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40,000
ROLEPLAY
WRATH & GLORY™



GRIM HARVEST

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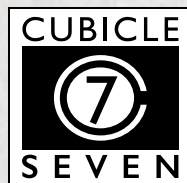
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OFFICIAL
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Tensions rise in the small agri-settlement of Ancra. Farmers disappear in the night under mysterious and violent circumstances. Imperial Factions feud, accusing one another of murder, sabotage,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

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

Before starting the adventure (page 20) we recommend you read through the background information and setting guide presented in **A Primer On Ancra**.

A PRIMER ON ANCRA

Though small, the settlement features several locations of interest that are important in the course of **Grim Harvest**. Each of these locations is detailed in the **Primer on Phall** starting on page 3, including any particular areas of note, clues to the mystery of the Grim Harvest, the characters the Agents could encounter, and advice on roleplaying those characters.

Honest Toil

Ancra is a small farming zone in a valley of the Kharnuk Mountains. The highly fertile lands of the valley are accessible only via a narrow track or by airdrop, meaning the fruitful fields must be worked by hand as opposed to the colossal servo-tractors used elsewhere on the mega-acreages of Ostia. Despite this, the land has been farmed efficiently since its colonisation, it's simple labourers pushed to the limit by their Administratum masters. As the working day stretched beyond 12 hours, Ancra was held up as an exemplar of how Humanity could profit from sheer determination, and the Sortium demanded ever greater tithes from the small area as disaster inevitably loomed.

Undying Shame

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

Faith Heals All Wounds

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

The Great Rift

The emergence of Cicatrix Maledictum is a curse to all Human life in the Gilead System, though not always through the immediate danger of daemonic incursion. Cut off from the wider Imperium, the system's planets have no means of trading for foodstuffs, and so almost all sustenance is farmed and produced on Ostia. Ever aware of the minutiae of production numbers, the Administratum immediately raised the tithes on Ostia to ensure the lone Agri World could meet the hunger of the entire system. The faithful labourers gladly accepted this challenge, but the ensuing three years have proved that it may be beyond the abilities of the Human form. Ancra's citizens have died in droves in their earnest attempts to martyr themselves through agriculture, and as the Administratum saw productivity dip, they searched for a solution to their problems.

Automated Assistance

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

THE GRIM HARVEST

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

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

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



Shield of Faith

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

The Truth

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

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

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

ADVENTURE SUMMARY



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

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

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

CALL TO ACTION

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

THE XENOS MENACE

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

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

A QUESTION OF FAITH

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

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

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

INTRO

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THE SEED

AGGRESSIVE
AGRICULTURE

REAP WHAT
YOU SOW

INTO THE
MOUNTAIN



THE VALLEY OF ANCRA

CATHEDRAL OF THE SUN EMPEROR

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

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

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

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

Priests Hab Units

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

MAP OF ANCRA

JULCIAN COMPLEX

ASTRA MILITARUM
OUTPOST POLARIS

ENTRANCE TO THE
VALLEY OF PHALL

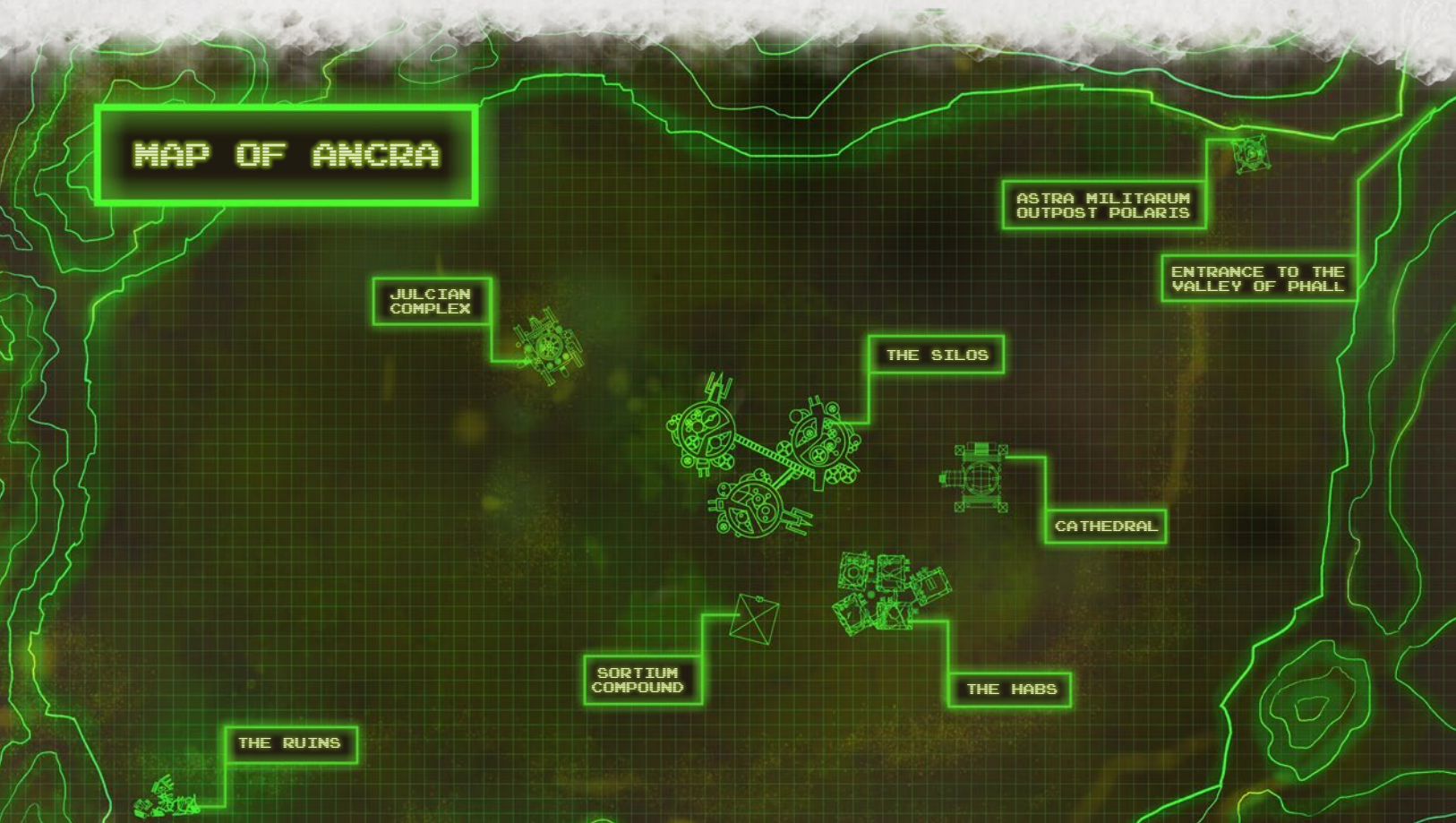
THE SILOS

CATHEDRAL

SORTIUM
COMPOUND

THE HABS

THE RUINS



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

Euphrati's Hab

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

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

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

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

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

THE LORD OF DAWN

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

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THE ECCLESIArchY

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

Between services and ceremonies the priests are kept busy conducting a variety of rituals and litanies, most of which seem to consist of muttering to themselves whilst cleaning every inch of the expansive cathedral. They also organise the small, zealous militia known as the **Children of Dawn** (see page 19), who act as the iron fist of the Imperial Cult in Ancra.

Sample Ecclesiarchy NPCs

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

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

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

Confessor Euphrati

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

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

Relationships & Comments

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

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

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

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

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

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

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

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

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

PIOUS PROPOSALS

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

Servitor Sabotage

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

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

Curiosity is Sin

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

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

Immaculate Conception

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

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

JULCIAN COMPLEX

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

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

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

The Workrooms

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

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

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

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

THE ADEPTUS MECHANICUS

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

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

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

Sample Mechanicus NPCs

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

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

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

Genetor Heptex Ovium

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



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

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

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

Relationships & Comments

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

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

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

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

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

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

needs of the Adeptus Ministorum, but more research is needed to find the source of these disappearances.

On the Labourers: *Even a blunt tool can serve the Machine God well... though these have proven resistant to convincing. The fear mongering of the Ecclesiarchy is illogically stunting their progress.*



LOGICAL REQUESTS

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

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

Servitor Escort

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

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

Intel Operation

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

Font of Faith

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

On the Ruins: *The motive force flows, and directs us to our purpose. The search for knowledge continues and we must access those ruins. Will you help us?*

SORTIUM COMPOUND

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

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

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

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

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

☠ The recent disappearances have been from random fields around Ancra, with no obvious pattern.

☠ Productivity has been decreased dramatically in the past few months — more than the rate of disappearances would suggest.

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

FUTAH'S DOCUMENTORIUM

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

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

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

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

☠ More than one hundred people have disappeared in recent months, far more than have been reported.

☠ The disappearances have all been people assigned to the fields nearest to the ruins.



THE ADMINISTRATUM

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

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

Sample Administratum NPCs

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

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

Adept Xanther Futah

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

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

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

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

Relationships & Comments

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

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

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

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

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

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

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

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

THE HABS

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



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

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

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

CONFRONTING FUTAH

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

Founding the Children of Dawn

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

Falsified Data in the Compound

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

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

Drukhari Message in Futah's Documentorium

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

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THE LABOURERS

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

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

As average citizens near the bottom of the Imperial hierarchy, the labourers have little understanding of the political machinations of the various Adeptas in Ancra (indeed, they have little understanding of anything beyond their assigned work and worshipping the Emperor). However, the misguided rumours that pass between them may reveal some key information to the Agents; see the **Field Rumours** (page 17) for more information.

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

Sample Labourer NPCs

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

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

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

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

Relationships & Comments

The following quotes can be used or serve as inspiration for all labourers when asked about specific topics. You can also use the **Field Rumours** section on page 17.

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

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

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

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

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

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

THE SILOS

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

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

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

PROCESSING PLANTS

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

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

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

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

THE FIELDS

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

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



FIELD RUMOURS

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

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

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

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

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

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

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

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

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

OUTPOST POLARIS

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

The Cells

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

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



THE ASTRA MILITARUM

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

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

Colonel Krast Bilnus

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

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

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

Relationships & Comments

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

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

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

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

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

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

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

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

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

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THE MOUNTAINS

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

CHILDREN OF DAWN

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

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

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

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

THE RUINS & THE HOLLOWS

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

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

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

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



PART 1: PLANT THE SEED

Exploration of Ancra, and a midnight raid.

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

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

SILO ARRIVAL

The Agents arrive at Ancra aboard an Imperial Cruiser, the *Pious Hammer*, after a tedious and lengthy trip. The *Pious Hammer* lands on top of one of the silos (page 15) during a particularly grey afternoon.

THE VIEW FROM ABOVE

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

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

IMPERIAL TENSIONS

After disembarking the *Pious Hammer* and getting their bearings, the Agents are greeted meekly by **Adept Xanther Futah** (page 13).

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

Futah then leads the Agents to a rickety open plasteel elevator platform where **Genetor Heptex** (page 10) is currently explaining the weakness of the flesh to a very angry **Confessor Euphrati** (page 9):

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

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

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

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

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

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

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

EXPLORING ANCRA

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

WHERE DO WE GO?

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

HARD EVIDENCE, SOFT WHISPERS

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

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



PLOUGH YOUR OWN FURROW

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

THE PRISON OF THE FLESH

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

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

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

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WHO FOLLOWS?

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

Armus the Servo-Skull

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

Thraviam the Labourer

Thraviam is described in the Sample Labourer NPCs on page 15. She will meekly follow the Agents as often as possible, even during the hours she should be sleeping or worshipping, in the hopes that they can find her brother. If the Agents take a shine to Thraviam (or another labourer), consider having them be taken by the Grim Harvest to add drana to a rescue from the Drukhari torturers in **Part 4**.



THE FIRST NIGHT

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

DIFFERENCE OF OPINION

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

MARKED TERRITORY

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



MIDNIGHT RAID

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

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

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

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

PART TWO: AGGRESSIVE AGRICULTURE

The Agents are asked for help.

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

A PIOUS PROPOSAL

At some point during the day, Confessor Euphrati approaches the party and asks the Agents to help her, with the goal of rousing the citizens to sabotage the Adeptus Mechanicus facility. She is quick to brand the Agents as heretics if they do not help, but backs down if challenged on this. She does not want conflict with the Agents, but does want their support. If the Agents don't help, she speaks of how Heptex is stealing away the injured, some turning up as Servitors — an abomination to the Lord of Dawn. See the **Pious Proposals** box on page 9 for more information on other requests Euphrati may make.

A LOGICAL REQUEST

Heptex approaches the party and tries to persuade the Agents to help the Adeptus Mechanicus, with the goal of infiltrating the ruins, offering to distract the Children of Dawn so the Agents can recover potential archeotech. He is desperate to research the ruins, but logic dictates he should not upset the Ecclesiarchy anymore than he has. If the Agents accept the offer, Heptex says the distraction will occur some time tomorrow and will draw off some of the Children of Dawn. If they don't accept, Heptex tries to sneak in his own infiltrators, which leads to **Unsuccessful Reconnaissance** (see page 26). See the **Logical Requests** box on page 11 for more information on other requests Heptex may make.

THE SECOND NIGHT

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

INDUSTRIAL ACCIDENT

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

WORKERS REVOLT

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

FAERIE STORIES

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

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

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PART THREE: REAP WHAT YOU SOW

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

Things come to a head between the Ecclesiarchy and the Adeptus Mechanicus. The evidence and rumours start to firmly point towards the ruins, and suggest that the Agents need to gain access to them. The events in this scene and the start of **Part 4: Into the Mountain** (see page 26) can overlap depending on how the Agents react to the information they have gathered. If they already want to investigate the ruins, allow them to do so. If they still have areas of Ancra to investigate, allow the Agents to do so, impressing on them a heightened tension between the workers, priests, and Tech-Adepts.

THE THIRD NIGHT

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

RIGHTEOUS SABOTAGE

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

The clash happens at the entrance to the Julcian Complex, where a Mob of 15 **Labourers** (page 15) armed with makeshift weapons try to force their way inside to wreck the Mechanicus workshops. A squad of 5 **Combat Servitors** (**Wrath & Glory Rulebook**, page 344) led by a Tech-Adept (page 32) emerge from the complex in an attempt to stop them. Someone will throw a stone and all hell breaks loose. The leader of the citizens yells out *'You'll never be allowed in the home of the Twilight Shades! Those lost to the Grim Harvest are lost to the ruins and shall not be disturbed!'* as they charge forward.

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

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

THE DOUBLE CROSS

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

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

UNSUCCESSFUL RECONNAISSANCE

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

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

ONGOING RAIDS

The Drukhari raid again — see **Midnight Raid** on page 23 for more information.

PART FOUR: INTO THE MOUNTAIN

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

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

GETTING IN

The Children of Dawn (page 19) are well organised, and ensure that a Mob of at least 20 **Zealots** guard the edge of the forests that lead to the ruins at all times. They turn away any interlopers and are utterly single minded in the face of threats or persuasion. Willing to die for their cause, they raise a battlecry and charge into combat even if threatened by warriors of the Emperor. If the Agents choose to kill the Children of Dawn to get into the ruins, they will likely disappoint their Patron, and will have to explain themselves to Colonel Blinus when they return to Ancra.

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

Once the Agents make it past the Children of Dawn, narrate their journey through the forest and the ruins using the descriptions on page 19.



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THE HOLLOWES

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

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

The Beast

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

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

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

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

HOLLOWES DISCOVERIES

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

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

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

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

THE TEMPLE

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

Agents with a Passive Awareness of 3 or higher hear a conversation between two Drukhari, a **Kabalite Warrior** and a **Wych** (page 33), coming from inside the nave of the temple. Of course, they are speaking in a harsh dialect of the Aeldari Lexicon, so the Agents are unlikely to understand them:

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

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

The Nave

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

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

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ENTERING THE WEBWAY GATE

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

THE PORTAL CHAMBER

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

The Portal Chamber is guarded by Ulthyr, an **Aeldari Ranger** (page 35) serving the shattered Craftworld Ul-Khari. She is sworn to protect the gate from the Drukhari and has thus far been successful, stealthily picking them off from the darkness. Ulthyr did not predict the intrusion of the Agents, and knows that killing them could bring more filthy Mon'Keigh into the temple, sparking a larger conflict she cannot hope to win. On the other hand, the idea parlaying with the low Species disgusts her.

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

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



RAID & RETURN

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

HIDEOUT OF THE BLOODIED CLAW

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

As soon as the Agents enter the chamber they are hit by a mixed reek of rotting wounds, stale air, and smoke. The Kabal of the Bloodied Claw have converted the lower level of the worship hall into a makeshift torture chamber, chaining labourers taken in the Grim Harvest to the central statues. A slew of corpses litter the floor, amongst them a few heavily mutilated survivors being tortured by a Mob of 4 **Wyches** and their **Succubus** leader (page 33). Enjoying this harrowing display from the mezzanine are a Mob of 6 **Kabalite Warriors** (page 33). All are held rapt by the nourishing pain of the torture below, but will attack as soon as they see or hear the Agents. They battle to the death, relishing the opportunity to cause pain, and offer little in the way of conversation. Mon'Fyrt the Succubus launches an attack laughing with glee and screaming about treacherous Mon'Keigh and broken deals.

RESOLUTION

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

THE TRAITOR FUTAH

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

ULTHYR

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

THE ADEPTUS MECHANICUS

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

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

THE ECCLESIArchY

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

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

AWARDING XP

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



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

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

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



MINISTORUM PRIEST

KEYWORDS: **IMPERIUM**, **ADEPTUS MINISTORUM**

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

Resilience

3

Defence	Wounds	Shock
1	4	4

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

ABILITIES

ACTIONS: Fiery Invective

A Ministorum Priest can preach the word of the Imperial Creed as a Free Action once per combat. The Priest and all of their allies with the **IMPERIUM** Keyword recover 3 Shock. **Knife:** 3 +2 ED

DETERMINATION: Spend 1 Ruin to roll 2d6.

Conviction	Resolve	Speed	Size
3	2	6	Avg



TECH-ADEPT

KEYWORDS: **IMPERIUM**, **ADEPTUS MECHANICUS**, **AVACHRUS**

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

Resilience

3

Defence	Wounds	Shock
1	4	2

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

ABILITIES

ACTIONS: Admin Access

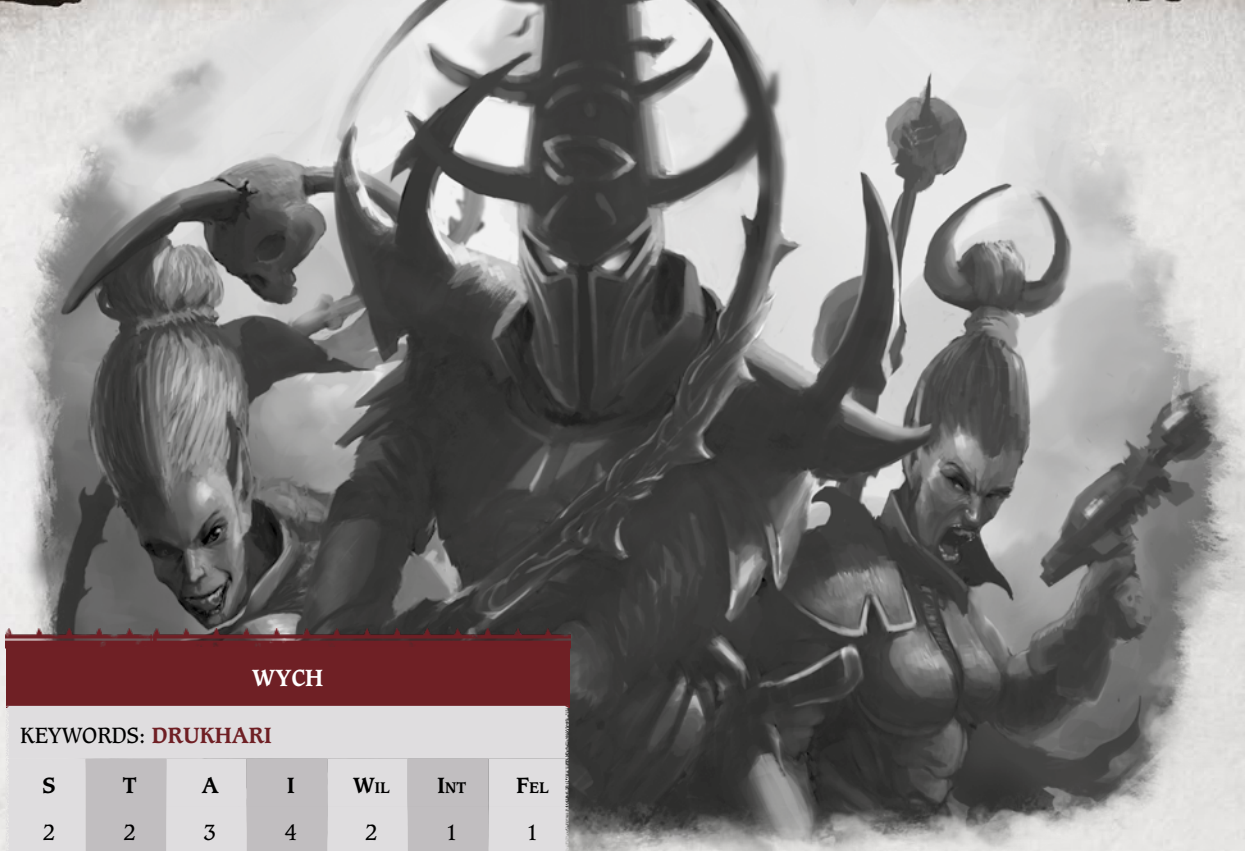
When a Tech-Adept communes with a Machine Spirit as part of a Test, they gain +2 bonus dice.

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

DETERMINATION: Spend 1 Ruin to roll 2d6.

Conviction	Resolve	Speed	Size
1	1	6	Avg





WYCH

KEYWORDS: **DRUKHARI**

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

Resilience

4 (Wychsuit: AR 1)

Defence	Wounds	Shock
3	4	3

SKILLS: Default 3, Athletics 6, Awareness 4 (Passive 2), Ballistic Skill 4, Weapon Skill 8

BONUSES

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

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

ABILITIES

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

ACTIONS: Splinter Pistol: 7 +1 ED / Range 6-12-18 / Salvo 1 / Inflict (Poisoned), Pistol

Hekatarii Blade: 7 +4 ED / Range 1 / Parry

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

DETERMINATION: Dodge: Spend 1 Ruin to roll 3d6. This Threat uses Agility instead of Toughness to roll Determination.

Conviction	Resolve	Speed	Size
2	1	8	Avg

KABALITE WARRIOR

KEYWORDS: **DRUKHARI**

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

Resilience

6 (Kabalite Armour: AR 3)

Defence	Wounds	Shock
3	4	4

SKILLS: Default 4, Awareness 4 (Passive 2), Ballistic Skill 6, Weapon Skill 5

BONUSES

Power from Pain: Eager to Flay – If this Threat deals a Wound it gains +3 Speed until the end of its next Turn.

Obsession: Soul Bound – When this Threat is Wounded it gains +1 bonus dice to Determination rolls.

ABILITIES

ACTIONS: Splinter Rifle: 7 +1 ED / Range 12-24-36 / Salvo 2 / Inflict (Poisoned), Rapid Fire (2)

Sword: 5 +2 ED / Range 1 / Parry

DETERMINATION: Spend 1 Ruin to roll 2d6.

Conviction	Resolve	Speed	Size
3	2	8	Avg



INTRO

PLANT
THE SEED

AGGRESSIVE
AGRICULTURE

REAP WHAT
YOU SOW

INTO THE
MOUNTAIN

SUCCUBUS

KEYWORDS: **DRUKHARI**

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

Resilience

5 (Wychsuit: AR 1)

Defence	Wounds	Shock
5	5	4

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

BONUSES

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

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

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

ABILITIES

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

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

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

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

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

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

Conviction	Resolve	Speed	Size
3	2	8	Avg

CLAWED FIEND

KEYWORDS: **BEAST, DRUKHARI**

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

Resilience

7

Defence	Wounds	Shock
3	10	4

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

BONUSES

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

ABILITIES

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

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

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

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

DETERMINATION: Spend 1 Ruin to roll 6d6.

Conviction	Resolve	Speed	Size
2	1	10	Lrg





AELDARI RANGER

KEYWORDS: AELDARI, ASURYANI, CRAFTWORLD UL-KHARI

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

Resilience

7 (Aeldari Mesh Armour: AR 3)

Defence	Wounds	Shock
2	5	4

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

BONUSES

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

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

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

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

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

ABILITIES

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

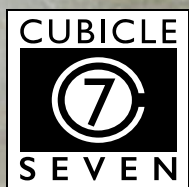
Shuriken Pistol: 10 +1 ED / Range 6-12-18 / Salvo 2 / Pistol, Rending (3)

Sword: 5 +2 ED / Range 1 / Parry

DETERMINATION: Spend 1 Ruin to roll 3d6.

Conviction	Resolve	Speed	Size
3	2	8	Avg

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