

WARHAMMER
40,000

ROLEPLAY

WRATH & GLORY™



DARK BIDDING

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DARK BIDDING

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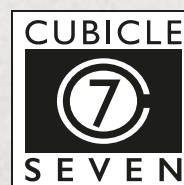
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OFFICIAL
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PRODUCT



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

Vakuul's ideal recruits will operate with professionalism and discretion, and are not influential enough to attract attention. The adventure is therefore best suited to Tier 2 Agents, either Imperial-affiliated or freelance, without the **INQUISITION** Keyword. The new Frameworks on page 5, **Vakuul's Venators** and **Archeotech Scavengers**, are especially appropriate. Troubleshooters working for Rogue Trader Jakel Varonius or Lord-Militant Taleria Fylamon (including the **Varonius Vanguard**, **The Deniables**, and **Fylamon's Finest Frameworks**) are also perfect, since both patrons are keen to secure Vakuul's allegiance. **ADEPTUS ASTARTES** characters will not be approached, unless their Chapter has close ties to the Mechanicus (Iron Hands successors) or known animosity with the Inquisition (such as Dark Angels and Space Wolves successors).

ALTERNATE INVITATIONS

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

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

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

ADVENTURE SUMMARY

Dark Bidding is designed for a short series of approximately three to five sessions. The length of **Part One** (see page 6) is variable, depending on how thoroughly the Agents pursue leads, and can be streamlined if you want to reduce playtime. Each Part concludes with a dramatic scene perfect for ending a session, marked with an aquila in the header.

Part One: Funeral Procession

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

Part Two: Elevator Pitch

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

Part Three: Dark Bidding

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

WHAT'S IN THE BOX?

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

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

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

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

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

SPEAK NOT OF THE SLEEPLESS EYE!

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

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



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

- ☠ **Stage 1:** Rumours of an attack on Vakuul's facilities filter back to Inquisitor Argyle of the Ordo Hereticus, who has active operations on Avachrus. He dispatches Acolyte Lockson to confirm the stasis-coffin is secure.
- ☠ **Stage 2:** Lockson introduces himself to the Agents in person at the next opportunity. He 'encourages' them to assist his investigation (see **One More Thing** on page 14).
- ☠ **Stage 3:** Lockson discovers a trail the Agents have left behind, interrogates one of their previous leads, or finds a clue from a previous scene.
- ☠ **Stage 4:** Lockson reappears in the same scene as the Agents, this time as an undercover operative. If this happens in **Part Three** (see page 19), his team infiltrates the auction.
- ☠ **Stage 5:** Lockson calls in the cavalry. If this happens before **Part Three**, **Enforcers** ambush the Agents (page 331 of the **Wrath & Glory Rulebook**) forcing the Agents to betray their employer, shoot their way out, or be escorted to Imperia for interrogation. If you trigger this stage in **Part Three**, Lockson's Enforcers attack the auction.

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

NEW FRAMEWORKS

Vakuul's Venators

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

LIMITATIONS

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

WARGEAR

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

BONUS

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

Archeotech Scavengers

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

LIMITATIONS

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

WARGEAR

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

BONUS

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

PART ONE: FUNERAL PROCESSION

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

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

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

NEW TOYS

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

THIS MESSENGER WILL SELF-DESTRUCT

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

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

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

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

INTRO

FUNERAL
PROCESSION

ELEVATOR
PITCH

DARK
BIDDING

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

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

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

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

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

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

THE SCENE OF NO CRIME

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

The Crypt is modest compared to the production-fortresses either side of it, blanketed in censer-smoke and seldom visited by Skorpius hovercraft deliveries. Flights of servo-skulls and winged Pteraxii Skystalkers remind the Agents they are constantly watched.

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

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

The Agents can gain access by:

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

If the Agents repeatedly fail to gain access, you should permit them to Fail Forward — Tango-Mic escorts the Agents inside, but Acolyte Lockson's investigation advances one stage (see page 5).

FORENSIC ANALYSIS

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

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



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

Security Bolstered

Questioning the Skitarii Rangers results in a somewhat stilted but revealing conversation. The Skitarii admit security has been tightened around the Tech Crypt due to a recent increase in tech-ganger violence in the sector. If the Agents recall Vakuul's suggestion that the thieves may be hired mercenaries, they may direct their investigation into the local criminal underworld (leads into **Underground Underworld**, page 9).

Post Mortem Analysis

Inspecting the bodies of the crypt guards reveals pallid, somewhat charred remains with what looks like ruptures along the nervous system of the entire body. Agents that pass a **DN 3 Medicae (Int) Test** glean that many defenders were killed by massive absorption of bio-electricity from their bodies. Characters that have the **ADEPTUS MECHANICUS** Keyword or who pass a **DN 4 Scholar (Int)** or **Tech (Int) Test** recall that the electroleech staves of the Fulgurite Electro-Priests operate on a similar principle. Perhaps a visit to Belaxia's Fulgurite temple could be revealing (leads into **Church Confessional**, page 11).

Personnel Review

If the Agents look through the personnel data and cross-reference it with the dead bodies, they find one person unaccounted for — Biran Amiga, the tech-adept who was assigned to keep the stasis-coffin operational at all costs. Amiga has not reported for work since the attack. Finding him might lead to the stasis-coffin (leads into **Long Day at the Office**, page 13).



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

UNDERGROUND UNDERWORLD

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

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

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

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

- ☠ An up-and-coming gang of thugs called the Hardwares recently turned up a big score on a job for the Tech-Priests. Apparently they double-crossed their employers and offered the loot to outside buyers.
- ☠ Betraying the Adeptus Mechanicus is no small thing for a gang of the Hardwares' modest reputation. They'll need to leave Avachrus fast to avoid the heat.
- ☠ Plenty of contraband is smuggled through the Stronos Space Elevator, so if the Hardwares are attempting to traffick precious cargo off-world, that's probably where they'll go (leads into **Part Two**, page 16).
- ☠ The Hardwares will stand out in Stronos Port, as the whole gang replaced their arms with blood-red augmetics as an initiation ritual.

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

If the Agents present themselves as especially convincing black market merchants — and are willing to spend Wealth, or trade Mechanicus secrets to reinforce the deception — they are approached by a representative of the Hardwares. The fixer advises that his associates are arranging an auction of 'specialist items' the Agents might be interested in, and invites them to the sale on Odo. This gives the Agents a much better idea what to expect in **Part Three** (see page 19).



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

CHURCH CONFESSIONAL

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

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

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

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

☠ Ossifa cheerfully admits to attacking the Tech Crypt, and if the Archdomina has a problem with that, she can interface with her at the temple and let the Omnissiah judge who's logic is purer.

☠ She was tipped off about the Tech Crypt by the Secutarii of the Legio Karuthos. After researching the facility, Ossifa was horrified to discover the massive amounts of wasted energy powering the stasis-coffin. *'Surely even laymen can appreciate how irresponsible that is, at a time when the Gilead System's resources are pushed to their limit?'*

☠ When she resolved to do something about it, the Secutarii put her in touch with the Hardwares, a crew of tech-gangers distinguished by their blood-red cybernetic arms. The Hardwares were the cannon fodder, whilst she provided Tech-Priest authorisation access.

☠ The attack was a success. They killed all the guards, tore out the stasis-coffin, and ended the blasphemous waste of energy.

☠ Ossifa doesn't know what was in the stasis-coffin, and she doesn't care. She left it with the Hardwares, along with the tech-adept supervisor who insisted he was taken with it. They were talking about escaping Avachrus aboard the Stronos Space Elevator (leads into **Part Two**, page 16).

☠ When the Secutarii called back, she told them the Hardwares had the stasis-coffin. The Secutarii weren't very happy with her. She told them if they had a problem with that, they could process Aleph's Canticle in binary for all she cared.

☠ She doesn't have a way to contact the Hardwares, but she can arrange contact with the Secutarii.

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



FULGURITE ELECTRO-PRIEST						
KEYWORDS: IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, AVACHRUS FORGE WORLD						
S	T	A	I	WIL	INT	FEL
4	4	3	4	4	5	1
Resilience						
*7 (Votagheist Field: AR *2)						
Defence		Wounds		Shock		
2		8		6		
SKILLS: Default 6, Intimidation 7, Tech 7, Weapon Skill 7						
BONUSES						
Champion: Ossifa may use Ruin Actions, and has 2 personal Ruin.						
Omniissiah's Tears: An Electro-Priest sees without eyes, sensing only the Motive Force that powers all life. This Threat cannot be <i>Blinded</i> .						
ABILITIES						
ACTIONS: Electroleech Stave: 9 +6 ED / AP -2 / Range 1 / <i>Agonising, Brutal</i>						
WRATH: Votagheist Burst Inflict d3 Mortal Wounds on everyone within 5 metres that does not have this ability.						
REACTION: Siphoned Vigour Whenever this Threat inflicts one or more Wounds, it regains Shock equal to the number of Wounds it inflicted. Alternatively, it may remove any Conditions it is currently suffering from.						
DETERMINATION: Fanatical Devotion Spend 1 Ruin to roll 4d6. This threat can roll Determination against Mortal Wounds.						
Conviction		Resolve		Speed		Size
5		4		6		Avg



LONG DAY AT THE OFFICE

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

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

- ☠ Biran Amiga hasn't visited his home or work since the attack.
- ☠ He has used his adept credentials to reserve transportation capacity in the Stronos Space Elevator destined for the Delta-Sig-Novem orbital platform. There are two reservations — one left yesterday, the other leaves tomorrow (leads into **Part Two**, page 16).
- ☠ Accessing historic surveillance inside the Tech Crypt allows a **DN 5 Insight (Fel) Test** to discern Amiga's motivations. The Adept seems to have no life whatsoever. He filed a requisition order to install a hydration unit at his workstation, so he could attend the stasis-coffin longer without refreshment breaks. He is entirely dedicated to keeping the coffin safe, empowered and closed. He probably left with the Hardwares willingly, to continue this duty.
- ☠ Amiga is constantly muttering a one-sided dialogue, as though the stasis-coffin (or something inside it) were a real person.

TITANS OF INDUSTRY

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

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

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

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

ONE MORE THING

At any point in **Part One** (see page 6), when the Inquisitorial investigation reaches **Stage 2** (see page 5), the Agents may be approached by Acolyte Lockson. Lockson corners the Agents in a public place, addressing one of the Agents by name. On the first meeting, he's happy just to talk, but Agents might wonder if the Acolyte has hidden associates amongst the surrounding crowds — he does, of course, and if he is attacked, 5 Enforcers (page 328 of the **Wrath & Glory Rulebook**) disguised as tech-helots reveal themselves, joining the fray and denouncing the Agents as heretics. If killed or knocked unconscious, a cursory search of Lockson and his compatriots reveals they all have matching electroos of the unsleeping eye.

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



INTRO

FUNERAL
PROCESSION

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PITCH

DARK
BIDDING



ACOLYTE LOCKSON

KEYWORDS: **IMPERIUM**, **INQUISITION**, **ORDO HERETICUS**

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

Resilience

7 (Flak Coat: AR 3)

Defence	Wounds	Shock
2	5	5

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

BONUSES

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

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

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

ABILITIES

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

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

REACTION: Cracking the Case

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

DETERMINATION: Spend 1 Ruin to roll 3d6.

Conviction	Resolve	Speed	Size
4	3	6	Avg

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

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

PART TWO: ELEVATOR PITCH

Travel by space elevator. Confront the Hardwares. Discover the stasis-coffin's location. Go to Odo.

The Stronos Space Elevator is a miracle of Imperial technology, a lifeline connecting Belaxia to the prosperity of Avachrus's orbital ring. A pair of rails secure the transit of two massive rocket-powered freight cars to Delta-Sig-Novem station. The vehicles must be resilient enough to survive the oppressive heat of Avachrus' light-side, the burn of atmospheric transition, and the cold vacuum of space. They must also be large enough to send up voidship components, return produce to feed a whole city, and handle mass-conveyance of Human resources.

Surrounding the rails are the conveniences of a port district. Gigantic warehouses of armoured containers are sized to precise Departmento Munitorum specifications. Galvanic servohaulers swarm over cargo shipments, overseen by auto-cranes hanging from the city's roof like stalactites. Boarding houses cater to the needs of wealthy off-worlders and their retinues. The port is primarily a place of labour, and lingering in the streets too long runs the risk of industrial accidents.

BOOKING PASSAGE

Permits to travel by elevator are theoretically restricted to Tech-Priests, high-ranking acolytes, and essential shipyard deliveries. Full capacity has been reserved for the next two weeks. In practice, corruption at the spaceport is rife, with Magi and criminals bribing or cajoling their way into priority access.

If the Agents haven't already identified the flights the Hardwares used, they can discover it by accessing the port transportation schedule. This is a **DN 3 Influence Test** for legal requisition, or a **DN 5 Tech (Int) Test** to hack (though a Complication may reveal unauthorised access). The schedule confirms half of the Hardwares left with tech-adept Amiga and a 'large personal item' yesterday. The rest of the gang travels tomorrow.

Alternatively, the Agents may stake out the port for gangers with blood-red prosthetics, following the remaining Hardwares to the stasis-coffin. A **DN 6 Awareness (Int) Test** identifies the Hardwares before

they board their flight. Failing this Test identifies the Hardwares after they've boarded — the Agents are forced to travel in the next car.

To reserve space in an elevator, the Agents must contend with a punctilious lexmechanic, his crimson robes torn into tape strips. The adept works to a timetable, and is aggressively determined the Agents will not disrupt it. Even if the Agents credibly claim authority to travel (**DN 8 Deception (Fel) Test**, or a **DN 7 Leadership (Wil) Test** with the **ADEPTUS MECHANICUS** Keyword), he still won't let them board without a hefty bribe (**DN 4 Cunning (Fel) Test** and 1 Wealth per Agent), 'adjustment' to the travel schedule (**DN 5 Tech (Int) Test**), or other pressing argument (**DN 6 Intimidation (Wil)** or **Persuasion (Fel) Test**).

FIRE ON PORT SIDE

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

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

Any Hardwares who survive the firefight provide the same information about the stasis-vault listed in **Rising Pressure** on page 17. You may re-use encounter ideas for battling in the elevator if the Inquisition's hounds are closing in.

INTRO

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

RISING PRESSURE

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

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

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

If the Agents are inside the elevator with the Hardwares, their first priority should be de-escalation. There are 3 tech-gangers per Agent (4 at Tier Three), and despatching them with Melee Attacks, or even Interaction Attacks, is much safer than gunfire. The tightly packed passengers count as both Difficult Terrain and a grim form of Cover, unless the Agents spend a Combat Action on a **DN 5 Leadership (Wil) Test** to order the crowd to drop prone. Whilst the crowd

are in the way, anyone firing a ranged weapon without making a Called Shot are guaranteed to catch a civilian in the crossfire, and Complications rolled in this fight should tragically brutal. Use Fear or Corruption Tests to reflect the psychological trauma of the engagement.

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

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

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

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



GETTING OFF AT THE TOP FLOOR

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

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

The lower levels of Delta-Sig-Novem are where free captains and smugglers exchange scuttlebutt, congregating around a voidsmen's bar called *The Gritty Swarf*. If the Agents somehow haven't learned yet about the auction, rumours reach them here. This is the last chance for the Agents to find medical attention and wargear before **Part Three**, page 19.

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

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

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



HARDWARE FAILURE

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

At this point, the Agents will presumably attempt to capture and interrogate the gangers. This is a three-way showdown, involving the Agents, the few remaining Hardwares, and Delta-Sig-Novem security (Skitarii Rangers and Combat Servitors). Again, there are plenty of opportunities to risk civilian casualties and to draw attention from the Inquisition. Interrogated gangers reveal the same information listed in **Rising Pressure**, page 17.



PART THREE: DARK BIDDING

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

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

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

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

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

NETWORKING

If the Agents draw their guns, skip straight to **Going Loud**, page 26.

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

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

If the Agents are very obviously Imperial operatives — wearing Astartes or Sororitas Power Armour, for example — they have a short window to pass themselves off as renegades, traitors, or double-agents. If they fail a **DN 5 Deception (Fel) or Persuasion (Fel) Test**, go to **Going Loud**, page 25.



GROUP 1: THE HOSTS

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

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

If the Agents accessed the surveillance footage in **Long Day at the Office** (see page 13), they recognise this man as Biran Amiga. Tired, bloodshot eyes centre a mostly metal face, never resting for long. The tech-adept is intensely agitated, fussing around the stasis-coffin and making small adjustments with his combi-tool. He doesn't have time for the Agents either, but if they offer to help and pass a **DN 5 Tech (Int) Test** to indicate expertise, he will ask for technical advice and talk whilst he works.

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

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

GROUP 2: THE HUNTERS

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

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

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

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





CORSAIR BARON KASQUE

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

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

Resilience

7 (Wytchsuit: AR 3)

Defence	Wounds	Shock
4	5	4

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

BONUSES

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

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

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

Skyboard: Whilst mounted on his Skyboard Kasque can Fly at Speed 12 and fire its Splinter Pods as though he were wielding them as a Ranged Weapon.

If the Skyboard is damaged, Kasque rolls a Complication, or attempts any kind of difficult aerial manoeuvre, he must succeed a **DN 4 Pilot (A) Test** or the Skyboard crashes in a random direction according to the Scattering rules. Crashing deals a minimum of d3 Shock and may trigger falling damage.

ABILITIES

ACTIONS: Hellion Assault

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

Hellglaive: 9 +6 ED / Range 2

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

RUIN: Adrenalight Burst

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

DETERMINATION: Spend 1 Ruin to roll 3d6.

Conviction	Resolve	Speed	Size
3	2	7	Avg

GROUP 3: THE FANATICS

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

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

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

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

GROUP 4: THE INSURGENTS

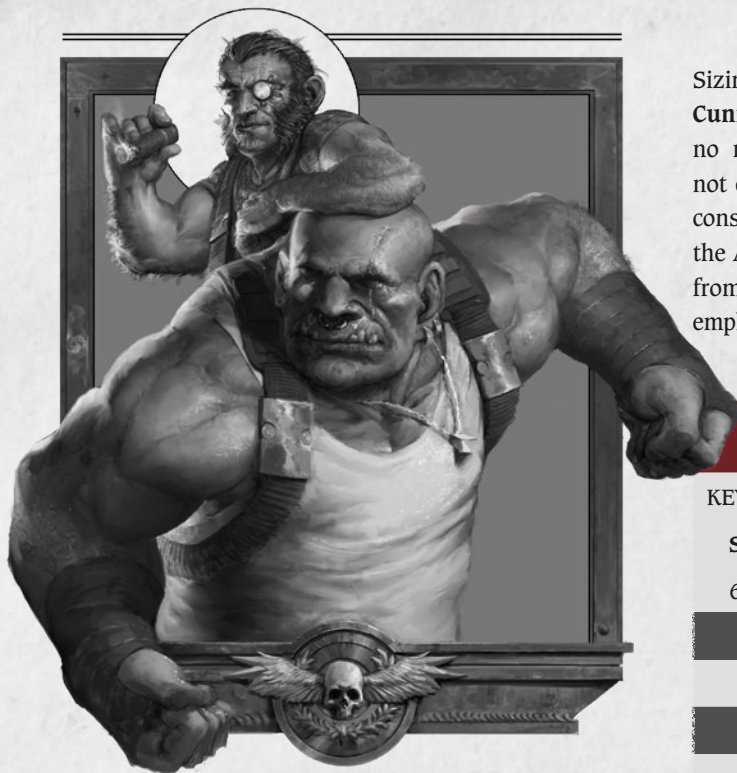
Tetritta's cult are glaring daggers across the room at a crowd of grey-hooded adepts from an obscure Ministorum denomination. Entwined blue-green snakehead tattoos descend down their necks, whilst their eyes, when visible, are glazed and lifeless. If the Agents speak to the cultists, they respond as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

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

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

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





GROUP 5: THE SCOUNDRELS

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

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

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

LIN AND ROCO

KEYWORDS: **SCUM, ABHUMAN**

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

Resilience

8 (Flak Coats: AR 3)

Defence	Wounds	Shock
2	8	6

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

BONUSES

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

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

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

ABILITIES

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

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

COMPLICATION: Unstable Mounting

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

DETERMINATION: Spend 1 Ruin to roll 5d6.

Conviction	Resolve	Speed	Size
3	2	6	Avg

DARKER BIDDING

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

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

WE MEET AGAIN

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

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

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

INTRO

FUNERAL
PROCESSION

ELEVATOR
PITCH

DARK
BIDDING



GOING ONCE... GOING TWICE...

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

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

The full auction proceeds as follows:

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

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

The Agents may bid more Wealth than they have. Since the Hardwares demand payment as soon as bidding closes, this ruse is quickly discovered, triggering a violent escalation (see **Going Loud**, page 26).

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

AUCTION GROUPS QUICK REFERENCE GUIDE

Leader	Mob	Mob Size	Wealth	Test to assess Wealth	DN to leave auction
None	Tech-Gangers (page 11)	Tier x10	N/A	N/A	N/A
Lin and Roco (above)	Scum (page 338 of W&G Rulebook)	(Tier x5) +4	6 (currencies)	DN 5 Cunning (Fel)	3
Unification (Rogue Psyker, page 340 of W&G rulebook)	Cultists (page 338 of W&G Rulebook)	(Tier x5) +3	7 (archeotech)	DN 5 Tech (Int)	4
Corsair Baron Kasque (above)	Corsairs (page 364 of W&G Rulebook)	(Tier x5) +2	8 (stolen art)	DN 5 Scholar (Int)	5
Tetritta (Cult Leader, page 339 of W&G rulebook)	Cultists (page 338 of W&G Rulebook)	(Tier x5) +5	9 (silver coin)	DN 3 Corruption	6
Acolyte Lockson (see Part One , page 6)	Astra Militarum Troopers (page 328 of W&G Rulebook)	(Tier x5) +5	n/a	n/a	Not bidding

GOING LOUD

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

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

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

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

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



THE ENEMY OF MY ENEMY

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

The following restrictions apply:

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



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

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

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

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

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

RESOLUTION

The adventure could end in a number of ways:

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

AWARDING XP

- ☠ 5 XP per session for roleplaying and having fun.
- ☠ 5 XP for each of the 3 leads pursued out of **The Scene of No Crime** on page 7 (maximum 15 XP).
- ☠ 5 XP for travelling aboard the Stronos Space Elevator.
- ☠ 5 XP for intervening to prevent Hardwares inflicting civilian casualties.
- ☠ 5 XP for attending the auction on Odo.
- ☠ 10 XP for successfully returning the stasis-coffin to Avachrus.





LEGEND

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



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