

WARHAMMER
40,000
ROLEPLAY

WRATH & GLORY™



VOW OF SILENCE



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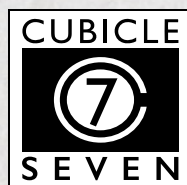
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OFFICIAL
LICENSED
PRODUCT



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

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

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



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DICTATED BY: JAKEL VARONIUS

SUBJECT: RELIC RETRIEVAL

TARGET: THIGHBONE OF SAINT HEPHESTEUM

LOCATION: SILENT MONASTERY HEPHESTEUM'S REST

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

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

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

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

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

ADVENTURE SUMMARY

Part One: A Muted Welcome

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

Part Two: A Silent Stalemate

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

Part Three: Battle For The Monastery

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

HEPHESTEUM'S REST

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

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

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

THE EMPEROR'S TAROT

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

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

SAINT HEPHESTEUM'S THIGHBONE

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

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

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

THE FALSE MONKS

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

Calliope

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

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

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

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

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



Thaddeus

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

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

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

KAPTIN SLYSTABBA

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

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

HOW DID THEY GET HERE?

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



PART ONE: A MUTED WELCOME

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

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

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

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

First Warning

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

SHIPMISTRESS SESTIA AMSEL

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

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

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

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

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

INTRO

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A NOTE ON TONE

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

ARRIVAL & ASCENT

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

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

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

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

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

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

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

BLOOD & SHADOWS

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

THE COLLAPSE & THE CALL

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

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

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

TRAPS & TRAPPINGS

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

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

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

SIGN LANGUAGE

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

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

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



INTRO

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ROLEPLAYING SILENT CHARACTERS

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

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

MISSIONARY RIKARD

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

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

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

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

CEILING LADZ

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



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

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

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

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

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

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



PART TWO: A SILENT STALEMATE

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

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

GETTING AROUND THE MONASTERY

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

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



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WELCOME

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STALEMATE

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FIRST IMPRESSIONS

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

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

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

HUNTER OR HUNTED?

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

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

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

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



BALNEARY

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

CALEFACTORY

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

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

CELLARIUM

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

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

THADDEUS & THE JUNIOR MONKS

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

The five monks are:

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

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

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

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

CHAPTER-HOUSE

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

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

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

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

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

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

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

CLOISTER

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

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

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



SHINY GUBBINZ

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

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

Value: 3

Rarity: Rare

Keywords: **ORK**

ARCADE

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

FIGHTING THE MEK

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

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

SECRET SABOTAGE

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

DORMITORY

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

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

FARM

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

GARDEROBE

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

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



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

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

STOREROOM

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

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

INFIRMARY

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

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

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

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

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

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

KITCHEN

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

LAVATORIUM

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

MISERICORD

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

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

NAVE

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

NIGHT STAIRS

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



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

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

REFECTORY

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

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

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

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

SCRIPTORIUM

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

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

SOLARIUM

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

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

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

GAINING ACCESS

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

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

CALLIOPE'S GAMBIT

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

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

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



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

DOUBLE-EDGED REQUEST

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

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

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

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

Junior Scribe Shardai

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

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

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

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



THE EMPEROR'S TAROT

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



TRAITORS UNVEILED

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

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

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

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

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



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ANECHOIC CHAMBERS

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

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

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

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

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

Opening the Door

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

THE MONKS' PLAN

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

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

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

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

Crumbling Arches

Though the monks are hesitant to employ such tactics, they know that the original architects of the monastery set up defined 'choke points' should the site ever come under attack. Many of the arches that act as entry points into areas of the monastery could be collapsed with the application of appropriate force, and the monks can point out these areas. Crumbling arches have a Defense of 0, a Resilience of 10, and possess 8 Wounds. If attacked with a weapon that has the Blast or Melta Weapon Trait, then the attack gains +2 ED.

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

Holy Unguents

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

Chandelier Drop

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

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

PART THREE: BATTLE FOR THE MONASTERY

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

KOMMANDOS

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

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

SHINY GUBBINZ

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

GROTS

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

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

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GREENSKINS ASSEMBLE

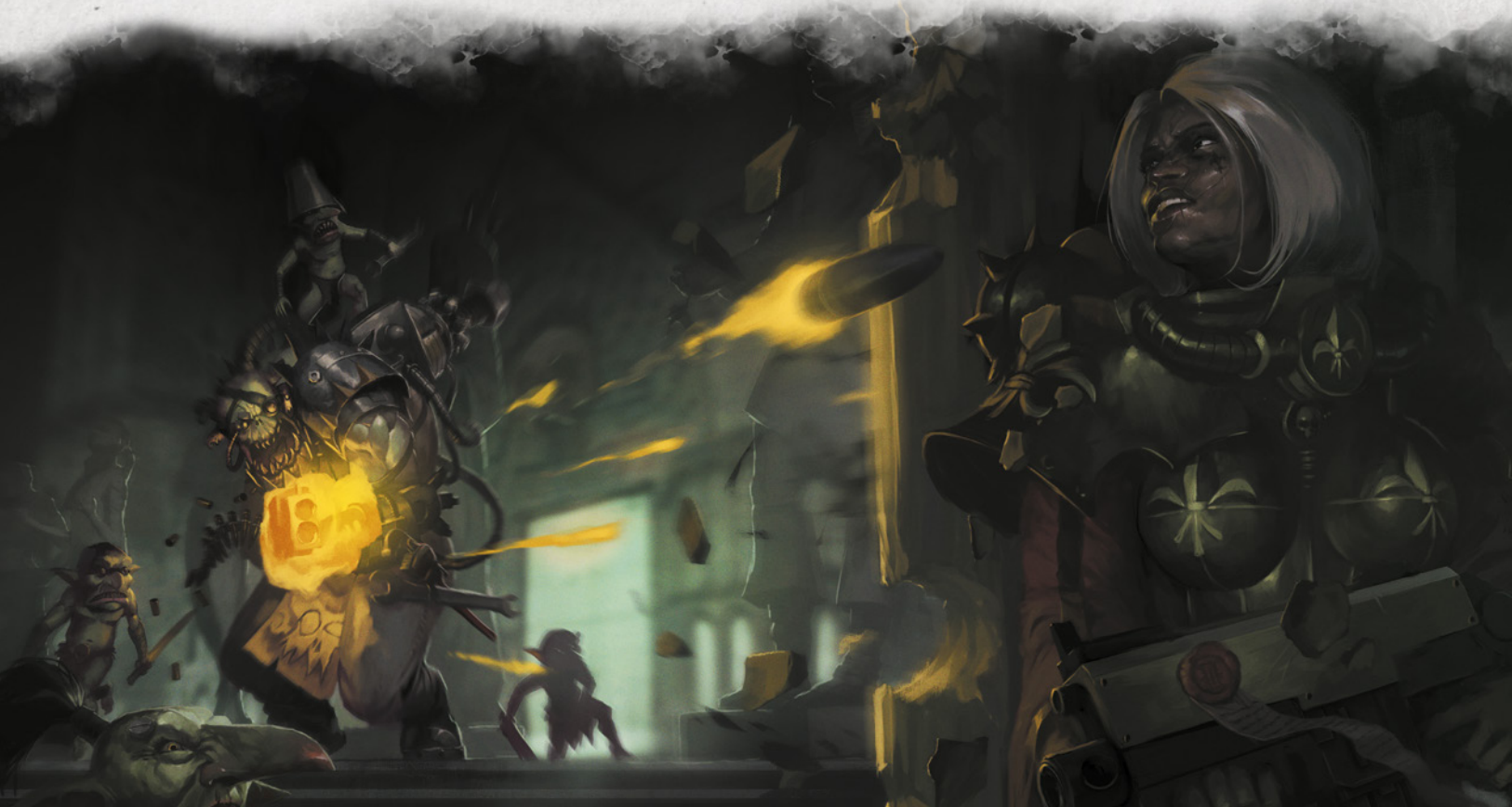
Along with the major groups of Greenskins within the monastery, there are some additional Orks the Agents might encounter.

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

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

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

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



SLYSTABBA'S STAND

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

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

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

FIGHT ANUVA DAY!

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

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

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

RESOLUTION

The Resolution of the adventure involves three major factors:

THE MONASTERY

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

RETRIEVING THE THIGHBONE

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



THE TRAITORS

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

AWARDING XP

☠ 3 XP each for roleplaying and having fun.

☠ 3 XP for defeating Captain Slystabba.

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

☠ 3 XP for retrieving Hephesteum's Thighbone.

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

☠ Rikard

☠ Thaddeus

☠ Anatolius

☠ Shardai

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



KAPTIN SLYSTABBA

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

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

Resilience

8 (Ork Flak: AR 2)

Defence	Wounds	Shock
2	7	3

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

BONUSES

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

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

ABILITIES

BATTLECRY: Sneakiest Git

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

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

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

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

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

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

RUIN: Get 'Em Ladz!

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

Kunnin' Exfiltrator

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

Hit & Krump!

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

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

DETERMINATION: Spend 1 Ruin to roll 5d6.

Conviction	Resolve	Speed	Size
2	1	6	Avg



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MEK FASTDAKKA

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

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

Resilience

7 (Mek Scrap Plates: AR 2)

Defence	Wounds	Shock
2	6	4

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

BONUSES

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

ABILITIES

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

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

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

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

RUIN: Orky Upgradez

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

DETERMINATION: Spend 1 Ruin to roll 4d6.

Conviction	Resolve	Speed	Size
3	2	6	Avg



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