

WARHAMMER
40,000
ROLEPLAY

WRATH & GLORY™



GRAVEYARD SHIFT

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OFFICIAL
LICENSED
PRODUCT

Graveyard Shift is an investigative adventure focused on the recovery of the Revelator, a piece of xenos technology. The characters are hired under strange circumstances by Inquisitorial Interrogator Prorita Mendax, and sent to the cemetery moon Daedalon to retrieve the xenotech device.

This adventure is suitable for a party of Tier 1 or 2 characters with the **IMPERIUM** Keyword. Higher Tiers won't be adequately challenged by parts of this adventure, so if your party is Tier 3 or higher, you'll have to make adjustments to compensate. As operatives working for an Inquisitorial Interrogator, the characters will be expected to keep a low profile, so characters that are of larger than average size or have distinctive armour may have to make adjustments to stay inconspicuous.

This adventure can be played as an introduction to *Wrath & Glory*, or inserted into an ongoing campaign in the Gilead System. The choices the Agents make in the course of this adventure are almost guaranteed to have wider repercussions, as detailed in the **Resolution**.

ADVENTURE SUMMARY

Each part of this adventure is designed to be adaptable to your preferred playstyle, and can be narrated quickly or take an entire session. For example, **Part Three: The Boneyards** can be skipped entirely if you would prefer to narrate the journey rather than play it out. The focus of the adventure is on investigation, exploration, and social interaction, but there are plenty of opportunities to work in combat.



Part One: A Grave Request

The Agents awakens from a drug-induced coma in a pile of corpses. They find a dataslate instructing them on the mission they have apparently accepted.

Part Two: Barastyr

The Agents explore the city of Barastyr, following leads to discover the location of the Gelfradus Necropolis.

Part Three: The Boneyards

The party travels through the vast fields of graveyards beyond the walls of Barastyr to find the Gelfradus Necropolis.

Part Four: Gelfradus Necropolis

The party descends through the tombs, defeating or circumventing security systems to find the Revelator.

Part Five: Revelations

The party decides what to do with the Revelator.



SENSITIVITY WARNING

This adventure includes a lot of corpses, graverobbing, and the harvesting of dead bodies — all normal fare for *Warhammer 40,000*, but content that might make members of your group uncomfortable. After you've read through, check in with each of your players about what they're comfortable with, and change the adventure to suit their tastes, if necessary. (Speaking of tastes, some of the content in this adventure might put players off any snacks you plan to serve with your game.)



PRODITA MENDAX

Prodita Mendax, an Ordo Hereticus Interrogator, is the party's 'patron'. She is motivated by a rabid desire to serve the Emperor, and believes that as an Interrogator of the Inquisition she is entirely above reproach.

Mendax came to the Gilead System on the behest of her Inquisitor four years ago, tasked with investigating a Slaaneshi cult on Gilead Primus. The emergence of the Great Rift trapped Mendax in the Gilead System, and in desperation her investigations escalated into a private crusade against the upper crust of the Hive World. Hopelessly outnumbered without the support of her Inquisitor, she allied with other Ordos of the Inquisition, and secretly adopted unsanctioned methods to fight back the overwhelming horrors of the Warp.

Mendax allied with an Ordo Xenos Explicator named Pascal to take down a burgeoning Heretek cult that defected from the Mechanicus of Avachrus in the wake of the Great Rift. The cult leader was slain after a difficult campaign that cost Pascal his life, and destroyed much of Mendax's body. Most of her biology has been replaced with augmetics, with her lower body terminating in a set of small tank treads. She decided to continue the work of her fallen ally, and after consulting Pascal's research, she learned of the Revelator — a piece of xenos navigational technology Pascal intended to destroy.

Mendax believes she can use the Revelator to leave the Gilead System. She will stop at nothing to acquire it. Now, in the desperate situation caused by the Great Rift, Mendax will employ anyone she believes can retrieve the Revelator without a trace; including individuals not part of the Inquisition. She refuses to admit — even to herself — that most members of the Inquisition would refuse to take this mission, as dabbling with xenos technology is heresy.

Her heavy augmetics were designed primarily to support her life, but secondarily to intimidate. Practicality and manoeuvrability are of less concern to her, relying instead on her steeled mind and her unquestioning Arco-Flagellant reinforcements. Mendax's massive surgeries have left her shoulder-length grey hair patchy, but anyone who encounters her finds the warmth of her clear blue-grey eyes more memorable than the unusual aspects of her appearance.

THE REVELATOR

The Revelator is an ancient piece of xenos technology of unknown heritage, supposedly a star chart that would make Warp travel possible without a Navigator. It is similar in appearance to a metallic Klein bottle, covered in runes of an unknown xenos language that seem to shift along its surface.

The Revelator is certainly capable of mapping its immediate galactic surroundings by reading and manipulating the flow of Warp energy. Of course, nothing that harnesses the proscribed powers of the Immaterium can ever be trusted, and if manipulated incorrectly, the fickle powers of the Warp will wreak havoc through the Revelator. Centuries ago, Georg, the patriarch of the Gelfradus family on Gilead Primus traded Human slaves to an unknown xenos Species in return for the Revelator, and education in the esoteric techniques required to use it safely. The heretical xenotech facilitated fast, comparably safe Warp travel that formed the basis of the prosperous Gelfradus Trading Guild.



DAEDALON

The surface of Daedalon, the Gilead System's cemetery, is almost entirely covered in graves, tombs, and skyscraper-tall mausoleums. The revered bones of the System's most celebrated heroes and saints are interred on holy Enoch, while the remaining trillions are sent to Daedalon to be processed.

Daedalon's skylines are a constant reminder of the moon's designated purpose. Noble families build ever taller and more complex burial housings in competition for status and real estate. Acres of barely marked headstones are set aside for ranking labourers and the many soldiers that have fallen since the emergence of the Great Rift, punctuated by modest crypts for the corpses of adepts.

Between these Boneyards are Daedalon's Ecclesiarchy-regulated settlements. While the Imperial Creed is far from a religion that celebrates the joys of life, the culture of the cemetery moon is particularly morbid. Citizens make their homes and businesses between the numerous crypts, mausoleums, and graveyards. As on any Imperial world, the Imperial Creed's cathedrals are ubiquitous; broadcasting traditional hymns akin to funeral dirges from vox-hailers.

Daedalon's industry largely focuses on the construction and maintenance of graves, but many are also employed in the crucial refining of corpse starch to supplement the Gilead System's dwindling food supplies. Servo-Skulls are in unsurprising abundance, and some are used in inventive ways, including being lashed together to pull and transport large objects with their anti-grav motors. The underclasses and scum of the cities once made a living guiding pilgrims and mourners to specific grave sites, but reprehensible blasphemers have profited from graverobbing for decades, creating a market for automated tomb defenses.

Graveyard Shift takes place in and around Barastyr city, which is currently experiencing monsoon season. Deluges of heavy rain can fall whenever you feel it is appropriate, potentially forcing NPCs indoors and creating obstacles for the Agents to face.

PART ONE: A GRAVE REQUEST

Arrive on Daedalon. Discover the mission.

The adventure begins in the dark confines of the cargo hold of the *Memento Mori*, a general purpose spacefaring cargo ship. The cargo is corpses — Imperial citizen's remains — being delivered to the **Priory of the Sacred Form**, a facility that processes cadavers to make edible corpse starch.

Describe the characters awakening in total darkness with hazy recollections of toasting fine amasec in a luxury suite with a cheerful and hospitable elderly woman. They remember her friendly eyes and her many augmetics, including the tank-like bottom half of her body. The toast was to celebrate an agreement between the party and this woman.

The flight of the *Memento Mori* jostles the characters, and they find it difficult to move. Anyone who makes a successful **DN 3 Awareness (Int)** Test realises they are buried in a pile of corpses, and must make a **DN 1 Fear** Test (see p.199 of the *Rulebook*).

The cargo bay doors open, light floods in, and both the characters and cadavers are dumped unceremoniously into a big heap onto a landing pad. The *Memento Mori* takes off before anyone has a chance to act. The landing pad is in the centre of a quadrangle of the Priory of the Sacred Form, surrounded by a cloistered walkway.

Physically escaping the pile of bodies does not require a Test, though any character that has not already made a **DN 1 Fear** Test must make one now. If this is your first game, give the players the opportunity to describe their characters to each other. They have none of their gear, and are dressed in plain robes — one character can easily feel that something is sewn into their robe, and can pull open the loose stitching to find a dataslate attached to a Stalker Flare.

The dataslate immediately illuminates when touched. Start a timer for ten minutes, and show the players the handout on the following page.





Esteemed subjects of the Emperor,

This message will be wiped from its dataslate in ten Terran standard minutes, so I will not waste time thanking you for undertaking this crucial service for the Emperor and His Holy Inquisition. The need for secrecy in this operation cannot be understated.

Under my authority as an Interrogator of the Holy Ordos of the Inquisition I issue this directive:

Find the xenos artefact known as the Revelator from the Gelfradus family necropolis, and bring it to me.

Little is known of the Revelator beyond its appearance, its vast rumoured power, and ++[REDACTED]++. Its form is an unusual metallic bottle, inlaid with undeciphered runes. Its use is a mystery that I plan to solve.

We believe the Revelator is in the tomb complex of the once-venerable Gelfradus family. Their coat of arms consisted of a shield emblazoned with the Imperial Aquila, flanked by two lions rampant. Their credo was 'His Truth Surrounds Us'.

The Gelfradus mausoleum is reportedly near the city of Barastyr on the cemetery moon of Daedalon. We have delivered you to this city, but have no further data. The Revelator must be found quickly to keep it from the clutches of the enemy.

Records at the Librarium Mortum of Barastyr might aid you in finding the necropolis. We have limited intel on a local recreant named Diomedes who may also be able to guide you, though I recommend avoiding the low-born bone slingers of this inert rock.

Secrecy is paramount to this operation; your loose or nonexistent ties to the Holy Ordos of the Inquisition were among the many reasons you were chosen to carry out this most imperative of missions. Light the Stalker Flare attached to this dataslate in an inconspicuous area when you have acquired the Revelator so that my ship may collect you.

You may remember little of our agreement. Our medicae expert administered a relaxant to each of you that allowed you to pass for cadavers, a necessity to transport you to this cemetery moon covertly. The only side effect to the treatment is a slight loss of memory, but we must all make sacrifices in His name.

Your equipment has been concealed in a false cadaver with an electoo of the Aquila. I recommend you start searching and find it before the Corpse Tenders arrive. Rest assured that the Inquisition will recompense you adequately for the successful completion of this mission, as we arranged.

May the Emperor watch over you.

- Interrogator Prodigia Mendax

FINDING THE BODY

After the ten minutes has elapsed, the dataslate screen turns blank and is unresponsive. An Agent that makes a successful **DN 3 Tech (Int)** Test can retrieve the message. Any Agent must make a successful **DN 3 Awareness (Int)** or **Investigation (Int)** Test to find the false cadaver, which can be easily opened. Remember that characters suffering from the Fear Condition must make a **DN 5** Test. All of the party's gear is stored inside. If any character rolls a Complication, the priory's Corpse Tenders arrive and ask why they are interfering with their holy work.

The characters' gear will likely be essential in the course of this adventure, so you should remind them they can reroll any failures by spending a point of Wrath.

The Agents should now be aware of the mission and have the means to execute it, equipped with their gear and the knowledge of a couple of leads. Looking around, they see the quadrangle they are in adjoins the towering Gothic architecture of the **Barastyr Cathedral** to the north, and to a huge manufactorum to the south. Before they have an opportunity to set out from the **Priory of the Sacred Form**, they are interrupted by the Corpse Tenders.

CORPSE TENDERS

The Agents hear the sound of chanting in High Gothic coming from the Priory of the Sacred Form. Four robed figures shuffle in procession towards the landing pad. If the Agents do not hide, the Corpse Tenders are incensed and confused by their presence — the Agents must bluff their way out or convince the Corpse Tenders they are meant to be there.

If the interaction goes poorly, the Corpse Tenders attempt to call for the Gilead Gravediggers stationed in the Priory. There are six Gilead Gravediggers nearby, who escort the Agents out of the Priory and onto Barastyr's streets, then continue to keep an eye on them for the remainder of the adventure. If needed, use the Imperial Citizen statistics from page 327 of the **Wrath & Glory Rulebook** for the Corpse Tenders, and the Astra Militarum Trooper statistics from page 328 for the Gilead Gravediggers.

BARASTYR CATHEDRAL

Constructed as a constant reminder of the cemetery moon's purpose, Barastyr Cathedral is an ominously grand exemplar of Imperial architecture, incorporating the bones of thousands of Ecclesiarchy adepts into its oppressive structure.

The imposing cathedral is composed of one gargantuan room in which regular sermons are held, timed between the shifts of the labourers working in the Priory of the Sacred Form. Surrounding the main room are multiple chaplets and sanctuaries for private worship and Ecclesiastic rituals, and a cloister leading to the Priory of the Sacred Form around the landing pad where the Agents arrived.

Crypts Exalted

The bones of Barastyr's most important historical figures are displayed here in glasscrete caskets, most notably the founding Ecclesiarchs of the Bara family. The Crypts Exalted, located at either transept of the cathedral, are constantly patrolled by ten Enforcers hired by the Barastyr upper crust.

PRIORY OF THE SACRED FORM

A gargantuan annex of Barastyr Cathedral, the Priory of the Sacred Form, is a corpse starch processing facility. It is equal parts church and factory, and one of the largest employers of labour in the city.

The priests of the Cathedral are duty bound to bless all of the corpses brought to Barastyr. Those that can afford burial are delivered to their tombs. Those that can't are declared no longer Human; their souls departed to be with the Emperor, their bodies now meat to feed His people.

The remainder of the vast facility is more akin to a production line where thousands work tirelessly to transmute dead bodies into mealy, tasteless food. The bones are extracted for building supplies, or fenced as 'holy relics' on the Memento Square with the belongings of the departed. The skulls are sent to the Servo-Skull Manufactorum.



PART TWO: BARASTYR

Follow the leads. Locate the Gelfradus Necropolis.

Barastyr is a small and dour city, with only a few points of interest. The Cathedral stands at the north side of the main square, directly opposite the **Librarium Mortem**, easily identifiable by its domineering columns and large hanging flags depicting the symbol of the Adeptus Administratum. The **Servo-Skull Manufactorum** is on the east side of the square. To the west is the main road to **Memento Square**, the squalid downtown district of Barastyr composed mostly of hab-blocks.

The Agents should be aware of their goals and the leads they want to follow, and will most likely head to the Librarium Mortem or ask around about Diomedes. Anyone can point them to the Librarium, and those asked about Diomedes will point to Memento Square or the **Jolly Undertaker** (see p.9).

LIBRARUM MORTEM

Doric columns inlaid with grim, skull-faced statues mark the front of the Librarium Mortem. Easily 200 metres tall, it is almost as large as the Cathedral, and is constantly expanded to accommodate the ever-growing tally of the dead. Battle Sisters of the Order of the Sanctified Shield patrol the steps and entrance regularly.

The inside of the vast Librarium is barely lit by a few candles carried by Servo-Skulls. The colossal rows of shelves holding scrolls and tomes of death records stretch endlessly into the darkness above. Perceptive Agents will hear the whirr and click of Servo-Skulls far above them, preserving and maintaining the many records. These sounds are punctuated by muttered curses from **Archivist Abeabah**, half hidden at the front desk by piles of scrolls and dataslates.

Beside the desk is a short queue of functionaries from the Administratum, Ecclesiarchy, and Adepta Sororitas. Each keys in some information on a dusty data-screen by the desk, then watches as a waiting Servo-Skull soars into the darkness above and retrieves a tome. There are several tables nearby, where some scholars are reviewing records.

If the Agents attempt to key in anything regarding the Gelfradus family, a message reading **++[ADEPT UNAVAILABLE]++** appears on the data-screen.

ARCHIVIST ABEABAH

As one of the unfortunate few Administratum adepts tasked with maintaining the Librarium Mortem, Abeabah is massively overworked. Her deeply devout and detail-oriented nature prevents her from cutting corners, and though she is supported in her efforts by several squadrons of Servo-Skulls she is twitchy, on edge and impatient.



ARCHIVIST ABEABAH

KEYWORDS: IMPERIUM,
ADEPTUS ADMINISTRATUM, HUMAN

S	T	A	I	WIL	INT	FEL
2	2	2	3	2	4	2
Defence	Resilience		Wounds		Shock	
1	3		2		2	

SKILLS: Default 4, Awareness 6 (Passive 3), Insight 2, Scholar 8

Abilities

ACTION: Unarmed, 2 +1 ED / Range 1

DETERMINATION: Spend 1 Ruin to roll 2d6.

Conviction	Resolve	Speed	Size
2	1	6	Avg

Abeabah is focused entirely on recording the swathes of deaths in the Gilead System due to the constant assault of daemons from the Great Rift. She directs the Agents to a dusty data-screen if they ask to requisition records of the Gelfradus family. If Abeabah is told about the error message, she stops working and laments the loss of her favourite Servo-Skull, the Khalidas.

THE STOLEN SKULL

The Khalidas are a conjoined Servo-Skull of the twin Administratum adepts Mort and Thana Khalida. Their memories were greater than most Servo-Skulls, and were responsible for many of the Librarium's records. Abeabah sadly recounts the tale of how the Khalidas went missing to anyone who will listen, and beg them to return the Skulls to her.

Abeabah and the Khalidas were accosted whilst returning to her hab-room two weeks ago by a scummy individual with mismatched teeth — see **Diomedes** on p.10. He asked her for assistance reading a heavy prayer book, as he claimed he was illiterate. When she began to read from the oversized tome, the Scum caught the Khalidas in a net and ran off into the downtown slums. The Archivist promises that the Khalidas can find any lost records, and offers to recompense the Agents in any humble way she can.

LIBRARIUM REUNION

If the Khalidas are repaired and returned to the Librarium, Abeabah ecstatically attempts to help the Agents — without abandoning her appointed duties, of course. If the Khalidas are returned unrepairs, Abeabah bursts into hysterics, and drags the characters to either the **Servo-Skull Manufactorum** or Kaliya to perform the repairs.

The repaired Khalidas find all the Gelfradus family's records. Of greatest interest are the frequent clashes between Augustus, last of the Gelfradus line, and the Adeptus Mechanicus, who accused the family of using heretical xeno-technology. The location and partial blueprints of the tomb are also available, indicating that Augustus is buried in the lower crypts with several redacted security systems.

SHOPPING IN BARASTYR

Much is available in the Memento Square markets, but little that would be of use to the Agents. Any Common or Wargear with the **IMPERIUM** Keyword can be found, and the only weapons available are those with the **SCUM** Keyword. Anything the Agents acquire will likely have bone components. The Agents can rent a rudimentary promethium-fuelled automobile with a DN 7 Influence Test.

MEMENTO SQUARE

Hundreds of thousands died during the Gilead Crusade to liberate the System from the clutches of the Ruinous Powers, and in the following years many heretical cells revolted against Imperial rule. The skulls and bones of rebellious leaders were cobbled to create this square as a constant reminder of the Emperor's crushing might. When Barastyr's impoverished citizens need to trade tech, favours, or holy relics, they head to Memento Square. Graverobbers mingle with scribes and adepts, exchanging goods and information at this gathering point for members of the dark side of the city.

KALIYA

Loudest and most boisterous of all the merchants on Memento Square, Kaliya touts all manner of suspicious tech and spurious holy relics. She performs black market augmetic surgery in exchange for 'favours' and seems to know everyone by name.

Kaliya is always excited to find a new customer, and hones in on the Agents quickly, offering them: *'Saint's toes, fresh augmetics, and the most powerful prayers to protect you from that hole in the sky!'* She persistently asks what the characters are looking for, pointing out body parts each Agent may want to replace with augmetics. If the Agents ignore Kaliya, she asks them where they are going, and offers them a good deal on a guide with her friend, Diomedes — she knows he is usually at the **Jolly Undertaker**, and can take the Agents there.



Any Agent with a Passive Awareness of 2 (or succeeds an **DN 2 Awareness (Int) Test**) notices the key dangling from Kaliya's bandolier, the top of which is shaped into a shield emblazoned with the Aquila between two rampant lions — the Gelfradus family crest.

KALIYA

KEYWORDS: IMPERIUM, HUMAN, SCUM

S	T	A	I	WIL	INT	FEL
2	1	3	2	1	2	4
Defence		Resilience		Wounds		Shock
2		2		2		2

SKILLS: Default 4, Awareness 4 (Passive 2), Cunning 8, Deception 6, Insight 8, Persuasion 8

Abilities

ACTION: Sword, 5 +3 ED / Range 1 / Parry

DETERMINATION: Spend 1 Ruin to roll 1d6.

Conviction	Resolve	Speed	Size
1	1	6	Avg

A Morbid Deal

If the Agents offer to purchase the Gelfradus key from Kaliya, she asks them why they want it. With her high Insight, there is a strong chance she detects any lies. If Kaliya knows the Agents desperately want the key, she offers to trade it for a holy fingerbone of the Bara family from the Crypts Exalted. This level of blasphemous thievery forces a **DN 5 Corruption Test**.

Kaliya has no compunctions about telling the them that Diomedes sold her the key, and accepts other trades if they can find something she values.

DOWNTOWN

Barastyr is not free from the disparity of wealth that permeates the Imperium. Most of Barastyr's population works hard to sustain the cemetery moon and the wider Gilead System, housed in crumbling hab-blocks partially constructed from cast-off bones from the Priory of the Sacred Form. The emergence of the Great Rift has exacerbated the poverty of many in Barastyr, with large numbers turning to crime, favour-trading, and graverobbing to survive.

If an Agent rolls a Complication on any Test to find Diomedes or the Jolly Undertaker, word will have reached him first — the Agents see a scummy man with mismatched teeth leaving the Jolly Undertaker at high speed towards his **Shanty** (see p.10) as they move through Downtown.

THE JOLLY UNDERTAKER

Far from a reputable establishment, the Jolly Undertaker is the quintessential Scum den. Barely identifiable as a building, the dilapidated bar is cobbled together from 'reclaimed' tomb masonry and gargoyles. The interior is dark and undecorated, lit by greasy candles that illuminate the rubble used as furniture. The proprietor serves a stinking moonshine that smells similar to promethium, but far more potent.

Though the light is low, any Agent with a Passive Awareness of 3 (or who makes a **DN 3 Awareness (Int) Test**) notices a few unusual details about the patrons. One has reversed hands, clearly visible when she drinks. An eye on a pseudopod appears from the bottom of a muscular man's robe, then quickly slips back in. Sitting alone in the corner (provided he has not heard the Agents are coming) is a man with greasy, mud-soaked clothes and a wide grin full of mismatched teeth — Diomedes.



The Patrons

Strangers put the patrons on edge. A Complication on almost any Test could easily result in a fight breaking out, and the patrons are likely to have Diomedes's back (use the Scum Threat on p.334 of the Rulebook). Few care for Imperial law in Downtown Barastyr — some may be **Bonepickers**, others labourers that have lost their jobs after becoming mutated. Many mutter and curse that the Great Rift is responsible for their plight, and jovially advise the strangers not to look at the sky. One may drunkenly brag that she was once hired by the Holy Inquisition, but her party failed in their task, and all but her fell to the Servitors in the Boneyards.

DIOMEDES

The noisome stench of the dark, viscous liquid Diomedes nurses in the back of the Jolly Undertaker travels for a few metres, and follows him wherever



DIOMEDES

KEYWORDS: IMPERIUM, HUMAN, SCUM

S	T	A	I	WIL	INT	FEL
2	3	2	3	1	1	3
Defence	Resilience	Wounds		Shock		
1	5	3		2		

SKILLS: Default 4, Awareness 4 (Passive 2), Ballistic Skill 6, Cunning 6, Deception 6, Insight 6, Pilot 5

Abilities

ACTION:

Hand Cannon: 9 + 1 ED / AP -1 / Range 6 - 12 - 18 / Pistol.

Shotgun: 8 +1 ED / Range 6 - 12 - 18 / Assault, Spread. **Frag Grenade:** 10 +4 ED / Range 8m / Blast (Medium)

DETERMINATION: Spend 1 Ruin to roll 3d6.

Conviction	Resolve	Speed	Size
1	1	6	Avg

he goes. He is an opportunistic braggart who views himself as a savvy businessman and ruler of Downtown Barastyr. Diomedes has a massive but fragile ego, spidery hands, and a rattling voice that ends almost every sentence with a spit. His only inner conflict is between his unbound avarice and an uncanny instinct for self preservation.

Diomedes entertains almost any 'business proposition' provided he is offered something in return, or is at least convinced he will receive something. Above all else, he prizes Servo-Skulls, which he collects and studies in his **Shanty**. If the Agents are at a loss for what to offer him, he suggests stealing one (or requisitioning, if they must) from the **Servo-Skull Manufactorum**. Leading the Agents to the Gelfradus Necropolis won't be too difficult for Diomedes, especially if they ride in his automobile, but he isn't about to let anyone know that.

Diomedes flat out denies stealing Abeabah's Servo-Skull if asked. He is a practiced but if a character makes a successful DN 4 **Insight (Fel)** Test, they spot the falsehood. If confronted, he tries to talk his way out, then signals to the bar patrons to attack before fleeing towards his **Shanty**.

DIOMEDES'S SHANTY

Diomedes's home is a filthy lean-to composed of bone and scrap where he can be found when not drinking or hustling. Finding the Shanty requires a DN 3 **Investigation (Int)** or **Cunning (Fel)** Test if the Agents have not seen Diomedes in the vicinity.

The door is locked, and can be picked by a DN 3 **Stealth (A)** Test. Diomedes rigs up a Shotgun to fire at anybody that opens the door whenever he leaves his Shanty. Agents that Shift on their Stealth Test can deactivate the mechanism remotely. Otherwise, anyone in the doorway can attempt to dodge the blast of buckshot by using the rules for Dodging Area Effect Attacks (p.186 of the *Wrath & Glory Rulebook*).

CRAVEN ALLY

Diomedes sells his allies out at any opportunity if he believes he will profit from the exchange or guarantee his safety. You may like to make a DN 1 **Resolve** Test for Diomedes whenever he or an ally suffers a Wound. If he fails, he attempts to switch sides or flee, firing at the Agents as he runs.



Inside, the Shanty is strewn with broken Servo-Skulls and a point of Projectile Ammo. Adjoining the Shanty is a collapsed sepulchre spire that Diomedes has converted into a garage of sorts, though only those who pass a **DN 5 Awareness (Int)** Test will notice the inner or outer door. Inside is a roughly cobbled together promethium automobile with large wheels and adorned with an inordinate amount of skulls. The vehicle is liable to break down — unless piloted by Diomedes — and explodes if anyone fires at its fuselage.

The Khalidas

The conjoined Servo-Skulls can be found easily on a workbench, surrounded by makeshift tools. Much of the Khalidas' wiring has been damaged, the unfortunate end of Diomedes's failed experiments. The Khalidas are unable to fly, and can be repaired by a **DN 3 Tech (Int)** Test.

SERVO-SKULL MANUFACTORIUM

This small factory-shrine is almost constantly busy creating faithful servants of the Imperium, many of which are outfitted with Laspistols to defend the Manufactorum. Almost all of the Adepts refuse to communicate during their holy work, nominating Adept Jevak to speak to any visitors.

Though more communicative than the other adherents of the Cult Mechanicus, Jevak is a cold, curt, and unfeelingly, logical man. He can be convinced to spare a Servo-Skull to aid the Agents with a **DN 7 Influence** Test, and repairs any technology if the Agents make a successful **DN 3 Persuasion (Fel)** Test.

PART THREE: THE BONEYARDS

Go to the Gelfradus Necropolis.

Once the Agents know at least vaguely where the Necropolis is, or has a guide to lead them there, they can begin the journey. This can be as arduous or easy as suits your group — you might even like to narrate the journey of the Agents reaching the destination, as long as they know where they're going.

Between the cities of Daedalon lie the Boneyards, vast forests of graves and mausoleums of varying sizes from the simple headstones of well-off labourers to the towering necropoli of noble families.

There are badly maintained roads between the graves allowing mourners and pilgrims to navigate the Boneyards with some success. Barastyr locals have constructed shrines at most intersections, each inlaid with skulls covered in purity seals and handwritten prayers. Many of these shrines have been co-opted, with signage to aid in navigating the Boneyards.

BONEPICKERS

A colloquial name given to the desperate Scum that trawl the Boneyards in search of anything valuable, regularly resorting to stealing from the tombs of wealthy nobles and mugging mourners. A Mob of Bonepickers could be around any corner in the Boneyards, universally unfriendly, suspicious, and opportunistic. You can use the Scum profile on page 334 of the *Wrath & Glory Rulebook*, each wielding weapons customised with bone. See pages 324–325 of the rulebook for more information on Mobs.



FINDING THE NECROPOLIS

The Agents must make three successful **DN 4 Survival (Wil)** Tests to locate the Gelfradus Necropolis. If the Agents learned the location of the Gelfradus Necropolis from the Librarium Mortem, the DN of the Tests is

decreased to 2. If Diomedes is guiding the Agents, they gain +3 bonus dice to their Survival (Wil) Tests.

Roll on the table below to generate a Boneyard Encounter after each Test to find the Gelfradus Necropolis. You can simply choose an encounter if you think it will be best suited for your table, or you might like to invent your own based on what has happened in the adventure so far.

d66 BONEYARD ENCOUNTER

11-13	Collapsing Necropolis: The long-neglected structures above and around the Agents collapse. All of the Agents must succeed on a DN 2 Agility Test to dodge the falling masonry or suffer 1d3 Mortal Wounds.
14-16	Flash Flood: Monsoon rains have created a muddy, fast flowing river that blocks the party's path. Swimming across requires a DN 4 Athletics (S) Test. Complication: Any character that rolls a Complication in this scene is swept away by the current of the river. The rest of the party can find them easily and pull them out, but they must face another Boneyard Encounter — roll again on this table.
21-23	Bonepickers: The Agents hear the sound of a commotion from a nearby tomb. A number of Bonepickers equal to the number of Agents +2 emerge with the spoils of their work, claiming that this is their territory and demanding the Agents leave. Complication: The Bonepickers are cannibal mutants! They may try to turn the Agents into their next meal instantly, or stalk them through the Boneyards waiting for an opportunity to strike. Use the Mutant profile on page 333 to represent the cannibal Mutants.
24-26	Familiar Name: Pick an Agent at random. They notice a tomb or sarcophagus with a familiar name on it; perhaps a loved one, an enemy, or someone else important from their background.
31-33	Immortal Guardians: Some wealthy nobles commission the construction of Servitors to guard their ancestral tombs. The biological components of these guardians decompose slowly, and though they may have exposed bones they still obey their commands to protect. The bone Servitors attack anyone trespassing in the Boneyards. Use the Gun Servitor profile on pages 334–5 of the <i>Wrath & Glory Rulebook</i> .
34-36	Corpse: A corpse lies in the middle of the road. Who they are, and how they met their end is up to you. They may have been a Bonepicker, a mourning pilgrim, or an armed agent of the Inquisition bearing a blank dataslate...
41-43	Lost Pilgrim: An emaciated pilgrim rushes towards the Agents and begs to be taken to safety. They claim to have been lost amongst the labyrinthine Boneyards for a couple of days — whether this is true, or they have more sinister motives is up to you.
44-46	Tide of Bone: As the Agents make their way through the narrow corridor of a crypt, the housing of a mass grave fractures, releasing a flood of old bones. All of the Agents must succeed on a DN 2 Agility Test or be buried under a pile of bones. Escaping the crush requires a successful DN 3 Athletics (S) Test, and any free and able-bodied Agents can Help. Complication: The collapse attracts the attention of a group of six Bonepickers.
51-53	Mourners: A procession of Mourners moves through the path ahead, chanting liturgies of grief.
54-56	Catacombs: A recently collapsed crypt has blocked the path forward, but has also revealed the entrance to a system of catacombs that offer shelter. A rough approximation of the Gelfradus family crest is etched into the wall of the entrance to the catacombs. If the Agents enter the catacombs and succeed on a DN 3 Survival (Wil) Test, they arrive at the Gelfradus Necropolis. If they fail, they emerge elsewhere in the Boneyards and must continue searching. Complication: The Agents aren't alone — a group of eight Bonepickers are lost in the catacombs, and are itching for a fight.
61-63	Gilead Gravediggers: A patrol squad of ten Gilead Gravediggers are on the path ahead, questioning any who pass through the Boneyards in an effort to prevent graverobbing. If the Agents make a good impression, the Astra Militarum Troopers may offer them assistance in pointing out the Necropolis, adding +2 bonus dice to their next Survival (Wil) Test.
64-66	Morbid Vista: Following an ascending path, the Agents reach the top of a hill that rises high above the peaks of the tallest necropoli. From this height the boundless sprawl of crypts and mausoleums can be seen clearly. Each Agent may make DN 3 Awareness (Int) Test to try to spot the Gelfradus family crest on one of the Necropoli below. If they succeed, they gain +4 bonus dice to the next Survival (Wil) Test they make to find the Gelfradus Necropolis.





BONEYARD COMBAT

Navigating the ever-shifting terrain of the Boneyards is challenging at the best of times, and particularly difficult in the heat of combat. The monsoon rains of varying strength could add penalties from +1 to +3 to Awareness (Int) and Ballistic Skill (A) Tests.

The majesties of Imperial tomb architecture offer ample cover and hiding places, but the numerous mausoleums and sarcophagi have fallen into disrepair over the centuries of monsoon weather. Many a slow-moving mourner has lost their life, crushed under crumbling masonry. Feel free to use variations on these to colour Complications.

There are plenty of opportunities for creative players to make use of the terrain, climbing on tombs for better vantage points or damaging decaying structures to bring them down on their foes. Don't hesitate to award Wrath Points for innovative ideas.



GRAVEYARD HIGHWAY

If the Agents are in a vehicle they can travel more quickly, and only need to make two Survival (Wil) Tests to navigate to the Gelfradus Necropolis. Any Complication causes the vehicle to break down. A **DN 3 Tech (Int)** Test can fix most vehicles over the course of a couple of hours.

Vehicles attract attention in the barely disturbed silence of the Boneyards. Any Complication or Boneyard Encounter that results in the vehicle stopping may result in Bonepickers or Gilead Gravediggers arriving to assess the situation. At the GM's discretion, any Athletics (S) Test in a Boneyard Encounter can be replaced with a Pilot (A) Test.



PART FOUR: GELFRADUS NECROPOLIS

Explore the Necropolis. Find the Revelator.

Though far from Barastyr, the Necropolis is hard to miss. The monsoon rains pour heavily as the Agents arrive, but the 20-metre high walls are easy to see, as are the equally high gates bearing the rusted crest of the Gelfradus family. The most impressive crypts are visible towering over the walls.

COMPLEX GATES

The gates to the Necropolis were locked long ago, and somewhat rusted by the monsoon rains. They can be opened using the key on Kaliya's bandolier, or picked with a **DN 5 Stealth (A)** Test. Otherwise, the Agents have to find a way to climb the walls or destroy the gate, which has Defence 1, Resilience 10, and 10 Wounds.

ETERNAL FLAME

The number of Servitors guarding the Gelfradus necropolis is a testament to their immense wealth, and none more so than the Flamekeeper. The Flamekeeper is a simple Servo-Skull that was once Anculus Vaal, a trusted manservant of Augustus Gelfradus. The Flamekeeper is now programmed to maintain the flames burning in the braziers in front of each tomb in the Necropolis — a thankless and endless task during monsoon season. The Flamekeeper is not programmed for combat, and plays a recorded prayer for each specific family member when it relights the braziers in front of their tomb. You can use the Flamekeeper to guide the Agents to Augustus' tomb if they're struggling to find it, or simply to add some flavour and dark humour to the Necropolis.

Beyond the gates lies the Necropolis proper, a system of crypts protected by ten Gun Servitors (pages 334–335 of the *Wrath & Glory Rulebook*). The monsoon rains seriously limit visibility, which the Agents can use to their advantage. Provided they do not make too much noise — for example, by shooting or smashing the gate — the Servitors are relatively easy to sneak past using the Stealth rules on pages 181–182 of the *Wrath & Glory Rulebook*.

If the Agents got the necessary information from the Librarium Mortem, they can find Augustus's tomb easily. Otherwise, the Agents have to make a successful **DN 3 Investigation (Int)** Test to search the other crypts, all of which contain simple sarcophagi.

THE DESCENT

Augustus Gelfradus's tomb is a small tower at the rear of the Necropolis. The keystone of the arch that forms its entryway is a large gargoyle. Any Agent that makes a successful **DN 3 Awareness (Int)** Test notices that the gargoyle has a decomposing Gun Servitor built into it, which fires on anyone who tries to enter.

The inside of the crypt is damp and unlit, the candles long since extinguished by water damage. A stairway winds around the tower both up and down. The upper staircase has collapsed, and rain drips down onto the slick staircase below, making it difficult terrain. Many of the stairs are missing, necessitating a **DN 2 Athletics (S)** Test to climb down, with any Complications causing the character to fall 10 metres.

The staircase descends about 40 metres before reaching a tunnel filled with water a metre deep. At the end of the tunnel is a door that leads to the Narthex.

THE NARTHEX

The Narthex is a circular chamber 30 metres in diameter, with a sarcophagus at its centre. When the Agents open the door, muddy water spills in from the tunnel; perceptive characters that succeed on a **DN 3 Awareness (Int)** Test will notice that the water drips down through cracks in the stone floor, and can be heard impacting on something below.

If the Agents have a light source, they notice carvings of Imperial heroes on the walls; winged saints, oversized Imperial warriors raising their blades high, and hundreds of intricately carved worshippers praying before the Emperor's light.



The sarcophagus contains what appears to be a skeleton, dressed in relatively modest Imperial finery that has started to decompose. A **DN 3 Medicae (Int)** Test reveals the skeleton is fake. If any Agent interacts with the tomb, a few of the stones in the floor that support it come loose, and fall into the chamber below.

Beneath the Narthex is an identical room, including a locked door that requires a **DN 5 Stealth (A)** Test or a **DN 3 Strength** Test to open. Beyond the locked door is the **Sarcophagus Chamber**. At the centre of the lower Narthex is the **Guardian Amalgamation**.

GUARDIAN AMALGAMATION COMPONENT

The Guardian Amalgamation is intended to be run as a stationary Mob, with 3 components for every Tier 1 Agent. If your group is particularly tough or of a higher Tier, you may like to add more components to balance the encounter.

KEYWORDS: HUMAN, XENOS

S	T	A	I	WIL	INT	FEL
8	8	1	2	5	2	1
Defence		Resilience		Wounds		Shock
1		8		1		-

SKILLS: Default 3, Awareness 5 (Passive 3), Ballistic Skill 4, Weapon Skill 4

BONUSES: **Iron Soul:** This Threat is unaffected by abilities that target the mind, and never needs to make a Resolve Test to continue fighting.

Abilities

ACTION: The Guardian Amalgamation listens, making an Awareness (Int) Test as a Free Action. It then attacks the closest target to the Sarcophagus Chamber door it can hear.

Xenotech Blade: 10 +4 ED / Range 2 / Agonising, Rad (2). **Xenotech Blaster:** 12 +1 ED / Range 12 - 24 - 36 / Agonising, Rad (2).

DETERMINATION: Spend 1 Ruin to roll 5d6.

Conviction	Resolve	Speed	Size
5	4	0	Lrg

Mob Abilities

Ruinous Amalgamation: This Mob generates 1 point of Ruin at the start of every Round.

RUIN: Return Fire: Whenever this Mob is attacked, you may spend 1 Ruin to have it immediately attack whatever caused it damage. The target's Defence is increased by 2 for this attack.

COMPLICATION: Anomalous Fuel: Whenever this Threat rolls a Complication, the strange substance that fuels it bubbles and glows, illuminating the lower Narthex. If the fuel system is attacked by a Called Shot (+2 to Defence and ED) in the next Turn, 1d6 +1 Guardian Amalgamation Components are destroyed.

THE GUARDIAN AMALGAMATION

The Guardian Amalgamation is a repulsive fusion of multiple Servitors and xenos technology. It has been programmed to attack anyone who enters the lower Narthex and designed to operate in complete darkness.

The Servitors that make up the Amalgamation are each missing several body parts, and have been fused together by xenos technology and weaponry. Though each individual Servitor can act independently and can take its own Turn, they are bound together, and cannot move. The Guardian Amalgamation is intended to be run as a single grotesque Mob (see p.324 of the **Wrath & Glory Rulebook**) with an adjustable number of components so you can tailor the battle to challenge your group.

SARCOPHAGUS CHAMBER

Augustus Gelfradus's true tomb is a small room housing an ornate sarcophagus. The complex wall carvings show truly blasphemous scenes — Humans trading esoteric technology with strange, alien species. The carvings of xenos depict them in impossible shapes that seem to shift through dimensions and move towards the viewer — if an Agent looks at them for too long, they must make a **DN 1 Corruption Test**.

The lid of the sarcophagus can be easily opened to reveal a rotting corpse in regal imperial finery. Held in the skeletal hands is a metallic bottle with a strange, almost organic shape, covered in glowing runes that constantly shift away as if hiding from the viewer. This is the Revelator.

PART FIVE: REVELATIONS

Decide what to do with the Revelator.

The party has acquired the Revelator, and now it's up to them to decide what they do with it. If the party wants to return to Barastyr, you can play through **Part Three: The Boneyards** again or simply narrate the journey. Once there, they may have to deal with the fallout of their past actions.

The Stalker Flare can be used to signal Mendax's Gun-Cutter (a void-capable craft customised to her needs) whenever the party is ready to face her. The craft descends within an hour, though if the flare is lit in a populated area, Mendax lands somewhere secluded.

INQUISITION REQUISITION

The Interrogator extends the landing ramp and waits at the top flanked by her two Arco-Flagellants. She asks the Agents for proof they have acquired the Revelator. If Mendax feels physically threatened at any point, she speaks the High Gothic codeword '*Deprecarentur*' to deactivate the Pacifier Helms of the Arco-Flagellants, causing them to attack the nearest Agents instantly. She only speaks the second trigger word '*Remissio*' if she believes doing so will help her acquire the Revelator.

OBEDIENCE

If the Agents give Mendax the Revelator, she thanks them enthusiastically, her eyes never leaving the device. She invites the characters on board, and repeatedly expresses her pleasure and disbelief that she finally has the Revelator.

Mendax leads the Agents to the bridge of the ship and consults a pile of scrolls, constantly murmuring. She pricks her finger, and quickly presses a series of runes on the Revelator with the bloody digit. It slowly hums to life and projects a searingly clear hololithic map of the Gilead System. Mendax watches in awe as several sets of alien runes appear in the projection over several of the Heartworlds and some points of space in the Voidmire.

Mendax is jubilant and thanks the characters profusely, then turns to pilot the ship. Regardless of the Agent's reactions, the **Daemonic Incursion** starts a few minutes after Mendax's blood enters the Revelator.

REBELLION

If the Agents refuse to give Mendax the Revelator or accuse her of heresy, she at first attempts to persuade them that she plans to destroy it, pointing out the various weaponry and holy items she has with her. The Agents can see through this ruse with a successful **DN 5 Insight (Fel)** Test.

ANOTHER WAY

The Revelator is seemingly impervious to harm, and can't be destroyed by conventional means, though if brought to an educated xenotech scholar, they may be able to find a solution with a **DN 10 Scholar (Int)** Test.

If left in the Sarcophagus without a Guardian, there is a chance that graverobbers could find the Revelator. It may be wise for the Agents to collapse the crypt, or bring it to a higher power to have it dealt with.

Getting Off-World

Daedalon is the final destination for most, and getting off the moon isn't easy. The crucial shipments of corpse starch and Servo-Skulls leave almost daily from the Priory of the Sacred Form, but are closely guarded by both the Gilead Gravediggers and Adeptus Mechanicus forces. Mourners and pilgrims hire private travel or are assigned to their duties by the Ministorum, and make infrequent journeys guarded by members of the Adepta Sororitas.

Of course, if one of the Agents is a Rogue Trader or a high-ranking member of a prominent Faction, they may be able to secure their own transportation.

If Mendax manages to acquire the Revelator, she immediately attempts to activate it as in **Obedience**, triggering the **Daemonic Incursion**. If the Agents make to leave at any point, Mendax calls out for them to stop, offering them riches and fine weaponry if they tell her where the Revelator is. If she believes they have the Revelator, she speaks the trigger word '*Deprecarentur*' and orders her Arco-Flagellants to attack.

If the Agents do not have the Revelator, Mendax curses them, saying they deserve no better than to be stranded on this dead rock. If an Agent makes a successful **DN 3 Persuasion (Fel)** Test, Mendax gives them another Stalker Flare and tells them they have one last chance. In either case, Mendax then attempts to leave on her ship, refusing to let the Agents on board.

INTRO

A GRAVE REQUEST

BARASTYR

THE BONEYARDS

GELFRADUS NECROPOLIS

REVELATIONS



INTERROGATOR MENDAX

KEYWORDS: IMPERIUM, HUMAN, INQUISITION, HERETIC

S	T	A	I	WIL	INT	FEL
2	5	1	4	6	7	5
Defence	Resilience		Wounds		Shock	
1	7		11		9	

SKILLS: Default 6, Awareness 10 (Passive 5), Ballistic Skill 8, Deception 8, Insight 10, Investigation 10, Persuasion 8, Scholar 10

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

Second Strike: Mendax can make a single attack with her Augmetic Claw and a single attack with her Interrogation Syringe without suffering the +2 DN Multi-Attack penalty.

Abilities

ACTION:

Bolt Pistol: 10 + 1 ED / Range 6 - 12 - 18 / Salvo 1 / Brutal, Pistol.

Augmetic Claw: 4 +2 ED / AP -1 / Rending (1).

Interrogation Syringe: 4 +2 ED / AP -1 / Inflict (Poisoned 4)

Mendax's augmetic syringe mechaendrite is filled with a drug called Tyche's Kiss. When correctly applied, Tyche's Kiss temporarily paralyses its victim, making them appear dead. In the heat of battle, a small injection of Tyche's Kiss will only partially paralyse the target through its Inflict (Poisoned 4) Trait, a Condition that can be removed with a DN 4 Medicae Test and anti-toxins found in any Medkit.

DETERMINATION: Spend 1 Ruin to roll 4d6.

Conviction	Resolve	Speed	Size
6	5	4	Avg

DAEMONIC INCURSION

A horrendous screeching echoes through the air as though an Imperial Cruiser crashed into a cathedral as a Warp Rift tears through reality next to the Revelator. All characters present have the opportunity to move away. Those that do not must make a DN 3 Corruption Test.

A number of Pink Horrors (page 348 of the **Wrath & Glory Rulebook**) equal to the number of Agents cavort gleefully from the Warp Rift and attack anyone in sight. They cackle maniacally as they throw Corsuinating Flames at their targets, with at least two Horrors focused on Mendax.

If Mendax reaches her Maximum Wounds in this scene, roll a Wrath Die. If you roll a Complication, Mendax is possessed by a daemon of Tzeentch and becomes a Possessed Mortal (page 341 of the **Wrath & Glory Rulebook**). If all of the Pink Horrors are slain, the Warp Rift closes.

RESOLUTION

The Resolution of the adventure is largely dependent on the actions of the Agents in **Part Five: Revelations**.

MENDAX LIVES

Mendax will continue to search for other potentially heretical relics to gain more power. She may make other grim invitations to the party now that they have proven themselves trustworthy.

ARCO-FLAGELLANTS

Death is not punishment enough for many forms of heresy. The Confessors of the Adeptus Ministorum have devised many methods of divine retribution that are far worse. Those impure souls sentenced to become Arco-Flagellants are lobotomised and forced to endure gruesome modifications to become combat Servitors, destined to serve penitence for their crimes through battle.

Their limbs are replaced with brutal augmetic weapons. Chemical pumps are inserted beneath their skin, prepared to release a cocktail of combat drugs to trigger a frenzied battle rage, dull pain, and force the luckless Flagellant to fight. A Pacifier Helm is grafted to the brain and spine, projecting a constant stream of exquisite imagery of the Imperial Cult into their mind, soothing their broken senses with endlessly repeating hymns to the Emperor. This helm renders the Arco-Flagellant a blissfully ignorant zombie, devoid of free will or an urge to act.

When an Arco-Flagellant's handler speaks a trigger word, their Emperor-blessed dream state of the Pacifier Helm dissolves. A deluge of combat stimulants force the Flagellant into a whirlwind of furious wrath, driven in agony towards the enemies of the Imperium. Most Arco-Flagellants do not live through the gruesome melee to hear the second trigger word spoken, a word that re-activates the Pacifier Helm and returns them to their revenant stupor.

If the Agents deny Mendax and she survives the ensuing battle, she may become a recurring villain, hunting down the Agents or framing them for her own heretical activities.

ARCO-FLAGELLANT

KEYWORDS: ADEPTUS MINISTORUM, HUMAN, IMPERIUM, INQUISITION, SERVITOR

S	T	A	I	WIL	INT	FEL
5	3	3	4	3	1	1
Defence		Resilience		Wounds		Shock
3		4		5		3

SKILLS: Default 3, Awareness 2 (Passive 1), Weapon Skill 6

BONUSES: Pacifier Helm & Penitent Augmetics: While the Pacifier Helm is active, the Arco-Flagellant is effectively a non-combatant, able to do little but shuffle around in a blissfully ignorant state. When the Pacifier Helm is deactivated, the Arco-Flagellant is Frenzied. The +1 Strength from being Frenzied is already applied above. The Arco-Flagellant is immune to the Exhausted, Fear and Pinned Conditions and any Fellowship based Skill Tests, including Interaction Attacks.

Abilities

ACTION: Berserk Killing Machine: If an Arco-Flagellant is Frenzied, it must move towards its nearest enemy and make an All-Out Attack on each of its turns until its Pacifier Helm is re-engaged. When an Arco-Flagellant makes an All-Out Attack with its Acro-Flail, its Weapon Skill (I) dice pool is 8, and its Defence is reduced to 1 until the start of its next turn.

Acro-Flail: 10 +4 ED / AP -2 / Agonizing, Brutal

ANNIHILATION: Redemption In Death: When an Arco-Flagellant dies, it makes a final All-Out Attack against a target it is Engaged with, if possible.

DETERMINATION: Spend 1 Ruin to roll 3d6.

Conviction	Resolve	Speed	Size
3	2	7	Avg

In either event, Inquisitor Tytrona Dikasune of the Varonius Flotilla eventually declares Interrogator Mendax Excommunicate Traitoris. She calls for a trial and interrogation of the Agents, and determines whether they should also be condemned or tasked with slaying Mendax.

MENDAX DIES

If the Agents (or Daemons) kill Mendax, word will eventually get out. This could take a few days, or even months, depending on how covertly the characters performed on the mission. In any eventuality, Inquisitor Tytrona Dikasune of the Varonius Flotilla calls for a trial and interrogation of the Agents. She requires strong evidence of Mendax's heresy to absolve them of the crime of killing a member of the Holy Ordos of the Inquisition.

The inevitability that almost every outcome leads to the Agents being interrogated by the Inquisition should not be lost on the Gamemaster.

AWARDING XP

- 💀 3 XP each for roleplaying and having fun.
- 💀 3 XP each for reuniting Archivist Abeabah with the Khalidas.
- 💀 3 XP each for finding the Revelator.
- 💀 3 XP each for defeating Mendax or surviving the Daemonic Incursion.
- 💀 3 XP each for escaping Daedalon in an inventive way.

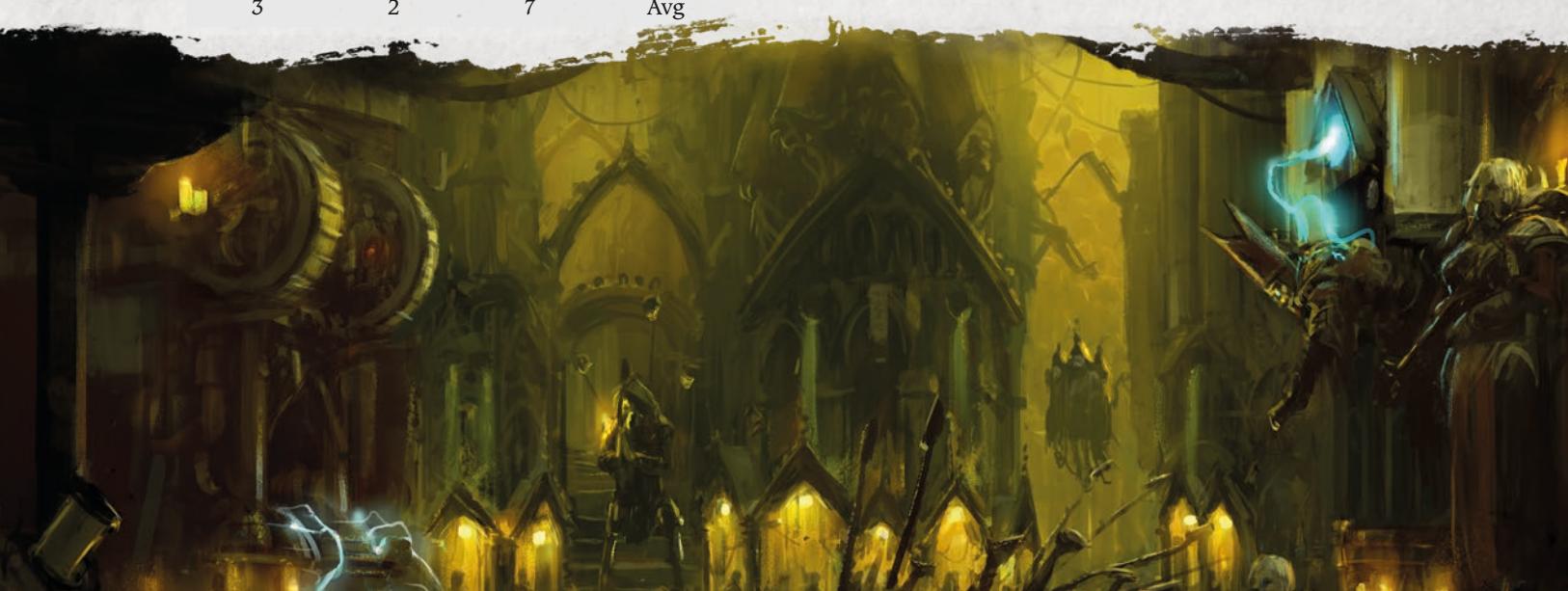
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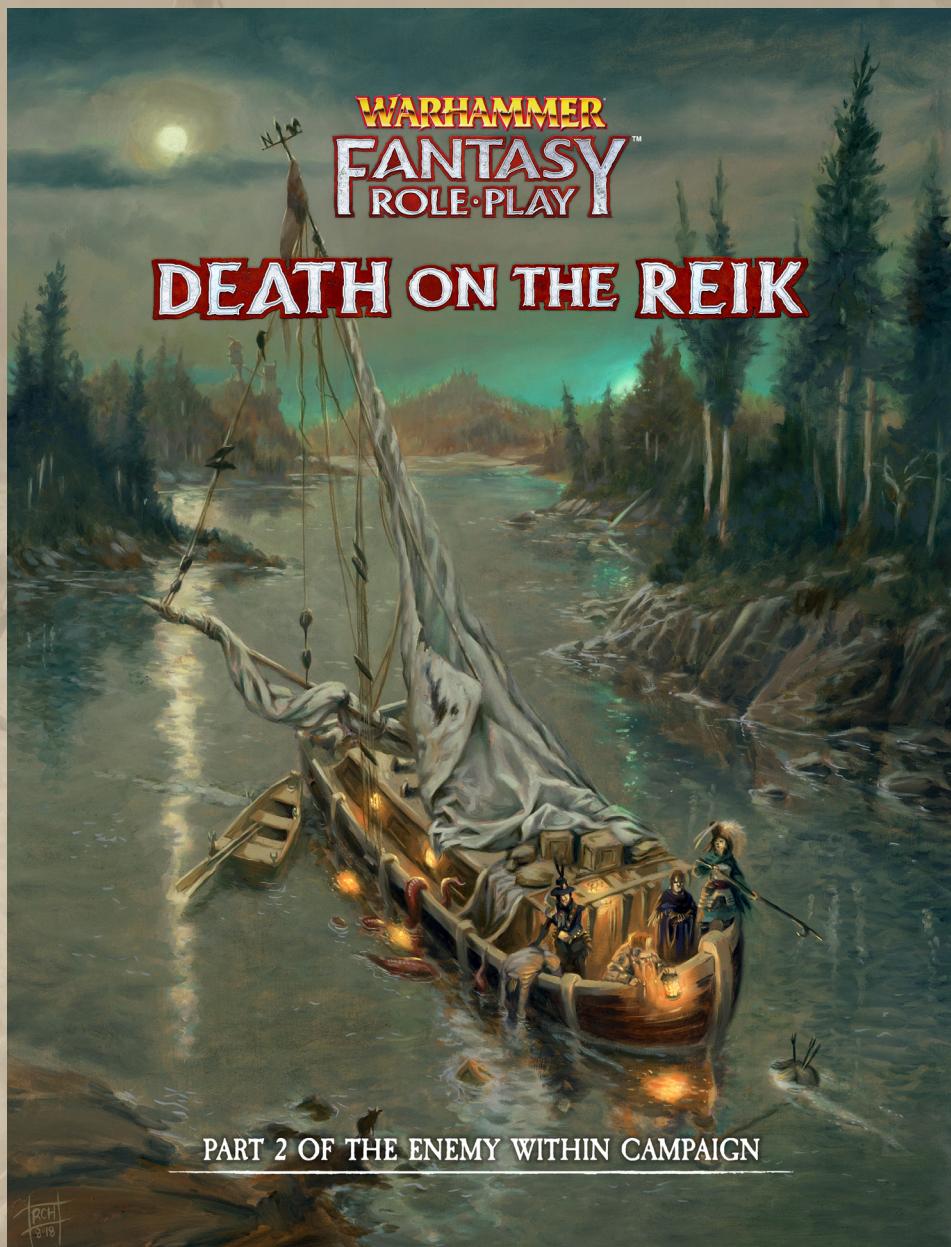
BARASTYR

THE BONEYARDS
GELFRADUS
NECROPOLIS

REVELATIONS



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