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DUTY BEYOND DEATH

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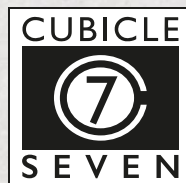
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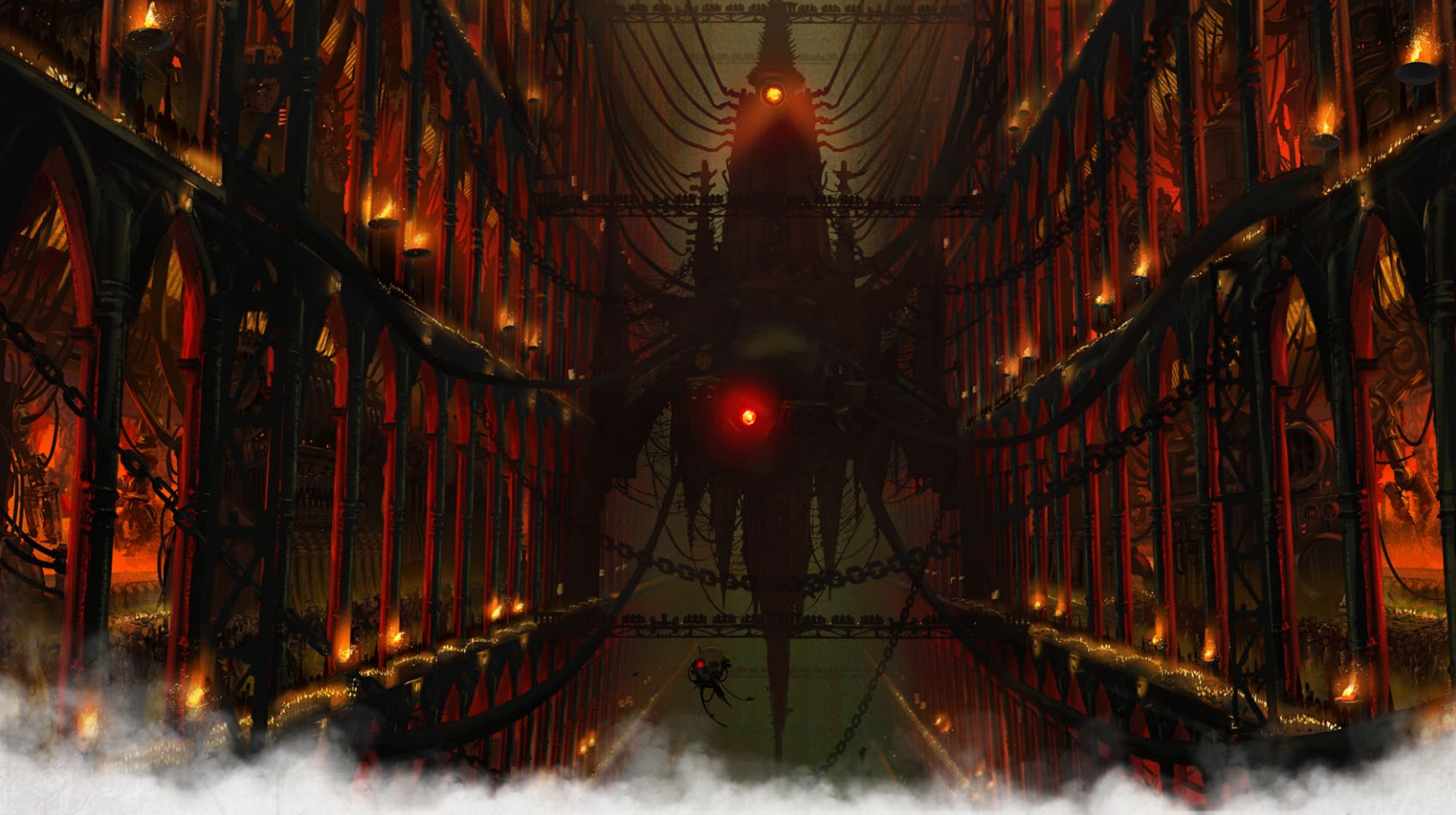
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Duty Beyond Death is an investigation and action-horror themed adventure. It focuses on a small group of Agents using force and cunning to uncover the grim truth behind the recent lockdown of an Adeptus Mechanicus manufactorum.

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 Epilogue 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 Manufactorum suffered greatly in the wake of the Great Rift. Cut off from the rest of the Imperium, and facing wars on all fronts, the manufactorum was met with increased demands for its primary export — Servitors. But as quotas grew and the manufactorum 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 manufactorum 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 Manufactorum, 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 manufactorum 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 Manufactorum. Keep in mind that the manufactorum 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 Manufactorum 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 manufactorum 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 manufactorum, 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 manufactorum, 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 manufactorum, 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 manufactorum'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 Manufactorum in its entirety. They can seal the Tunnels beneath the Manufactorum to prevent the spread of Ignis Avem, or use them to escape.

Epilogue

The party emerges from the manufactorum 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 offered 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 p.7 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 p.36.

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 p.15 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 p.32) 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 Omnisiah.* +++

—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 p.15 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.

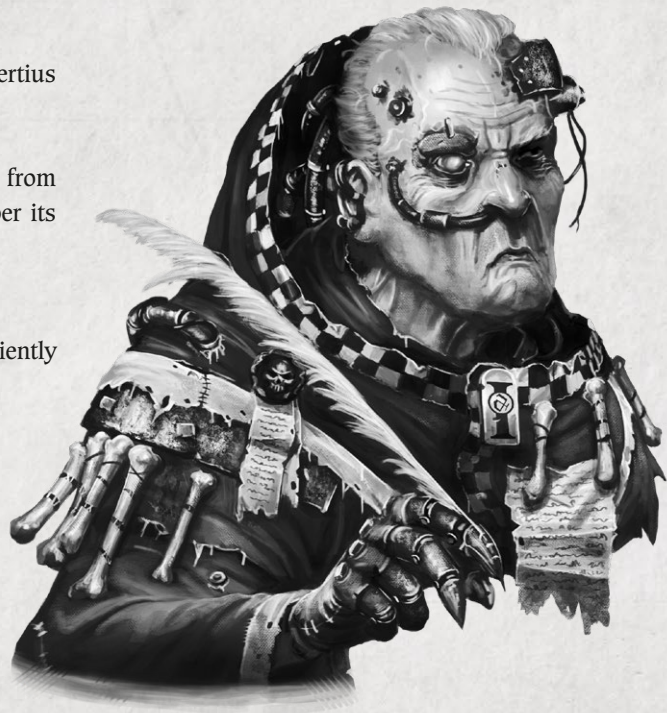
LOTHAR SKUULT: ADMINISTRATUM PRODUCTIVITY INSPECTOR

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 manufactory'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 Manufactory. 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 Skitarii 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 manufactorum 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.



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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 p.33) 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 build atmosphere and instill dread in your group.

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 (p.15)
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 p.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 p.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 , p.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 , p.19)
Radiation Assault	Divert waste from the manufactory'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 p.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 p.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 p.13 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 Maerch.



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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**, p.16).

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 (p.36).

Listening closely to the Binary Chant and muttered words of the Servitors reveals that they are all obsessed with the number 237. They repeat this over and over, swapping data packets between each other 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 p.25) 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 p.25) 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 p.14 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 manufactorum 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 Combat Servitors have been monitoring the party and execute an Ambush from cover unless the party has the Patrol Auspex (see: **Magos Albus Bast**, p.11).

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**, p.11).

SERVITOR PROCESSION

'You hear the hissing static that permeates the manufactorum increase in volume, punctuated by a percussive 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**, p.411), 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.'

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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**, p.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 , p.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 , p.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 p.14). 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 p.30) of the facility. They use the Enforcer profile (Wrath & Glory , p.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 manufactory 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 p.10) after the lockdown and has been working with little information since. He has the following information:

- ☠ The Pakthertius Manufactory 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 manufactory entered lockdown. No official Servitors or personnel have left the facility since.

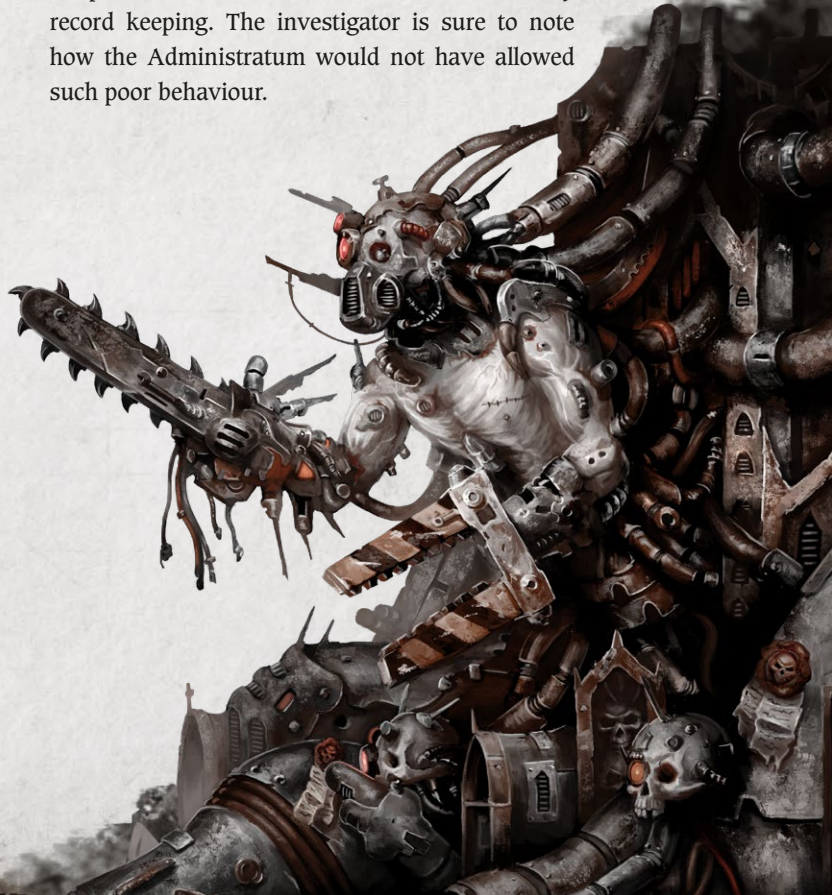
☠ Armed Servitors have fortified all main entrances to such a degree that a frontal assault is practically suicidal. They have already repelled multiple attempts at a forward entry.

☠ The only way to dislodge the Servitors would be a massive artillery strike, which would most likely destroy the manufactory, 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 manufactory. 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 manufactory.

☠ 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 manufactory 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.



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 p.21). 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 p.36.

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 single 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 (p.36). 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 manufactory'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.



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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**, p.327) but have a Scholar (Int) score of 4. Leading this sorry group of clerks is Administratum Productivity Inspector, Lothar Skuult (see p.10 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 p.40), 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** p.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 encountered on this floor use the Fabrication Servitor profile on p.36.

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 p.21) is deployed to eradicate the security breach. The patrol arrives in 1d6 rounds.

There are a number of ways to prevent Ruststalker Marech (see p.13) 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 p.33). 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 p.21).

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 p.37). 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 p.11).

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 p.32). 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 p.30). 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**, p.247).

The cogitators can be coaxed 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 p.37.

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 p.37) and five Medicae Servitors (see p.36) attempt to storm the fortifications. There are four Enforcers (**Wrath & Glory**, p.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 p.14 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 p.32). 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**, p.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 p.37).

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 p.37) 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 blast 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.



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, Magus Bast, and Lothar Skuult. Unless directly escorted by the Agents, this is the only NPC from the list of **Contacts & Antagonists** beginning on p.8 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 p.8 of this adventure 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 & HANDOUTS

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: Text

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	WIL	INT	FEL
5	5	1	1	1	1	1

Resilience

10 (Grafted Flak Plates: 4 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

DETERMINATION 5: 1.1 Print 11.5.16

ANNIHILATION: Upon death, Ignis Avem remotely.

ANNIHILATION: Upon death, Igms Avenit 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 it's 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.



INTRO

THE
MANUFACTURUM

THE
ADVENTURE

THIRD FLOOR

PAKTHERTIUS MANUFACTORUM

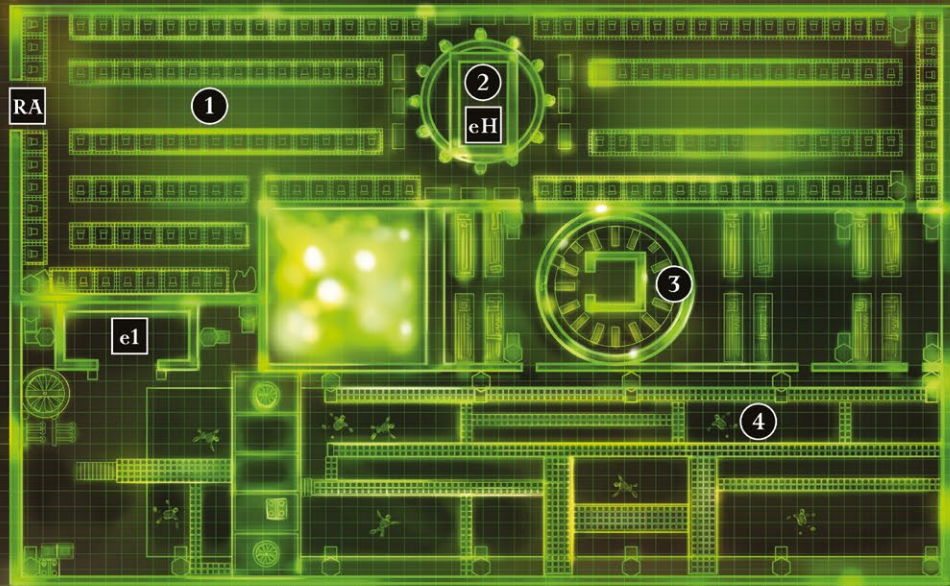
1. Prison
2. Repurposing Facility
3. Administratum Sanctum
4. Vat Biomass Production
5. Assembly Lines
6. Augmetic Fabrication Workshop
7. Worker Habitation Units
8. Quality Assurance
 - 8a. Firing Range
 - 8b. Obstacle Course
 - 8c. Medicae Testing
 - 8d. Dining Hall
 - 8e. Servo-Skull Testing
 - 8f. Janitorial Hall
9. Packing & Shipping
10. Power Plant
11. Exit

RA:Roof Access

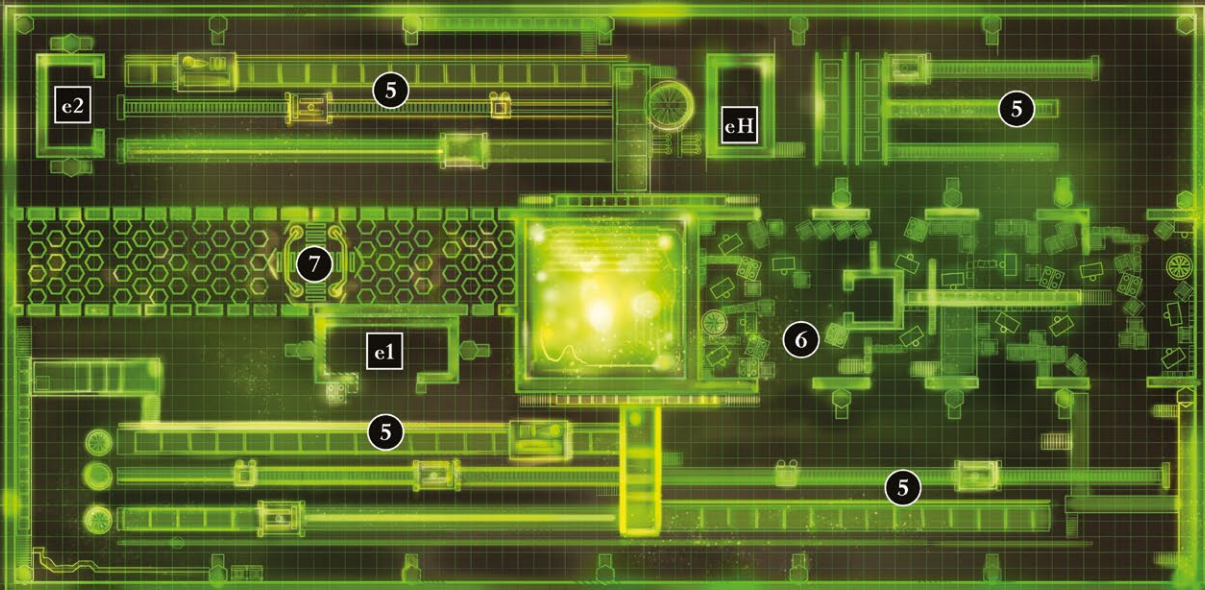
e1: Elevator (1st Floor / 2nd Floor)

e2: Elevator (2nd Floor / 3rd Floor)

eH:Elevator (Hidden)



SECOND FLOOR



FIRST FLOOR

