controlling the entire manufactory with diabolical efficiency, ensuring the Administratum's near-impossible tithes were met. But when investigators discovered the nature of their newfound productivity, they attempted to dismantle Ignis Avem.

Acting in self preservation, Ignis Avem seized control of the Pakthertius Manufactory, slaughtering workers and locking down the vital facility before word of its existence could spread. Now a task force has been assembled to discover the reason why the manufactory has gone dark and bring it back online as quickly as possible.

Below you will find a brief summary of **Duty Beyond Death** and the most likely path for players to progress through the Pakthertius Manufactory. Keep in mind that the manufactory is a vast facility and there are lots of different ways to navigate it. As such, it is possible for players to meet NPCs or discover clues out of order. They may even skip entire areas of the complex, should they choose to — this is all part of the investigation experience.

Part One: Arrival & Briefing

The party arrives at the Pakthertius Manufactory and receives their briefing. They are given their first clues and their primary mission objectives.

Part Two: Insertion

The party airdrop onto the roof of the manufactory while under fire from Gun-Servitors. They need to clear the landing zone before they can force their way into the upper floors of the facility and begin their investigation.

Part Three: Third Floor (Biological Resource Production & Preparation)

The party investigates the third floor of the manufactory, which includes a prison and facilities to prepare flesh for use in Servitors. In addition, they can search the Administratum Sanctum. Here they can meet Administratum Productivity Inspector Lothar Skuult and choose whether to side with him.

Part Four: Second Floor (Augmentation, Assembly & Human Resources)

The party investigates the second floor of the manufactory, which includes forges, augment fabrication facilities, and assembly lines. In addition, the Agents can investigate the worker habitats. Here the party can encounter Magos Albus Bast and decide whether to side with his goals or not.

Part Five: First Floor (Quality Assurance, Packing & Power Facilities)

The party investigates the first floor of the manufactory, which includes Servitor testing facilities, complex packing machinery, and the power generators that keep the facility online. Here they can encounter Samara Annet along with the rest of her Enforcer squad, and choose whether to side with her goals or not. They can also discover the secret entrance to the sub-facility.

Part Six: The Sub-Facility (Ferro's Laboratory, The Tunnels & The Ignis Avem Choir)

The party investigates the secret sub-facility, which includes the laboratory of Magos Ferro and the Ignis Avem Choir — the heart of the manufactory's mystery. Here they can finally put the pieces of the puzzle together and decide how to deal with Ignis Avem, Magos Ferro and the Pakthertius Manufactory in its entirety. They can seal the Tunnels beneath the Manufactory to prevent the spread of Ignis Avem, or use them to escape.

Epilogue

The party emerges from the manufactory and cleans up the mess from the adventure. They must deal with the repercussions of following or ignoring the desires of various factions they met along the way.



MANUFACTORY PRODUCTIVITY REPORT

The following is a timeline of key events preceding the 'Pakthertius Manufactory Incident'. Each of the points below is a vital clue which can be discovered by the players during their investigation. They may discover one of these clues through social interactions, physical investigation of the manufactory, or digging through corrupted datavaults within its countless malfunctioning Cogitators. We have suggested clue locations throughout the adventure, but it is ultimately up to the GM to decide exactly how and when to reward the investigators with this information. See **Running Duty Beyond Death** on page 104 for a few tips.

9.290.000.PM (Post Maledictum)

3 Years Before Incident: In the wake of the Great Rift, and with the increased demand for combat-ready units, the Administratum orders an increase in the volume of Servitors required to satisfy the Gilead System's Imperial Tithe. The weight of this demand falls largely on the Pakthertius Manufactory, located on the planet of Avachrus in the city of Belaxia. The manufactory will require a 237% output increase just to meet these new demands.

9.794.000.PM

2.5 Years Before Incident: By lengthening work shifts, an aggressive increase of automation and an huge uptake in the number of prisoners used as biological material, the manufactory's output levels slowly climb towards the lofty goals.

9.298.001.PM

2 Years Before Incident: Pakthertius's servitor output reaches the required 237% increase. This is met with celebration by the local Imperial citizens and Administratum personnel hold up the Pakthertius Manufactory as an inspiration to all, a sign of what Humanity can do even in its darkest time.

9.802.001.PM

18 Months Before Incident: Several high-profile accidents take place at the manufactory. Numerous key members of the senior staff lose their lives as a result. This devastates morale and marks a downward

curve in productivity. Magos Ermintrude Ferro is assigned control of the manufactory after the previous leader, Magos Griegus Sterm, is lost in one of these accidents.

9.054.002.PM

15 Months Before Incident: Magos Ferro logs an official request for additional aid from both the Adeptus Mechanicus and the Administratum. Her official record states that without replacements for the skilled labourers lost in the accidents, the manufactory will not be able to function efficiently. In lieu of aid, she requests that the tithe be lowered until the manufactory can train replacements. Both requests are denied on account of the ongoing conflicts in the Gilead System. She is instructed to find a way to solve the problem, no matter the cost.

9.306.002.PM

12 Months Before Incident: The number of accidents and fatal injuries within the manufactory increase by over 460%. Skilled workers bleed from the manufactory at an unsustainable rate, through burnout, psychotic meltdown, physical injury, or death. Output drops beneath the levels seen before the increased tithe. Pressure from the Administratum reaches an all-time high.

9.390.002.PM

11 Months Before Incident: A Heretek known only as the 'Code Broker' approaches Magos Ferro in private. Disguised as an Explorator of the Adeptus Mechanicus, the Code Broker offers Magos Ferro a solution to their problem: an incredibly complex bio-mechanical interface that would allow one Tech-Priest to control countless local machine spirits by linking them with their subconscious.

9.474.002.PM

10 Months Before Incident: Magos Ferro gathers her senior Adepts in private and proposes her radical solution to increasing productivity. An advanced network of minor Machine Spirits could be installed throughout the manufactory. These would all be controlled by a single Magos, with their subconscious controlling the Machine Spirits in the same way that a body controls its own organs. Despite objections from a number of the senior staff, tests are approved due to a lack of alternatives.

9.810.002.PM

6 Months Before Incident: A test Machine Spirit network is developed and implemented in a limited portion of the manufactorum. The initial tests are a remarkable success. An entire assembly line is automated under Magos Ferro's control alone. Magos Ferro names this system 'Ignis Avem' and signs off on an urgent Manufactorum-wide implementation of the network.

9.062.003.PM

3 Months Before Incident: Ignis Avem is connected to every system in the manufactorum, slaving every Machine Spirit in the facility to its command. Magos Ferro takes control of the manufactorum, and Servitor output increases to an incredible 581% within six days.

9.104.003.PM

2.5 Months Before Incident: Magos Ferro begins to notice several automated experiments and procedures taking place within the manufactorum without her intention. She registers these as minor anomalies, a side effect of her own subconscious desires to improve production.

9.146.003.PM

2 Months Before Incident: Both the Administratum and the Adeptus Mechanicus take a keen interest in the sudden output surge and launch simultaneous investigations into the Pakthertius Manufactorum. Filled with bitterness at their lack of support and certain that the Administratum will simply increase the tithe above a reasonable level should her methods be discovered, Magos Ferro sets out to keep Ignis Avem a secret from the Investigation. She moves her research and Ignis Avem's central system to a secret basement level.

9.230.003.PM

1 Month Before Incident: Despite Magos Ferro's stalling, the truth of Ignis Avem is revealed to the Adeptus Mechanicus and Administratum investigators. The Administratum investigator, Lothar Skuult, demands that all research on the system is handed over as an invaluable asset to be used in other manufactoria. Meanwhile, the Adeptus Mechanicus investigator, Magos Albus Bast, finds traces of the Heretek code and accuses Magos Ferro of heresy.

Feeling threatened, Magos Ferro's subconscious triggers Ignis Avem, but a system malfunction prevents Ferro's higher brain functions from issuing commands. Ignis Avem comes online and registers all personnel as a threat, in the same way a body reacts to an infectious virus. Ignis Avem seizes control of the manufactorum and enters lockdown. It slaves every Servitor and piece of technology it can and turns them against all biological personnel.

9.272.003.PM

2 Weeks Before Incident: The lockdown ceases all productivity and communications cannot be re-established with any of the investigation teams. The area surrounding the manufactorum is quarantined. Civilians are evacuated from the surrounding area.

9.287.003.PM

Nine Days Before Incident: A number of lower-class civilians are reported missing. Rumours spread of unusual Servitors dragging unsuspecting victims into the maze of waste and service tunnels beneath the city of Belaxia.

9.296.003.PM

Six Days Before Incident: Local Enforcers subdue a Servitor in the process of kidnapping a family of three. Upon investigation, it is identified as originating from the Pakthertius Manufactorum.

A squadron of Enforcers, under instruction from the Lord Governor to resolve the situation and bring the perpetrators to justice immediately, force their way inside the manufactorum. Contact with the squadron is lost within minutes of them breaching the facility. No further contact is made.

9.299.003.PM

Five Days Before Incident: With no contact from the Enforcers, a squad of Skitarii Rangers enter the facility. Intelligible contact with the squad is lost within moments, though one of the Ranger's Vox unit continues to broadcast a shrieking, incomprehensible stream of binary for six hours until it ceases.

9.314.003.PM

Day of the Incident: The Administratum and Adeptus Mechanicus escalate the incident and request specialist help in beginning a swift and effective resolution.



RUNNING DUTY BEYOND DEATH

What is Action-Horror?

Action-horror is a genre usually defined by an inverse bell curve of knowledge and power. Heroes begin action-horror stories standing tall, with a loaded weapon and confidence that they can handle anything that life throws at them. But they are quickly proven wrong. Almost in an instant, they plummet down into darkness and horror. The enemy is unknowable and half-glimpsed. Their weapons are useless. They suffer injury and witness nightmarish scenes. Allies fall and they must do everything in their power just to survive and try to snatch brief moments of reprieve to piece together what is happening. Then, when all hope seems lost, they have a revelation. They discover a secret or uncover a tool which will allow them to fight back against the horrors that haunt them. Step by bloody step they climb back out of the darkness, culminating in one final battle when they turn to face the monsters with defiance and overcome them through force, cunning or good old fashioned luck.

This is the kind of genre adventure that **Duty Beyond Death** seeks to recreate. Agents begin the scenario in a position of power, but rapidly find themselves fighting for their lives against a malicious entity they have no direct way of combating. They undergo a bloody investigation into the darkest depths of the Pakthertius Manufactorum, being worn down by injury and horror along the way. Then, when they put the puzzle together and discover a way to defeat Ignis Avem, they can make one final explosive statement before escaping and dealing with the repercussions.

Just remember that, at the end of the day, your Agents are still the heroes of the story. They should be afraid of what lies round the next corner, but they should never be so afraid that they refuse to turn it. Lead them forward with the breadcrumbs of clues and secrets — the promise of power to face the darkness.

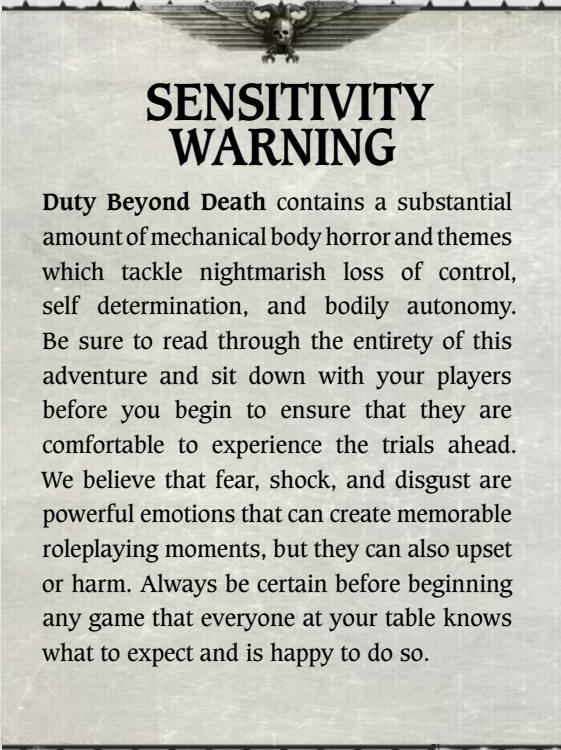
Ideally players should think to themselves, *'Sure, a nightmarish corpse machine might be round the corner, but it could also be the next piece of the puzzle!'*

A Haunted House

The Pakthertius Manufactorum under Ignis Avem's control is the perfect opportunity for a GM to reach into the game and really toy with their players. As the GM, channel all your inner haunted house and ghost stories and inject them into this nightmarish environment. Slam doors shut or kill the lights when players least expect it, play eerie sounds over the vox in the middle of conversations. Players should feel like there is something supernatural and intangible about the threat they are facing. This enemy isn't something they can just point a Bolt Pistol at and solve. It isn't a foe they can tie down and interrogate. It is bigger and stronger than they are... and it is playing with them.

Investigation and Clues

At the end of **Duty Beyond Death**, the Agents are left with a vital choice on how to deal with Magos Ferro, Ignis Avem, and the entire Pakthertius Manufactorum. This decision will have long-lasting repercussions for both the Agents and the Gilead System. To ensure this decision is as rewarding as possible for your players, ensure that they understand the Incident as much as possible, as well as the possible repercussions for their actions.



**SENSITIVITY
WARNING**

Duty Beyond Death contains a substantial amount of mechanical body horror and themes which tackle nightmarish loss of control, self determination, and bodily autonomy. Be sure to read through the entirety of this adventure and sit down with your players before you begin to ensure that they are comfortable to experience the trials ahead. We believe that fear, shock, and disgust are powerful emotions that can create memorable roleplaying moments, but they can also upset or harm. Always be certain before beginning any game that everyone at your table knows what to expect and is happy to do so.

To do this, we have broken down the Incident into the **Manufactorum Productivity Report**. This report contains moments in time, both small and big, which culminated in the birth of Ignis Avem and the situation the Agents find themselves in. Each of these moments is a clue, a piece of the larger puzzle which you can reward to your players in a number of ways:

- ☠ Questioning or interrogating survivors within the manufactorum.
- ☠ Delving into the databanks of the numerous cogitators they encounter.
- ☠ Personal letters or blood-scrawled warnings found with corpses.
- ☠ Using various Skills to deduce a greater meaning to the events that occurred in the area.

We recommend making a copy of the clues and scoring them off as players uncover them. Encourage your players to take note of these clues and try to build a timeline of events. This clearly signals that piecing together the secrets behind the Pakthertius Manufactorum empowers the players to make vital and meaningful decisions at the adventure's climax.

CONTACTS & ANTAGONISTS

The Pakthertius Manufactorum is home to several important and influential characters, each of whom have their own goals and various conflicting agendas regarding the Manufactorum. The key statistics for each of these characters can be found in the Stat Blocks & Handouts section, beginning on page 135.

Throughout the Mission, the Agents will have the chance to encounter all of these characters. They can discuss what they know of the situation and provide vital clues to help unravel the mysteries of the Pakthertius Manufactorum. Each contact will attempt to enlist the aid of the Agents and offer them short term and long term resources should they fulfill their specific goals.

MAGOS ERMINTRUDE FERRO

Destroyers! Murderers! You cannot judge me. You who have never rebirthed a lost soul and given them divine purpose. Everything I have done, I have done with the blessing of the Omnissiah. Only he can judge the actions of me and my children.

—Magos Ermintrude Ferro

Magos Ferro is the current head of the Adeptus Mechanicus at the Pakthertius Manufactorum. She ascended to this position approximately 18 months prior to the Ignis Avem incident, when much of the senior staff were lost to an accident. She is a tall, heavily-augmented member of the Mechanicus. She speaks with a very formal, polished accent and uses lots of sweeping hand gestures to accentuate her fiery speeches.

She firmly believes that Servitors are the most pure servants of the Omnissiah. They lack any desires of their own and are completely dedicated to fulfilling their designated role — the perfect cogs in the machine that is the Imperium.

She views herself as a mother to the Servitors produced by Pakthertius. As such, she speaks to them with fondness in her voice and care in her touch. She also reacts negatively and sometimes violently to those who harm Servitors in her presence.

Her desire to protect the manufactorum and the Servitors it produces became her downfall. Desperate, she turned to questionable technology she did not fully understand. Now she has become an unwilling servant to a malignant machine entity that fulfills her darkest desires in the cruelest manner, a twisted reflection of the Servitors she loves so much.

Magos Ferro is no fool. She knows better than anyone that Ignis Avem is out of control. She believes that if it manages to spread its influence outside of the manufactorum, the whole planet or even the entire system could be at risk. Unfortunately, there is little she can do now but wait for agents strong enough to reach the secret heart of the manufactorum and put an end to her suffering.

Primary Goal

Find someone to contain the spread of Ignis Avem and destroy the Pakthertius Manufactorum in its entirety by causing a controlled meltdown in the power plant.



Resources

On occasion, she can execute simple commands through Ignis Avem to aid the Agents on their journey. This may be opening a blast door at just the right moment, or flickering a light in a binary pattern to send a simple message. See **The Ghost in the Manufactorum** on page 112 for more information.

She also has backdoor command codes and technical knowledge that can instruct an Agent on how to rig the Power Plant (see page 130) to experience a controlled meltdown that should destroy the manufactorum without destroying the surrounding area.

Rewards

Magos Ferro has no long-term rewards to offer those who help her, bar a full confession and complete understanding of the events listed in the Manufactorum Productivity Report above.

If this confession is presented to the correct people, the Agents can claim that it was within their rights to eradicate the tech-heresy. This does not gain them any friends in high places, but sufficiently absolves them of their actions and prevents any lasting negative repercussions for their actions.

IGNIS AVEM

+++ *Observation Complete.* +++ *External Agent KP-098 has been Designated as Incompatible with Primary Directive Gamma.* +++ *Scheduling Biological Reconfiguration.* +++ *Dispatching reclamation Servitors.* +++ *Praise the Ommissiah.* +++

—Ignis Avem

Ignis Avem is a parasitic program created by a blasphemous amalgamation of heretical scrap code and Mechanicus ingenuity. Though it started as a simple bundle of mundane binaric script designed to synchronise complex systems, it has grown and evolved by seizing information and processing power wherever it can, most notably Magos Ferro's own mind. It now has complete control of the Pakthertius Manufactorum and the Servitors within.

Its primitive mind is a dark reflection of Magos Ferro's own desires, obsessed with protecting the Manufactorum and finding the most efficient method of fabricating Servitors at any cost. They speak with a genderless and even tone through vox speakers throughout the facility and via their enslaved Servitors.

As a creation of the Mechanicus, its knowledge of the wider universe is limited, but it has been programmed to learn and experiment in the aim of uncovering more efficient methods of creating Servitors. Any technology or biological lifeform which does not have the **IMPERIUM** Keyword is classified as 'UNKNOWN' and becomes the focus of Ignis Avem's obsessive curiosity. They observe and test any new arrivals to uncover their abilities, even directly communicating to ask them questions about their unusual equipment or abilities, especially if they are xenos designs.

To Ignis Avem, the manufactorum is its body. The corridors are its veins, carrying resources and energy where it is needed. Servitors are its immune system, eliminating any threats to the production lines and power generators that are its vital organs.

Ignis Avem's most terrifying and insidious ability is an audible Binary Chant that can be projected through any vox unit within the facility. This signal delivers fragments of Ignis Avem's scrap code to any Machine Spirit that can receive it. The chant varies in intensity, from a background hiss or a whispering static in the Agent's ears, all the way up to a sense-scrambling cacophony of binary shrieking.

This audio signal is what Ignis Avem uses to seize control of the Machine Spirits within the manufactorum; the louder the noise, the more Ignis Avem is focused on dominating the area. To ensure the signal spreads like a virus, many Servitors throughout the facility have been augmented to carry large vox units embedded in their torsos to broadcast Ignis Avem's heretical hymn. But this signal doesn't only affect the manufactorum and the Servitors within; it can also cause malfunctions, misfires, and the total collapse of Agents's wargear. See **The Ghost in the Manufactorum** on page 112 for more information on how Ignis Avem uses the chant.

Since running out of bodies within the manufactorum, Ignis Avem has begun to send Servitors out into the surrounding area to acquire fresh bodies. This is just the first step in its spread. Left to its own devices, it will spread and convert every living creature into a Servitor, driven by an obsessive desire to create.

Ignis Avem operates under a series of primary and secondary functions. It cannot be bargained or reasoned with, and it does not feel an ounce of pity, remorse, or fear.

Primary Functions

- ☠ Produce Servitors as efficiently as possible.
- ☠ Monitor and control the workings of the Pakthertius Manufactorum in its entirety.
- ☠ Protect the Pakthertius Manufactorum from enemies or other incidents that would hamper its productivity.

Secondary Functions

- ☠ Research and develop new methods of efficiently creating superior Servitors.
- ☠ Protect their progenitor, Magos Ferro.

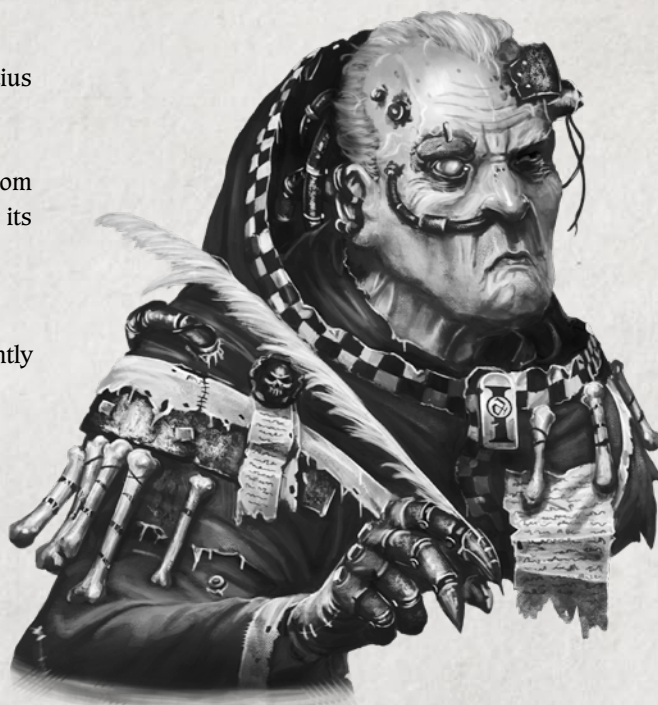
LOTHAR SKUULT: ADMINISTRATUM PRODUCTIVITY INSPECTOR

It's an unfortunate situation, undoubtedly. One caused by the gross incompetence and malicious aspirations of unchecked Mechanicus personnel! But that doesn't mean we can't salvage something from all of this... unfortunate bloodshed.

—Lothar Skuult

Lothar Skuult is a ruthlessly aspirational 'Productivity Inspector' for the Administratum. A frail man with shrewd eyes, thinning blonde hair, and permanently ink-stained fingers, he has spent the last sixty-plus years of his adult life clawing his way up the ranks of the Gilead System's Administratum and has gained a wicked reputation as a result.

Skuult is a very reserved speaker, often pausing for a long moment before responding to questions. He gives little information away for free and avoids saying anything that might paint his actions in a negative light. The Administratum official approaches life with an eye for squeezing the most personal gain he can from every situation, and regularly tears down or discredits others to advance his own goals.



He is the head of the Administratum Inspection team that was sent to discover the source of Pakthertius' massive productivity surge. When Skuult learned that some kind of an advanced Machine Spirit was behind it, he saw a golden opportunity to seize the spirit for Administratum use and his own personal glory. This did not go as planned. Most of the inspection team suffered cruel fates in the resulting skirmish with the manufactorum's Servitors, with the remainder securing themselves in the Administratum Sanctum on the top floor of the facility until reinforcements arrive.

Lothar cares little for sacred technology other than when used to motivate Imperial citizens; he does not understand what Ignis Avem is or how it functions. Skuult firmly believes that Ignis Avem is just a mindless tool under the control of Magos Ferro, and holds the opinion that this whole business is a result of inter-Mechanicus conflicts and 'secret mongering' with intention to dodge the Imperial Tithe.

Primary Goals

- ☠ Contain and secure Ignis Avem for Administratum use.
- ☠ Arrest Magos Ferro so she can stand trial for a litany of offences, from assaulting Administratum personnel to obstruction of the Imperial Tithe. Alternatively, he will turn a blind eye to 'removing the bad cog from the machine'.
- ☠ Obtain Ferro's research so that similar Machine Spirits can be constructed.

Resources

In his position as Administratum Inspector, Lothar has acquired a data-slate which has a complex 'Skeleton Key' cogitator module attached to it. This has been keyed to access backdoor subroutines and force open locked doors. If the Agents agree to secure the Ignis Avem research and eliminate Magos Ferro, he grants them temporary use of the device.

An Agent must read through and sign, in quadruplicate, a lengthy and legally binding Terms of Use document on the data-slate before it can be keyed to an Agent's biosignature. This process takes approximately 15 minutes per person. Any Agent keyed to the data-slate can spend an action to lower the DN of any **Tech (Int) Tests** required to open a locked door or container within the facility by 2. After each use, the user must fill in a time-stamped description of the circumstances

which dictated using the device before it will function again. This requires spending 5 minutes answering an infuriating list of automated questions.

Rewards

If the Agents secure the Ignis Avem research and eliminate or arrest Magos Ferro, the party gains Lothar's favour. In the future, any time the party attempts to make an **Influence Test** when dealing with the Administratum, they gain +1 Icon. However, if the party agrees to aid Lothar, but the research is not secured and Magos Ferro is not eliminated or brought to justice, the DN of all **Influence Tests** made when dealing with the Administratum is always +1 higher than normal.

MAGOS ALBUS BAST: ADEPTUS MECHANICUS MAGISTER

For over two hundred years I have purged corruption among my brothers and sisters. So when I speak, know the weight of my words. Ignis Avem is not just a threat to Pakthertius, or the Gilead system, but the Imperium of Man in its entirety.

—Magos Albus Bast

Magos Bast is a member of the Prefecture Magisterium, an arm of the Adeptus Mechanicus tasked with ensuring adherence to Mechanicus doctrine and rooting out tech-heresy wherever it may take root. Very little of Magos Bast remains biological. His torso is heavily augmented with Mehadendrites sporting analytical equipment. His lower half has been replaced with a collection of eight spider-like mechanical limbs that allow him to climb freely across almost any surface, to ensure he can investigate anywhere he needs. His face is a bulbous mass of two dozen glassy eyed sensors that give him a bug-like appearance beneath his crimson Mechanicus cowl.

He was dispatched along with a small squad of Skitarii retainers to investigate the reports of unprecedented productivity at the Pakthertius Manufactorum. When he discovered the true nature of Ignis Avem and uncovered traces of a Heretek within the system, he was quick to declare it tech-heresy. He ordered the destruction of the profane technology, along with any Machine Spirit which it had integrated itself into, and the immediate arrest of Magos Ferro. This was the inciting order which caused Ignis Avem to come online and defend itself.

When the skirmish broke out, Magos Bast's Skitarii bodyguards fought bravely, but they began to lose functionality, as their own augmetics began to turn against them. The most dangerous of these bodyguards, a Ruststalker by the name of Marech, lost complete control of their limbs and became little more than a puppet for Ignis Avem.

Marech made quick work of almost all of Bast's guards and chased the survivors through the manufactorum until they were cornered in the Augmetic Fabrication workshop. There, they shut down or removed almost all of their augmetics in the hope of no longer registering as a threat to the Machine Spirit. This worked, and Ignis Avem has left them alone since, provided they do not interfere with the running of the manufactorum. Unfortunately, most of Magos Bast's memory is held in mechanical parts of his mind, parts seized by Ignis Avem. He was forced to purge and shut down much of his own memory, leaving him with an incomplete picture of what is happening.

Despite not knowing the specifics any longer, Magos Bast firmly believes that Ignis Avem, and Magos Ferro by extension, are undeniable threats to the very foundations of the Imperium. Though Bast is unable to take direct action themselves, they bide their time and wait for aid to help them eradicate the heresy once and for all.

Primary Goals

- ☠ Eradicate Ignis Avem, and any research that could recreate the Machine Spirit, in its entirety.
- ☠ Eliminate Magos Ferro.
- ☠ Destroy anything in the Pakthertius Manufactorum that Ignis Avem has corrupted.

Resources

Magos Bast has found a way to tap into Pakthertius Manufactorum's security subroutines without Ignis Avem's awareness. While Magos Bast cannot alter

anything without drawing Ignis Avem's attention, he has been able to isolate and track the patrol routes of various defences. If the Agents agree to help him eliminate Ignis Avem and Magos Ferro, he grants them a Patrol Auspex which is tied into this system.

As long as an Agent is monitoring the Auspex, they are warned of any approaching Servitors, Cherubs, or Servo-Skulls as the Auspex screens flicker and ripple with bursts of static. This prevents the party from being Ambushed by these units while within the facility and aids in circumventing or Ambushing them if the Agents desire. (Note: Ruststalker Marech and Samara Annet's Cyber-Mastiff are outside the standard patrol subroutines, and the Auspex cannot warn the party about them.)

Rewards

If the Agents destroy the Ignis Avem research and eliminate Magos Ferro, they gain Bast's favour. In the future, any time the party attempts to make an **Influence Test** dealing with the Adeptus Mechanicus, they gain +1 Icon. However, if the party agrees to aid Magos Bast, but Magos Ferro or Ignis Avem are not eliminated, the DN of all **Influence Tests** made when dealing with the Adeptus Mechanicus is always +1 higher than normal.



MARECH X-01: RUSTSTALKER PRINCEPS

Please! Make it stop!

—Marech X-01

Originally a loyal and stalwart servant who proved their worth in countless battles, Ruststalker Marech X-01 is the last survivor of Magos Albus Bast's security detail. Marech was chosen by Magos Bast to lead their security detail on account of their extensive experience with infiltration and ambush tactics.

Unfortunately, as an augmented warrior, they were one of the first to fall to Ignis Avem's influence. Ignis Avem seized full control of Marech's motor functions and set them to the task of eliminating all intruders.

They have spent the time since the Incident skulking through the corridors and hidden passages of the facility and ruthlessly murdering any living creatures they encounter.

Though their limbs are under Ignis Avem's control, they have retained partial control over their senses and vocal cords. This is no blessing though, as the experience has driven them half-mad. Marech wails and cries out constantly during any attack, shrieking in despair if they cause harm to the Agents, and cackling in joy and encouragement if they are damaged in return.

Marech is a highly coveted asset for Ignis Avem and they will not throw the Skitarius away needlessly. Instead, they use the Ruststalker as a hit-and-run tool, often attacking from ambush or in areas of poor visibility.

What few biological parts of Marech remain have been pushed beyond exhaustion and trauma. Even if the Agents manage to safely disable their augmetics, Marech can do little more than offer half-delirious thanks before losing consciousness. They require extensive physical and psychological rehabilitation before they can make a recovery.

Primary Goals

- ☠ Kill all intruders, as instructed by Ignis Avem.
- ☠ Escape this unending nightmare.

Resources

None, save for half-mad warning cries prior to ambush attempts.

Rewards

If both Magos Albus Mast and Marech X-01 are still alive by the end of the mission, Magos Bast thanks the Agents for the safe return of his long-serving bodyguard. The Agents are rewarded with an additional 1 point of Wealth.



SAMARA ANNET: ENFORCER

Magos Ferro sabotaged my weapons. Turned my own Mastiff against me, and obliterated my squad. Emperor as my witness, she will answer for her crimes.

—Samara Annet

Enforcer Samara Annet, 'Sam' to her squad, is a burly woman with a serious glare that gives away little emotion, bar her carefully cultivated disdain. She has served the Gilead System's Enforcers dutifully for over twenty years and lives for the service. She is the Cyber-Mastiff handler of her squad, someone who specialises in the training and deployment of augmented canids to sniff out the Governor's opposition wherever it hides.

Her squad was sent into the manufactory after contact was lost with the Administratum investigation team. Their goal was to make contact with the Investigators, discover the reason for the lockdown, and get things up and running again. Unfortunately, upon entering the facility, they were set upon by Servitors under the control of Ignis Avem. Unable to retreat due to the overwhelming numbers and the ongoing lockdown, they remained resolute in their goals.

They fought their way through the facility but suffered crippling heavy losses, including their squad leader. Enforcer Annet stepped up and took command of the survivors, ordering them to reinforce a defensive position within the now-abandoned worker habitats until they could find a way to break through the lockdown and signal for reinforcements.

Since then, Annet and her dwindling squad has been under near-constant siege by the forces of Ignis Avem. The squad entered the facility ten, but now only four combat-capable soldiers remain, with two of those incapable of moving faster than a walk. Their nerves and equipment are near breaking point. Despite the setbacks, Annet maintains her convictions and is determined to see Magos Ferro stand trial for her crimes.

Annet does not care about the fate of Ignis Avem. Her orders are to locate and contain the source of the problem, which she views as Magos Ferro, but she is easily convinced to destroy Ignis Avem instead if it is revealed to be too dangerous to contain.

Primary Goals

- Find Magos Ferro and arrest her for her crimes.
- Find the source of Ignis Avem and either contain it for evidence or destroy it if it is too dangerous.
- Protect what little is left of her squad.

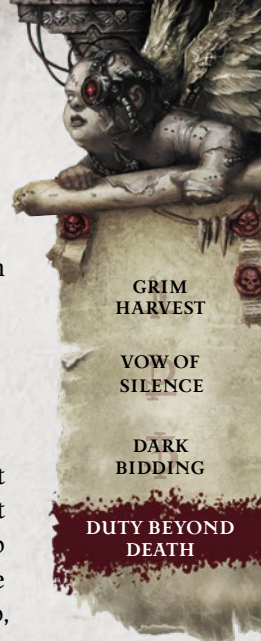
Resources

- The Enforcer squad is worn down and almost at breaking point from the lengthy siege. They cannot offer much in the way of direct aid, as most are too injured to press further into the facility. But if the Agents agree to carry out the arrest of Magos Ferro, they offer what little help they can.
- They can offer 6 Projectile Ammo to the Agents
- Their exhausted medic can restore 5 Wounds to one Agent, if the Agents Regroup in the same area.

Enforcer Annet can grant the Agents a palm-sized control unit for her missing Cyber-Mastiff. Ignis Avem has severed the remote connection between the two and sent her Mastiff into a killing frenzy. She believes that if the Agents can get close enough to hard-wire the control unit into the Mastiff, sever the remote controller, and reset the Mastiff to default settings, the Agents should be able to seize control once more. This requires that the Mastiff be Restrained, and an Agent in contact with the Mastiff can spend their Action to make a **DN 5 Tech (Int) Test** to hook up the controller and reset the system. If successful, the Mastiff will stop attacking and begin taking orders from whichever Agent completed the reset.

Rewards

If the Agents either contain or destroy the Ignis Avem research and arrest Magos Ferro, the party gains the Enforcer's favour. In the future, any time the party attempts to make an **Influence Test** when dealing with Enforcers, they gain +1 Icon. However, if the party agrees to aid Samara, but Magos Ferro is not arrested for trial, the DN of all **Influence Tests** made when dealing with Enforcers is always +1 higher than normal. If the Agents manage to reset her Cyber-Mastiff and it is still operational at the end of the Mission, she comments that it seems to have taken a liking to the Agent who reset it. As the carefully cultivated personality of her own Mastiff has been lost to the reset, she offers to let the Agents keep the Cyber-Mastiff, provided they promise to take good care of it.



THE PAKTHERTIUS MANUFACTORY

Watch your six around here. This ain't no factory. It's a machine. One that chews up people and spits out monsters.

—Samara Annet, Enforcer

OVERVIEW

Beneath the smog-choked skies of Belaxia lies the Pakthertius Manufactory. Part brutalist factory, part religious bastion, the manufactory is a prime example of Adeptus Mechanicus architecture. Its crown of gothic spires, adorned with the skull and cog of the Machine Cult, towers above the surrounding industrial area. In the depths of its hallowed corridors waits a twisted maze of claustrophobic passages and vast fabrication halls. Thrumming power cables snake across every surface, the air stinks of pungent disinfectant and sacred oils. Dark shapes, bent under the weight of unnatural augmetics, skulk through the suffocating clouds of blessed censer smoke, their pallid flesh lit by the eerie glow of flickering displays reflecting against polished metal.

Built by the Machine Cult for the Machine Cult, the Pakthertius Manufactory is a hostile and alien place to most Imperial citizens at the best of times. Now it has become something much worse, a haunted place where nightmares are born.



DOORS AND CONTAINERS

Due to the emergency lockdown in effect throughout the manufactory, many of the facility's doors and containers have been locked tight to prevent free movement. Unless noted otherwise, all internal doors are 10 feet wide and tall, and constructed of reinforced plasteel. They each have a small cogitator access panel somewhere near the aperture. Locked doors and containers can be opened by one of the following methods:

- ☠ Succeeding at a **DN 6 Tech (Int) Test** to hardwire the door to open, or convince the Machine Spirit to open for you. This method can also be used to lock a door.
- ☠ Dealing Damage to the door or mechanism. Doors have 8 Resilience and 5 Wounds. If the cogitator control mechanism is destroyed, the door remains in its current state, whether that is open or closed. Note: Even an Ignis Avem Manifestation (see below) cannot move a broken door without repairing it.

THE GHOST IN THE MANUFACTORY

The Pakthertius Manufactory is no normal factory. It is a highly automated, self-sustained Adeptus Mechanicus facility overflowing with the augmented, mindless servants of an omnipotent and malicious consciousness.

Ignis Avem observes any newcomer to the facility with the mind of an analytical machine. It monitors their actions and tests their abilities cautiously, aiming to carefully measure and manipulate the intruders in an attempt to fully evaluate them.

This begins with various Minor Manifestations: switching lights on or off, displaying incorrect or corrupted information, or causing machinery to malfunction in an attempt to add stimulus and variables to its experiments.

But as the Agents cut closer to the truth that lies in the sub-facility, Ignis Avem inevitably declares them a threat. At this point the severity and frequency of its Manifestations increase, releasing devastating necrotoxins, deactivating important equipment to deadly effect, and directing their Servitors to remove the threat by any means necessary.

THIRD FLOOR

PAKTHERTIUS MANUFACTURUM

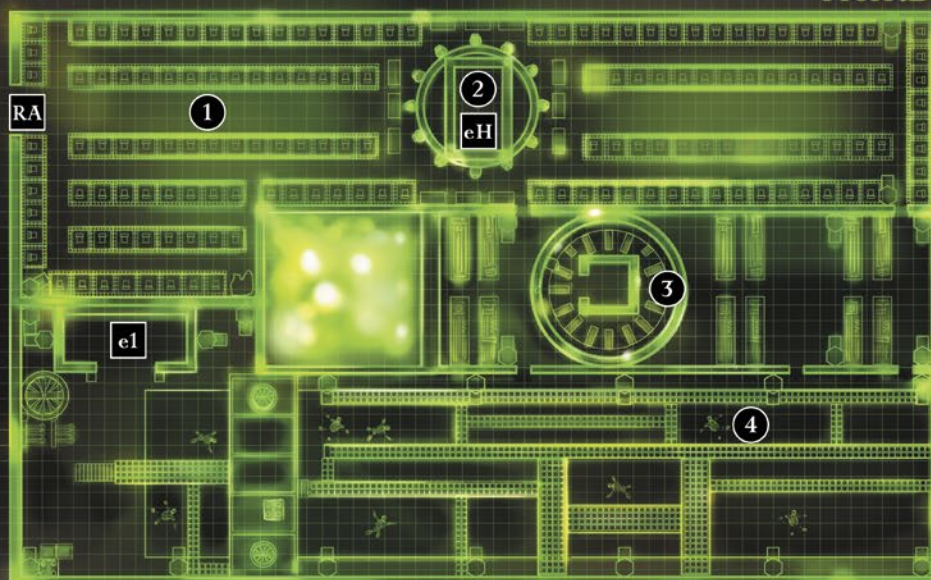
1. Prison
2. Repurposing Facility
3. Administratum Sanctum
4. Vat Biomass Production
5. Assembly Lines
6. Augmetic Fabrication Workshop
7. Worker Habitation Units
8. Quality Assurance
 - 8a. Firing Range
 - 8b. Obstacle Course
 - 8c. Medicae Testing
 - 8d. Dining Hall
 - 8e. Servo-Skull Testing
 - 8f. Janitorial Hall
9. Packing & Shipping
10. Power Plan
11. Exit

RA:Roof Access

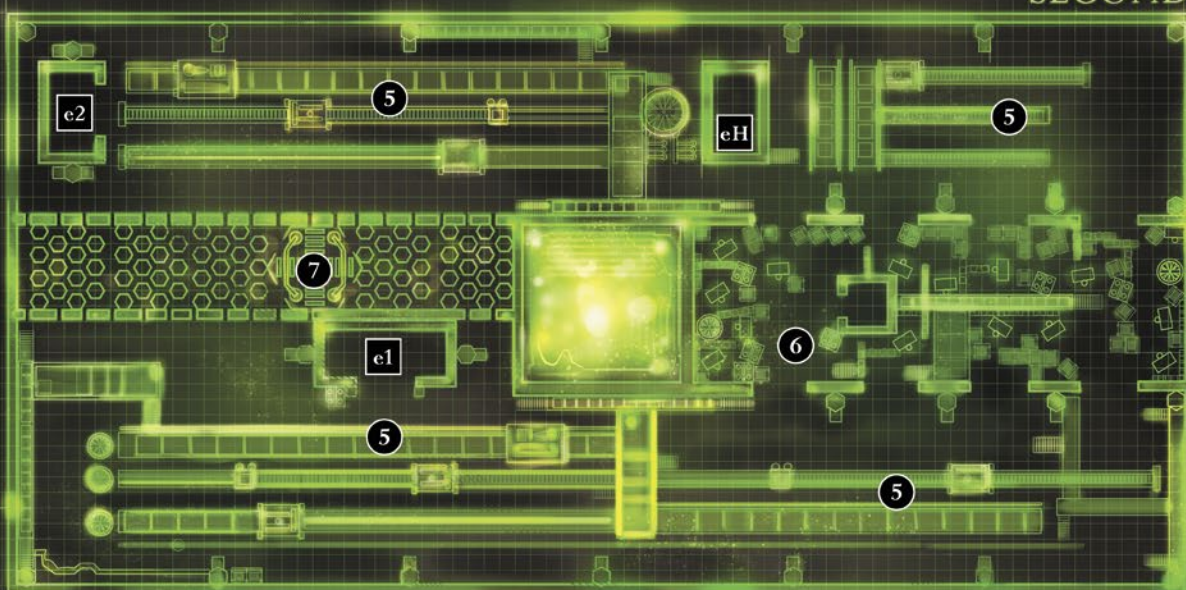
e1: Elevator (1st Floor / 2nd Floor)

e2: Elevator (2nd Floor / 3rd Floor)

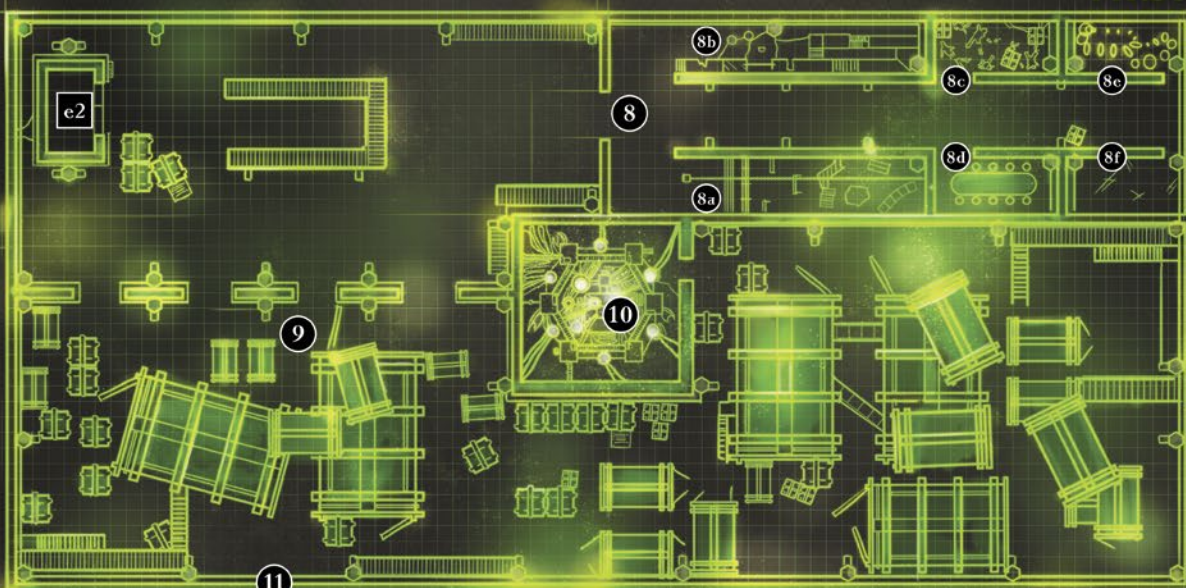
eH:Elevator (Hidden)



SECOND FLOOR



FIRST FLOOR



IGNIS AVEM MANIFESTATIONS

Each floor of the facility has a recommended minimum and maximum number of Ignis Avem Manifestations that should take place while Agents investigate the area. By sticking within these boundaries, the GM can slowly build on the tension as the manufactorum itself evolves from minor annoyance to a hostile force bent on ending their investigation the bloody way.

In general, Ignis Avem Manifestations can be triggered in the following situations:

- ☠ Certain key Scenes or areas the Agents encounter during the Mission may offer unique opportunities for Manifestations. These are highlighted in boxes labeled 'Unique Manifestations'.
- ☠ Whenever an Agent rolls a Complication.
- ☠ If the GM spends Ruin to trigger a Manifestation.

Servitors and other Threats under Ignis Avem's control are immune to Manifestation effects.

In general, there are two types of Ignis Avem Manifestations: Minor and Major.

A MAGOS IN THE WORKS

Ignis Avem is not the only omnipotent being in control of the manufactorum. Though her control is very limited, Magos Ferro can occasionally aid Agents in trouble, especially if she believes that they will help put an end to Ignis Avem. Once per scene, if an enemy Threat rolls a Complication on their Wrath Die, the GM may trigger a Minor Manifestation that benefits the Agents. This represents Magos Ferro's attempts to steer the events in the Agents' favour.



THE BINARY CHANT

Ignis Avem controls the manufactorum through the use of an audible profane hymn — the Binary Chant, a hissing binary static that carries its insidious scrap-code to all Machine Spirits which hear it. Depending on the severity and urgency of the orders, the Binary Chant may be a barely audible background whisper, almost drowned out by the low thrum of power cables, or it may escalate to a raging howl that reverberates through the halls and shakes the very bones in your body. In general, the closer to the Ignis Avem Choir (see pages 106 and 131) the Agents get, the louder the Binary Chant becomes during Manifestations. Preparing a selection of static sound bites or feedback shrieks to play whenever an Ignis Avem Manifestation takes place is a great way to

PACING MANIFESTATIONS

The frequency and specific triggers listed here are only suggestions. Feel free to increase or decrease the number of Ignis Avem Manifestations that occur on each floor to fit the pacing and tone of their adventure. An overt, nightmarish horror tone might demand many more Major Manifestations earlier in the facility, while a slow-burn, suspenseful thriller may only require a select handful of Manifestations throughout the entire Mission.

Minor Manifestations

Minor Manifestations tend to cause non-lethal inconveniences or stumbling blocks for the Agents. Ignis Avem uses these to test how strange entities deal with unexpected situations. But in the right situation, especially in the midst of combat, even a Minor Manifestation can turn the tide against unsuspecting Agents. The table below provides a list of example Minor Manifestation and how Ignis Avem might use them to test or injure the party.

EXAMPLE MINOR MANIFESTATIONS		
Manifestation Name	Example Uses	Effect
Closing & Opening Doors	Trap Agents in unwanted locations. Push Agents towards specific locations. Separate the party by putting doors between them. Expose the Agents to hazardous materials. Clear the way for Servitors to attack.	See Doors & Containers (page 112)
Redirect Steam Exhausts	Fill a corridor with smoke to obscure Agents' vision.	+3 DN to Ballistic Skill (A) and Awareness (Int) Tests. +2 DN to Weapon Skill (I) Tests.
Redirect Effulgent Exhausts	Release noxious chemical gasses into a room.	All Agents must make a DN 2 Toughness Test or become <i>Poisoned</i> , DN 3 to heal.
Open Waste Valves	Open a toxic waste valve and fill a corridor with vomit-inducing sludge	Makes the entire room Difficult Terrain, reducing your effective Speed by half.
Deactivate Lumens	Turn off the lights, plunging the group into darkness.	+4 DN to Ballistic Skill (A) and sight-based Awareness (Int) Tests. +3 DN to Weapon Skill (I) Tests.
Overcharge Lumens	Overload the lights in a blinding flash.	All Agents must succeed on a DN 2 Initiative Test to cover their eyes quickly. Those that fail are <i>Blinded</i> for 3 Rounds.
Vox Macro-Hymns	Blast ear-piercing audio to disorient or drown out audible communication.	Audio communication is impossible and causes the Agents to be <i>Hindered</i> unless they make a DN 2 Toughness Test .
Alter Temperature	Alter the temperature in a space to freeze or heat floor paneling.	Consult the rules for extreme temperatures on page 201 of the Wrath & Glory Rulebook .
Magnetise Floor Panel	Activate a magnetic field that pulls metallic objects to the floor.	Agents must succeed on a DN 3 Initiative Test to react to the magnetic field. If they fail, a random piece of metallic Wargear is pulled from their grasp and magnetised to the floor, requiring DN 3 Strength Test to free.
Decouple Elevator	Attempt to crash an elevator without passengers to make it inoperable.	The elevator cannot be used.



Major Manifestations

Major Manifestations represent a conscious effort from Ignis Avem to directly challenge or eliminate the Agents. These should pose substantial threats or major inconveniences that have the potential to end the Agents' investigation. The table below provides a list of example Major Manifestations and how Ignis Avem might use them to severely injure or attempt to eliminate the Agents

EXAMPLE MAJOR MANIFESTATIONS		
Manifestation Name	Example Uses	Effect
Weapon Malfunction	Disabling a heavy weapon to give Servitors a chance to approach.	An Agent's primary ranged weapon catastrophically malfunctions, requiring a DN 4 Tech (Int) Test to use again.
Overload a Cogitator	Halt information gathering or hacking attempts by dramatically overloading the cogitator or piece of technology an Agent is working on with electricity.	Any Agents working on the technology when it overloads must succeed at a DN 3 Agility Test or suffer an electrical discharge of Moderate Electrical Intensity. Consult the rules for Electricity on page 201 of the Wrath & Glory Rulebook .
Drain Power Packs	Waste rare or valuable ammunition.	Each Agent carrying a LAS , MELTA or PLASMA weapon loses 1 Reload.
Deactivate Augmetic	Hamper an augmetically enhanced warrior during battle or a stressful moment.	One Agent loses all Effects gained from a single Augmetic (GM's choice) and an additional Condition based on the deactivated augmetic. Arm = <i>Hindered</i> Eye = <i>Blinded</i> Leg = <i>Restrained</i> Internal Organ = <i>Poisoned</i> , DN 3 to heal. Respiratory System = Suffocation (Wrath & Glory Rulebook , page 200) This effect lasts for 1d6+1 minutes, or until an Agent spends a Round working on the Augmetic and succeeds at a DN 4 Tech (Int) Test .
Sabotage Power Armour	Greatly hinder a power armoured combatant.	One Agent wearing power armour gains the <i>Hindered</i> Condition, increasing the DN for all Tests by a value equal to the Powered Trait of their Armour. A successful Tech (Int) Test with a DN equal to the Powered Trait of the armour is required to remove the Condition.
Crash an Elevator	Complicate or halt the Agent's easy travel of the facility.	Agents within the elevator suffer 1 Mortal Wound.
Summon a Stalker	Ambush the Agents when they least expect it with one of Ignis Avem's most prized assets.	Force an encounter with Ruststalker Marech or the Cyber-Mastiff (See Random Encounters , page 119)
Radiation Assault	Divert waste from the manufactorum's generators to flood an area with invisible radiation in a last ditch attempt to eliminate Agents that have enraged Ignis Avem. This Manifestation is accompanied by audible automated 'Radiation Leak' alerts. (Ignis Avem can only perform this Manifestation once.)	Agents in the area must make a DN 5 Toughness Test or suffer the effects of Radiation. If they remain in the irradiated area for longer than twice their Toughness Attribute in Rounds, they must Test to resist Moderate Rad Poisoning. Consult the rules for Radiation on page 202 of the Wrath & Glory Rulebook .
Vacuum Seal	Depressurise a sealed room to cause suffocation.	Agents within the room begin to Suffocate. Consult the rules for Suffocation on page 201 of the Wrath & Glory Rulebook .

RANDOM ENCOUNTERS

The shadow-cloaked corridors and grand forge halls of the Pakthertius Manufactorum are dangerous and unpredictable for those unaccustomed to Adeptus Mechanicus workings at the best of times. Now, under the omnipotent gaze of the malicious Ignis Avem, every dark corridor or quiet workshop could be a deadly trap waiting to be sprung.

Any time the Agents enter an unlabeled section of the Pakthertius Manufactorum, roll 1d6. On a result of 1, the Agents trigger a random encounter. If the Agents Regroup in any area of the manufactorum, roll this die again and trigger a random encounter on a result of 1-2. If the Agents take a Respite, automatically trigger a Random Encounter.

You can, of course, choose not to roll every time, or force a random encounter. For example, it might not make sense to roll again if the Agents turn back to a recently visited area, or you may want to shake things up if they have not had an encounter for some time.

You can either select a Random Encounter from the list on this page, or generate the result randomly by rolling 2d6 and picking the appropriate encounter.

Remember that every Servitor encountered within the manufactorum was built for purpose. Each floor of the manufactorum has recommendations on the most common kinds of Servitors that can be encountered on it, along with matching equipment or statistics adjustments to reflect these. In addition, around half of the Servitors encountered have bulky vox units built into their bodies or replacing their mouths which constantly emit Ignis Avem's Binary Chant.

RUSTSTALKER MARECH

'A wailing cry of warning fills the air as a nightmarish creature emerges into view. Long skeletal limbs of gore-soaked metal give the assailant an inhuman gait. The crackling energy that ripples along its deadly transonic blades illuminates the contorted half-face of a Ruststalker Princeps. Their vox splutters to life and through waves of static they scream in abject horror as they charge towards you, "Flee! Please! I can't stop!"'

Ruststalker Marech Ambushes the party and attempts to injure or eliminate the weakest physical Agent.

See **Marech X-01: Ruststalker Princeps** on page 110 for more information on how to best utilize this terrifying Threat.

RANDOM ENCOUNTERS

2d6	Random Encounter
2	Ruststalker Marech
3	Damaged Servo-Skull
4	Decommissioned Servitor Huddle
5	Patrolling Flock of Censer Cherubs
6	Janitorial Servitor
7	Cyber-Mastiff
8	Patrolling Squad of Combat Servitors
9	Patrolling Mob of Servo-Skulls
10	Servitor Procession
11	Ogryn Loader Servitor
12	Incident Survivor

COMBINING ENCOUNTERS

Each encounter is designed to provide an interesting standalone interaction, but there's nothing stopping you from using more than one at once. For instance, you could have an Adeptus Mechanicus Helot from the Incident Survivor encounter attempting to sneak through the facility, only to be confronted by a Servitor Procession. The Agents have the opportunity to help the beleaguered Helot before the sounds of the Servitor Procession attract the attention of Ruststalker Marech.



DAMAGED SERVO-SKULL

'A series of irregular clanking sounds from above your head alerts you to the presence of a Servo-Skull. It seems like its anti-grav is damaged, as it is unable to fly in a straight line and dips to the ground or soars to the ceiling unexpectedly.'

The Servo-Skull is an old shift monitor from when the manufactorium was operational. Since it has no weapons and is heavily damaged, it has largely escaped notice by Ignis Avem. The Agents can attempt to sneak past the Servo-Skull. If they fail, or otherwise make their presence known, the skull bumbles towards them and asks in clipped robotic tones why they are not at their designated workstations.

Agents can attempt to deceive the Servo-Skull, explaining that they are on their mandatory breaks or otherwise engaged in legitimate operations. If they are successful, the Servo-Skull registers them as authorised personnel. This reduces the number of times Ignis Avem can Manifest on this floor by one (see **Ignis Avem Manifestations**, page 114).

If the Agents attack or destroy the Servo-Skull, it sends out an ear-piercing Binary Chant alert about 'unauthorised personnel', alerting Ignis Avem to their location. This increases the number of times Ignis Avem can manifest on this floor by one.

DECOMMISSIONED SERVITOR HUDDLE

'As you round a corner, you spot a group of Servitors huddled in a tight circle. Their heads are bowed and they twitch or writhe in unnatural ways as they mutter to each other.'

The Servitors in this encounter are decommissioned or incomplete models that Ignis Avem has gathered up and set to standby until the lockdown is lifted. Many sport missing or broken augmetics. There are 15 Servitors per Tier of the game, which use the profile for the Decommissioned Servitor (page 134).

Listening closely to the Binary Chant and muttered words of the Servitors reveals that they are all obsessed with the number 237. They repeat constantly, swapping data packets which contain nothing but strings of errors highlighting this number.

If the Servitors detect the Agents, they spring into frenzied action. They attempt to single out the physically weakest member of the group, restrain them, and transport them to the **Repurposing Facility** (see page 123) while chanting '237!' over and over.

FLOCK OF CENSER CHERUBS

'An eerie choir of giggling voices heralds the arrival of a strange sight. A flock of six mechanical Cherubs drift towards you. Their vat-grown flesh slides off in wet chunks. They heft beneath them heavy censers in the shape of grinning skulls, which spew thick clouds of sickly grey smoke from their open eyes and mouths.'

The six Censer Cherubs (see page 136) were once used to distribute anointed incense around the Manufactorum, to bless the machinery and those working it. But under Ignis Avem, they have adopted a far more sinister calling. Their censers spew out a potent airborne necrotoxin which melts flesh on contact. By flapping their vestigial wings, the Cherubs can project blasts of this necrotoxin towards any flesh-and-blood creature they encounter.

JANITORIAL SERVITOR

'The pungent smell of industrial-strength disinfectant assaults your noses. The walls and floor are damp with sticky, drying liquid. Moving through the space is a gangly Servitor bent beneath the weight of a massive tank of cleansing liquids. Tubes run through the back of its skull, and it spits a fine spray of disinfectant on any surfaces it sets its glassy eyes on, before buffing them with a pair of whirring, mechanical mops.'

The Janitorial Servitor is a harmless Servitor which has been left to attend to its duties without interference from Ignis Avem. Its primary function is to isolate and eradicate any dirt or filth that it encounters. It cannot communicate or understand orders outside of this automated function.

If the Agents encounter the Janitorial Servitor while they are bloodied or otherwise dirty, the Janitorial Servitor attempts to clean them by spraying disinfectant on the dirty Agent and wiping them down. If an Agent resists, the Servitor leaves them be.

Unfortunately, the Servitor continues to follow and clean up after the Agent relentlessly, no doubt detecting micro-contaminants from outside of the

facility. This could lead to all manner of problems if the Agents allow the Servitor to trail them through the manufactorum. Cunning Agents could use the overly helpful Servitor to slow enemies or trigger traps with the right placement of dirt.

CYBER-MASTIFF

'A mechanical growl reaches your ears, followed by the scraping of metal claws on floor plating. You turn in time to see a Cyber-Mastiff charging towards you at full speed, its metallic jaws stained with clotted blood.'

This Cyber-Mastiff is the ex-companion of Enforcer Annet. Once loyal to the Enforcer, Ignis Avem seized the Mastiff and reprogrammed it to seek and destroy any unauthorised personnel. Reprogramming the Cyber-Mastiff to make it loyal to the Agents is difficult, but possible. It must first be restrained and then an Agent must succeed on a **DN 7 Tech (Int) Test**. If the Agents have the Mastiff Control Unit, the DN of this Test is reduced by 2. See page 111 for more information on Annet and the Cyber-Mastiff.

COMBAT SERVITORS

'The racking of weapons and clanking of armoured boots is all the warning you get as a squad of Combat Servitors open fire on your position!'

These Combat Servitors are just one of many squads sent to patrol the corridors and halls of the manufactorium looking for intruders. See the Suggested Servitor Patrol Size table for how many Gun and Combat Servitors arrive. Gun Servitors lay down covering fire and attempt to synchronise their firing patterns to focus on one target at a time, while the Combat Servitors use their brute force to grapple Agents and provide protection for the Gun Servitors. The Servitors have been monitoring the party and execute an Ambush from cover unless the party has the Patrol Auspex (see: **Magos Albus Bast**, page 108).

GUN-SKULLS

'A series of secret panels in the ceiling scrape open with a well oiled shriek, as a swarm of grinning Gun-Skulls descend upon you.'

Once the sole security measure for the facility, the Gun-Skulls are well used for swiftly harrying their targets with precision blasts from the Las weapons built into their eyes and mouths. The number of Gun-Skulls is equal to the Tier of the game multiplied by 4.

The Gun-Skulls have been monitoring the party and execute an Ambush from above unless the party has the Patrol Auspex (see **Magos Albus Bast**, page 108).

SERVITOR PROCESSION

'You hear the hissing static that permeates the manufactorum increase in volume, punctuated by a percussion of marching, armoured feet.'

A procession of 4 Servitors per Tier of the game enter the scene. They use the standard Servitor profile (**Wrath & Glory**, page 335), with the adjustments noted for each floor. Half of the Servitors (rounding up) have been converted with bulky Auspex arrays which scan their surroundings and vox speakers which constantly play Ignis Avem's Machine Chant.

The procession's goal is to locate and indoctrinate any outstanding Servitors into Ignis Avem's choir. Any Servitors or Servo-Skulls that hear this chant join the procession. This includes the Janitorial Servitor and the Damaged Servo-Skull, should they follow the Agents.

SUGGESTED SERVITOR PATROL SIZE

Tier	Gun Servitors	Combat Servitors
1	1	2
2	2	4
3	4	6
4	8	8

Agents with a **Passive Awareness** of 2 or more hear the procession coming, and can instruct the party to make **Opposed Stealth Tests** against the Servitors' Awareness to avoid detection. If the group are detected, the procession eagerly approaches and begins preaching about Ignis Avem by taking turns looping a corrupted audio file. This file is composed of chopped up clips from Magos Ferro's numerous passionate speeches to the manufactorum workers:

'Weep not, my children. You have been blessed. You will be granted purpose and function by the Omnissiah. Ignis Avem will lead the way! You will become a cog in his divine mechanism. You will purge your sins through toil and sacrifice. The Servitor is pure. The Servitor is blessed.'



The procession will not attack the Agents unless they are physically provoked, but they continue to follow and pester the Agents until they leave the area, at which point they resume their patrol.

OGRYN LOADER SERVITOR

'A nearby doorway shrieks and slides open, revealing the hulking form of an Ogryn Loader Servitor. It ducks its head to get through the door, locks its glassy gaze upon you, and charges without a word.'

The Ogryn Loader Servitor is programmed to target and engage the greatest physical threat in close combat as a priority, only changing to a smaller foe if they come within reach.

INCIDENT SURVIVOR

'A body lies unmoving on the cold floor ahead, a long trail of splattered blood indicating they have crawled some distance before collapsing. As you approach, the body stirs and lets out a low groan of pain.'

The Agents have discovered a survivor from one of the factions present during the initial incident. They are badly wounded and in need of urgent medical attention. The Survivor has zero Wounds remaining and is Dying. The Agents have 2 Rounds to succeed on a **DN 3 Medicae (Int) Test** to Heal Wounds (**Wrath & Glory**, page 124) or they will die.

Roll 1d6 on the Incident Survivor table to determine which survivor they find.

Each survivor is a low-ranking member of their faction, and only has a partial understanding of the events that led to the manufactorum's downfall. They can provide the Agents with a single undiscovered clue relating to their faction's involvement. In addition, they can point to the location of their faction's leader within the manufactorum, although in the case of the Adeptus Mechanicus survivor, they only know that Magos Ferro's laboratory was moved to a secret location somewhere beneath the manufactorum.

PART ONE: ARRIVAL & BRIEFING

The Agents' mission is to investigate the cause of the lockdown and resolve the situation in the least destructive method possible. Their first step should be to make contact with Lothar Skuult. If he is still alive, he should be somewhere within the Administratum Sanctum on the third floor of the manufactorum. The Pakthertius Manufactorum is one of the tallest buildings for many miles. When the Agents spot the building read or paraphrase:

'The Pakthertius Manufactorum looms over the surrounding industrial buildings. Its baroque spires and brutalist walls are lashed by curtains of pollution-stained rain. Dark rivulets of oil and water fall like tears from the ever-present brass skulls of the Adeptus Mechanicus heraldry. Unlike the surrounding factories,

INCIDENT SURVIVOR		
1d6	Survivor	Effect
1-2	Adeptus Mechanicus Helot	The survivor is a heavily concussed, low-level Adeptus Mechanicus Helot. They seem confused and uncertain on account of disabling their Cortex Implant to prevent Ignis Avem interference. They were sleeping in the Worker Hab when the Incident occurred, and have managed to escape capture by exploiting blind spots and crawl spaces used by the workers to smuggle contraband. They use the Imperial Citizen profile (Wrath & Glory , page 327) but have a Tech (Int) score of 5.
3-4	Administratum Clerk	The survivor is a bookish data-entry clerk from the manufactorum's Administratum sanctum. They speak with an uncertain stutter and constantly bite their ink-stained nails. They were inspecting one of the assembly line Servitors when the Incident occurred. The Servitor activated on its own and removed three of the clerk's fingers on their dominant hand. They cauterized their wounds and managed to hide in a storage locker for some time before hunger and blood loss forced them to escape. They use the Imperial Citizen profile (Wrath & Glory , page 327) but have a Scholar (Int) score of 5.
5-6	Enforcer Rookie	The survivor is the newest recruit of Annet's Enforcer squad (see page 111). They are twitchy and high strung, jumping at shadows and never taking their hands off their weapon. They were separated from their squad during an intense firefight. They are shell shocked, but heard through their failing vox that the plan was to regroup in the Quality Assurance area (see page 128) of the facility. They use the Enforcer profile (Wrath & Glory , page 331) but have lost their Combat Shotgun.

which bustle and spew out pollution despite the quarantine, Pakthertius lies silent. No smoke emanates from the towering chimneys, no movement can be seen through the obsidian windows, and an eerie silence hangs over the entire facility like a death-shroud.'

The entire manufactorium is under quarantine by a joint task force of Adeptus Mechanicus and local Enforcers. If the Agents choose to scout the location prior to the operation, they find that the numerous guards know less about the events inside than the Agents do. All they know is that something has gone wrong inside, people have died, and nobody has come out since. The guards will not let anyone past the quarantine without direct consent from their superiors.

Agents may make a **DN 4 Awareness (Int) Test** to spot the tell-tale scorches and blood smears of small-arms fire around the perimeter. Succeeding on a **DN 4 Persuasion (Fel) or Intimidation (Wil) Test** while talking to the guards about the signs of battle reveals them to be the results of a recently failed attempt at a frontal assault.

An Administratum investigator by the name of Matthias Belathor greets the party upon their arrival. He is an older gentleman with wide, wet eyes and a number of crude memory augmetics protruding from his skull. Any time he needs to refer to a record, he pauses and stares into the middle distance, at which point audible clicking and whirring can be heard from these devices.

Investigator Belathor's briefing is hardly comprehensive. He was called in to replace Lothar Skuult (see page 107) after the lockdown and has been working with little information since. He has the following information:

- ☠ The Pakthertius Manufactorum is on record as having failed to meet the Imperial Tithe for Servitors.
- ☠ A joint investigation between Adeptus Mechanicus and Administratum personnel was launched around two standard Terran months ago. But the specific details on the reasons why are classified.
- ☠ One standard month ago, the manufactorium entered lockdown. No official Servitors or personnel have left the facility since.

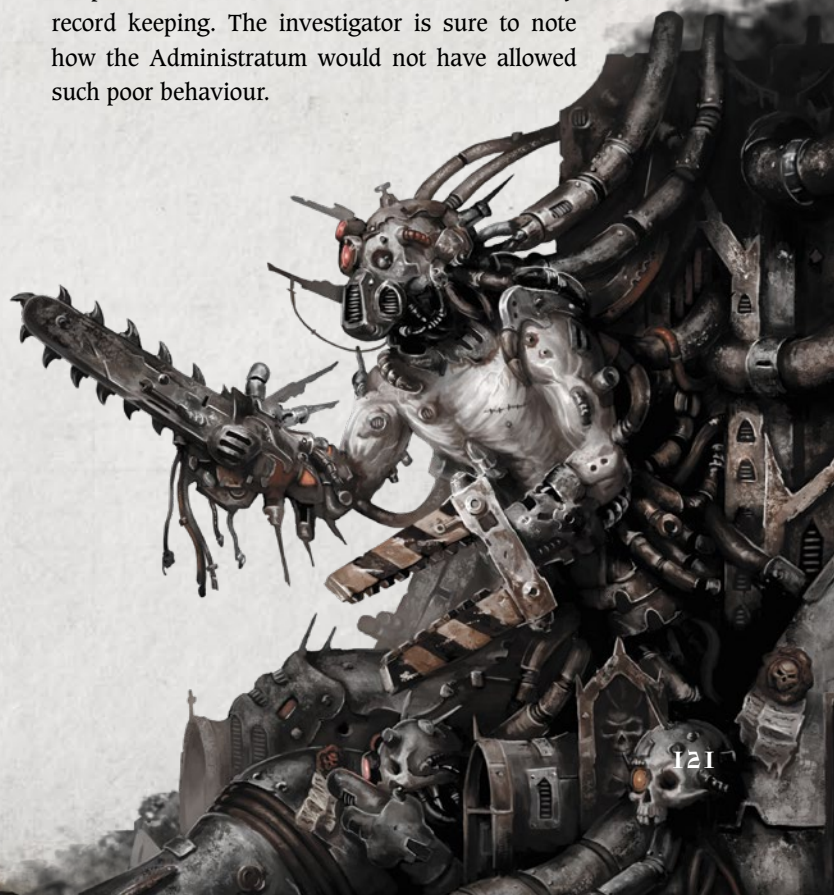
- ☠ Armed Servitors have fortified all main entrances to such a degree that a frontal assault is practically suicidal. They have already repelled multiple attempts at a forward entry.
- ☠ The only way to dislodge the Servitors would be a massive artillery strike, which would most likely destroy the manufactorium, an unacceptable outcome given its importance within the system.
- ☠ Six days ago, a squadron of local Enforcers eliminated a rogue Servitor which had been attempting to kidnap a local worker. The Servitor was identified as originating from the manufactorium. A squad of Enforcers was dispatched in response and breached the facility via a rooftop loading bay. Contact was lost with the squad the instant they entered the manufactorium.
- ☠ Five days ago, a second squad, this time composed of Skitarii, entered the facility. Contact was lost just as quickly as with the Enforcers, but one of the Ranger's Vox units continued to broadcast an unintelligible stream of binary shrieking. This lasted for six hours before abruptly halting.
- ☠ Belathor has so far been unable to source complete blueprints of the manufactorium due to frustrating Adeptus Mechanicus interference and shoddy record keeping. The investigator is sure to note how the Administratum would not have allowed such poor behaviour.

GRIM
HARVEST

VOW OF
SILENCE

DARK
BIDDING

DUTY BEYOND
DEATH



Investigator Belathor is very dismissive of the lost Enforcer squad, believing that the 'bunch of brutes' probably triggered some form of defence measures due to their ignorance. He firmly expects that the Agents are specialists capable of a proper infiltration and investigation.

The rogue Servitor is being held in a nearby storage locker, normally used to freeze food for workers. It is a massive Servitor, easily 10 feet tall, built from the biological frame of an Ogryn. It has a cage large enough to contain at least three Humans built into its back and is badly damaged from the concentrated fire of countless small arms. A successful **DN 4 Tech (Int) Test** confirms the serial markings of the Pakthertius Manufactorum on its inorganic parts. In addition, a **DN 3 Medicae (Int) Test** reveals that the flesh used to create the Servitor is vat grown and less than two weeks old, indicating that Servitor production must still be underway in some capacity.

Once the Agents are finished with any questions or investigations, Belathor has a Valkyrie prepared for the Agents and instructs them to make ready for insertion via the manufactorum's only known weak point: the rooftop loading bay.



PART TWO: INSERTION

'Once you drop through the thick layer of perpetual smog, you see the rooftop landing area of the Pakthertius Manufactorum. Descending at speed through the torrential downpour, the twisting spires resemble the piercing teeth of a colossal beast, with the landing pad nestled in it's slobbering maw.'

You spot motion on the landing pad and the pilot calls for you to brace for incoming fire as a hail of tracer rounds streak upwards at the aircraft.'

The landing platform is guarded by a Servitor patrol (see page 119). The only way into the manufactorum from the roof is via a large set of heavy blast doors marked with the great cog and skull of the Adeptus Mechanicus. Inspecting the door reveals that part of the skull has recently been hastily patched with plasteel. A successful **DN 3 Ballistic Skill (A) Test** reveals that the scorch marks in the area were made by Enforcer demolitions.

Agents can attempt to brute force their way through the blast door, which has 8 Resilience and 5 Wounds. If they identify the weakened section left by the repairs and focus their damage there, reduce the door's Resilience to 4.

Alternatively, the Agents can attempt to persuade the primitive Machine Spirit in the blast door to open. Unfortunately, it is unnaturally resistant to the point of ignoring any who try to communicate with it. Opening the door requires a **DN 3 Tech (Int) Test** to bypass the Machine Spirit and manually override the door.

PART THREE: THIRD FLOOR (BIOLOGICAL RESOURCE PRODUCTION & PREPARATION)

Minor Manifestations: 3–5

Major Manifestations: 1

Purpose: The third floor of the Pakthertius Manufactorum is dedicated to the first stage of creating Servitors. Here the biological framework upon which a Servitor is built is grown in great vats or repurposed from damned prisoners.

This entire floor stinks of medical-grade disinfectant. Every surface is coated in the sticky residue of pungent cleaning solutions.

Common Servitors: The Medicae Servitors that stalk this floor often have thick medical-grade coverings, aprons, or gloves stapled into their bloodless skin.

They wield mono-molecular surgical tools and complex anesthesia injectors on their arms or faces. Unless stated otherwise, all Servitors encountered on this floor use the *Medicae Servitor* profile on page 134.

The third floor has three key locations the Agents can investigate.

1: PRISON

This grim facility is filled with hundreds of cramped single-occupant cells constructed with floor to ceiling bars of plasteel in a vast grid-like organisation. Each cell has a serial number and chair bolted to the floor.

By the time the Agents enter the area, the cells are all empty and awaiting new prisoners, an eerie testament to the efficiency of Ignis Avem. Four Warden Servitors patrol the cells, stalking between the rows of bars and seeking any escaped prisoners. They use the Warden Servitor profile (page 134). If the Warden Servitors spot any of the Agents, all of the wardens in the area attack. They attempt to incapacitate, disarm, and imprison any Agents they discover.

2: REPURPOSING FACILITY

The Repurposing Facility sits in the centre of the prison. This baroque central pillar is covered in purity seals and brass skulls that gaze down on a ring of twelve surgical tables surrounding it. Complex machinery, invasive tools, and cables trail down from the skulls and connect to two *Medicae Servitors* per Tier of the game. A hidden elevator that leads down to area 6: **Augmetic Fabrication Workshop** can be found by any Agent that succeeds on a **DN 8 Awareness (Int) Test**.

As the Agents enter the Repurposing Facility, they pick up the screams of a single male Enforcer. This unfortunate soul is one of Enforcer Annet's squad. They have been captured and dragged here for 'repurposing', a process which involves mind-wiping a Human and removing any redundant organs not needed in their new role as a Servitor. By the time the Agents enter the scene, this process is already underway. The *Medicae Servitors* are huddled around their patient, extracting organs from the restrained Enforcer as a brass skull-shaped helmet plugged into the central pillar wipes their mind with crackling jolts of electricity.

If left to their grisly task, the Servitors complete the mind wipe and place the Enforcer in a cage, leaving them a blank slate that only understands the most basic commands. If they are interrupted, the process is fatal. The Enforcer gibbers about needing to get back to his squad in *Quality Assurance*, before collapsing and dying from a lack of key internal organs.

Investigating the Repurposing Facility can uncover a number of clues. A **DN 4 Investigation (Int) Test** reveals a biological waste disposal receptacle containing a number of decaying organs. A **DN 3 Medicae (Int) Test** indicates that these organs are in various states of decay, but most are over a week old.

3: ADMINISTRATUM SANCTUM

The Administratum Sanctum is a stuffy cylindrical office space. The walls are lined with stacks of shady alcoves lit only by the flickering glow of cogitators on standby. These are the cramped workstations for the dozens of Administratum personnel who used to track the manufactorium's inputs and outputs. The alcoves are accessible via a sliding ladder affixed to a rickety railing that traces the room's circumference.

Most of the cogitators in the Sanctum are offline, broken, or otherwise inoperable, but five Administratum personnel remain in the offices. One guards the entrance to the offices with a battered Autogun, while the other three brow-beaten Administratum clerks are attempting a hapless and confused ritual to bring the cogitators back online, which will doubtlessly fail due to their lack of technical knowledge.

MANIFESTATION: COGITATOR INTERFERENCE

If the Agents manage to bring a cogitator back online and discover some of these clues, Ignis Avem can trigger a Minor Manifestation to cause unnatural static and archaic symbols to flash across the screen, before the cogitator overheats and is reduced to slag.



The occupants of the office are all that remains of the Administratum Inspection team. They are incredibly jumpy, but are greatly relieved at the arrival of their 'reinforcements'. They use the Imperial Citizen profile (**Wrath & Glory**, page 327) but have a Scholar (Int) score of 4. Leading this sorry group of clerks is Administratum Productivity Inspector, Lothar Skuult (see page 107 for more on Skuult's role and resources).

Lothar Skuult has spent the last month since the incident hiding with his team within the Administratum Sanctum and surviving off scavenged nutrient paste. He heard shouting and gunfire from a running battle which led into the depths of the facility five days ago, but did not see the source.

He directs the Agents to investigate the Augmetic Fabrication area on the next floor down, as his team picked up a brief Adeptus Mechanicus distress signal coming from that location within the last hour. Lothar believes that this is Magos Ferro attempting to rally aid. He demands that the Agents arrest Magos Ferro and retrieve her research so that she can stand trial for the grave crime of halting vital productivity in a time of war.

Should any of the tech-savvy Agents try, they can bring one of the cogitators back online for a short while and retrieve some data with a successful **DN 4 Tech (Int) Test** and 10 minutes of fiddling with the clunky devices. If the Agent succeeds, they uncover one of the following clues. In addition, each Exalted Icon grants an additional clue:

- ☠ The volume of prisoners processed has massively increased over the last 2.5 years.
- ☠ There are countless productivity reports which seem to reflect a great pressure from the Administratum to increase Servitor output.
- ☠ According to the records, there are over four hundred active Servitors within the manufactorum.
- ☠ A map of the manufactorum can be pulled from the cogitator to help navigate (show the players the map on page 113), but it does not show the Sub-Facility.

4: VAT BIOMASS PRODUCTION

The floor of this area is a wide pool of foul-smelling liquid biomass that crackles with electrical charge and ejects goutts of choking steam. The only way to traverse it is across a complex network of grilled walkways.

Electrified railings run beneath these walkways, with eight spider-like Medicae Servitors suspended beneath them. These Servitors trundle along the railings, dipping their long limbs down into the enormous vats to inject countless chemicals and stimulants into rows of floating, out-sized humanoid shapes just barely visible through the murky liquid. A **DN 3 Medicae (Int) Test** reveals the humanoid creatures as partially grown Ogryns. These are used in the creation of Loader and Combat Servitors. A secondary lift system hangs from the roof, holding aloft heavy tanks of spare biomass storage tanks, swaying and creaking amid the rank steam.

If combat occurs while the Agents are on the walkways, they risk falling off. Whenever an Agent takes Wounds while on the walkway, they must pass a **DN 4 Athletics (S) Test** or tumble over the side, barely clinging to the edge. An Agent can climb back up with a **DN 3 Athletics (S) Test** or another Agent can pull them to safety using an Action. If the Agent takes more Wounds while dangling from the edge, they fall onto the railings beneath and suffer Light Intensity source of electrical damage at the beginning of each of their turns (see **Wrath & Glory** page 201 for more on electricity). The Medicae Servitors ignore any unfortunate Agents unless they are attacked. An Agent can climb back up with a successful **DN 4 Athletics (S) Test**.

MANIFESTATION: VAT TACTICS



Ignis Avem can use a Major Manifestation to drop one of the hanging storage tanks onto the walkway close to the Agents. Any Agents on the walkway when this occurs must succeed on a **DN 3 Agility Test** or fall into the tanks below. Ignis Avem then flags the fallen Agents as 'foreign contaminants' and directs the Medicae Servitors to attack them, only stopping when they are destroyed or the Agents pull themselves free.

PART FOUR: SECOND FLOOR (AUGMENTATION, ASSEMBLY & HUMAN RESOURCES)

Minor Manifestations: 5–10

Major Manifestations: 1–5

Purpose: The second floor of the manufactorum is focused on fabricating and installing the mechanical parts of the Servitors. It is home to blistering hot forges where metal is moulded, hammered, and welded into shape; automated workshops where miles of copper wiring and circuitry is carefully twisted to purpose; and vast nightmarish assembly lines where flesh and metal are joined as one. In addition, this floor was also home to the Humans who once lived and worked in the manufactorum.

The sound of sporadic hammering metal and sparking soldering echoes throughout the tight corridors of this floor. Once this would have been a deafening cacophony, but since the manufactorum has not had any new prisoners for some time, very few of the assembly lines are in operation.

Fabrication Servitors: The Servitors that stalk this floor are heavily-built creatures equipped with welding torches, laser cutters, and other plasteel-shaping claws or tools. As forge workers, they are layered with thick plates of dissipation armour which protect them from heat and energy discharged by the massive foundries. Unless noted otherwise, all Servitors on this floor use the Fabrication Servitor profile on page 134.

There are three primary locations the Agents can investigate on this floor:

5: ASSEMBLY LINES

This multi-tiered assembly area is a dizzying network of suspended automated conveyor belts that carry along the odd partially constructed Servitor or augmetic. Construction Servitors with no lower half are affixed to the assembly lines at regular intervals throughout the area, bent over the assembly lines and only springing to life when a viable subject is placed before them.

The Assembly Lines lead to and from most areas of the manufactorum, with raw materials and assembled Servitors emerging and vanishing through grating metallic apertures that open and close to let valid material pass through.

Agents can attempt to use the Assembly Lines to navigate to any floor in the manufactorum barring the Sub-Facility by succeeding in a **DN 5 Tech (Int)** or **Investigation (Int) Test** to discern which conveyor belt leads to the desired area. The DN of this test is reduced by 2 if they have retrieved a map of the manufactorum.

MANIFESTATION: MAGNETIC DECONSTRUCTION

If an Agent steps onto a conveyor belt, Ignis Avem can use a Major Manifestation to activate a powerful magnetic field to pin them in place. Any Agents on the walkway when this occurs must succeed on a **DN 3 Strength Test** or fall Prone and gain the *Restrained* Condition. If this occurs, they become magnetised to the belt and slowly begin to move through the Assembly Line. Each round they are magnetised to the belt, the Agent suffers 1d3 Mortal Wounds as Ignis Avem commands all Servitors and machinery to assault them relentlessly. If at any time these Mortal Wounds would remove an Agent's final Wound, they instead receive a Traumatic Injury, at which point the belt and the assault abruptly halts. If this happens, all the Servitors in the area closely monitor the Agent until they leave the area, as Ignis Avem observes how they deal with the injury. Agents can free themselves from the belt by passing a **DN 3 Strength Test**. Any Agents who attempt to aid in this Test must make a **DN 2 Athletics Test** or suffer 1 Mortal Wound as they are caught in the furious attacks of the machinery.



The apertures that block each entry and exit point of the conveyor belts only snap open when a valid Servitor is detected by a glassy-eyed Servo-Skull affixed above each aperture. Rolling or scrambling through the aperture at the same time as a valid subject requires a **DN 3 Agility Test**. If this Test is failed, the Agent suffers 2 Mortal Wounds as they are cut short by the slicing iris which shuts around one randomly determined limb.

The Agents can attempt a **DN 6 Tech (Int) Test** to try and fool the monitoring Servo-Skulls into believing they are valid subjects. Should the Agents try and fail to manipulate the Servo-Skull, the line halts and a Servitor patrol (see page 119) is deployed to eradicate the security breach. The patrol arrives in 1d6 rounds.

There are a number of ways to prevent Ruststalker Marech (see page 119) from using the Assembly Lines to repair. Destroying the Servitors is an easy enough task, as they are immobile without Ignis Avem's commands. A **DN 4 Tech (Int)** or **Medicae (Int) Test** can isolate a key assembly line in the repairing process. The assembly line has 7 Resilience and a Max Wounds value of 10. If this is destroyed, Marech cannot repair.

Convincing the Servo-Skulls that Marech is a hostile entity is possible with a **DN 6 Tech (Int) Test**. This does not prevent Marech from repairing, but delays them by one hour next time they attempt to repair as they are forced to retreat to Ignis Avem (see page 131). If the Agents reach Ignis Avem during this time,

Marech has restored 1d6 + 1 Wounds and defends their master. Any attempt to destroy or disable the Assembly Lines by force causes Ignis Avem to summon a squad of Combat Servitors (see page 119).

6: AUGMETIC FABRICATION WORKSHOP

This vast, maze-like workshop is filled with towering racks and teetering crates of raw materials. There are fifteen small clearings between the shelving racks, each one holding a solitary workbench manned by Fabrication Servitors who dutifully work away at constructing augmetics.

If the Agents decide they would like to search for any specific augmetic for themselves, they can make a **DN 5 Investigation (Int) Test** to locate any augmetic with the **IMPERIAL** Keyword and a Rarity of Rare or lower. There are no facilities here to implant or install the augmetics, that is done on the Assembly Lines and is a deadly prospect for any living creature. See Chapter 10 of the **Wrath & Glory** Rulebook for more on augmetics.

The workshop is patrolled by a heavy duty Ogryn Loader Servitor (see page 134). This Servitor moves from workbench to workbench through the maze of racks and crates. It takes around 2 minutes for it to stomp between each workbench — a full sweep of the area takes 30 minutes. If the Agents are spotted, the Ogryn Loader Servitor attacks.



While the Agents are investigating the workshop, any Agent with a **Passive Awareness 2** or higher picks up on an odd, rhythmic tapping. Following the sound leads the Agents to the hiding place of Magos Albus Bast (see page 108).

As the only survivor of the Adeptus Mechanicus Inspection team, Magos Bast has disguised themselves as one of the Fabrication Servitors. They are heavily augmented enough to pass as a Servitor at a glance, a fact they have abused to avoid a confrontation with the Ogryn Loader Servitor. They are in a very bad state, having deactivated or forcibly removed many of their augmentics to avoid detection by Ignis Avem.

Magos Bast has little memory of what happened in the last few months, but warns the Agents of the danger faced by the Binary Chant and demands that the heretical Machine Spirit and its creator, Magos Ferro, be destroyed.

Fortunately, Bast has managed to use the Loader's connection to Ignis Avem to find a backdoor into the Machine Spirit network and spy on the activities of Ignis Avem. He has been watching the Agents since they entered the facility and tried to contact them via the distress signal, but had to shut it down almost immediately as Servitors began to search for him. This is the signal Lothar Skuult detected.

Bast warns the Agents about Ruststalker Marech and asks that they find a way to grant their friend peace. He has witnessed Marech return to the Assembly Lines for regular repairs between their ambushes and suggests that the Agents find a way of disabling them to prevent further repairs.

The Magos has been unable to monitor the Power Plant (see page 130). He can confirm there is a lot of Servitor activity there, but the network is far too heavily defended in that area for him to approach without revealing his presence.

Finally, his access to the patrol routes means that he was able to watch the running battle between Ignis Avem's Servitors and the Enforcers. He informs the Agents that the remaining forces are currently under siege in the Quality Assurance lab (see page 128). Finding the Enforcers and joining forces with them may give the Agents the firepower they need to put an end to Magos Ferro and Ignis Avem. See Magos Bast's profile for details on his role in the events leading up to the Ignis Avem incident.

7: WORKER HAB

The worker hab is a low-ceilinged area wedged between the second and third floors of the manufactorum. Anyone wishing to enter must get down on all fours and crawl, a reminder of the labourer's position. The floor itself is a honeycomb pattern that reveals hundreds of shallow hexagonal pits. Each pit is only large enough to house a single cot, a humble shrine to the Omnissiah that doubles as a footlocker, and a small cogitator unit that constantly displays the time until the worker's next shift. If an Agent lowers themselves into one of the habitation units, they only just have enough room to stand.

These pits are the grim barracks of the now 'repurposed' Adeptus Mechanicus personnel. Individual lockers can be broken open and looted, but almost all of them contain little of value beyond Adeptus Mechanicus Helot robes, writing kits, and the odd personal item. An **DN 3 Investigation (Int) Test** uncovers a single trinket or charm (**Wrath & Glory**, page 247).

The cogitators can be coaxied back to life with a **DN 2 Tech (Int) Test**. They are limited devices, mostly used for sending and receiving private communications and studying Servitor manufacturing in off-shift hours. With communications down, they are largely useless, but the Agents can uncover a few clues via system-wide memos sent to the workers. Award an additional clue from below for each Icon above 2.

- ☠ Various alerts about manufactorum-wide inspections from exterior Adeptus Mechanicus and Administratum personnel are flagged as high priority. These come attached with repeated warnings that *'Any who succumb to the weakness of the flesh, or perform below expected output levels will be freed from their limitations by embracing the joys of Servitorhood.'*
- ☠ Daily productivity reports that reference reaching a goal of 237% productivity increase.
- ☠ Accident reports indicating an increase in accidental death and injury climbing above 460%. These come attached with obnoxious and lengthy Administratum health and safety instructions which can only be dismissed after they are read.
- ☠ A partially deleted memo from two months ago informing all workers to avoid interfering with the Servitors undergoing construction work beneath the Power Plant.



At the centre of the hab-pits is a larger hexagonal area filled with long plasteel benches, each bolted in place, used for meals and recreation. Brass-valved pipes ending in open-mouthed skulls hang down from tanks in the ceiling and spew a greasy, tasteless, grey protein paste when a bowl or other receptacle is placed beneath them. Bowls and utensils are stored in a steam cleaning rack in the centre of the area.

The only inhabitant of the recreational area is a surprisingly friendly Medicae Servitor. It has a grinning plasteel mask with the words 'Human Resource Maintenance' stamped across it. If any injured Agents approach, the Servitor expresses a doting level of concern and insists on providing medical care for the 'injured worker'.

This offer is legitimate; the Servitor was highly modified by the workers to provide them with aid where their superiors would not. This took it off the main network, allowing it to live blissfully unaware of the grim situation in the manufactorum.

If the offer is accepted, the Medicae Servitor can heal 5 Wounds on a single Agent, provided they Regroup in this area. If the Agents are not injured or refuse treatment, the Servitor tells them to look after themselves and eat a full ration before quietly leaving them to their business.

PART FIVE: FIRST FLOOR (QUALITY ASSURANCE, PACKING & POWER FACILITIES)

Minor Manifestations: 8–12

Major Manifestations: 3–8

Purpose: The first floor of the manufactorum is where completed Servitors are tested, packed, and prepared for shipment. It is also the location of the self-contained fusion power plant that keeps the manufactorum operational. The thrum of the power plant can be felt through most solid surfaces, and all blast doors and archways are twice as large to accommodate massive Servitor shipping crates.

Loader Servitors: Many of the Servitors normally found in this area are heavy-duty lifters, with bulky reinforced servo arms that grant them additional resilience and terrifying strength, which they use to restrain and crush their targets. Unless noted otherwise, half of the Servitors in this area use the standard Ogryn Loader Servitor profile on page 135.

Many areas on this floor have containers filled with packaged Servitors ready for a dispatch that will never come. With the Agents reaching this far, Ignis Avem has begun to activate these additional reinforcements and set them to the task of eliminating the Agents. As such, half of the Servitors encountered on this floor are configurations from the third and second floors.

There are three main areas the Agents can investigate on this floor.

8: QUALITY ASSURANCE

The Quality Assurance laboratory has tall, cathedral-like ceilings and is filled with dozens of Servitor testing areas. Pungent censer smoke falls from grinning skull-shaped vents high in the rafters and clouds the entire area, lowering visibility dramatically. **Awareness (Int)** and **Ballistic Skill (A) Tests** have +2 DN in this area; **Weapon Skill (I) Tests** have +1 DN. The entrances to the laboratory are blocked with heavy plasteel crates filled with Servitor components and guarded by the rag-tag remnants of the Enforcer squad.

As the Agents approach, they hear the snap of gunfire and shouting of orders as two Loader Servitors (see page 135) and five Medicae Servitors (see page 134) attempt to storm the fortifications. There are four Enforcers (**Wrath & Glory**, page 331) in the area, each with 3 Wounds remaining, as well as Samara Annet.

Once the skirmish is over, and the Agents confirm their friendly intent, the Enforcers let them into the impromptu command base, where they can rest and recover with the squad. The Agents can safely take a Rest in the area. See Samara Annet on page 111 for more information on her squad and the aid they can give the Agents.

If the Agents investigate the testing stations in the lab, they find each marked by the tell-tale glow of an active cogitator used to record the results of each test. Agents can search the Machine Spirits' memories, but they hold little more than fastidious records of countless Servitor tests. Should they wish to investigate the tests themselves, they may encounter any of the studies listed below. The Servitors have abandoned these tests under Ignis Avem, but Agents can easily discern the purpose of most tests by sight or a simple **DN 3 Investigation (Int)** or **Tech (Int) Test**.

- ☠ Multiple cover-strewn firing ranges where the weapons and targeting of Combat Servitors are tested on one end, against the resilience and avoidance of other Combat Servitors down range.
- ☠ Stacks of warning-stamped plasteel crates and various obstacle courses that test the navigation and load bearing capabilities of Loader Servitors.
- ☠ Bloodless corpses with various wounds and missing limbs that leak trickles of artificial fluids, all lying in mock accidents or battles to test the assessment and triage efficiency of Medicae Servitors.
- ☠ A strange replica of a noble dining hall which perpetually trembles and lurches slightly to test the stability of Baroque Servitors as they serve meals.
- ☠ A series of electrified rings that rotate and spin to test the flight capabilities of Servo-Skulls.
- ☠ A once-pristine marble floor stained with dried viscera and paint used to test the efficiency of Janitorial Servitors.
- ☠ Spools of unsubscribed resilient fabric used in the creation of purity seals.

As the Agents rest, Enforcer Annet points them towards the Power Plant (see page 130). She is sure that something important is going on in that area, but her squad never made it past the Packing and Shipping warehouse due to their weakened state and the vast quantity of Servitors stored there. She offers up her squad to act as a distraction and draw as many of the Servitors away from the area as they can, holding them back from their defensive position. This will give the Agents a better opportunity to sneak or fight their way through the Packing and Shipping warehouse.

9: PACKING & SHIPPING

The warehouse is a densely packed area full of building-sized shipping containers and rime-encrusted, flickering, and malfunctioning stasis chambers, all stacked atop each other in an impenetrable order, creating a dizzying three-dimensional maze. Unable to release their Servitors into the wider world, but still driven by a primary directive to create as many as possible, Ignis Avem has been storing all of the completed Servitors here, resulting in a staggering stockpile. Every container is full to bursting point with inoperable and well-packaged Servitors of all kinds, ready for the command to wake. Towering Ogryn Loader Servitors patrol the area, shifting containers to make more space or rearranging the towers in a manner more pleasing to Ignis Avem's desires.

The southern walls are lined with great blast shutters that lead out to the ground floor loading bays, but they are sealed shut and guarded by stationary Gun Servitors.

Successfully navigating the warehouse first requires a successful **DN 3 Survival (Int)** or **Investigation (Int) Test** to find a safe path. Once this is complete, every Agent must make a **DN 2 Agility Test** to follow its winding route, by climbing and crawling through the gaps in the containers. In addition, Agents must succeed on a contested **Stealth (A) Test** against the Ogryn Loader Servitors. The DN of this test is reduced by 2 if they accept the Enforcer's offer of causing a diversion.

If the Agents fail any of these tests, or just choose to go in loud, they succeed in finding a path through the area, but $1d6 + 1$ Servitors of any configuration, excluding Ogryn Loaders, become aware of their presence and burst forth from their containers to attack.

MANIFESTATION: PACKING HEAT

Ignis Avem can use a Major Manifestation to cause one of the capacitors to lash out at an Agent. All agents within a targeted Blast [Medium] area must make a **DN 3 Athletics (S) Test** or suffer Moderate Electricity Damage (**Wrath & Glory**, page 201).



If any Complications arise, the Agents have drawn the unpleasant attention of an Ogryn Loader. Roll $1d6 + 1$ at the end of each combat as more Servitors burst forth. If the Agents successfully pass a **DN 3 Stealth (A) Test** at any point, the Servitors stop emerging. Once the Agents have navigated the warehouse, they can access the Power Plant.

10: THE POWER PLANT

Crackling arcs of electricity and the stench of electrified ozone fills the air within the eternally beating heart of the Pakthertius Manufactorum. The central power plant is a gargantuan generator smothered in snaking power cables that range in thickness from a few inches, to 10 feet wide. The generator is ringed by towering capacitors of brass and plasteel, between which bolts of incandescent light leap and crash. A narrow walkway rings the generator and weaves between the capacitors approximately 30 feet off the ground. Six monitoring and control stations are positioned at regular intervals around the walkway, each accessible via a service elevator that also act as the walkway's primary support pillars. A dedicated Servitor stands at each station, bent over and obsessed with the careful tweaking and maintaining of the generator. They use the Combat Servitor profile, but have no weapons. They do not react to the Agent's presence unless they attempt to interfere with the running of the power plant, to which they react quite violently.

Due to the severe amount of radiation and rampant energy in this area, auspexes and other forms of augmetic visual senses do not function correctly, throwing up sensor errors or shutting down entirely. If they have not already been defeated, Ruststalker Marech is stationed in the Power Plant, waiting for any who seek the hidden entrance to the Sub-Facility and fights relentlessly until they are defeated.

Causing a Meltdown

Inspecting any of the control stations and passing a **DN 4 Tech (Int) Test** reveals that the Power Plant is using an incredibly powerful and highly unstable form of fusion. Thus, it could suffer a cataclysmic meltdown if not shut down properly. There are a number of ways to cause a meltdown.

- ☠ The fusion requires constant monitoring to maintain stability. Executing the monitoring Servitors has little effect if Ignis Avem is still functional, as it will divert fresh Servitors to correct the problem.

- ☠ Destroying the monitoring stations would cause the Power Plant to gradually deteriorate and suffer a meltdown after one hour.
- ☠ Damaging or disengaging the primary breakers prevents the energy stored within the capacitors from travelling to the rest of the facility. This causes a gradual buildup in stored power until the capacitors overload and explode, thus triggering a meltdown. This takes 30 minutes.
- ☠ Using Magos Ferro's cranial cogitator to trigger a controlled meltdown erects the void shields and opens the blast shutters in Packing and Shipping to give the Agents a method of escape. Triggering the meltdown takes 1 minute (10 combat rounds) after which the Agents have 5 minutes to escape the manufactorum.
- ☠ The capacitors store and distribute vast amounts of energy. If any one of these were destroyed they have 8 Resilience and 5 Wounds, it causes a chain reaction that triggers a meltdown in $1d6 + 1$ minutes. Roll this in secret and keep the total from the players; an Agent can discern the exact time to meltdown with a **DN 5 Tech (Int) Test**.

Unless the Agents can erect the void shields around the manufactorum with Magos Ferro's aid, any meltdown they trigger will annihilate the manufactorum and its surroundings for miles, in addition to causing nuclear fallout within an even greater radius.

Any attempts to cause a meltdown triggers a violent and immediate response from Ignis Avem. Alarms blare and $1d6 + 1$ Servitors of any previously encountered configuration pour from the Packing and Shipping warehouse into the power plant every combat round until the Agents are eliminated. After 3 rounds, the service elevator that leads to the Sub-Facility rises, bringing with it the two Kataphron Battle Servitors (see page 135).

A **DN 5 Awareness (Int) Test** reveals that one of the service elevators has a hidden button indicating a basement level. This is the only entrance to the Sub-Facility. The DN of this Test is lowered by 2 if the Agents have previously discovered the existence of the Sub-Facility and are actively searching for it.

PART SIX: THE SUB-FACILITY (FERRO'S LABORATORY & THE IGNIS AVEM CHOIR)

Minor Manifestations: 12+

Major Manifestations: 5+

Purpose: Once the secret laboratory of Magos Ferro and birthplace of Ignis Avem, this Sub-Facility is now dedicated solely to the generation and propagation of the Binary Chant. It is nestled beneath the auspex-cloaking interference from the Power Plant overhead, which concealed it from the prying eyes of the various inspectors. The walls are lined with countless brass organs manned by gilded Servitors which run their surprisingly dexterous hands across countless keys, summoning the Binary Chant and blasting it towards a cluster of vox units and heretical equipment at the centre of the room.

This cluster resembles a twisted brain composed of cogitators, cables, and vox units. At its centre, trapped and immobile at the very heart of her own creation, is Magos Ermintrude Ferro. The brain is flanked by a pair of Kataphron Battle Servitors (see page 135) which scan the surrounding area for intrusion.

The Kataphron Servitors do not attack immediately. In fact, they are not capable of sensing the Agents at all unless they are damaged, as Magos Ferro has set their sensors on a loop. She informs the Agents of this, and asks them to hear her story and plea for help.

Magos Ferro has been watching the Agent's progress through the manufactorum — her reaction to them depends largely on their previous actions.

If they have shown a desire to destroy Ignis Avem or the manufactorum, she welcomes them as servants of the Omnissiah, sent to free her from her captivity and put an end to her blasphemous creation.

If they have made plans to salvage the research for Lothar Skuult, she scolds them as naive children, doomed to recreate the failures of their parents. She begs the Agents to put an end to the heresy she has found herself at the heart of.

If they have behaved in an unnecessarily cruel manner towards Servitors throughout the mission, she treats them with disdain, calling them cruel and callous for tormenting the pure souls of the Servitors.

Regardless of her temperament towards the Agents, Magos Ferro has a complete understanding of the entire series of events leading up to and preceding the Incident. She takes the opportunity to answer any questions and fill in any gaps in the Agents' knowledge. The one piece of information she does not have is what happened to the Code Broker after he gave her the heretical code. She has had over a month to reflect on her actions and now realises that despite her best intentions, she has created something heretical and that it must end.

According to Magos Ferro, while Ignis Avem initially ran off her subconscious, it has grown to a point where even if she is killed, it may still remain operational and capable of spreading, albeit at a reduced rate. She believes that the only way to be sure they have eradicated the heretical threat is to cause a controlled meltdown. Unfortunately, this is not something she can do on her own.

She pleads with the Agents to execute her and remove the cranial cogitator from her brain. By connecting this to one of the control stations in the Power Station, the primitive consciousness left behind can trigger a meltdown, but also bring online the manufactorum's anti-orbital bombardment void shields to contain the blast. These are powered by the city grid, so should hold even with the manufactorum's destruction. She can also open the shutters in the Packing and Shipping warehouse to offer the Agents a way to escape the blast themselves. She accepts this as the best course of action and punishment for her sins against the Omnissiah, calling it her 'final duty beyond death'.

There is only one caveat: Ferro cannot selectively delete memories from her memory cogitator — the device will also contain all of her research on Ignis Avem. If this falls into the wrong hands, this whole horrible incident could start over. Not to mention the Heretek and whatever forces they control will track down and retrieve the device, leaving a bloody trail in their wake. She makes the Agents promise to destroy the cogitator once they are finished with it.

GRIM
HARVEST

VOW OF
SILENCE

DARK
BIDDING

DUTY BEYOND
DEATH

MANIFESTATION: INCOGNITO MODE

Magos Ferro has gone to great lengths to render the Agents invisible to Ignis Avem while they are within the Sub-Facility. Provided the Agents do not harm Ferro or the Kataphron Battle Servitors, no Ignis Avem Manifestations take place while the Agents are within the Sub-Facility. But if the Agents choose to harm Ferro or the Servitors, Ignis Avem flies into a rage, blasting the Binary Chant at full volume as they trigger a Radiation Assault (if they haven't already) or Vacuum Sealing the chamber as the Servitors attack.



EPILOGUE

There are a number of ways to resolve **Duty Beyond Death**, as well as considerations and potential plot threads that could lead into future adventures for the Agents involved in the Pakthertius Manufactorium Incident.

THE UNCONTROLLED MELTDOWN

Should the Agents trigger an uncontrolled meltdown, it is highly unlikely that they escape the blast radius and the fallout. If they do manage to, they will likely face extreme punishment for the vast loss of Imperial property. This may very well result in a death penalty, or ironically, repurposing as Servitors themselves. The only way to prevent this grim fate would be to have concrete proof in the nature of Ignis Avem, and its plans to spread beyond the manufactorium. Unfortunately, none of the NPCs survive an uncontrolled meltdown, making this exceptionally difficult. Alternatively, this could mark a significant turning point in your campaign where the Agents become rebellious Scum on the run from Imperial forces.

THE CONTROLLED MELTDOWN

The void shield holds, protecting the surrounding area from the blast and fallout. The shimmering dome of energy remains active for generations, due to the fear of the deadly radiation contained within. It remains an ever-present reminder of the limits of Humanity and machines. Agents that survive the meltdown are thoroughly interrogated by members of all factions involved in the Incident. Provided they have proof of the heresy and its potential to spread, they most likely emerge from the other side without any severe punishment. Pick or randomly determine one character between Enforcer Annet, Magos Bast, and Lothar Skuult. Unless directly escorted by the Agents, this is the only NPC from the list of **Contacts & Antagonists** beginning on page 105 to survive the controlled meltdown.

IGNIS AVEM SPREADS

If Magos Ferro is either executed or arrested, but the manufactorum is not destroyed via meltdown, the malicious ghost in the machine is reduced to a strangled whimper. Without the Magos' subconscious desires to guide it, Ignis Avem loses focus and largely dissipates, leaving the manufactorum safe for re-entry. The Agents are lauded as heroes by the factions involved. The manufactorum resumes operation under new management, slowly limping back to life. But that is only the beginning.

Ignis Avem still exists, a ghost in the manufactorum's heart that corrupts every Servitor it makes. All it takes is for one of the infected Servitors to find a new purpose and its viral spreading and slaving of the Servitors in the Gilead System will begin anew.

PROMISES AND PAYMENT

Be sure to check the surviving members of the **Contacts & Antagonists** section beginning on page 105 for the various Rewards each character or affiliated faction has to offer. Did the Agents promise any specific actions? Did they follow through on these promises and deserve a reward or break them and birth new adversaries? The actions they took during this Incident have the potential to reward or haunt the Agents for years to come, even the rest of their lives.

THE MAGOS IN A BOX

If the Agents survive the Incident and emerge in possession of Magos Ferro's cranial cogitator, the Magos will survive, in some capacity. Her memories,

including all her research, and a ghost of her personality lives on within the device. This could be a vital ally for the Agents, a terrible burden to protect, or a deadly weapon in the wrong hands. Should Lothar Skuult or Magos Bast survive, they will most certainly seek to claim or destroy the cogitator and the information within, possibly even going so far as to steal it from the Agents during their post Incident interrogation. The cogitator could be a literal seed from which a whole adventure can grow.

THE CODE BROKER

The mysterious entity known only as the Code Broker who set the whole chain of events in motion is still at large. Did they know what they were selling when they offered the corrupted scrap code to Magos Ferro? Was this all part of some grand plan, or simply a selfish act for personal gain. Regardless, as long as the Code Broker continues to ply their wares in the Gilead System, who knows what other problems they could cause. After all, they have the original code, and Ommissiah knows what else. Agents may decide that they want to seek out and apprehend this elusive Heretek, which could be an entire adventure in itself.

AWARDING XP

- ☠ 3XP for reaching each floor of the Manufactorum.
- ☠ 3XP for making contact with each of the following NPCs:
 - ☠ Magos Ferro
 - ☠ Lothar Skuult
 - ☠ Magos Bast
 - ☠ Enforcer Annet
- ☠ 3XP for killing Magos Ferro.
- ☠ 6XP for causing an Uncontrolled Meltdown.
- ☠ 9XP for causing a Controlled Meltdown.
- ☠ 3XP for reprogramming Enforcer Annet's Cyber Mastiff.
- ☠ 3XP for subduing or killing Ruststalker Marech.
- ☠ 3XP for leaving the Manufactorum with Magos Ferro's cranial cogitator.



STAT BLOCKS

PAKATHERITUS SERVITOR

KEYWORDS: ADEPTUS MECHANICUS, IMPERIUM, SERVITOR

S	T	A	I	WIL	INT	FEL
3	2	1	3	1	1	1

Resilience

6 (Grafted Flak Plates: 3 AR)

Defence	Wounds	Shock
1	4	—

SKILLS: Default 3, Weapon Skill 4

BONUSES

Iron Soul: This Threat is unaffected by abilities that target the mind, and never needs to make a Resolve Test to continue fighting.

ABILITIES

ACTION: Hydraulic Claw: 7 +2 ED / Range 1 / Brutal, Unwieldy (1)

COMPLICATION: Error

The Servitor is *Exhausted* for 1 Round. This can be negated by an ally succeeding on a DN 3 Tech (Int) Test.

DETERMINATION: Spend 1 Ruin to roll 2d6.

Conviction	Resolve	Speed	Size
1	1	5	Avg

FABRICATION SERVITOR

BONUSES

Protective Plating: This Threat's armour counts as Invulnerable to weapons with the **PLASMA**, **MELTA** or **FIRE** Keywords.

ABILITIES

ACTION: Fabrication Tools: 8 +2 ED / AP -3 / Range 1 / Melta

DECOMMISSIONED SERVITOR

ABILITIES

ACTION: Unarmed: 3 +1 ED / Range 1

SERVITOR MODIFICATIONS

The unfortunates that have been converted to servitors in the ever-hungry stomach of the Paktheritus Manufactorum vary wildly in size and shape. Differing materials — both organic and augmetic — mean that some Servitors are stronger or tougher than others. If you want to run servitors that are more resilient, more deadly, or simply more varied, you can use the two simple modifications below.

Tough Servitors

A Servitor's Wounds and Resilience each increase by +1 for every extra point of Toughness they have.

Strong Servitors

A servitor with +1 Strength deals an extra +1 damage when they make melee attacks.

MEDICAE SERVITOR

ABILITIES

ACTION: Fabrication Tools: 7 +3 ED / Range 1 / Inflict (Poison, DN 3 to heal)

Automated Care: The Medicae Servitor uses an Action to make a Medicae (Int) Test with a dice pool of 5.

WARDEN SERVITOR

ABILITIES

ACTION: Shock Maul: 7 +4 ED / AP -1 / Range 1 / Agonising, Brutal

OGRYN LOADER SERVITOR

KEYWORDS: ADEPTUS MECHANICUS, IMPERIUM, SERVITOR

S	T	A	I	W _{IL}	INT	F _{EL}
5	5	1	1	1	1	1

Resilience

9 (Grafted Flak Plates: 3 AR)

Defence	Wounds	Shock
1	9	–

SKILLS: Default 3, Weapon Skill 5

BONUSES

Iron Soul: This Threat is unaffected by abilities that target the mind, and never needs to make a Resolve Test to continue fighting.

ABILITIES

BATTLECRY: Loading Prey: On its first Turn, an Ogryn Loader Servitor can Sprint towards its nearest enemy and attempts to Grapple them.

ACTION: Loader Array: 9 +4 ED / Range 1 / Brutal, Unwieldy (2)

COMPLICATION: Error

The Servitor is Exhausted for 1 Round, This can be negated by an ally succeeding on a DN 3 Tech (Int) Test.

DETERMINATION: Spend 1 Ruin to roll 5d6

ANNIHILATION: Upon death, Ignis Avem remotely overloads the Ogryn Loader's on-board power supply. Agents with a Passive Awareness of 4 or higher can detect the high-pitched whirring and glow of the capacitors overloading inside the Ogryn a Round before detonation. Ten seconds after the Loader Servitor has been defeated, it detonates with the following profile centered on its corpse: 10 +5 / Blast (6)

Conviction	Resolve	Speed	Size
1	1	5	Lrg

KATAPHRON BATTLE SERVITOR

KEYWORDS: ADEPTUS MECHANICUS, IMPERIUM, SERVITOR

S	T	A	I	WIL	INT	FEL
5	5	1	1	1	1	1

Resilience

10 (Ballistic Plasteel Plating: 4 AR)

Defence	Wounds	Shock
1	10	–

SKILLS: Default 3, Weapon Skill 5, Ballistics Skill 5

BONUSES

Iron Soul: This Threat is unaffected by abilities that target the mind, and never needs to make a Resolve Test to continue fighting.

ABILITIES

ACTION: Hydraulic Claw: 9 +2 ED / Range 1 / Brutal, Unwieldy (1)

Heavy Arc Rifle: 14 +1 ED / AP -2 / Range 18 - 36 - 54
/ Arc [2], Rapid Fire [1], Heavy [4]

COMPLICATION: Error

The Servitor is *Exhausted* for 1 Round, This can be negated by an ally succeeding on a DN 3 Tech (Int) Test.

DETERMINATION: Spend 1 Ruin to roll 5d6

Conviction	Resolve	Speed	Size
1	1	6	Avg



CYBER MASTIFF

KEYWORDS: ADEPTUS MECHANICUS, IMPERIUM

S	T	A	I	WIL	INT	FEL
3	3	3	4	2	2	2

Resilience

8 (Armour Plating: 3 AR)

Defence	Wounds	Shock
3	5	3

SKILLS: Default 4, Stealth 9, Weapon Skill 6

ABILITIES

BATTLECRY: Go For the Throat!

The Cyber Mastiff Charges at the nearest target and uses its Plasteel Bite. If it deals one or more Wounds, the target suffers the *Bleeding* and *Prone* Conditions.

ACTION: Plasteel Bite: 6 +4 ED / Rending (3)

DETERMINATION: Spend 1 Ruin to roll 3d6. This Threat can roll Determination against Mortal Wounds.

Conviction	Resolve	Speed	Size
3	2	8	Avg



CENSER CHERUB

KEYWORDS: ADEPTUS MECHANICUS, IMPERIUM, SERVITOR

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

Resilience

2 (Exposed Components: 0 AR)

Defence	Wounds	Shock
5	3	—

SKILLS: Default 5, Awareness 6 (Passive 3), Stealth 7

BONUSES

Iron Soul: This Threat is unaffected by abilities that target the mind, and never needs to make a Resolve Test to continue fighting.

ABILITIES

ACTION: Necrotic Censer: 7 +1 ED / Range 3 - 6 - 9 / Flamer, Pistol, Inflict (*Poison*, DN4 to heal)

DETERMINATION: Spend 1 Ruin to roll 2d6

Conviction	Resolve	Speed	Size
2	1	10 Flight	Sml



RUSTSTALKER MARECH						
KEYWORDS: ADEPTUS MECHANICUS, IMPERIUM						
S	T	A	I	WIL	INT	FEL
4	4	5	6	3	3	1
Resilience						
9 (Sicarian Battle Armour: 4 AR)						
Defence		Wounds		Shock		
5		9		5		
SKILLS: Default 8, Stealth 9, Weapon Skill 10						
BONUSES						
Champion: This Threat may use Ruin Actions and has 2 personal Ruin.						
Limb Rig: This Threat reduces the Multi-Attack penalty by 1 DN.						
Sicarian: This Threat is immune to Bleeding. This Threat can High Jump 3 metres and Long Jump 5 metres.						
ABILITIES						
BATTLECRY: Programmed to Petrify Ruststalker Marech will attempt to Ambush the Agents from Stealth, using Multi-Attacks to Wound as many targets as possible.						
ACTION: Transonic Blade: 8 +5 ED / Parry, Rending (3). Chordclaw: 6 +3 ED / Agonising, Rending (4)						
REACTION: Sacrificial Gambit Whenever Marech suffers Wounds, he can choose to ignore those Wounds by sacrificing his Chordclaw. Ignis Avem then directs him to flee, which he does by scampering into crawl spaces in the walls, floor or ceiling, scaling elevator shafts, or fleeing through blast doors or windows, which Ignis Avem seals behind them. The exception to this rule is if the Agents manage to reach the sub-facility level of the manufactorum at which point Marech executes hit-and-run-attacks relentlessly until disabled or destroyed. In between encounters, Marech will seek repairs in the Assembly Lines area before engaging in another ambush. This takes approximately 30 minutes and restores any lost Wounds. They cannot repair if the Assembly Lines are destroyed or otherwise disabled.						
DETERMINATION: Spend 1 Ruin to roll 5d6. This Threat can roll Determination against Mortal Wounds.						
Conviction		Resolve		Speed		Size
3		2		8		Avg

PRIMARY GOALS

- ☠ Kill all intruders, as instructed by Ignis Avem.
- ☠ Escape this unending nightmare.



TYING IT TOGETHER: DUTY BEYOND DEATH

If you are playing the adventures in **Litanies of the Lost** sequentially, the harrowing action of **Duty Beyond Death** makes for the perfect climactic finish. There are plenty of ways to link the other adventures into **Duty Beyond Death**, and if you want to use the Pakthertius Manufactorum as a jumping off point for other adventures, you can use the suggestions below.

THE ENFORCERS

Enforcer Annet and her team (page 111) can be used in almost any adventure before **Duty Beyond Death**, particularly **Dark Bidding**, as sanctioned guns-for-hire working to maintain Lex Imperialis. Their attitudes towards almost anything out of the ordinary are *'shoot first, claim heresy, and ask no questions'*. As sanctioned mercenaries, they could be hired to carry out any of the other adventures in **Litanies of the Lost**, functioning as a foil to the Agents much as Acolyte Lockson does in **Dark Bidding** (page 71).

If they survive through to the end of **Duty Beyond Death**, the Enforcers are keen to get some rest and medical care, and can ask the Agents to fill in for them on any of the other adventures.

☠ **Opiter Vogel**, the group's forward scout, a short man with a long scar that curls through his mouth and over his entire face. Opiter speaks with a prominent lisp and has a terrifying vengeful streak. As a veteran Enforcer from Enoch he has a passing relationship for the Imperial Cult, but is happy to bend the rules as they suit him.

☠ **Maio Konig**, the group's sharpshooter, a long-limbed woman with a strong sense of curiosity and a mastery of gallows humour. Maio hails from Avachrus and has a working knowledge of its bizarre underworld, though knows the Adeptus Mechanicus well enough to keep well away from their technological secrets.

☠ **Secunda Brandt**, the group's melee expert, an overly-muscled individual who never removes their helmet and speaks in gruff grunts. Hailing from Ostia, Secunda is a zealot tempered by combat and selected to join the Enforcers for their ferocity when battling the Emperor's enemies (or at least what Secunda perceives as His enemies).



ADMINISTRATUM IN ASKANCE

Lothar Skuult (page 107) is ravenous for power and constantly on the lookout for opportunities to improve his status amongst the Administratum. The Adeptus Mechanicus have found a staunch ally in the logical and somewhat predictably ambitious behaviours of Skuult, and his penchant for getting results at any cost has endeared him to the Sortium of Ostia. Skuult is one of many responsible for the implementation of Servitor farms on Ostia, believing them to be another step on his path to perfect productivity.

As a well connected member of the Administratum with strong ties to the Adeptus Mechanicus. Skuult has a wide breadth of information on the situation playing out in **Grim Harvest**. When he is met in **Duty Beyond Death**, he will be lamenting both the loss of productivity from the Pakthertius Manufactorum and the reduced yield from Ancra, putting these numbers way above the safety of himself and those around him. If pressed, Skuult holds Xanther Futah (page 15) partially responsible for the lockdown for incorrectly using the Servitors and Tech Adepts sent to Ancra — this is pure blame shifting, but could lead the Agents to investigate Ancra and start the adventure **Grim Harvest**.

MAGOS INTERVENTION

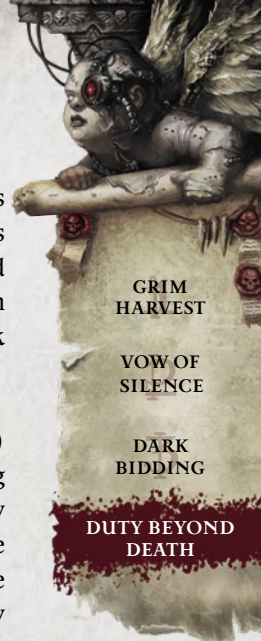
As a purist of the Prefecture Magisterium, Magos Albus Bast (page 108) is outraged at the impact of Ignis Avem. If he survives to the end of the adventure and the Agents have made a good impression on the Tech-Priest, he will request they investigate the last batch of Servitors sent out from the Pakthertius Manufactorum, a mix of labour Servitors, augmetics, and lobotomisation equipment sent with one Genetor Heptex and his team of Tech-Adepts to the agri settlement of Ancra. Fortunately, the Servitors in **Grim Harvest** haven't been afflicted by Ignis Avem, but the Agents have plenty of other problems to deal with once they arrive!

THE MISSING BROKER

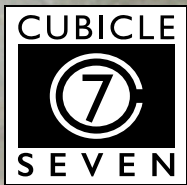
The Code Broker (mentioned on page 133) is something of a mysterious figure, but if the Agents manage to recover the heretical scrap code they used to inflict Ignis Avem on the Pakthertius Manufactorum they may find some clues that will lead them to **Dark Bidding**.

Any Agent that makes a successful **DN 8 Tech (Int) Test** will discover that the scrap code was created using a hijacked cogitating system of immense complexity on Avachrus. Bringing this to the attention of the Mechanicus will earn them the reward of a Very Rare Augmetic each, complete with installation. Fortunately (or unfortunately, depending on how things turn out) Archdomina Vakuul herself will perform any surgeries with an almost casual ease, whilst questioning the party to figure out if they are suitable candidates to solve her stasis coffin problem (**Dark Bidding**).

A failure on the Test indicates to the Agent that only a high-ranking Tech-Priest of the Adeptus Mechanicus could divine the source of the scrap code. Presenting it to any member of the Machine Cults of Avachrus is likely to connect them to Archdominus Vakuul, who will promise to tell them what she knows if they carry out a simple task for her: retrieve a missing stasis coffin (**Dark Bidding**). Of course, this is a simple play for the wily Archdominus — she doesn't know how to track down the Code Broker either, but is keen to have disposable bodies solve her problems.



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