

WARHAMMER  
40,000

ROLEPLAY

# IMPERIUM MALEDICTUM

ADVENTURE BOOK

# THE BLAZING SERAPH



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# THE BLAZING SERAPH

**The Blazing Seraph** is intended to be the first adventure the Gamemaster (GM) reads in the **Imperium Maledictum Starter Set**. It introduces the setting of Hive Rokarth, acrid edifice of industry and misery, rife with secrets, plots, and hidden heresies. It also introduces the rules of the game gradually, helping you to learn as you play. You should keep the rules reference sheets close by as you read — you'll be pointed to them often!

As a GM, it's your job to portray the world, it's characters, mysteries, violence, and intrigue. You'll describe scenes and play the part of any characters (NPCs) the players encounter. For more on how to be a Gamemaster, head to [www.cubicle7games.com/how-to-play/gm-guide](http://www.cubicle7games.com/how-to-play/gm-guide).

To ensure the thrilling twists and turns of the adventure are a surprise, only the GM should read any farther. So, if you are going to be a player:

**STOP READING NOW!**

## GETTING STARTED

**The Blazing Seraph** is a starter adventure designed to teach you how to play **Imperium Maledictum**. Though the plot is relatively straightforward and broken into parts to help new GMs get to grips with the events and characters of the adventure, experienced GMs should feel free to allow the characters to approach the central mystery as they wish.

Each part of the adventure introduces new rules and examples of life in Hive Rokarth. To help organise things, check the Read First handout to make sure you know what all the components in the box are for, read through at least the introduction to this adventure, and ensure each player (other than you, the GM) has chosen a character. Once you've done this, you're ready to start.

Additional information about the setting is included in **Rokarth: A Guide to the Hive**, but reading it is not required to run this adventure. It may be helpful later, if players go off the beaten path, or you wish to continue their adventures on Voll after completing **The Blazing Seraph**.

## ADVENTURE SUMMARY

Inquisitor Halikarn assigns the characters to inspect the site of a purported miracle; the exploded acid refinery within Hive Rokarth. They are to verify if the incident is the sign of a true saint of the Imperium or if this is an entirely explicable event. If a saint is present, they must find the person and turn them over to the Adeptus Ministorum. Otherwise, they are to find the truth and eliminate any potential heretics.

The investigation reveals that the situation is stranger than it seems. Someone armed with unusual weapons performed the miraculous feat but likely fell prey to a local gang afterwards. Further investigation uncovers sinister connections between hereteks, a local Infracionist gang, and a new offshoot of the Imperial Creed that shows suggestions of heresy. After meeting with hive leadership and presenting their evidence, the characters confront the Chaos cult that is the source of this mystery.

## ACRONYMS

A number of acronyms appear regularly throughout this book and the rest of the Starter Set, such as **GM** (Gamemaster), **PC** (player character), **NPC** (non-player character), and **SL** (Success Level on a Test). Keep these in mind, and discuss with your players where relevant.





## COVEN OF THE BLAZING SERAPH

The Blazing Seraph is a Lord of Change, a greater daemon of Tzeentch, once known as the Angel of Fire. In its guise as the Angel of Fire, the Lord of Change raised a cult on Karsk IV but was defeated and banished back to the Warp by Lord Solar Macharius and Inquisitor Hieronymo Drake during the Macharian Crusade.

Now, the Lord of Change is attempting to return to realspace under the guise of the Blazing Seraph, using their vile sorcery to fill the ears of the masses with malicious whispers to raise a cult — the Coven of the Blazing Seraph. The primary goal of the Coven is to seek a host for the Blazing Seraph, an individual of psychic might with as many powerful augmetics as possible to ensure they are not banished again. The secondary goals of the cult are to sow chaos and confusion, amassing more followers, and continue sacrificing Human souls to their ravenous master.



## MEMBERS OF THE COVEN

**Arch-Deacon Excavus Artosy** of the Adeptus Ministorum and the **Rogue Psyker Mulciber** lead the splinter of the Coven of the Blazing Seraph in Rokarth. Both were beguiled by the malign whispers of the Lord of Change and believe that the Blazing Seraph is a divine being associated with the Emperor. This malefic trickery has allowed the Blazing Seraph and the Coven to poison the minds of many members of the Adeptus Ministorum, who follow Artosy.

Beyond the Adeptus Ministorum, some members of the Adeptus Mechanicus have become radical Hereteks and joined the Coven of the Blazing Seraph. Prominent amongst these Hereteks is an individual known as **the Armourer**. These Hereteks use their knowledge of advanced technology to create weaponry for the cult and install augmetics on its members, changing their physical forms into bodies suitable for the Seraph's ultimate goals.

The cult has also infested the Infracionist gang known as the **Cutters**, who use the cult's technology to abduct citizens of Rokarth that have augmetics, which are harvested for use by the heretek.

The cult's base of operations is beneath the **Cathedrum of Rationed Beneficence** in a hidden sub-basement where cultists perform profane rituals at tainted shrines. A system of long-forgotten maintenance tunnels connects this lair to a makeshift **Armoury** used by the Heretek to carry out profane operations and blasphemous engineering. They also connect to a nearby **Safehouse** used by the Cutters to deposit abductees and conduct criminal business, and a bar called **The Claymore**, which the Cutters also control.

## INCITING INCIDENT

The Cutters have a rivalry with another local gang, the **Scarred Hands**, and a recent turf war between them led to an explosion in an acid refinery. The Cutters were accompanied by the Armourer, who survived the blast through the power of their refractor field, leaving behind a two-metre spherical space perfectly protected from the explosion.

This event has attracted much unwanted attention, but members of the Coven of the Blazing Seraph are attempting to simultaneously avoid suspicion and bolster their ranks by claiming the event at the acid refinery was a miracle and that the survivor must be a saint. Unfortunately for them, Ordo Hereticus Inquisitor Aegidius Halikarn has noticed the strange happenings in Rokarth, and he has sent his acolytes — the characters — to uncover the truth.



## PART 1

# CONSECRATED GROUND

The characters begin the adventure in frugal rented quarters in Thaler Hostelry (*Rokarth: A Guide to the Hive*, page 45). Read or paraphrase the following paragraph to set the scene:

*"You recently arrived at Hive Rokarth to recuperate from your last mission investigating Administratum negligence. Your Patron, Inquisitor Halikarn, arranged boarding in Thaler Hostelry, a colossal but comparatively small habitation zone where roughly twenty thousand citizens cling to survival. Your quarters consist of a Munitorum Armoured Container filled with a set of dilapidated lockers laid sideways and filled with rags to create a set of bunks and a makeshift shrine to the Emperor half composed of melted candle wax. You are well rested despite the perpetual noise of industry and flickering lumen-lights."*

Ask each player to briefly describe their characters and explain what they are doing in their shared quarters. Encourage them to be descriptive. They might be researching, seeing to their weapons, contemplating the God-Emperor, or simply eating some bland rations.

After all the players have had a chance to talk, let them know that the sound of a pre-recorded dirge-hymn can be heard nearby, slowly getting louder. Shortly afterwards, a **Cherub** flies into the room. Read or paraphrase the following:

*"A tinny fanfare of liturgical music blares from a cherub as it flies through the ventilation shaft and circles your hab-unit, scanning each of you with its weeping augmetic eye. The scan ends, and the hymn is momentarily interrupted by crackling static. The cherub drops a scroll case into your bunk before flying away."*

When the characters open the case, they find a scroll and a strange seal. The seal bears an icon of the Inquisition, a symbol of Inquisitor Halikarn's authority. Then, inform them of the following:

- The Inquisitorial Seal symbolises Inquisitor Halikarn's authority and can trigger the **Limitless Authority** Patron Boon on the Party Sheet. A token of the Inquisitorial Seal has been provided in the Starter Set, to let you keep track of who is currently in possession of this volatile object!

- The characters know that Halikarn brutally punishes any acolyte that reveals his Rosette unless they can prove that it was essential for the operation, as it can alert enemies to the presence of the Inquisition and scupper an investigation. Keep a record of every time the characters use the Inquisitorial Seal, as this will be important later.




The text on the scroll is encoded with a cipher that the characters have known Halikarn to use. Ask each player to make a **Challenging (+0) Linguistics** Test to decode the scroll.

### MAKING A TEST

Ask each player to roll both dice found in the Starter Set - together, they are referred to as a d100.

If the result is equal to or less than the Skill being tested, you succeed!

**Example:** Wilkus Garn makes a Linguistics Test to try decoding the scroll.



This result is 37. Wilkus has a Linguistics Skill of 45, so this result is a success!

The **Basic Rules Reference Sheet** explains making Tests in more detail. If all characters fail, they waste an hour translating the scroll into gibberish before figuring things out. Success reveals the following information:

- Acid Refinery Delta-64 recently exploded under mysterious circumstances. There are multiple accounts of a single survivor.
- Arch-Deacon Excavus Artosy of the Adeptus Ministorum has mounted an investigation into the possibility that this survivor is a potential saint.
- Halikarn commands the characters to discover what happened at the Acid Refinery and the identity of the survivor. He will contact the characters in three days for their report, and expects results.
- Vox frequency ++4181115-WYRM++ will connect the characters to Leo 'Wink' Rantz, a Rokarthian Infracionist working for Halikarn who can guide the characters to the Acid Refinery and give them information on the local area.

If the players are unclear on what to do, suggest using their vox beads (a standard Imperial communication device) and the given vox frequency to contact Leo 'Wink' Rantz for further directions.



## CRIMINAL CONNECTIONS

When the players contact Leo 'Wink' Rantz over the vox, using frequency ++4181115-WYRM++, read or paraphrase the following:

*The vox cycles through white noise and high-pitched squealing as the frequency dials in. You hear the whirring of industrial tools and voices shouting in the background. An angry voice demands, 'What you want with Leo?'*

The voice on the vox is **Lieutenant Blister** of the Cutters Gang. More information on Blister, including guidance on roleplaying her, is on page 44.

Blister and her underlings have kidnapped Leo and are holding him prisoner at the Chop Shop (in the Lower Hive), hoping they can shake him down and get him to repay his gambling debts. Blister sees the vox call from the characters as a chance to ransom Leo, demanding they bring 2,000 solars to the Chop Shop.

Blister gives them directions to the Chop Shop, but it's up to the characters how to approach this situation. They could agree to pay the debt, try to rescue Leo sneakily or go in all-guns-blazing.

Ensure they know that leaving an Inquisition informant in the hands of an Infractionist gang could compromise their operation. Under duress, Leo could reveal the location of their safe house in Thaler Hostelry. Even hinting at the Inquisition's presence in Rokarth in general would make things difficult for their investigation.

Without Leo's aid, the characters must make a successful **Hard (-20) Navigation (Surface)** Test or spend days trawling the worst areas of the hive to find the ruined Acid Refinery and continue the adventure. In this case, it's up to you what happens to Leo. Blister might simply remove his augmetics and consider the debt paid.

## THE CHOP SHOP

If the characters come to the Chop Shop to rescue Leo, read or paraphrase the following:

*"The overwhelming sounds of industry have faded to an almost tolerable level as you have moved away from the hub of the hive. However, the incessant shrieking of mechanical tools is still present, leading you to what is undoubtedly the Chop Shop. It appears to be a dilapidated warehouse moments away from crumbling to rust. Two rough-looking individuals stand on either side of a long-broken retractable sliding door. Inside, another scarred, muscular thug wearing ragged gang leathers sharpens a wicked-looking blade on a sparking grindstone. The familiar sounds of a circular saw, angry grunts, and pained screams reverberate around the metal box from deeper inside the Chop Shop.*

## SPENDING FATE

All characters start each session with 3 Fate that they can Spend to activate the following effects:

- Reroll a failed Test.
- Gain Advantage on a Test before rolling.
- Add +1 SL to a Test after rolling.
- At the start of the round, choose when to act in that round, ignoring Initiative.
- Ignore all effects from all Critical Wounds until the beginning of your next turn, including Conditions and Injuries.
- Remove one Condition; if you removed the *Prone* Condition, you regain 1 Wound.

Characters regain all spent Fate at the start of the next session, so feel free to encourage them to use it to get a better chance at succeeding on their Tests! (This information is repeated on the inside of their Character Sheets).

## NAVIGATING THE HIVE

A successful **Challenging (+0) Navigation (Surface)** Test is usually sufficient for the characters to find their way anywhere in the Lower Hive, including to the Chop Shop, if they don't have Blister's directions. It will take the better part of a day for the characters to get to the Chop Shop. Ask them to make Rapport (Inquiry) Tests if they need to get directions, and use the Lower Hive Encounter Table in **Rokarth: A Guide to the Hive** (page 40) to make their trek more exciting.



Leo is being held in one of the inner chambers of the Chop Shop while Blister works to remove the unfortunate captive's augmetic leg. Ask the players how they wish to tackle the situation. They may wish to attempt diplomacy, or they may decide — correctly, as it turns out — that a violent confrontation with Leo's kidnappers is inevitable. What follows are some of the more likely outcomes:

If the characters walk up to the gangers and offer to pay, they'll bring Leo out, unconscious and missing his augmetic leg, then attempt to take the characters' Solars anyway. If the players are foolish enough to hand these over for the one-legged Leo, Blister reads this as weakness and begins to make increasingly more extreme demands of them — more solars, their equipment, perhaps even their own augmetics. When the players balk at this — no servant of the Inquisition can hand over their Patron's Inquisitorial Rosette, for example — Blister will spit at their feet and order the rest of the Cutters to attack (see Combat).

If the players are careful, they will attempt to get the measure of Blister and her goons before wading in. In *Imperium Maledictum*, this is by far the safer approach. Perhaps anticipating Blister's impending betrayal, the group might start by scoping out the situation and gathering information (see Preparation) before moving on to sneaking into the Chop Shop (see Infiltration) or launching a more direct attack (see Combat).

## GAMEMASTER'S ADVICE

This encounter is intended to give players their first taste of combat in *Imperium Maledictum*. Do your best to ensure that a few bullets fly in this encounter, if not from the players, then from overconfident Gangers. The characters can deal with the situation through straightforward violence, but there's more than one way to end a fight. Encourage them to experiment, and don't get too hung up on getting anything wrong. The Gangers are a surmountable challenge, not an impossible-to-defeat opposition. After a few fall, they will attempt to run. In the worst case scenario, should they defeat the players, one of the Cutters will find the Inquisitorial Rosette and panic, leaving the bruised and battered acolytes humbled but alive.

## PREPARATION

*Imperium Maledictum* is a game of grim treachery and a struggle against perilous odds — the characters will often need every advantage they can get against their foul foes, which requires preparation to gain Superiority. Whenever the group gains information that you think might be useful against a particular enemy, they gain a point of Superiority. During combat, every point of Superiority adds +1 SL to the result of one Test each character makes per turn — which could make the difference between life and death! For this first encounter, the following types of preparation are appropriate, though you should be open to sensible suggestions from the players.

- ☠ Characters that listen make a **Routine (+20) Awareness (Sound)** Test. If a character succeeds on this Test, they hear the two **Gangers** (page 39) guarding the front of the building, talking. Read or paraphrase the following:

*"I wish there were a few more of us on this job. I haven't heard a peep from Nails, Vulture, or Lothos since they joined the Coven. It's like they just disappeared!"*

*'Not feeling tough enough, Jarin? You should have more faith. With Blister and us four, we'll be fine. You should join the Coven too, you know. They're our kind of people. They aren't just handing out alms to the labour-serfs. They say things will get better for everyone when the Emperor's Seraph comes.'*

*'I'm not interested in all that Grox-crap. I just want Solars in my pocket and a few more new gun mods. You've got to admit our new benefactor is a bit... off.'*

- ☠ Characters that look around make a **Routine (+20) Awareness (Sight)** Test to see that the Gangers' weapons look like they have all been customised but are all a little worse for wear. Knowledge of the Gangers' weapons awards the group +1 Superiority.
- ☠ Characters that rely on their interpersonal instincts may make a **Routine (+20) Intuition (People)** Test to see that the Gangers appear shiftily — they're tough but on edge and seemingly a little scared. Knowledge of the enemy's psychology gives the group +1 Superiority.
- ☠ Characters that rely on their environmental instincts may make a **Routine (+20) Intuition (Surroundings)** Test to see plenty of cover around them in the various ruined habways. Still, the Chop Shop itself provides minimal cover. This knowledge of the battlefield gives the group +1 Superiority.



### INFILTRATION

The characters won't be able to sneak past the two Gangers on the door in the full illumination of the hive, but you may allow them to make a Stealth (Move Silently) Test, Opposed by the Gangers' Awareness (Sound). If any character attempting this fails, the Gangers notice them and will open fire. If all the characters trying this succeed, they move to the window of the room where Blister is 'operating' on Leo. They won't be able to sneak inside the room, but they can easily smash through a door or a window with an Action and begin Combat.

### COMBAT

Use the Combat Reference Sheet to guide your first combat. The Cutters here shouldn't pose too much of a challenge for the players. In total, there are a number of Gangers (page 39) equal to the number of players (including the two guarding the front door), being led by Blister (page 44). The Gangers prefer to use their guns and are smart enough to spend the time taking cover. Blister is more of a coward; as per her Cowardly Lieutenant Trait, she'll leave most of the fighting up to her troops and only take a shot where she believes she'll be successful.

Once half of the Gangers are Incapacitated or die, Blister will dive out of the back window and attempt to flee down a habway, carrying Leo's detached augmetic leg. The remaining Gangers are, therefore, left leaderless and attempt to flee in other directions, ending the fight.

If the players are at risk of being overwhelmed, remind them that they still have the opportunity to escape of their own accord (see the Flee Action). Their lives — or, more specifically, their continued service — are more important to the Inquisition than an Infractionist informant. While their failure brings scrutiny, they can still continue without Leo, even if it is more difficult (as per page 6).

If the characters choose to, they may show Halikarn's Inquisitorial Seal to terrify the Cutters into submission and cease combat. But you should warn them that this may have dire consequences for their relationship with their Patron. Mark down this use of the Inquisitorial Rosette, and consider having the Cutters conduct an Ambush! (page 23) against the characters during Part 2 of this adventure.

### THE OUTCOME

Leo will come back to consciousness after about half an hour and will be ecstatic he is still alive, profusely thanking the characters. He will write off the loss of his leg as the 'cost of doing business' and grab a piece of detritus to use as a crutch before leading the characters to Acid Refinery Delta-64. Leo would prefer if the characters paid for some form of transportation (*Rokarth: A Guide to the Hive*, page 21, or reverse of the **Trading and Gear** Reference Sheet) but will walk (or hobble) if forced to. If you'd like to make this journey more eventful, use the Lower Hive Encounter Table (*Rokarth: A Guide to the Hive*, page 40).

### USING LEO

Leo 'Wink' Rantz is a veritable font of illegal information and can aid the characters with his criminal connections. Use Leo to suggest action plans to the characters when they're lost and give them information about Hive Rokarth when they have questions. Leo is a fallback for when you need a voice in the group, but remember that he is a supporting character, and the players are the stars. Without his augmetic leg, Leo believes he is useless in combat, which isn't helped by his cowardly nature — use Leo to aid the party when they're unsure of what to do, but not as backup or as a solution to their problems.





## ACID REFINERY DELTA-64

When the characters come to the ruins of Acid Refinery Delta-64 in the Lower Hive, the purported site of the miracle, read or paraphrase the following:

*You pass through overcrowded habways without number, assaulted by a cacophony of industrial sounds. You notice that the stench of the millions of barely-washed bodies surrounding you is slowly lessening as the acids in the air burn your nasal passages.*

*As you travel, the crowds thin, and you enter an opening in this labyrinthine forest of plasteel and rockrete. This vast open area was once filled by a gargantuan building that has been reduced to a veritable mountain of rubble. What appears to be a perfectly preserved sphere is situated at its centre, unaffected by the catastrophic destruction. There is a perceptible change in smell, as the air circulation systems are still struggling to clear the smoke and dust of the explosion.*

When the characters arrive, they notice the following points of interest without having to make any Tests:

- A 100-metre radial area that was the refinery is now slag, except for a partial section of wall, some flooring, and half of a chair. All of these are contained and shaped to fit a perfect two-metre sphere at the centre of the site.
- A **Vigilite Cordon** has been established around the site of the explosion, preventing the populace from entering. An official checkpoint has been established, where Vigilites enter and exit the site while violently shoving away citizens that make attempts to get in.
- Neighbouring structures show signs of having been near an enormous explosion or fire. Walls are blackened and windows are blown out.
- A faint blue glow radiates from the ruins. From the chanting, you can surmise observers consider this evidence of divine intervention.
- Based upon their regalia, members of the Adeptus Ministorum are interspersed among the citizens, leading prayers and hymns, and there seem to be a few priests beyond the cordon investigating the site of the 'miracle' itself.

This location is divided by **The Vigilite Cordon**, which the characters will have to find a way through during their investigation. If the characters are struggling with this, Leo may be able to aid them (see **Gamemaster's Advice** on page 10).

The characters begin **Outside the Cordon**, where they can investigate the surrounding buildings (most importantly **Augmetics Manufactorum Phi-99**) and canvass the crowds for information on the explosion, the Coven of the Blazing Seraph, and, crucially, the missing **Administratum Roster**.

Once the characters find a way through the Vigilite Cordon, they have an opportunity to investigate the site of the purported miracle to find more clues on the nature of the explosion, the parallel Adeptus Ministorum investigation, and crucially, the **Augmetic Arm** and the suggestion that pict recordings from **Augmetics Manufactorum Phi-99** may be helpful.

## OUTSIDE THE CORDON

There are massed crowds of workers outside of the Vigilite Cordon, all either eager to see the site of a potential miracle, to attend a makeshift sermon held by the Adeptus Ministorum, or to ask the Vigilites about the **Administratum Roster**. Whenever the characters get close to the Vigilite Cordon, or you feel it is appropriate, read or paraphrase the following:

*As you move closer to the Vigilite Cordon and the ruin of the acid refinery, the noise of the crowd around you gains coherence. Many are clamouring 'Show us the names!' or 'Release the roster!' while others are immersed in prayer and supplication, listening to makeshift sermons held by Adeptus Ministorum priests, mumbling about '...the glory of the Blazing Seraph, the God-Emperor's guiding light that protects the faithful and sends devastating miracles...'*

*You hear a commotion from the entrance to the cordon as an emaciated labourer in ragged clothing shouts, 'Throne damn you, just release the roster! We just want to know who died!' as they try to push past the Vigilites. The squad captain steps towards the labourer and strikes them hard in the face with a Shock Maul — blood spurts from the labourer's nose as they fall, twitching slightly, to the ground. The labourer drags themselves away as the crowd moves back a respectful distance from the cordon.*

The **Injured Labourer** is Talin Stride and could provide the characters with helpful information. The Vigilite is Squad Leader Baranoth, whom the characters may need to negotiate with to get beyond the cordon. Everyone around the ruin believes this is likely a miracle, as nobody in Hive Rokarth — save perhaps the Adeptus Mechanicus — have the technology to cause such an explosion, nor survive it.



### THE CROWD

If the characters ask the crowd what they know about the explosion, call for a **Challenging (+0) Rapport (Inquiry)** Test. If a character succeeds, they are bombarded by a slew of wild stories and outlandish claims. Still, there is a commonality between them: witnesses saw a **Hooded Figure** walk away from the wreckage after the explosion and head toward the **Maglev Nexus**. If a character succeeds on the Test with +3 or more SL, someone in the crowd mentions that *'Those eerie pict-recorder servitors on the augmetics manufactorum over yonder might have a recording,'* pointing out **Augmetics Manufactorum Phi-99**.

Regardless of whether the character succeeds or fails, they can't navigate the crowd for long — rage swells amongst the populace as they once again shout, *'Show us the names!'* and *'Release the roster!'* Anyone can explain to the characters that the Administratum Roster at the time of the explosion has not been released.



An **Easy (+40) Lore (Adeptus Terra)** Test reveals this as unusual. Local Administratum offices maintain lists of workers, assignments, and duty shifts. This information should be routinely available and released quickly, primarily to ensure absences can be filled and the tithe supplied.

### INJURED LABOURER

The injured labourer is Talin Stride (see *Rokarth: A Guide to the Hive*, page 47), a manufactorum worker desperate to find out if his partner, Lo, was on the Administratum Roster. He'll rant and rave through his bloody nose, but if aided with a **Routine (+20) Medicae** Test, he'll be amenable to helping the characters:

- ☛ He knows that the Administratum Roster might be available at the **Datamill**, but he knows the Adepts there won't take him seriously — plus, he has to be on shift in the promethium manufactorum soon and can't waste any more of his scheduled rest period.
- ☛ He believes that the **Blazing Seraph** are trying to help — they've got an excellent reputation for handing out alms and giving work to injured labourers so they can continue to serve the God-Emperor. However, Talin knows those they employ are rarely ever seen again.
- ☛ He thinks that all of the Vigilites are violent, corrupt thugs that only listen to authority that could ruin them or bribery.
- ☛ He believes there's more to be found at the site of the 'miracle' and believes the stories of a hooded figure escaping from the wreckage and heading towards the Maglev Nexus.

## GAMEMASTER'S ADVICE

By the end of their investigation in this location, the characters should have discovered the following clues:

- ☛ The sheared **Augmetic Arm**, which can be found by searching **Inside the Cordon**.
- ☛ The pict-recording of the **Hooded Figure** (possibly obtained from **Augmetics Manufactorum Phi-99**).
- ☛ The knowledge that the **Administratum Roster** that determines who was working when the accident occurred is missing, which can be discovered from the Crowd **Outside the Cordon**.

If Leo is with the party, he can suggest a course of action if they're ever unsure of what to do, such as:

- ☛ *'There's wisdom in crowds, you know. A lot of ignorance, but some wisdom too.'*
- ☛ *'It's a sorry state of affairs that the Vigilites are the most corrupt people on this mud-sodden planet. I bet you could bribe your way through that cordon.'*
- ☛ *'Those servitors staring at us from the Augmetics Manufactorum give me the shivers. Always watching...'*
- ☛ (If Sister Helza Scorn is part of the group) *'Hey, pious sister, I doubt those Vigilites can tell one priest from another — the God-Emperor's light can't get through those thick helmets, see. I bet you could convince them you were part of the Adeptus Ministorum investigation.'*



### PREACHERS OF THE BLAZING SERAPH

These enrobed figures spew almost nonsensical sermons laden with incorrect use of High Gothic but are attracting attention from the labourers. They preach that this is the site of a holy miracle and that true believers of the God-Emperor should be prepared to surrender themselves to the burning light of His Seraphs and worship at the **Cathedrum of Rationed Beneficence** (see page 32). Though their reverent zealotry isn't too far from the ordinary, their calls to *'Smite down the blasphemous Scarred Hands gang, for they are the greatest of all heretics!'* seems unusually specific.

Canvassing the crowd reveals that most people will praise the Cathedrum of Rationed Beneficence as it often hands out alms to the downtrodden serf-labourers and offer opportunities for those unable to work to labour in the God-Emperor's name. Some have heard rumours that those who join the Coven of the Blazing Seraph have disappeared, but now believe that they were lost in the explosion of the Acid Refinery.

### NEARBY BUILDINGS

If the characters want to know more about the buildings around the Acid Refinery ruin, ask them to make a **Routine (+20) Awareness (Sight) or Logic (Investigation)** Test. Anyone who succeeds notices graffiti on the ruins and some nearby habways of a hand covered in green flames. A successful **Challenging (+0) Lore (Rokarth)** Test, or asking Leo, locals in the crowd, or any Macharian Vigilites can identify this as the gang symbol of the **Scarred Hands Gang**.

Regardless of whether they succeed or fail, the characters feel like they're being watched — they notice a Servitor attached to a nearby Adeptus Mechanicus facility staring at them, analysing them with a pict-recording augmetic eye, before scanning the ruin of the Acid Refinery again. The building is **Augmetics Manufactorum Phi-99**.

### THE VIGILITE CORDON

A few squads of **Macharian Vigilites** (page 45) patrol this hastily constructed facsimile of an Aegis Defence Line, violently preventing anyone from entering the miracle site except for members of the Adeptus Ministorum. Standing at the entrance is **Squad Leader Baranoth**, the man the characters will have to convince to get into the ruin of Acid Refinery Delta-64.

### SQUAD LEADER BARANOTH

A mountain of a man with a jaw so heavy set it seems to impede his bellowing speech, Baranoth's Vigilite armour is covered in marks of combat and unwashed blood, including some from Talin Stride's nose. The following Tests may convince him to allow the characters to pass through the cordon:

- If the characters choose, they may show Baranoth their Inquisitorial Seal — Baranoth is likely to keep this to himself as long as the characters are subtle. Mark down this use of the Inquisitorial Seal, and consider having the Cutters conduct an **Ambush!** (page 23) in **Part 2** of this adventure.
- If Sister Helza Scorn is part of the group, she can leverage her position with the Adeptus Ministorum to give her +1 SL and Advantage on any social Test made to negotiate a way for her and the group to get through the cordon.
- A character that tries to observe Baranoth to get a read on him may make a **Challenging (+0) Intuition (People)** Test. If they succeed, they surmise that he only cares about Solars and authority.
- A character that mentions some kind of legitimate credentials and appeals to the structure of the Imperium may make a **Difficult (+10) Presence (Leadership)** Test. If they succeed, Baranoth lets them in begrudgingly but will make a note of this intrusion that may cause trouble for the characters later at your discretion. If they fail, Baranoth tells them to have their master vox him the proof and ushers them away from the cordon.
- A character that attempts to befriend Baranoth may attempt a **Hard (-20) Rapport (Charm)** Test — Baranoth won't let them through but might surreptitiously hint that he's amenable to a bribe.
- A character that attempts to lie to Baranoth may make a **Rapport (Deception)** Test, Opposed by Baranoth's **People (Intuition)**.
- If a character offers to bribe Baranoth subtly enough, ask them to make a **Challenging (+0) Rapport (Haggle)** Test. If they succeed, Baranoth will allow them to enter for 100 Solars each (a character may decrease this amount by 10 Solars for every SL). If they fail, Baranoth will feint, striking them with his Shock Maul and ignoring any further attempt at communication with him.



## CONSECRATED GROUND

If you feel that a character hasn't made a good enough argument or didn't score enough SL on their Test, Baranoth rudely berates and goads them, comparing them to Infractionist scum and the common labourers around them. Ask the character to make a **Challenging (+0) Discipline (Composure)** Test. If they stand firm in the face of Baranoth's rebuke, the Vigilite laughs and allows the character through, commenting that they must be important enough to enter if capable of weathering such a storm.

### SNEAKING IN

Bypassing the cordon without being seen and then continuing to investigate the site is by no means easy — it is well-lit at all times, meaning that characters will have to make repeated Stealth Tests Opposed by the Macharian Vigilites' Awareness, with the potential for them to be imprisoned in **Precinct Fortress Majoris** (page 15) if caught.

### INSIDE THE CORDON

The ruin is a bleak pile of featureless rubble, with little left to pick through. A successful **Routine (+20) Awareness (Sight)** Test reveals that the ruins and rubble seem largely undisturbed, which the Macharian Vigilites can confirm. If a character succeeds on this Test, their investigation is drawn to both the **Divine Radiance** and the **Undamaged Sphere**.

A **Challenging (+0) Awareness (Psyniscience)** Test can be performed by a Psyker (like Reeta von Mard). A failure reveals nothing, whilst a success confirms that there has been no psychic manifestations or warp influence on this site.

### ADEPTUS MINISTORUM INVESTIGATORS

These robed and hooded figures trample across the site of the 'miracle' swinging incense burners and murmuring prayers of divination. Their rituals seem pious but purposeless to most observers, though their leader, Galliach Krane, strides through the ruins inspecting rocks and taking notes.

Galliach Krane is rapt with reverence for the site and is more than happy to share her findings thus far with fellow investigators:

- ☠ She is almost sure that this is the site of a miracle but admits that she is *'considering the possibility of nefarious interference'* as she looks pointedly at **Augmetics Manufactorum Phi-99**.
- ☠ She sees the **Divine Radiance** as evidence that something important has happened here, claiming that it *'makes her soul vibrate with the God-Emperor's furious will'*.



- ☠ She believes that the **Undamaged Sphere** *'brings to mind tales of the Emperor's Protection from the Macharian Crusades'* and is confident that no other force could produce such an effect.
- ☠ She plans to investigate the rumours of a **Hooded Individual**, claiming that they almost certainly did not travel to the *'abject filth of the Maglev Nexus'* and instead must have moved on to the cathedrum, where she plans to pray to find more answers.

### DIVINE RADIANCE

Many perceive the glow from the rubble as a sign of divine intervention. A successful **Difficult (-10) Tech (Engineering)** Test suggests that the glow is residual radiation from the refinery's plasma generatorium explosion. The glow may fade over time or after a thorough decontamination ritual, disrupting the site and derailing their investigation.

A **Routine (+20) Medicae** Test identifies the radiation level in this area as dangerously high. The crowd and the Vigilites are unaware or unconcerned. Moving the cordon further from the building would improve safety.

A character that succeeds on a **Challenging (+0) Intuition or Lore (Theology)** Test is overwhelmed by the feeling that these lights are certainly not divine and are instead a portent of heresy.



### THE UNDAMAGED SPHERE

The pristine 'sphere' that seems undamaged at the apparent epicentre of the wreckage is an obvious point of interest. If any characters choose to investigate, ask them to make a **Challenging (+0) Logic (Investigation)** Test. Characters who watch the pict-recording from **Augmetics Manufactorum Phi-99** have **Advantage** on the Test (see the **Basic Rules Reference Sheet**). If successful, they find an **Augmetic Arm** just outside the sphere, cleanly severed at the elbow. Whether they succeed or fail, they can tell that something stopped the explosion in this area, and it must be a very advanced type of technology.

Alternatively, Casseum Calibus (or any other character with the Engineering Specialisation) may make a **Difficult (-10) Tech (Engineering)** Test. If successful, they identify the components and architecture as elements likely to have been at the refinery's plasma generatorium, as in **Divine Radiance**. If the explosion started near this site, it could help to explain the blue glow. A character that succeeds on this Test also discovers the **Augmetic Arm**.

### THE AUGMETIC ARM

The **Augmetic Arm** stands out to everyone present as something out of place that bears further investigation. Ask any character that attempts to inspect the **Augmetic Arm** to make a **Hard (-20) Tech (Augmetics)** Test. A success reveals a serial number hidden under a wrist plate, and any result indicates that the arm seems to be designed for military or law enforcement personnel.

If shown to others, most will suggest asking around at **Augmetics Manufactorum Phi-99** for more information. Members of the Adeptus Mechanicus on Rokarth can easily trace the serial number to identify the owner of the **Augmetic Arm**.

Though the characters don't know this yet, the arm belonged to a Macharian Vigilite named Novem Zhao, who was fighting with the Armourer when the explosion occurred. The refractor field preserved the part of the **Augmetic Arm** clinging onto the Armourer, but the rest of the arm — and Zhao — was obliterated in the blast.

### AUGMETICS MANUFACTURUM PHI-99

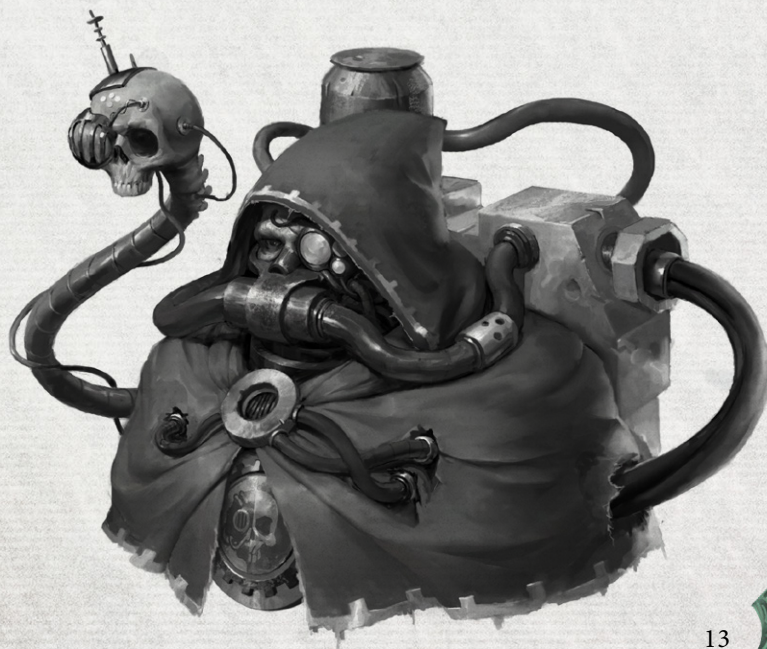
This immense building is emblazoned with the sigils of the Adeptus Mechanicus. Several surveying pict-recorder servitors built into the structure overlook the ruined acid refinery. The characters might visit the manufactorum to seek out recordings of the explosion or to aid in identifying the **Augmetic Arm**. When they choose to investigate, read or paraphrase the following:

*Three sputtering electrified fences ring the towering Adeptus Mechanicus manufactorum. You pass through gates guarded by gun-servitors that watch you with half-dead, lobotomised stares. Your path is blocked by a massive mechanised door in the shape of the cog-and-skull symbol of the Adeptus Mechanicus. A small vox-plate buzzes, blasts a rasp of static binary, then seems to sigh before a heavily distorted voice says, 'state your business'.*

The voice on the vox-plate is that of Artisan Hailon Epsilon-Vorn, one of the few members of the Adeptus Mechanicus in the facility that still deigns to speak to those outside of the Machine Cult.

### PERSUADING EPSILON-VORN

The artisan knows that their extensive augmetics have undoubtedly prolonged their life and yet has little patience for any distractions from their holy work in the name of the Omnissiah. The characters will need a solid argument to convince Epsilon-Vorn that they should be allowed to enter the manufactorum, be given access to the pict-recordings, or be assisted in identifying the Augmetic Arm.





You're free to run this encounter and Epsilon-Vorn however you like, potentially following the roleplaying advice on page 41, but here are a few suggestions of arguments and Tests that might be relevant:

- If Casseum Calibus is part of the party, their Influence with the Adeptus Mechanicus gives them +1 SL on any Test, and they know that appealing to the Machine Cult's universal thirst for knowledge may be fruitful. A **Difficult (-10) Lore (Theology)** Test would also suggest this information.
- Appealing to the faithful dictates of the Adeptus Mechanicus and simply stating that matters dealing with augmetics and pict-recordings are their responsibility, potentially coupled with a successful **Challenging (+0) Presence (Leadership)** or **Logic** Test may convince Epsilon-Vorn.
- Epsilon-Vorn's prodigious Discipline or Logic opposes any Rapport Tests — they care little for emotions and are talented at picking apart lies with logic. They are only interested in aiding the characters if it furthers the will of the Omnissiah.
- Once again, the party may use their Inquisitorial Seal to prove their authority, forcing Epsilon-Vorn to consent to any of the party's requests. This will, however, rouse suspicion amongst the Adeptus Mechanicus, who are not pleased to have anyone meddling in their affairs. Epsilon-Vorn will take as much time as possible with each request, typically asking the characters to wait a day while they complete the necessary rituals to provide them with the requested information.

## ACQUIRING THE PICT-RECORDING

If the characters successfully persuade Artisan Epsilon-Vorn to let them into the Augmetics Manufactorum, the Adeptus Mechanicus will freely hand over the pict-recording. Otherwise, the characters will have to use a cogitator or servitor linked to the local noosphere and make a **Difficult (-10) Tech (Security)** Test to retrieve the pict-recording from the manufactorum's data-vaults. However, searching through decades worth of footage may take some time.

When the characters watch the pict-recording, read or paraphrase the following:

*The grainy pict-recorder footage flickers as the solid mass of the acid refinery is replaced by a wall of blinding white. Slowly, as the dust and rubble settle, a sparking, spherical energy field protects a stooped, robed, and hooded individual. The field sputters out of existence,*

*and the individual stumbles away from the scene, clutching something around their wrist. Moments later, the being wrenches the object free from their wrist and tosses it onto a refuse heap in the facility ruins before stumbling into the shocked gathering crowd and vanishing toward the **Maglev Nexus**.*

Anyone with an Advancement in the Tech Skill can make a **Hard (-20) Tech** Test to identify the spherical energy field as a Refractor Field, a potent piece of Imperial technology. If Epsilon-Vorn is shown this footage, they can identify the Refractor Field. They will tell the characters with some discomfort that they believe only a member of the Adeptus Mechanicus would possess such technology in Hive Rokarth. If the characters haven't shown Epsilon-Vorn the **Augmetic Arm** already, they will ask if the characters could retrieve it so that they can inspect it.

## UNSANCTIONED ALTERNATIVES

Roleplaying games are all about improvisation, and players often go far afield from the events that an adventure expects — this is a feature, not a bug, and an opportunity for you to craft a unique story! Be open to your players' choices, and adapt any adventure material as best you can to accommodate the collaborative narrative. Your players are all improvising, so be ready to go with the flow.

Your group might use Leo's Infracionist contacts to find more information about the **Augmetic Arm**, leading to **Rapport (Inquiry)** Tests to find an unsanctioned machinist, then paying them to inspect it. Or, as with Squad Leader Baranorth, they might bribe someone to inspect the arm through proper channels for them.

Gamemasters shouldn't punish player creativity, and it can be fun to let the group find their way to uncover the same clues. The easiest way to do this is to devise alternative NPCs as needed for a scene to support their plans — Leo can serve many purposes outside of combat. You might allow the players to piggyback the Adeptus Ministorum investigation or even hire a few desperate labourers in the crowd outside of the refinery to do their dirty work.



### EXAMINING THE AUGMETIC ARM

If the characters convince Epsilon-Vorn this investigation is worthy of their time, they will examine the **Augmetic Arm** meticulously using esoteric technologies, slathering it with sanctified unguents, passing it through purifying incense smoke, and analysing it with their multi-lensed augmetic eyes. After an hour, they furnish the characters with the following information:

- ☠ The **Augmetic Arm** was originally crafted in this facility several years ago.
- ☠ A tremendous amount of energy was expended to shear through the limb's plasteel core cleanly — it would require significantly more than the output of most hand-held weapons.
- ☠ The serial number identifies the arm as belonging to a woman named **Novem Zhao**, a Macharian Vigilite, who operated on this hive level and was based in the **Precinct Fortress Majoris**.

After conveying this information, the Artisan clumsily requests to keep the **Augmetic Arm** — they want to recycle the augmetic and put it back into service. Epsilon-Vorn will not freely admit this, but many augmetic pieces have recently gone missing from **Manufactorum Phi-99**.

### TRACKING TIME

When they arrived in Rokarth, Inquisitor Halikarn informed the players he would be in touch in three days to judge their progress. In the meantime, however, another of his agents has discovered that this deadline has taken on new importance — Deacon Artosy is scheduled to meet with the planetary governor to present his own report on the incident. Halikarn will send a short message to the characters informing them of this via a subverted servo-skull, and again reiterates how important it is that they discover exactly what happened before that meeting takes place.

Time pressure is another way to push your players into telling compelling narratives, so feel free to remind them that their characters might need to take meals or get some rest or risk becoming *Exhausted*.

### PART 2

## TRIFURCATED INVESTIGATION

Once the characters have investigated the ruins of the acid refinery, they should have three leads to pursue: the **Administratum Roster**, the **Augmetic Arm**, and the **Hooded Figure**. The characters are free to follow these leads in any order, and each will take them to a different part of Rokarth. However, the characters should be wary of time, as should you as the Gamemaster — the characters must attend the conclave with Planetary Governor Castyx in three days, so they will likely only have time to investigate each location once.

### THE AUGMETIC ARM

The **Augmetic Arm** recovered from the ruins of the acid refinery provides an interesting connection between the site of the 'miracle' and Novem Zhao of the Macharian Vigilites — learning why she was there could be the key to discovering the truth of why the manufactorum exploded.

The characters must journey to Precinct Fortress Majoris, the headquarters of the Macharian Vigilites, to learn more. This monolithic complex occupies an entire level of **Hive Rokarth**. Reaching it requires travelling the maglev network to the level that divides the Upper Hive from the Lower Hive. When they arrive, read aloud or paraphrase the following:

*"You travel vertically on the maglev elevator through tunnels surrounded by massive, corroding machinery that thrums and flashes. You reach Precinct Fortress Majoris, but no citizens exit the colossal elevator, only Vigilites and the few prisoners they escort.*

*Stepping off the transit system, you find yourselves in an expansive room. It is starkly bland despite the massive murals propagandising House Castyx and the judgemental authority of the Macharian Vigilites. A long, complex queue snakes back and forth through the hall. Heavy chains cordon off the queue, and a melancholy dirge reverberates. Infractionists stand manacled, whilst others remain encased in Webber-nets or metal muzzles.*



*Towards the end of the hall, you can see Vigilites processing with a duty officer behind an elevated desk. Beyond the desk are two doors marked 'INCARCERATUM' and 'VIGILITES'. Your group receives suspicious looks from the Infractionists and Vigilites in the solemn procession before you.*

The queue ahead of the characters advances at a glacial pace. However, Vigilites can be observed passing through the area, detaching a chain from a stanchion, and entering the complex through the 'VIGILITES' door. There are about twelve 'cases' ahead of the characters, each taking approximately ten minutes to process and deposit in the Incarceratum with the correct paperwork — the investigation will be stalled for two hours.

Allow all the characters to make a **Routine (+20) Intuition (Surroundings)** Test, giving them one point from the following list for each SL. The information in parenthesis is for your eyes only!

- ☛ It is unusual for anyone besides Vigilites and the criminals they're escorting to be here — you might be able to use this novelty to your advantage.
- ☛ It's possible to unhook the chains and circumvent the queue, but that would almost certainly catch the ire of the Vigilites (*the first Test made during a social encounter with a Vigilite in Precinct Fortress Majoris would be made with Disadvantage*).
- ☛ It's possible to push your way to the front of the line brazenly, but that would have dire consequences (*the first Test made during a social encounter with a Vigilite in Precinct Fortress Majoris would be made with +20 Difficulty*).
- ☛ Leveraging your cover story as Administratum auditors might allow you access to Zhao's records — nobody wants to involve themselves in the caustic leviathan of Imperial bureaucracy.
- ☛ Presenting the Vigilites with a convincing story that links you to Planetary Governor Castyx — particularly that you have an engagement with him in three days — might make a compelling case.
- ☛ Your Inquisitorial Seal will open all doors, but the consequences for such immodest behaviour will be severe when Inquisitor Halikarn gets wind of this.
  - ☛ Some of the Infractionists present (and perhaps even a few of the Vigilites) have connections to the Cutters or the Coven of the Blazing Seraph. If they notice the characters using this, they may sell the information that an Inquisitorial investigation is underway. Mark down this use of the Inquisitorial Seal, and consider having the Cutters conduct an **Ambush!** (page 23).

## INFRACTIONIST APPREHENSION

As an Infractionist, Leo refuses to visit Precinct Fortress Majoris, believing he will be captured and tortured by the Vigilites who 'know my Throne-damned face and about half of my aliases! Nobody of my ilk leaves Precinct Fortress Majoris without experiencing the joys of a coffin-cell or a skin-peeler.'

Leo is perfectly willing to provide the characters with directions, but he categorically refuses to exit the transit station and will set a time to rendezvous with the group at Thaler Hostelry.

While navigating this situation, the characters might hear all manner of logged reports, including stories of stolen augmetics at the Maglev Nexus and accounts of the Cutters gang somehow having advanced weaponry, such as unstable Hot-Shot Lasguns and Plasma Guns. Some might even mention rumours that some gang members are showing signs of mutations.

However the characters behave, they'll likely end up talking to **Duty Officer Vogth** behind the elevated desk — as Sergeant, he's in charge, and other Vigilites will direct the characters to him.

### DUTY OFFICER VOGTH

The duty officer is Sergeant Jareth Vogth (using the statblock of a **Macharian Vigilite**, page 45). He is stern but can't hide his exhaustion from a 14-hour shift processing the criminals of Rokarth and is genuinely confused and intrigued by the characters. Most of his threats are bluster, but he's used to commanding respect and won't hesitate to follow through with the most awful experiences he can bring to bear. Once the characters reach the front of the queue, read or paraphrase the following from Vogth:

*'Two types of people come to Precinct Fortress Majoris: noble Vigilites and Infractionist scum. You aren't Vigilites, so you can't be innocent. By the Emperor's eyes, you had better explain yourselves immediately — before I shove you into the Soulguilt Scanner chamber and have you drawn and quartered.'*



Vogth operates on a three-strike policy, and strike one is being in the Precinct Fortress Majoris to begin with — none but the Vigilites are innocent. If the characters offend him with their arguments twice, he won't hesitate to throw them into a coffin-cell for a night.

If the characters successfully persuade Vogth to allow them to see Zhao's case notes, he calls a nearby underling to cover for him. He escorts the characters through the 'VIGILITES' door and onto a shuddering prisoner transit vehicle, locking them into the restrictive steel cages at its rear whilst muttering a half-hearted apology for the inconvenience. Vogth drives them through the vast metropolis of Precinct Fortress Majoris for an hour, past investigation chambers and training halls, before dropping them off in a colossal complex of lockers and giving them directions to find Novem Zhao's notes amongst tens of thousands of identical towers of lockers.

### NOVEM'S NOTES

Novem's locker contains her personnel file and notes on her current investigations. The file includes her ident-pict in uniform. It confirms that she did have a cybernetic limb, which appears to be the same as the one recovered from the ruins of the Acid Refinery. It also indicates that her usual area of responsibility included that hive level. This clue strongly suggests that she died on that hive level, as the records confirm that she has not reported for duty since the explosion.

### OTHER OPTIONS

As always, you should be open to players attempting other avenues of getting what they want, though the Precinct Fortress presents many challenges. Remember that it is an entire level of the hive, a metropolis spanning miles that is just one slice of the colossal whole of Rokarth. It is also one of the highest security areas outside the Highborn nobility's spires — sneaking in would only be possible if one was posing as a Vigilite, which is risky. Bribery may be a safer course of action, and many corrupt Vigilites would consider 'processing' a group of characters to get them to where they need to be, provided they paid well, kept it quiet, and didn't cause any trouble — particularly if they could make the records of such an event 'disappear'.

Inspecting her notes, the characters discover her most recent case file without a Test. The notes are lengthy and poorly organised. Deciphering the organisational system requires several hours. If you're tracking time, call for a **Challenging (+0) Logic** Test from each character. Each Test takes 15 minutes, and each SL reveals one of the following points:

- Novem believed that Cutters gang abduct people with augmetics. Many abductions occurred at the Maglev Nexus (page 20) close to the Acid Refinery. It is unclear why they are being abducted or what happens to them. No abductees have yet been recovered or accounted for.
- The Vigilite recorded circumstantial evidence that Cutters gangers participated in the worship of the Blazing Seraph. She had observed them wearing iconography and even tattoos associated with them.
- Novem's notes indicate that the Cutters use much better equipment than would be expected of lower hive gangers. She looked for, but could not find any evidence of recently reported thefts of such equipment. She speculates that the augmetic theft might be funding these acquisitions.
- Repeated observations indicate the Cutters operate out of a bar named the Claymore (page 19). In addition, she repeatedly saw them near the Acid Refinery, deep in the territory of the Scarred Hands.
- Many known worshippers of the Blazing Seraph attend worship services at the **Cathedrum of Rationed Beneficence** (*Rokarth: A Guide to the Hive*, page 42), including members of the Cutters, who mingle with their social betters.
- **Arch-Deacon Artosy** (page 41), head of the cathedrum and high-ranking member of the Adeptus Ministorum, has repeatedly asked Zhao to investigate the Scarred Hands for renegade activity. Novem has no evidence of them participating in significant criminal activity — they seem to have a strong presence at the refinery, where many work and defend themselves from Cutter encroachment.
- Zhao's final page of notes records observations of a group of Cutters leaving the Claymore near the Acid Refinery. They accompanied a robed figure and what appeared to be servitors. She notes that she intends to follow them, suspecting that this might be their connection to premium equipment.

After obtaining this information, encourage the characters to follow up on any other leads or rest and recuperate before they meet with the Planetary Governor in **Part 3** (page 24).



## THE ADMINISTRATUM ROSTER

The missing Administratum Roster is causing great distress for the labourers around the ruined acid refinery, and its absence is suspect. If the characters choose to investigate the missing roster, their only lead is the **Datamill District**, where such records are processed. The Datamill District is connected to the maglev transit system or can be reached on foot. When the characters arrive at the Datamill District, read aloud or paraphrase the following:

*"The Datamill District is a sprawling complex of haphazardly arranged offices and storage facilities that have outgrown their designated space and extended into neighbouring habways and displaced nearby buildings. While it may have once been a single sanctum, it has spiralled outwards into a sprawling labyrinth of mind-numbing bureaucracy and equally stunning size.*

*Desks are crammed into every available space, and scribes furiously write in ledgers and scrolls. Clouds of incense emerge from braziers that illuminate the cramped workspaces. Pneumatic tubes run haphazardly throughout the complex, hissing and rattling as they deliver scrolls. Servo-skulls carry baskets of notes through the air.*

*The arrangement here reflects the disruption since Noctis Aeterna. Expansion continues unabated, with little time to improve the organisation. There is neither security nor a directory. The scribes focus intently on their work.*

**Scribus Magda Jorrgensen** (page 46) is responsible for tracking activity at the ruined refinery, but tens of thousands of scribes work within the Datamill, so finding Jorrgensen may be time-consuming.

Members of the Administratum buzz around the datamill like flies around sewage, recording information, cross-referencing and filing reports in a perpetual whirlwind of obtuse officialdom. The characters might try any of the following approaches to find the adept responsible for the acid refinery roster and may need more than one successful Test depending on the outcome:

- Any of the following Tests may be made easier through the assistance of Wilkus Garn, their knowledge of the Administratum and +1 Influence being particularly useful in this encounter.



- A **Challenging (+0) Logic (Investigation)** or **Navigation (Surface)** or **Rapport (Inquiry)** Test to follow a sensible process to identify where Jorrgensen may be working.
- An **Easy (-10) Presence (Intimidation)** Test to threaten or otherwise cajole another adept into aiding a character in finding Jorrgensen.
- An **Easy (-10) Presence (Leadership)** Test to leverage authority to get information from adepts that may know where Jorrgensen is — or at least know someone who might know someone.

If the characters fail, they are misled by the bureaucratic maze; they might be mistakenly sent to a 'Scribus Jorrgen', who manages records for an unrelated acid refinery, or be mistaken for volunteer surveyors and cajoled into filling out analysis reports on the status of promethium refineries in Rokarth.

If they succeed, read aloud or paraphrase the following:

*"You come to a dilapidated sanctum constructed of the rotting carcasses of two elder structures leaning against one another. Candlelight flickers in strange shapes through the arched windows as massive stacks of files and dataslates cast odd shadows. A frazzled woman with bags under her eyes wearing the dull grey robes of the Adeptus Administratum is visible through the empty door frame, scribing madly. She jumps as she sees you.*



### SCRIBUS JORRGENSEN

Jorgensen is deferential to the characters, meekly promising to provide the records if she can find them. Roleplay Jorgensen as nervous, with a bit of a stutter. She frantically flips through towering stacks of paperwork, looking for the roster, and falteringly asks for the characters to help her search.

Ask all the characters to make a **Challenging (+0) Logic (Investigation) Test**. For every success, they receive one of the following results, in order:

1. *'You find records on the Augmetics Manufactorum beside Acid Refinery Delta-64, including failures to meet augmetic quotas cross-referenced with reports of stolen augmetics.'*
2. *'You find a collection of older rosters for Acid Refinery Delta-64, all of which have minor redactions and unintelligible margin scribbles.'*
3. *'You find a scroll listing the names of recent workers at Acid Refinery Delta-64, but many strange shapes have been cut from the vellum, removing a sizable chunk of information.'*
4. *'You find a record of the genesis-idents of all the labourers working in Acid Refinery Delta-64 on the day of the explosion, but many sections have been redacted — and the ink is still wet.'*

If the characters ever try to ask Jorgensen about the redactions and edits, she nervously babbles about 'official proceedings', as her voice seems to fade amongst the stacks of scrolls and dataslates. If the characters continue to press her, they hear a yelp and a window breaking — Jorgensen begins to flee through the Datamill District.

Ask all characters that attempt to chase Jorgensen to make a **Challenging (+0) Athletics Test**. She has a significant head start and knows this district well. Characters that succeed see her flee into what looks like the ruin of an upturned Imperial Cruiser that has been heavily altered. If all the characters fail, they lose Jorgensen, and will have to make **Navigation (Tracking)** or **Rapport (Inquiry)** Tests to track her.

### THE CLAYMORE

What was once a crashed Imperial cruiser belonging to House Castyx has become a thriving criminal bar in Rokarth, heavily converted after forming part of the hive structure centuries ago. As the characters approach the bar, read aloud or paraphrase the following:

*"The Claymore cuts a magnificently menacing figure through the industrial landscape of the lower hive — though in an atmosphere it was never built for and reeking of wasted resources, it is a mighty symbol of Macharian power."*

*Graffiti taints the front and sides of the structure, matching the Scarred Hands sigils that you saw near the ruins of the Acid Refinery.*

Additionally, if Leo is present, he gestures for you to stop and points to the people inside through the portholes. *'The gangers may be protecting her. You must be ready for an altercation before rushing into it.'*

Inside the bar, Jorgensen shelters with 12 **Scarred Hands Gangers** (page 39). Their gang iconography is painted and embroidered on their jackets and tattooed among the many chemical burns that cover their skin. The gangers assume protective stances between her and the bar's only entrance. She cowers behind them, expecting their protection. They have not drawn weapons but stand at the ready.

The characters might choose to use their Inquisitorial Seal to prevent a fight. The Scarred Hands are liable to submit to the fearsome reputation of the Inquisition and may be willing to answer the characters' questions, but this won't prevent the Cutters from throwing in the grenade as detailed in **Ending the Fight**.

If any NPCs accompany the characters, they encourage creating a strategy before attempting to face down the gangers. Violence is the gangers' first response. If the characters hope to win a fight against superior odds, they must be well prepared. The first step is to scout out the situation before rushing into combat. Characters can earn up to +3 Superiority, with one point each for identifying foes, examining the battlefield, and creating a good plan.

The *Claymore* is a rectangular structure, with only a single entrance, near what was once the cockpit. Its Zones are set up as follows:

- ☠ The entrance area, with a few high-top tables.
- ☠ The bar runs the length of the club, with stools on the patron side and a back area.
- ☠ The centre of the club, where a large fireplace dominates, with a huge vent that extends through into the roof of the hive level.
- ☠ An area of high tables and bar stools beyond the fireplace, where the scribe crouches in a back corner with three gangers standing guard.



### ENDING THE FIGHT

Whenever the fight reaches a dramatic climax — such as a character suffering a Critical Wound, more than half of the gangers dying, or simply at the end of four Rounds — read aloud or paraphrase the following:

*A small cylinder sails through one of the Claymore's broken porthole windows. When it reaches the centre of the room, it expands into a massive iridescent sphere and then implodes to a pinpoint, drawing the air and much of the detritus in the bar into it. You feel the air sucked out of your lungs as the sphere vanishes. The gangers and Scribus Jorrgensen raise their hands in surrender as they crawl from the wreckage. The fight has gone out of them.*

The characters escape injury from the implosion, but the bar is badly damaged. The gangers surrender and readily agree to answer any questions the characters may have. After about ten minutes, a squad of Vigilites arrives to secure the ruined bar and capture any suspected gangers. Until then, the characters can speak with the suddenly cooperative gangers and the scribe.

Obtaining information from the survivors is an **Easy (+40) Opposed Presence (Interrogation)** vs **Discipline (Composure)** Test. The characters may attempt this test multiple times to achieve further SL. Each SL reveals two of the following through shaky teeth and dazed expressions:

- ☠ The Scarred Hands controlled the Acid Refinery and used it as their headquarters.
- ☠ Vigilites pressed several gangs into service at the refinery hundreds of years ago. Those gangers united to form the Scarred Hands.
- ☠ The new 'workers' suffered routine chemical burns from poor working and safety conditions, which lead to their naming.
- ☠ Knowing that an open revolt would lead to a massacre, the Scarred Hands worked in the shadows, blackmailing and 'removing' management until the gang gained control.
- ☠ Local Administratum authorities considered this a more acceptable risk than shutting down the refinery to lose production.
- ☠ Some of the workers too injured or infirm to continue working at the refinery took positions amongst the Coven of the Blazing Seraph, but were never heard from again.
- ☠ None of the gang members nor Jorrgensen know what happened at the facility. All of the gangers at the site died in the blast.

- ☠ Arch-Deacon Artosy submitted requests to investigate the refinery. He also sought a security team to protect him while he offered a '*spiritually cleansing sermon*' at the refinery.
- ☠ The sermon took place on the day of the explosion.

After obtaining this information, encourage the characters to follow up on any other leads or rest and recuperate before they meet with the Planetary Governor in **Part 3** (page 24).

## THE GRENADE

If any of the PCs are outside to see it — or quickly run outside — they see a ganger in familiar colours racing away from the site on a dirtcycle. With a **Routine (+20) Lore (Voll)** Test, a character recognises the colours as belonging to the Cutters gang. If present, Leo identifies the iconography without a Test.

If the characters manage to capture and question the ganger, he identifies himself as Spanner and admits he is a member of the Cutters. He was told to take out Jorrgensen. Blister, a gang lieutenant, told him to do so. He assumes this is another action in their ongoing turf war against the Scarred Hands.

## THE HOODED FIGURE

The recording of the explosion retrieved from **Augmetics Manufactorum Phi-99** revealed a hooded figure fleeing from the ruin of the Acid Refinery towards the **Maglev Nexus**. Based on the pict-recording and witness accounts, this person could be the purported 'saint', the survivor who instigated the investigation. The Maglev Nexus is near the site of explosion, and the characters may have already passed through it during their travels about Rokarth.

## THE MAGLEV NEXUS

These ancient, crumbling conveyance centres are the rotting veins of Rokarth, clinging to the central Generatorium and sprawling out in all directions to link the monstrous bulk of the hive. It is a perpetual tempest of transit, with all manner of goods and workers being transported through it at all hours.



Most citizens are unaware of the loss of a single refinery — it is one of the hundreds on this level of Hive Rokarth alone. When the characters begin investigating at the Maglev Nexus, read aloud or paraphrase the following:

*"The Maglev Nexus is an expansive tangle of platforms and transit lines accommodating town-sized tonnages of passengers and cargo. Each arrival and departure causes a billowing influx of biting wind as the enormous vehicles rush in and out. The smells of ozone, promethium, and unwashed Humanity are nearly overwhelming.*

*Crowds press together as each maglev train arrives or departs, feeding the constant flow of swarming bodies. Haulers deliver and retrieve containers of maddening size, most bearing esoteric warning symbols.*

Investigating isn't easy here — even trying to find someone to talk to in the bustling crowds represents a significant challenge. Thousands of people hurriedly pass through the station every hour, disembarking and re-embarking, never standing still. Unattended servitors keep the station running with barely tolerable inefficiency, and the characters have no means to contact those who occasionally maintain them.

There are a few islands of divergent stillness: hawkers, beggars, hustlers, and the Vigilites who secure the station. However, there is no guarantee that these individuals know anything about the case.

The characters may attempt as many **Hard (-20) Rapport (Inquiry)** Tests as they choose to — there are more than enough people to question. On failure, passers-by indicate that they do not have time to talk. On success, read or paraphrase an entry from this list:

- ☠ (If Wilkus Garn is part of the group) *'I'd stop asking questions if you want to keep that eye. Gangers round here will rip it right out of your skull.'*
- ☠ (If Cassem Calibus is part of the group) *'Emperor's Eyes, keep quiet! You're basically a walking buffet to those gangers, do you know that? They'll chop you up for parts faster than Grox meat.'*
- ☠ (If Leo is with the group) *'Looks like the gangs already got to your friend there. Always snatching people from these platforms — I'd turn to prayer. The Emperor Protects.'*
- ☠ *'You didn't hear it from me, but I saw them steal a Servitor just as the train doors closed. Those scum will take any opportunity.'*
- ☠ *'I stay away from anyone with augmetics around here — the gangs snatch 'em up off their metal feet.'*

☠ *'I'd wear a hood too if any parts of my body shone in the lumen-light. Gangers are ripping people apart for a few spare solars.'*

Using the Inquisitorial Seal here will attract a lot of attention, guaranteeing that the Cutters are put on high alert and will attempt an **Ambush!** (page 23). They might even cease their kidnapping plans at the Maglev Nexus or try to draw the characters into a trap.

At a point you choose, the characters meet or are bumped into by a beggar named Placidia (use **Imperial Citizen**, page 44). Placidia was once a member of the Scarred Hands gang and has the marks to prove it — one of his legs ends in a burnt stump, while the other is a rusty augmetic. He is sympathetic to their investigation and offers to help, with a minor catch. Every question the characters ask Placidia has a price, and he'll shake his alms cup at the characters until he feels as though they've 'donated' enough to receive an answer (typically 10 solars each time).

Placidia will explain that the Scarred Hands are rarely ever at the Nexus and that it is de facto Cutters territory. The Cutters are obsessed with advanced technology and regularly abduct people to steal their augmetics and sell them on underground markets. If the characters don't suggest it, Placidia says that the best way to catch them would be to have someone stand in a conspicuous area to act as bait and draw out the kidnappers. Placidia will act as bait for 500 solars, up front, but the characters may volunteer for the dangerous task themselves or recruit someone else.

### THE TRAIN JOB

The Cutters **Gangers** and **Blister** (pages 39 and 44, respectively) carefully select targets for kidnapping and know the Maglev Nexus well. They take advantage of the crowded environment and large moving trains to keep targets and witnesses oblivious to their presence.

A team of Cutters **Gangers** equal to the number of characters plus **Blister** are active at the Nexus. They blend into the crowds as they scan passers-by for likely prey. Make an **Opposed Routine (+20) Stealth (Hide)** Test for the Cutters, Opposed by the characters' **Awareness (Sight)**. If the characters win the Opposed Test, they notice the Cutters surveying the station.

If the characters spot the gangers, they may immediately try to capture them for interrogation, but this won't be easy in the crowded station. The mass of citizens will heavily restrict their movement, making every **Zone Difficult Terrain** which the Cutters will ignore, attempting to flee quickly through their territory.



If the characters have set up bait (such as Placidia), the Cutters will target them. If not, they target the most heavily augmented person in the station, which could include a character, at the GM's discretion. Otherwise, use an **Imperial Citizen** (page 44). Blister will shoot her Webber at the victim, entangling them, and the other Gangers will drag them aboard the train.

The Cutters take the bait just as a train prepares to leave the Nexus, starting what is effectively a combat scenario. Each train carriage is a Zone, and each train is five carriages long. The transit platform is also 5 Zones, one adjoining each carriage. The Cutters take the first Turn in Initiative order, dragging their target aboard a departing train.

As the Cutters strike, stress that the train has just made its last call and is about to depart the station. Every character must succeed on a **Challenging (+0) Reflexes (Acrobatics)** or **Athletics (Running)** Test on their turn to board the train on time. Characters who fail the Test must watch the train depart the station with the gangers, their victim, and any characters who passed the check aboard, or they may choose to cling to the outside of the departing train as it leaves the station, falling to the bottom of the Initiative and requiring a **Hard (-20) Athletics (Climbing)** to clamber aboard.

Doors connect the train's five consecutive carriage Zones, all of which sway and rock, counting as *Difficult Terrain* and *Poorly Lit*. One ganger takes their prisoner and starts moving through the train's Zones away from the characters. The remaining gangers stand and fight.

### ENDING THE FIGHT

After 10 Rounds of combat, the maglev train arrives at its next stop. If the Cutters defeat the characters or hold them off, they exit the train, which may or may not end the combat. You may allow characters that missed the train to spend a point of Fate or 50 solars to have arrived at this maglev station before the locomotive.

In the aftermath of the fire fight, a squad of five **Macharian Vigilites** (page 45) arrive to secure the scene. If the Cutters were escaping from the characters, the Vigilites intercept and hold them. If the characters try to exert authority over the Vigilites, they must make an **Opposed Presence (Leadership)** Test. If the characters show their Inquisitorial Seal, the Vigilites are likely to do whatever they say.

If the characters win the Opposed Test, the Vigilites allow them to do as they please, potentially manacled the gangers and bringing them to an interrogation

room in the Precinct Fortress. If the characters lose the Opposed Test, the Vigilites simply ignore them, potentially batting them out of the way with a Shock Maul if they insist on getting in the way of 'justice'.

Any captured Cutters will pray incessantly under their breath. A character that succeeds on a **Challenging (+0) Lore (Theology)** Test notices that these supplications are unusual, frequently conflating the Blazing Seraph with the God-Emperor in a profane way and revering the idea of change. If the characters interrogate the Cutters, they may make an **Opposed Presence (Interrogate)** vs **Discipline (Composure)** Test. The characters may make this test once for each prisoner. Reveal one of the following points for each SL:

- ☛ The Cutters abduct people to harvest their augmetics for someone called **the Armourer**.
- ☛ **The Armourer** was the hooded figure who provided weapons for the Cutters in exchange for augmetics so that they could win the turf war with the Scarred Hands. The Armourer wasn't abducted, merely aided in safely departing the area.
- ☛ The Cutters believe that the Armourer is a member of the Adeptus Mechanicus. The gangers do not know why they need to source augmetics this way.
- ☛ The Cutters often hold abductees at the **Chop Shop** for the Armourer to retrieve through a trapdoor leading to a hive maintenance tunnel system.

After obtaining this information, encourage the characters to follow up on any other leads or rest and recuperate before they meet with the Planetary Governor in **Part 3** (page 24). The characters might like to investigate the Chop Shop (page 6) or the Claymore (page 19) if they haven't been there already.

### OTHER DIRECTIONS

Players often choose to take investigations in unexpected directions. When this happens, you can work with them to help craft a unique narrative you're all interested in telling. This might mean returning to places they've investigated before or visiting locations not covered in this adventure. **Rokarth: A Guide to the Hive** provides a wealth of information on the sprawling vastness of Hive Rokarth to aid you in this eventuality and to guide your group's subsequent adventures.

An important note for unpredictable investigation is the conclave with the Planetary Governor in **Part 3**. The characters' Patron has demanded their attendance, giving them a hard time constraint. They can't conduct stakeouts for days on end, and visiting every part of the mind-numbingly colossal Hive Rokarth that might hold a clue could take several lifetimes.



You might need to improvise with the locations and clues already detailed in this adventure. For example, the characters might use Leo's connections to discover that the Scarred Hands were running Acid Refinery Delta-64 instead of visiting the Datamill District. However, in some cases, there might be pertinent clues the characters have missed in a particular encounter, or new evidence might prompt a new avenue of inquiry, such as the following points.

### THE CATHEDRUM OF RATIONED BENEFICENCE

Though this cathedrum enjoys a revered reputation amongst the local populace, several strange pieces of information point towards something untoward happening here, such as Cutters gangers attending regular services and the spread of the peculiar beliefs of the Coven of the Blazing Seraph. Additionally, Arch Deacon Artosy's name appears in Zhao Novem's notes and may be mentioned when interrogating the Scarred Hands gangers, potentially prompting the characters to find and question him.

**Part 4: Carnage at the Cathedrum** (page 31) contains details about the location applicable at any time the characters might choose to investigate it. Though it is the intended site of the climax of this adventure, you shouldn't be afraid of the characters finding out too much. If the players are getting curious and thinking for themselves, that means they're immersed in your game and having a great time! Plus, there's still plenty to investigate even if they infiltrate the cathedrum's sub-basement early.

### THE CHOP SHOP

The characters may have already been to the Chop Shop to rescue Leo 'Wink' Rantz (see *Criminal Connections*, page 6) but won't be aware of the trapdoor connecting to the maintenance ducts beneath the building until after the battle in **The Claymore** (page 19).

However, the characters' actions may have drawn the ire of the Cutters — if they've been in more than one combat with the gang, members will be instructed to slay them on sight. The Chop Shop is their turf, and Blister will return to defend it with a minimum of 20 Gangers. Characters that manage to get into the trapdoor through stealth or violence may find their way through the maintenance tunnels, leading directly to **3. Infracionist Warrenways** (page 35).

## AMBUSH!

A minor misstep is all it takes for the hunter to become the hunted in the grim darkness of the 41st Millennium. If the characters attract too much attention to themselves during their investigation (for example, by misusing the authority of their Inquisitorial Seal), their enemies amongst the Cutters and the Coven of the Blazing Seraph will attempt to slaughter them.

This ambush is intended to provide consequences for the player's choices, but it can also serve to push the narrative forward if you feel things are moving too slowly, the players aren't sure what to do next, or you simply want to raise the stakes.

The ambush consists of a number of Cutters **Gangers** (page 39) equal to the number of characters, plus **Blister** (page 44). This ambush group will tail the characters, making a **Stealth Test Opposed** by the characters' **Intuition (Surroundings)** or **Awareness (Sight)**. If the characters win the Opposed Test, they notice they are being followed by some rough-looking thugs wearing the gang colours of the Cutters. Otherwise, the ambush group attacks, able to take a full Round of combat before the characters can retaliate.

The ambush group are zealous members of the Coven of the Blazing Seraph, screaming castigations such as *'The Blazing Seraph will come! You shall not pervert the Emperor's will!'* and will fight to the death. If inspected, Blister (or her replacement) shows signs of corruption, the flesh near their augmetics sprouting eyes that weep blood. If any of these gangers are captured, they have the same information as the gangers encountered in **The Train Job** (page 21). Their utter faith in the Blazing Seraph fills them with vitriol towards the characters, who they view as heretic blasphemers perverting the Emperor's true will.





## PART 3

## PIOUS PERSECUTION

Though elevated above the teeming trillions of labour-serfs and menials that make up most of the Imperial populace, the characters are still utterly beholden to their Patron, Inquisitor Halikarn. They have been ordered to attend a conclave with Planetary Governor Castyx on the third day of their investigation and have no choice but to do so. This section of the adventure details the events and consequences of the conclave.

## FORMAL PREPARATIONS

On the eve of the second day of their investigation, Inquisitor Halikarn contacts the characters over vox. The tone of this conversation depends on the characters' previous actions.

If the characters have drawn a lot of attention to themselves or misused their Inquisitorial Seal, Inquisitor Halikarn will sternly chastise them, informing them that their pay will be docked and that there will be further, more existentially threatening punishments if they continue to displease him. Otherwise, he will give meagre praise for their subtlety, wondering aloud if they have achieved anything and reminding them he expects a full report of what they have discovered and how it serves his goals.

Inquisitor Halikarn then informs the characters that they will be attending the conclave in the guise of members of the Mercator Lenimen, the Chem Guild. Clothes and identification scrolls suitable for such a cover have already been delivered to the characters' hab in Thaler Hostelry. They should clean themselves and rest before journeying through the Maglev Nexus to House Castyx tomorrow morning. He also warns them that exposing themselves as members of the Inquisition to the assembled conclave would cause dire harm to his wider operations and could result in their immediate termination (whether Halikarn means termination of employment or their lives is unclear).

When the characters decide to head to the conclave at House Castyx, read or paraphrase the following:

*"You ride in a maglev carriage for what feels like hundreds of vertical miles for more than an hour, before the plasteel box judders to a halt. The thick industrial doors screech open slowly, revealing a full row of Macharian Vigilites bedecked in the additional heraldry of House Castyx, pointing Autoguns and Webbers at your group.*

*Seeing your clothes and ident-credential scrolls, the Vigilites sternly motion for you to follow them, surrounding you as they lead you through an open concourse surrounded by once-gilded, now heavily corroded statuary. For the first time in days, you feel sunlight and breathe unrecycled air — though both are tainted by the murky sea of smog punctuated by gothic spires.*

*The Vigilites escort you up winding stairways towards what initially looks like a massive wall, shrouded by the acrid fumes, but gradually reveals itself to be a colossal statue, inset with numerous arched windows. You can almost make out the entirety of a colossal shield held by the statue, bearing the unmistakable sigil of House Castyx. You're led through a door into the multi-storey-high toe of the statue, down hallways of faded grandeur, including one that appears to be a massive cannon barrel.*

At this point, ask all of the characters to make a **Routine (+20) Discipline (Composure)** Test. Any characters that fail are *Frightened* by members of House Castyx until they successfully pass any Test. The aggressive security measures and imposing architecture are designed to keep the noble Highborn of Rokarth safe, showcase their devotion to the Emperor, and intimidate any guests to demonstrate their power. As they continue, read or paraphrase the following:

*"Finally, you arrive in a cavernous hall. Central is a large round table crafted of gilded ceramite, which looked like it might have once served as a command station aboard a voidship. Surrounding the table are mouldering velveteen chairs. Cherubs fly among the decaying frescoes on the distant ceiling, weaving between massive statuary as they play scratchy recordings of Ecclesiarchy hymns.*

*You are announced by vox-servitors with gilded augmetics, who proclaim in buzzing monotone 'The Mercator Lenimen Delegation'. The only two people at the table look up at you: one wears an ostentatiously furred cloak embroidered with obscure litanies, pinned together with a broach bearing the crest of House Castyx. Beside the man you assume to be the Planetary Governor is a burly woman wearing customised Macharian Vigilite armour, replete with undamaged but time-worn gilding and the emphasised symbology of House Castyx.*



## MANAGING A FULL CAST

Running five NPCs in one scene might sound challenging for you as the Gamemaster, but it's easier than it sounds. By this point in the adventure, you're already experienced enough to take on anything. But if you're feeling intimidated by the task, move on to **The Prosecution** (page 27), a more structured scene where it is unlikely that anyone except for the characters and Arch Deacon Artosy will talk.

If you plan to run **Meeting the Conclave**, consider having the NPCs enter one at a time. Whenever the characters are finished talking to an NPC, or you feel the conversation drawing to a close, you can have the servitors announce the arrival of the next NPC. This way, you never have to worry about a complex five-way conversation, and the characters can learn the interests of everyone present, which might help them craft their arguments during **The Prosecution**.

This approach provides the perfect opportunity for the characters to meet each attendee individually to get a measure of them. Try to distinguish how you roleplay each NPC by changing your accent, style of speech, posture, and word choice, consider their dispositions and goals. Refer to the NPC notes under **Meeting the Conclave** whenever you need to.

The characters are the first to arrive at the conclave and don't need to make any Tests to know that they are in the presence of **Planetary Governor Jaspas Castyx** (page 46) and the head of the Macharian Vigilites.

Planetary Governor Castyx is almost as busy as he is powerful and wishes to handle this matter as quickly as possible — he is reviewing scrolls and dataslates on tithe inputs even as the characters arrive and isn't particularly interested in meeting them. His bodyguard is the head of the Macharian Vigilites in Rokarth, Probator-Senioris Arractan Tarsk, who glares at the characters while appraising them as a potential threat against her charge.



## MEETING THE CONCLAVE

This conclave is being held by Planetary Governor Castyx to discern the truth behind the explosion of Acid Refinery Delta-64, gathering important individuals with interests and responsibilities on the hive level. The following is a list of the attendees, including their disposition, agenda for the conclave, and roleplaying guidance. Castyx and Tarsk are already present, and the rest of the attendees will arrive within an hour.

### PLANETARY GOVERNOR JASPAS CASTYX

**Disposition:** Feigned joviality masking haughtiness, irritability, and impatience.

**Agenda:** To supply the tithe at any cost and deal with this minor inconvenience as quickly as possible.

**Roleplaying Guidance:** Governor Castyx is the ruler of Voll and is aware of the colossal power he wields and the responsibility he bears. His heritage is imperious rulership and the ruthless profiteering of a Rogue Trader Dynasty. Castyx views all factions as a means to an end and every representative as replaceable.

Castyx tries to appear jovial to put people at ease but is a cunning, calculating, and serious man. He tends to slouch as though the enormity of his position is literally weighing down on him and speaks in a commanding tone through a fake smile.



**PROBATOR-SENIORIS ARRACTAN TARSK**

**Disposition:** Suspicious and sombre. Distrustful of everyone but Castyx, especially the characters.

**Agenda:** To keep Governor Castyx safe, advance the status of the Macharian Vigilites, and reduce any advantage Infracionists might have in Rokarth.

**Roleplaying Guidance:** Tarsk's first loyalty is to the Planetary Governor, and she is ever vigilant to any threat to his person. Even when she is almost certain he is safe, she will attempt to intimidate anyone near her charge. She is grimly determined and rose to her lofty position through her dedication and propensity for brutal violence. Tarsk is truly pious, believing that she owes her fortune in surviving and thriving in the dangerous Hive Rokarth to the God-Emperor, and she reveres the Adeptus Ministorum.

Tarsk has a stern demeanour, seems to be permanently standing to attention, and growls any sentence that isn't a barked order.

**MECHASAPIENT HEX-SIGMA NUMENON**

**Disposition:** Endlessly curious and incredibly logical. Attempts to come across as emotionless, but spirals into zealous anger and existential fear when accused during **The Prosecution**.

**Agenda:** To refute the 'miracle' and find the truth behind the Acid Refinery explosion, promote the Adeptus Mechanicus, and learn more about the advanced technologies circulating in the hive.

**Roleplaying Guidance:** A devout member of the Machine Cult, Hex-Sigma has extensive augmetics but is more concerned with the pursuit of recovering knowledge than replacing the weakness of the flesh. She represses almost all her emotions, as is common amongst her creed, but cannot hide her passion for information. She is very interested in the rumours of strange weaponry in the hands of gangers, and is utterly oblivious to how suspicious such interests may make her. Her beliefs put her at odds with the Ministorum, and she finds the idea of a 'miracle' illogical.

The weight of Numenon's augmetics makes her hunched, and she speaks in a drawling monotone unless her interest is piqued by machinery.

**ADMINISTRATUM OVERSEER JAMINE LOU**

**Disposition:** Snooty, irritable, stressed, and twitchy.

**Agenda:** To express their dissatisfaction with the decreased productivity and the activities of the Adeptus Mechanicus and the Adeptus Ministorum.

**Roleplaying Guidance:** Overseer Lou is an exemplary servant of the Administratum, a fastidious record keeper and a meticulous, uncompromising manager of the millions of bureaucratic tasks taking place daily on her designated level of Hive Rokarth. Though Lou is utterly devoted to the Imperium and the Emperor, she privately sees all forms of extensively organised worship — both the Adeptus Ministorum and the Adeptus Mechanicus — as potentially wasted time. However, the implementation of labour-cathedrums in Rokarth pleases her immensely, and she bears begrudging respect for Arch-Deacon Artosy.

Lou moves almost constantly, her mind buzzing with calculations on wasted seconds. She speaks in a fast, efficient patter in a high-pitched, nasally voice, frowning at whoever she is speaking to and often cutting them off mid-sentence in pursuit of more efficient conversation.

## USING THE INQUISITORIAL SEAL

Though their Patron warned them against using their Inquisitorial Seal at the conclave, the characters may reason that these are dire enough circumstances to do so regardless. In this eventuality, the conclave falls deathly silent. Castyx speaks privately with Tarsk, then allows the conclave to continue. Artosy will present his case with hesitation. If he is not imprisoned by **The Governor's Verdict** (page 29), he will hasten the ritual in **Part 4** (page 31), or may attempt to flee with the Coven of the Blazing Seraph, leaving the investigation at a dead end.

Halikarn will be furious with the characters, as detailed in **Aftermath** (page 30).





### ARCH DEACON EXCAVUS ARTOSY

**Disposition:** Smugly content, talkative, and seemingly in a permanent state of pious bliss.

**Agenda:** To prove that the Adeptus Mechanicus are in league with the Cutters gang and are responsible for the explosion of Acid Refinery Delta-64.

**Roleplaying Guidance:** Artosy is defined by the contrast between his public and private life. In public, he serves as the potentate of the Cathedrum of Rationed Beneficence, enjoying popularity as a deeply pious man that aids the labourers with alms and supplies the Adeptus Ministorum with abundant labour. In private, Artosy has fallen for the deceptions of the Coven of the Blazing Seraph; his corrupted mind is now bent to the worship and protection of a daemon. Artosy intends to hide the heretical truth behind the Coven of the Blazing Seraph as it grows in popularity and to disguise its connections to himself and the Cutters gang. To this end, he has twisted the investigation into the site of the 'miracle' and will use this conclave to present a case damning the Adeptus Mechanicus and shifting focus away from the Cutters.

Artosy often stares dazed into the middle distance as though seeing some holy vision, but is friendly, talkative, and genuinely interested in the characters. His voice is lilting, soft, and peppered with reverent references to prayers and litanies.

## THE PROSECUTION

Once all the attendees of the conclave have arrived and you feel that the characters have had enough opportunity to speak with them and understand their roles, read or paraphrase the following:

*Planetary Governor Castyx clears his throat and motions for all present to array themselves for a conclave as cherubim swoop around the room blaring official dirge-hymns. All attendees move quickly to obey the governor before he nods curtly to Arch-Deacon Artosy and says, 'It is high time this matter was dealt with, that we may all return to our duties in providing the Emperor's Tithe. Venerable Arch Deacon Artosy, please present the findings of your investigation. Was this explosion a miracle?'*

*Alleyes turn to the Arch Deacon as he steps forward bearing a grave expression, speaking in a sombre tone: 'I fear not, governor. Though it pains me no end to make such an accusation, I believe that the destruction of Acid Manufactorum Delta-64 resulted from nefarious sabotage and that one amongst us is to blame. I will present the findings of my investigation and allow this conclave to come to its conclusions. Though an open mind is like a fortress with its gate unguarded, we must be ever vigilant to enemies amongst us.'*

*The gathered conclave descends into overlapping shocked arguments before the planetary governor holds up a hand calling for silence and speaks commandingly: 'We shall hear the arch deacon's arguments. Then you may each advise me as you feel necessary before I decide what is to be done.'*

## PIOUS PERSECUTION

Artosy has no physical evidence and relies solely on appeals to authority and somewhat logical arguments. If pressed or cornered by the characters' arguments, he has little to fall back on, potentially claiming that he 'saw the events in dream visions sent by the Emperor', 'found the truth through dedicated prayer', 'followed a divination of the Emperor's Tarot', or simply refuses to reveal his confidential sources.



Artosy will present his findings, composed of the following three major points: the **Motive (Insufficient Augmetics)**, the **Means (Dangerous Technology)**, and the **Opportunity (Tech-Priest Involvement)**. After Artosy has presented each point, allow the characters to interrupt with their counterpoint arguments and evidence. The other NPCs present may ask questions of the characters or interject with their points, though Governor Castyx will remain silent.

The simplest way to run this encounter is to call for an Opposed Test at the end of each of the three major points, typically a characters' **Presence (Leadership)** or **Rapport (Charm)** vs Artosy's **Charm (Deception)**. If the characters argue their points well, you may award them bonus SL on the Test. Keep track of how many points the characters won or lost, and after all three arguments have been resolved, Governor Castyx will believe whichever side won the most Tests (see **The Governor's Verdict**, page 29).

Remember that though Governor Castyx will make the final decision, he can be influenced by all of the NPCs present and may decide he has heard enough discussion on a piece of evidence at any time, allowing you to control the pace of the encounter. Conversely, if your players are engaged by roleplaying a full courtroom drama, you might like to extend this scene, asking for more Tests as the characters attempt to convince all parties present or even cast aspersions on Artosy.

### MOTIVE (INSUFFICIENT AUGMETICS)

Artosy argues that the Adeptus Mechanicus had a motive to commit the crime with the following points:

- ☠ The Adeptus Mechanicus are struggling to meet the demand for augmetics in Hive Rokarth.
- ☠ The Adeptus Ministorum investigation discovered Scarred Hands gang graffiti near the Acid Refinery and the neighbouring Augmetics Manufactorum.
- ☠ Artosy believes the Adeptus Mechanicus recruited the Scarred Hands to abduct citizens and steal their augmetics so that the Tech-Priests could claim they were meeting their quota.
- ☠ The Adeptus Ministorum investigation suggested that the explosion resulted from a turf war between the Scarred Hands and the Cutters, possibly instigated by the Adeptus Mechanicus.

**Overseer Lau** will support Artosy's claim that the Adeptus Mechanicus are struggling to meet their augmetics quota. **Probator-Senioris Tarsk** will support Artosy's claim that gangers are abducting people and stealing their augmetics.

### POTENTIAL COUNTERPOINTS

The characters likely have evidence that the Scarred Hands controlled the Acid Refinery if they investigated the Administratum Roster (page 18), which may also inculcate Artosy in the explosion. They may also know that the Cutters had significantly more advanced equipment than the Scarred Hands. Making any of these arguments could earn the characters +1 or more SL on their Opposed Test.

### MEANS (DANGEROUS TECHNOLOGY)

Artosy argues that the Adeptus Mechanicus had the means to commit the crime with the following points:

- ☠ The Adeptus Mechanicus have unrivalled access to advanced technology and weaponry.
- ☠ There are rumours throughout Rokarth that gangers have access to advanced technology.
- ☠ The ruins of Acid Refinery Delta-64 are enveloped in some kind of strange glow, likely the result of advanced technology.
- ☠ The Adeptus Mechanicus could have supplied the Scarred Hands gang with advanced technology in exchange for providing them with stolen augmetics.

**Probator-Senioris Tarsk** will support Artosy's claim that gangers have advanced technology.

### POTENTIAL COUNTERPOINTS

The characters may have evidence that the Cutters were the ones with advanced technology, and from first-hand accounts, they may know that the wargear in question was poorly made — something the Adeptus Mechanicus would never allow. They may also know that the person providing the Cutters with advanced technology is a heretek known as the Armourer. The characters might also know that the explosion at the Acid Refinery was due to a disruption of the refinery's plasma generatorium rather than any external equipment. Making any of these arguments could earn the characters +1 or more SL on their Opposed Test.





## OPPORTUNITY (TECH-PRIEST INVOLVEMENT)

Artosy argues that the Adeptus Mechanicus had plentiful opportunity to commit the crime, citing the following points:

- ☠ The Adeptus Mechanicus are a secretive and mysterious organisation.
- ☠ There are accounts of a hooded figure fleeing from the scene of the explosion.
- ☠ The hooded figure could not have fled from the explosion without advanced technology, so they must have been a Tech-Priest.
- ☠ The nearby Maglev Nexus has been the site of multiple abductions of citizens with augmetics.
- ☠ There are accounts of the hooded figure meeting with Scarred Hands gangers at the Maglev Nexus after the explosion.

## POTENTIAL COUNTERPOINTS

The characters may know that the Cutters were active at the Maglev Nexus. They may even have reports that some were seen in the company of the hooded person and that the individual in question was likely the heretek known as the Armourer. Further, they might know that Artosy gave a sermon on the day of the attack, which drew security away from the refinery. Making any of these arguments could earn the characters +1 or more SL on their Opposed Test.

## THE GOVERNOR'S VERDICT

After all arguments and Tests have been resolved, Governor Castyx calls for silence and then may confer with other NPCs present individually. You may allow the characters to attempt to talk to the Planetary Governor privately (though Probator-Senioris Tarsk will not leave his side under any circumstances).

Count up the number of arguments the characters won and consult this table for the results:

ARGUMENTS WON	RESULT
3	Complete Refutation
2	Strong Counterargument
1	Weak Counterpoint
0	Pointless Interruption

## POINTLESS INTERRUPTION

Planetary Governor Castyx orders for Hex-Sigma Numenon to be detained, pending further investigation into the matters raised. Numenon goes quietly, muttering calculations under her breath. Governor Castyx dismisses the conclave, ordering everyone to leave so that he can proceed to his next vital appointment.

Overseer Lau will spread word of the characters' inept arguments and unconscionable time wasting, causing them to suffer -1 Influence with the Administratum.

Additionally, the characters' strange but unfocused knowledge piques the suspicions of Probator-Senioris Tarsk, who suspects they may be spies of some sort with falsified identities. She directs her faction to be wary of the characters, causing the group to suffer -1 Influence with the Macharian Vigilites.

Worst of all, Artosy returns to the Cathedrum triumphant and will begin the ritual as detailed in **Part 4: Carnage at the Cathedrum** (page 31).

## WEAK COUNTERPOINT

This result is the same as for Pointless Interruption, above, but the group do not lose any Influence.

Probator-Senioris Tarsk will approach the characters as they leave and take them to a private sub-chamber. She will attempt to interrogate the characters, trying to get them to reveal their true identities. Call for a **Discipline (Composure)** Test, Opposed by Tarsk's **Presence (Interrogation)**. For this encounter, Tarsk uses the statistics of a **Macharian Vigilite** (page 45).

If the characters win the Opposed Test, Tarsk grunts and says that she'll be watching them before mentioning offhand that the Planetary Governor can't be seen investigating the Adeptus Ministorum for political reasons, even if there might be something to their weak arguments. If the characters lose the Opposed Test, her expression will drop as she realises the gravity of the situation — Inquisition involvement is a terrifying prospect, and Tarsk will simply leave, though word of this will reach Halikarn with consequences.



## STRONG COUNTERARGUMENT

Planetary Governor Castyx orders for both Arch Deacon Artosy and Hex-Sigma Numenon to be detained, pending further investigation into the matters raised. Numenon goes quietly, muttering calculations under her breath. Artosy is shocked, protesting loudly and denouncing all present in the name of the Emperor and the Blazing Seraph. Governor Castyx dismisses the conclave, ordering everyone to leave so that he can proceed to his next vital appointment.

Probator-Senioris Tarsk will approach the characters as they leave and take them to a private sub-chamber. Tarsk will make a half-hearted attempt to grill the characters to figure out how they gathered their information, before telling them she is suspicious that the characters aren't who they say they are, but that she respects their investigative abilities. She then begrudgingly informs them that Planetary Governor Castyx was somewhat impressed by their arguments at the conclave and asks that they continue to investigate on his behalf — he can't be seen to challenge the Adeptus Ministorum directly. He would appreciate it if they could get to the bottom of this strange case. Tarsk gives the characters a vox frequency they can use in emergencies.

A **Macharian Vigilite** (page 45) is on call to aid the characters for the remainder of the adventure and may be a helpful ally in **Part 4: Carnage at the Cathedrum**. You might like to have the Macharian Vigilite be someone the characters have met before, such as **Baranoth** or **Vogth** (pages 11 and 16, respectively). Additionally, the group gains +1 Influence with the Macharian Vigilites.

## COMPLETE REFUTATION

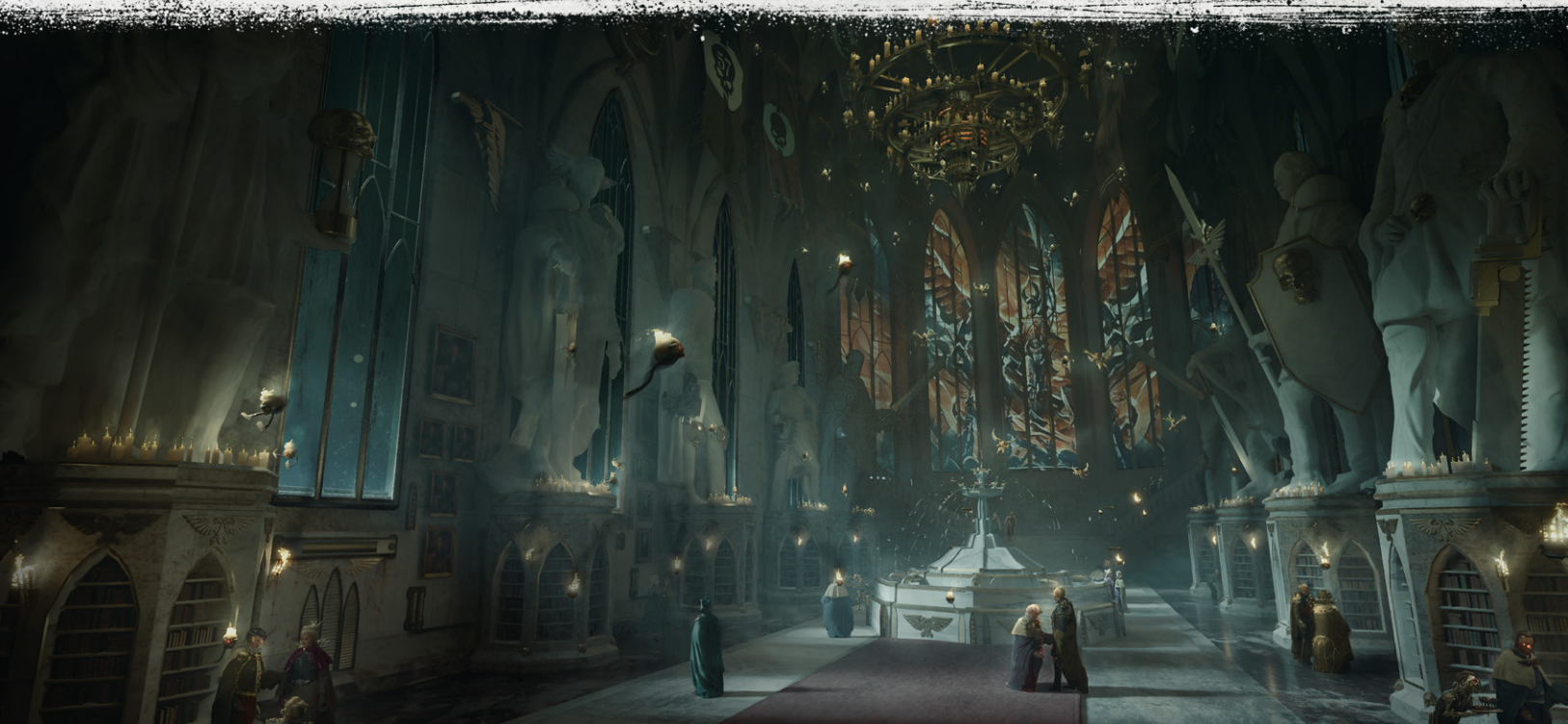
This result is mostly the same as Strong Counterargument, but Governor Castyx does not order for Hex-Sigma Numenon to be detained.

The Tech-Priest becomes uncharacteristically emotional, profusely thanking the characters for their support, fully recognising that she would have met a much worse fate without their intervention. Numenon gives the characters her vox frequency and tells them that though she is indeed struggling to meet her quotas, she can lend them support if needed. Numenon becomes a contact for each member of the group.

This crushing victory has positive consequences for **Part 4: Carnage at the Cathedrum**. The Coven of the Blazing Seraph is unguided without Artosy's leadership. If the characters initiate combat beneath the Cathedrum of Rationed Beneficence, award them +1 Superiority for demonstrating their ability to undermine the plans of one of the Coven's major players by removing a leader from the fight.

## CONCLAVE AFTERMATH

After the conclave, Halikarn will vox the characters and demand a report. Regardless of the result, the group's Patron will insist they continue their investigation, focusing on Arch-Deacon Artosy and any clues connected to him, which should lead the characters to **Part 4: Carnage at the Cathedrum**.





## PART 4

# CARNAGE AT THE CATHEDRUM

This section of the adventure revolves around the characters infiltrating the Cathedrum of Rationed Beneficence to uncover the truths connecting the explosion at the acid refinery, the Cult of the Blazing Seraph, and Arch Deacon Artosy. However, the characters might journey to the cathedrum before the conclave in **Part 3: Pious Persecution** (page 24). This section will aid you in running both situations.

## CATHEDRUM STATUS

The status of the cathedrum, its attendants, and the Cult of the Blazing Seraph below, is dependent on what has happened so far in the adventure. Whenever the characters arrive at the cathedrum, consider the following questions:

*Has the conclave in **Part 3: Pious Persecution** occurred?*

If the answer is **yes**, go to the next question.

If the answer is **no**, Archdeacon Artosy is likely either leading a congregation or will meet the characters as they enter the **Sanctum Majoris**, having heard reports of them from Galliach Krane (page 12). He will behave as detailed in **Meeting the Conclave** (page 27).

*Was Artosy captured during **Part 3: Pious Persecution**?*

If the answer is **yes**, the Adeptus Ministorum are in a state of slight disarray. The characters will be allowed to come and go from the cathedrum as they please, and may find it much easier to find a way into the catacombs. Additionally, the Coven of the Blazing Seraph are also panicking without their leader — their Resolve decreases by 1, and they attempt to hasten the ritual in the **Torment's Cloister**, sacrificing one of their number to ensure the **Accursed Torment** (page 40) is summoned, ensuring both the **Forbidden Temple** and the **Torment's Cloister** are *Warp-Touched*.

If the answer is **no**, then Artosy has instructed the Adeptus Ministorum to intercede on any attempts made by the characters to investigate the Cathedrum. They will attempt to prevent the characters from entering the **Cathedrum Tombs** or the **Processing Chambers**, but will certainly falter if the Inquisitorial Seal is presented. However, these priests know little to nothing of the Coven of the Blazing Seraph, and are willing to sacrifice their lives to preserve the sanctity of the Cathedrum Tombs, interceding on any attempts to damage the hallowed halls and break into the sub-tombs.

Artosy is frantically trying to bring his plans forward in the Torment's Cloister, having successfully created one Accursed Torment and is deep in the process of creating another.

In either case, if the characters take more than a day to investigate the cathedrum, the ritual is completed with dire consequences. The Accursed Torment emerges through the Cathedrum Tombs, enters the Sanctum Majoris, and attempts to cause as much carnage as possible as the rest of the Coven of the Blazing Seraph — including the Armourer — escape through the Chop Shop Tunnels. They may leave many clues behind, but the group will have to hunt the fleeing heretics down into the Bowels of Rokarth to fulfil their duty.

## ESTABLISHING SUPERIORITY

Depending on the clues the characters have found thus far, they may have earned Superiority (see the Basic Rules Reference Sheer). As Gamemaster, it's up to you to determine how much Superiority the group has earned, but it's worth considering the following points while keeping in mind the maximum Superiority before combat begins is 3.

### KNOW THY FOE

The characters have almost certainly fought against the Cutters before this point, and are aware of their unstable weapons and tactics, earning them +1 Superiority. However, if the characters have not yet faced a mutated member of the Coven of the Blazing Seraph (such as during an **Ambush!**, page 23) or gained the information that they are facing such a terrifying foe, they will lose 1 Superiority when they finally encounter them.

### KNOW THY BATTLEFIELD

If the characters infiltrate the catacombs through the Chop Shop, you might award them Superiority as they are more familiar with the environment. Otherwise, the characters will have to come up with something clever, perhaps by acquiring the blueprints of the Cathedrum of Rationed Beneficence at the Datamill (page 18).

### KNOW THY PLAYERS

Interrogating the Cutters or Archdeacon Artosy might earn the group Superiority, if they can find information they can tactically exploit. Gaining any form of fire support from **Part 3: Pious Persecution** does not confer Superiority (the extra firepower is enough of a bonus!) but if Macharian Vigilites are supporting the group, they might have experience battling specific foes or could scout ahead for the characters, earning them Superiority.



## THE CATHEDRUM OF RATIONED BENEFICENCE

However the characters arrive at the Cathedrum, read or paraphrase the following:

*"A clamouring crowd bustles around the base of the Cathedrum of Rationed Beneficence, filling the well-worn steps that lead to its gargantuan doors, once gilded, now streaked with stains from acid rain. The broad columns of the cathedrum are carved into figures writhing with worship, supporting one another and appearing as an idealised vertical representation of the pious mob before you. The many steeples of the cathedrum, each in a differing state of disrepair, threaten to scrape the ceiling of this level of the hive, and you cannot grasp the full bulk of the massive building. Indeed, it seems as though its foundations are actually far below this habway.*

*As you approach, organ driven hymnals intermingle with the clamour of the crowd, and the cloying scent of incense wafts over the tangy stench of rations being handed out by Adeptus Ministorum priests on the Steps of Beneficence.'*

## STEPS OF BENEFICENCE

This grand staircase leads to the single entrance of the cathedrum, and is thronged at all hours by hivers requesting alms, with Adeptus Ministorum preachers dispersed amongst them, distributing nutrient-pastes and giving half-hearted benedictions. These folk have little knowledge on anything pertaining to the investigation, but have similar attitudes to the **Injured Labourer** (page 10) at the Acid Refinery:

- ☛ The **Scarred Hands** are dangerous criminals that must be eradicated.
- ☛ The **Cutters** are frightening and unpredictable, but as they are pious they may be trustworthy.
- ☛ The **Coven of the Blazing Seraph** are well intentioned extremists.
- ☛ **Archdeacon Artosy** is a fine leader of the most generous cathedrum.

You may allow the group to make a **Hard (-20) Awareness (Sight) or Logic (Investigation)** Test to notice that some of the most bedraggled beggars on the steps are furtively sneaking away from the steps and Infractionist Warrenways (page 35).

## SANCTUM MAJORIS

When the characters enter the Sanctum Majoris, read or paraphrase the following:

*"As you squeeze through the stinking crowd and push into the cathedrum proper, you are struck by the enormity of cathedrum interior. The far end of the Sanctum Majoris is misty in the distance, graced by a faded fresco of Saint Solar Macharius blocked only by air thick with incense smoke. A few small clouds of caustic rain float below the domed ceiling, and it seems as though every surface has been re-carved to represent some minor saint as part of continuous repairs.*

*Smaller shrines are distributed throughout this grand chamber amongst a maze of statuary depicting righteous acts, with the great and pious of the Lower Hive milling between them to meet in private prayer nooks, tombs, or attend vox-amplified sermons, their zealotry overlapping in the echoey space. You see a few folk climb ladders attached to carven pillars to reach unstable choir-lofts, as others descend skull-lined staircases.*

*Ahead of you, a member of the Adeptus Ministorum is guiding visitors — those who seem well dressed or important are ushered through into the main body of the Sanctum Majoris, whilst ragged labourers are either directed back outside, or hurried into a side door.'*

If Archdeacon Artosy is here (Cathedrum Status, page 31), see **Meeting the Archdeacon**. Otherwise, they are met by an Adeptus Ministorum preacher named Nijab, who will assume that they are here to worship at the **Processing Chambers**, directing them to follow the other folk that seem unimportant. If Sister Helza Scorn is part of the group, Nijab will instead direct them into the Sanctum Majoris proper. Though you may allow the characters to explore as they wish and improvise any encounters they may have, there are two locations you should be aware of: the **Processing Chambers**, as previously mentioned, and the **Cathedrum Tombs**, accessible via the skull-lined staircases.

## SOLAR CEREMONIES

As Archdeacon, Artosy may call for a Solar Ceremony, a pious observance of the great deeds of Saint Macharius, whenever he wishes. During a Solar Ceremony, the Processing Chambers fall silent, as the workers are invited to pray alongside the main congregation in the Sanctum Majoris.



This is a long-winded, rambling sermon that fills the faithful with zeal and the indifferent with boredom aplenty. The players may recognise snippets from obscure histories and dry sacred texts, interspersed with the repetition singing of hymns to eternal glory of the Emperor.

To attend such a function is considered a great blessing for all. However, there are some who do not attend the Solar Ceremonies. The Coven of the Blazing Seraph, including Archdeacon Artosy, use the Solar Ceremonies as an opportunity to enter the Catacombs via the Processing Chambers.

### THE CONGREGATION

When full, the cathedrum is a host of faithful worshippers numbering in the thousands. Though most who come to worship at the cathedrum are strongly encouraged to toil in the God-Emperor's name in the Processing Chambers, those of the highest status in the Lower Hive or above may pray without labour in the Sanctum Majoris.

All manner of Lower Hive folk may be in attendance — mid-ranking guilders of the various Mercator, overseers of the Administratum, officers of the Astra Militarum or Imperial Navy, or even scions of noble houses visiting the Lower Hive to inspect their holdings. These folk have little interest in the investigation, and generally have the same opinions as those on the Steps of Beneficence, but many are whispering about a pernicious rumour; the Cathedrum Tombs have recently been reopened after unexplained maintenance. Some believe Infractionists are to blame.

### MEETING THE ARCHDEACON

If the Archdeacon is present at the cathedrum (see **Cathedrum Status**, page 31) he will attempt to keep the characters away from the Cathedrum Tombs and the Processing Chambers, inviting them to worship in the Sanctum Majoris with him. He will offer them a place to rest, and supply them with food and drink, as *'the Cathedrum of Rationed Beneficence welcomes all servants of the God-Emperor'*.

There is guidance on roleplaying the Archdeacon (page 41), but if the characters interview him before **Part 3: Pious Persecution** (page 24), here are some suggestions on how he might respond to specific inquiries:

☠ **On Acid Refinery Delta-64:** *'Of course, I cannot comment on the investigation being conducted by Sister Krane, as that would surely be against the God-Emperor's will. However, I confess, I have previously*

*taken an interest in impious activities by a gang in that area. I hope that this strange event was truly the coming of a saint; not some blasphemous sabotage.'*

☠ **On the Adeptus Mechanicus:** *'The Tech-Priests? I have little to do with them myself, all machinery befuddles me — I struggle to light a censer without an attendant! Of course, there are always strange rumours about them, but there is a place for all in the God-Emperor's unquestionable plans, provided they submit to His will. If you've heard any of my subordinates say otherwise, please tell me, and I will ensure they are correctly castigated.'*

☠ **On Novem's Notes:** *'I cannot recall such a trivial request... I merely follow the God-Emperor's will, and ensure the piety of those who would surely wander without a strong hand to guide them. How did you acquire Novem's notes?'* (the Archdeacon will show genuine sadness for Vigilite Zhao's passing, and after saying a quick prayer, will excuse himself to prepare funerary rites.)

☠ **On the Scarred Hands:** *'Lost souls on the precipice of damnation. They stand accused of blasphemous acts, and should present themselves for judgement. I pray to the God-Emperor for the power to bring them into his light. I fear they must be purged with His cleansing flame if they do not submit to His will soon.'*

☠ **On the Cutters:** *'Far too often must I say that the Cathedrum of Rationed Beneficence welcomes all servants of the God-Emperor. It may seem strange, but I have been visited by the God-Emperor's angels more than once, and I am sure that those Infractionists are destined to become tools in His divine plan.'*

☠ **Coven of the Blazing Seraph:** *'Ah yes — I too have worried about that group, but I am assured by Sister Krane that their beliefs are well within acceptable deviations. Still, I have taken the matter in hand. I have invited a number of the coven here, to bask in the glory of more... orthodox worship.'*

Artosy is attempting to evade any form of culpability, and believes his plan (**Part 3: Pious Persecution**) will work. However, if he feels that the characters are close to the truth or particularly dangerous, he will order his minions to instigate an **Ambush!** (page 23).

### PROCESSING CHAMBERS

Like many Adeptus Ministorum enclaves in Rokarth's Lower Hive, the Cathedrum of Rationed Beneficence combines industry and worship, ensuring the majority of those who pray also contribute to the God-Emperor's Tithe. In the murky Processing Chambers, worshippers labour to convert donated foodstuffs into an off-putting nutrient paste that can be distributed far more efficiently than its constituents.



These vast, dank chambers are the industrial bowels of the cathedrum, the air is thick with the reek of processed foodstuffs, sweat, and more cheaply made incense. The sound of the hymnals above is played through crackling vox speakers, clashing with the bubbling of the sustenance vats, the screamed orders of the overseers and the screech of industrial machinery. At the bottom of each processing station is a system of rough circular saws through which the foodstuffs are sluiced. Walking across the lattice of processing sites, labourers can be heard intoning clumsy litanies under their breath as they work.

Occasionally, a metal door will clang open, and the machinists operating the industrial tools in a processing site will swap worship shifts. If the characters succeed on a **Challenging (+0) Inquiry** Test, they will be told that only members of the Coven of the Blazing Seraph work in the processing sites. Nobody knows why.

As in the **Sanctum Majoris**, many of the labourer-worshippers here are trading rumours about the reopening of the **Cathedrum Tombs**. Many suspect that the unexplained maintenance was conducted to remove the graffiti of an Infractionist gang.

### THE PROCESSING SITES AND THE CATACOMBS

The Coven of the Blazing Seraph enter the catacombs below through the processing sites now that the Cathedrum Tombs have been sealed. When the industrial saws of the processing sites are deactivated, a Human can safely (if uncomfortably) slip through the aperture and exit the vats below into the Catacomb Tunnels (page 35).

If a character searches any of the processing sites with a successful **Challenging (+0) Logic (Investigation)** or **Intuition (Surroundings)** Test, they will find notes hidden amongst prayer books with instructions on how to do this.

Additionally, if the characters manage to hide in the Processing Chamber during a Solar Ceremony (page 32), they will see members of the Coven of the Blazing Seraph using this method of conveyance, as well as potentially Archdeacon Artosy, depending on the **Cathedrum Status** (page 31).

### CATHEDRUM TOMBS

The tombs of the Cathedrum of Rationed Beneficence house the remains of dedicated servants to the God-Emperor, predominantly adepts who toiled in Rokarth's Upper Hive that were not deemed important enough to secure a permanent place of rest in the cathedrums of those loftier levels.

The walls of the tombs are towering shelves containing the scant remnants of priests, overseers, officers, and others of note and middling rank, usually little more than a few dusty bones offering no utility to the Lucerne Manufacturums (*Rokarth: A Guide to the Hive*, page 15).

Centuries ago, Highborn descendants of those who fought in the Macharian Crusade and subsequent heresy were given full tombs here, alongside members of the Noble House Vylathi. These crumbling, bulky rockcrete mausoleums and shrines are replete with grim statuary, barely held together by the uneducated maintenance of dutiful Adeptus Ministorum peons and melted candle wax.

### THE DEFACED TOMB

If the characters want to search for the maintenance mentioned by the congregation or the labourers in the processing chambers, they can find the tomb in question without making a Test. With a quick search, the group will find the sarcophagus of Ysentrud Vylathi is clearly somewhat damaged. It appears as though the rockcrete construction was once fully flush with the floor but was completely ripped away and re-sealed by someone without the appropriate technological knowledge. Characters will be able to feel a draft coming from the poor reconstruction and will find a gap through which they can peer into the shadows below. They may see and hear what seem to be people moving around, but little more than that.

The characters may attempt to break through the repairs on the tomb and descend into the Cathedrum Sub-Tombs below, or you can allow them to make a **Hard (-20) Intuition** Test to suggest there may be another way in, such as by investigating the **Processing Chambers** or the **Steps of Beneficence**. If the characters intend to break through the Tomb, the following approaches may be successful:

- ☛ A Frag Grenade or a similar explosive.
- ☛ A **Difficult (-10) Tech (Engineering)** Test with some kind of penetrative tool.
- ☛ A **Hard (-20) Athletics (Might)** Test to wedge a suitably durable tool into the gap and prise it open.

Of course, any of these approaches will be noisy, attract attention, and be seen as high blasphemy — perhaps even heresy — to any bystanders, and Adeptus Ministorum priests are liable to either call the Macharian Vigilites or try to interpose themselves between the characters and their apparent tomb robbery.



## THE CATACOMBS

Hive cities are in a constant state of flux, rapaciously expanding to claim resources to meet ever-growing tithes, just as some areas are forgotten, lost to hab-quakes, bureaucratic oversight, or other an ignorance enforced by sinister wills. The catacombs beneath the Cathedrum of Rationed Beneficence are one such forgotten place.

Keep in mind the layout of the Catacombs as the characters are exploring:

- The **Catacomb Tunnels (A)** connect each other location in The Catacombs together, including an exit to the Cathedrum via The Defaced Tomb.
- Within the **Catacomb Tunnels (A)** is a connected path to the **Claymore** (page 19). Unless the characters have a reason to further investigate the Cutters, this one may be bypassed.
- There are multiple escape points to the **Infractionist Warrenways (B)** within the **Catacomb Tunnels (A)**.
- The remaining locations are arranged in a triangular fashion, with another section of **Catacomb Tunnels (A)** connecting each location. Of them, the characters will encounter the **Forbidden Temple (C)** first. Then they can proceed to the **Armourer's Workshop (D)** or the **Torment's Cloister (E)**. (To clarify, there is also an additional section of tunnel between the Workshop and the Cloister.)

### A. CATACOMB TUNNELS

**Environmental Trait:** *Poorly Lit*

When the characters enter the Catacombs beneath the cathedrum, read aloud or paraphrase the following:

*The catacombs descend many metres beneath the cathedrum. The air is inexplicably humid, the walls appear to be made from raw stone, interspersed with murals of human bone. The passageways twist and turn, with doors appearing with little pattern. The lights are dim and flicker. Tombs are set into the walls, with memorials for countless clergy and hive nobility. Sculptures set into the walls reflect sacred prayers, scriptures, and chapels to Macharian saints.*

As they explore the crumbling maze-like passages, the characters may enter sacristies, mortician's facilities, and other Ecclesiarchy facilities. At the GM's discretion the characters may uncover minor clues along the way.

These might include a sacred book of the Blazing Seraph, a journal of sacrifices provided for the Torment, or one of the heretek's discarded experiments. This could also be a good place to insert clues that lead the characters toward future adventures.

### B. INFRACTIONIST WARRENWAYS

**Environmental Trait:** *Dark*

This collection of partially collapsed maintenance tunnels and abandoned habways is part of a sprawling and ever-changing network of warrenways (**Rokarth: A Guide to the Hive**, page 21). This particular route is mostly used by the Cutters and the Coven of the Blazing Seraph to move between the catacombs and the **Chop Shop** (page 23), though there is also a hidden exit to the habway beside the **Steps of Beneficence** discoverable through a **Hard (–20) Awareness (Sight) or Logic (Investigation)** Test.

These tunnels ring the catacombs and the remains of the long-forgotten temple that now forms the foundations of the Cathedrum of Rationed Beneficence. The windows of the ancient temple are tough pot-glass and can be broken with an Action.

### C. FORBIDDEN TEMPLE

If **Arch-Deacon Artosy** escaped prosecution (page 29), he leads the service within this temple when the characters arrive. Whether or not he is there, a congregation of 12 cultists (use 6 Imperial Citizens and 6 Gangers, pages 44 and 39, respectively), are engaged in Blazing Seraph worship services. A **Very Easy (+60) Lore (Theology)** Test reveals that the service is heretical. The cultists fight knowing that if they lose, they are likely to be tortured and executed. The Temple is a single Zone, but it is lined with pews that can provide *Light Cover*.

Once they overcome the cultists, the PCs may uncover a variety of sacred texts and journals within the Temple. Because a service is in session, these are not concealed. However, deciphering them takes an **Extended Difficult (–10) Logic (Investigation)** Test. Each Test requires 15 minutes to complete. Read SL on the **Forbidden Temple Investigation Table**.

Remember, if **Arch-Deacon Artosy** was captured earlier, then it's likely that the remaining Coven cultists would have attempted to summon the second **Accursed Torment** on their own. In this instance, the characters will find the aforementioned occupants dead, replaced with the **Accursed Torment** (page 40), which desperately attempts to escape the Temple despite its size and wreak havoc upon the Lower Hive.



## FORBIDDEN TEMPLE INVESTIGATION TABLE

SL	CLUE
1	The cult has been holding meetings for nearly 10 years. Arch-Deacon Artosy has led the congregation throughout that time.
2	The cult includes hundreds of Hive Rokarth's citizens, ranging from gangers who operate its lower levels to nobles active among the arches. Several dozen names are explicitly identified as members and donors.
3	The Blazing Seraph guided Artosy to partner with the Armourer several years ago. The alliance has worked with the Cutters to provide necessary components for his experiments.
4+	The Blazing Seraph recently blessed one of the cult's members with a divine transformation. The cult has been delivering the components of its abduction victims that the Armourer did not need to the transformed being.

## D. THE ARMOURER'S WORKSHOP

**Environmental Trait:** *Poorly Lit*

When the characters reach the Armourer's Workshop, read aloud or paraphrase the following:

*"You hear the rhythmic sound of metal pounding on metal as you approach an open door at the hall's terminus. You smell unguents and electricity in the air. Beneath those scents, however, you also get the faint odour of corruption. Peering into the room, you see a person in a tattered ragged robe working at a bench. He faces away from you, but a tentacle with a bloodshot, red eye atop it faces the door, and you suddenly realise it just winked at you. The room is littered with large machines. A few contain cylindrical tanks, with humanoid forms floating within them. Another uses massive chisels to shape ceramite and plasteel into bone-like structures. Corrupted bolter shells emerge from yet another, rolling off an assembly line.*

*Before you can finish surveying the room, the hooded figure turns toward you and throws back its hood. It reveals its face, which appears to be a series of overlapping metal plates bolted to a skull. The jaw opens revealing a laud hailer where the mouth should be. A staticky voice says, 'Unless you have come to aid my research, you are not welcome here.' A trio of gangers, with drawn weapons emerge from behind the machines.*

## VOLATILE EQUIPMENT

All of the equipment in the Workshop is hazardous. Any time a character misses with a Ranged Attack, it strikes a machine in the same Zone as the target. This damages the equipment, and turns that zone into a hazard. The first time a Ranged Attack misses in each Zone, the Zone becomes a *Minor Hazard*. The second missed ranged attack into the Zone transforms it into a *Major Hazard*. After that, a missed Ranged Attack makes the Zone a *Deadly Hazard*, which remains until several days after the battle is completed.

No other exits can accommodate a Medium-sized being. The Workshop is divided into three consecutive Zones. The first is the entryway. It includes the cloning vat machines and a **Ganger** (page 39). The second Zone is a platform raised 2 metres from the level of the entryway Zone. A metal staircase connects these Zones. The platform contains the workbench and the machine shaping the augmetic components. **The Armourer** (page 42) and another **Ganger** are in this Zone. A 1 metre ladder connects to the final Zone. It contains the machine manufacturing bolter shells and the last **Ganger**.

**The Armourer** initially tries to defeat the characters. If two of the Gangers in the room are defeated, they instead try to flee the Workshop. If they are able to escape the room, the characters may choose to try to pursue them. Alternatively, the Armourer recognises the danger of having the characters escape and return with reinforcements. If any of the characters retreat, the Armourer pursues and attempts to eliminate them.

If **the Armourer** is defeated, they completely shut down their systems rather than permit the characters to interrogate them. The characters may later surrender the deactivated body to the Adeptus Mechanicus or Inquisitor Halikarn for questioning. If the room is not on fire, the Armourer's notebooks remain. Understanding these requires a **Very Hard (-30) Lore (Forbidden)** Test and several hours of study. On success, they reveal the heretek was in the midst of attempting to bind daemons into augmetics.



## E. TORMENT'S CLOISTER

**Environmental Trait:** *Warp Touched*

When the characters reach the Torment's Cloister, read aloud or paraphrase the following:

*"As you round the corner, the stench of rot and effluvia assaults your senses. The passage opens into a wider room. A massive entity stands in the centre of the circular room. It stands on four legs well over two metres tall. Assorted tentacles, wings, and less identifiable wings distend from it asymmetrically. Remains of its past victims litter the floor. The tormented being sees you and bellows, a pair of Cutters gangers — presumably its caretakers, turn toward you, drawing weapons.*

*Another doorway stands open directly across the room from you.*

See **Accursed Torment Psyker** (page 40) and **Gangers** (page 39) for the opponents. The chamber is a single Zone, ringed by crumbling pillars that can provide *Light Cover*. The passageways on either side of the room are separate Zones. The chamber is roughly circular and approximately 20 metres in diameter. The roughly hewn stone-like walls are splattered with gore, presumably of the Torment's past victims.

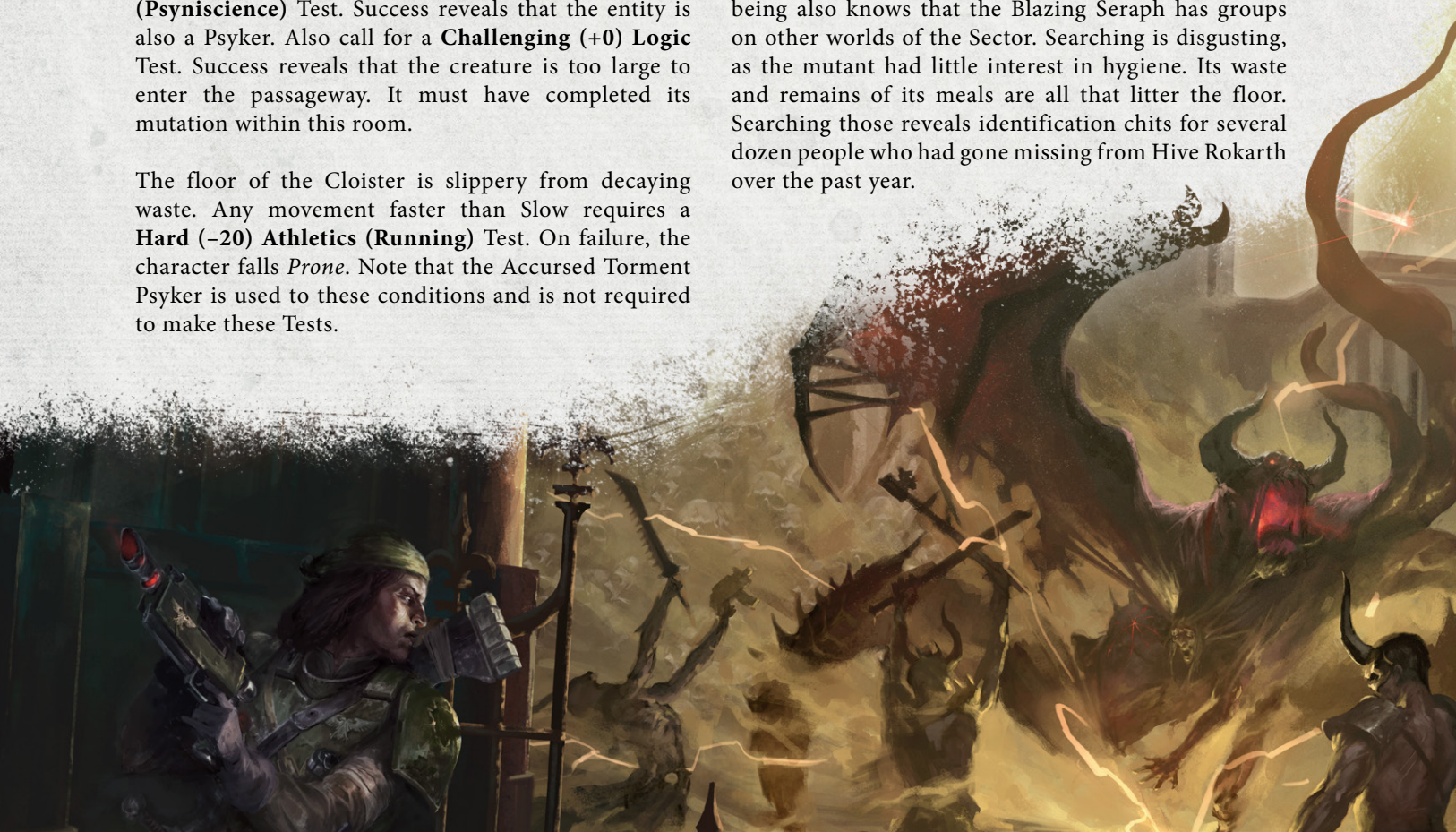
Before combat ensues, call for a **Hard (-20) Awareness (Psyniscience)** Test. Success reveals that the entity is also a Psyker. Also call for a **Challenging (+0) Logic** Test. Success reveals that the creature is too large to enter the passageway. It must have completed its mutation within this room.

The floor of the Cloister is slippery from decaying waste. Any movement faster than Slow requires a **Hard (-20) Athletics (Running)** Test. On failure, the character falls *Prone*. Note that the Accursed Torment Psyker is used to these conditions and is not required to make these Tests.

If the characters remain in the hallway, the Torment Psyker and Gangers use the room's shape to their advantage. They use their first actions to move against the wall so that they cannot be seen from the hallway. Then, they ready their weapons for future actions. On each successive turn, they move so that they can see down the hallway, make ranged attacks, and then move against the wall on the opposite side of the doorway, again remaining out of line of sight. If characters use *Overwatch* in response, the Torment uses *Compel* and *Dominate*, though the Gangers continue moving and shooting. If the Torment believes it may sway one or more of the characters to join the Blazing Seraph, then it combines its psychic powers with its *Rapport* to try to persuade the characters to join its cause.

If one Ganger is defeated, the other immediately abandons the fight and flees to the Armourer's Workshop (see page 36). He warns the Armourer of the imminent attack. If the fight with the Accursed Torment Psyker continues more than 3 rounds after that, the Armourer and his Gangers join the conflict. Otherwise, the Armourer has time to prepare an ambush for the characters at his Workshop.

If the characters defeat the Accursed Torment Psyker, they may choose to question the creature and to search the room. The being has little useful information. It can rant about the blessings of the Changer of Ways and present its fervent loyalty to the Artosy. The being also knows that the Blazing Seraph has groups on other worlds of the Sector. Searching is disgusting, as the mutant had little interest in hygiene. Its waste and remains of its meals are all that litter the floor. Searching those reveals identification chits for several dozen people who had gone missing from Hive Rokarth over the past year.





## APOSTATIC EPILOGUE

Completing their exploration of the cathedrum ends the adventure. At that point, the characters can resolve any remaining issues before pursuing their next mission. Such minor issues might include repaying favours to any NPCs, or reporting the results of their investigation to their Patron. With those issues out of the way, it becomes time to provide the PCs with the rewards they have earned.

### EXPERIENCE POINTS

As well as rewards for participation and good roleplaying, characters earn the following rewards:

- 10 XP if the characters defeated Arch-Deacon Artosy either at the conclave or in the Temple.
- 10 XP for descending into the Catacombs.
- 10 XP for discovering and disrupting the service of the Blazing Seraph.
- 20 XP for discovering that the Blazing Seraph is active in Hive Rokarth.
- 20 XP for defeating the Armourer.

If any characters achieved previously designated goals or the team achieved a group goal, award points for those as well.

### INFLUENCE

Characters may have gained one or more points of positive or negative Influence with the Macharian Vigilites, the Scarred Hands, the Blazing Seraph, and potentially Infracionists as a whole. They may also have earned Contacts with individuals within these groups, such as **Leo Rantz** (page 45), **Blister** (page 44), and **Arractan Tarsk** (page 26).

### PATRON INFLUENCE

As Halikarn has the **Demands Discretion** Liability, the characters may not have revealed that he is their Patron during this mission. As such, the scope of his powers, and thus his Boons, is unlikely to increase. Indeed, if the characters reveal that they are working for Halikarn, they are more likely to be punished for such unsubtle behaviour. However, if the characters are working for another Patron, or they suitably impress Halikarn by completing the mission effectively (and perhaps by discovering the presence of the Blazing Seraph and the Armourer), their dealings with the Macharian Vigilites may earn them improved Patron Influence.

### FATE

If any characters performed a particularly heroic action, the GM may choose to award them a bonus point of Fate. This is particularly appropriate if the character in question had to burn a point of Fate to complete that action. Note that this should be done with care, as recurring Fate increases may become game breaking.

### FAILURE

If the characters failed to stop Arch-Deacon Artosy and the Blazing Seraph, the cult increases its power and influence. In the course of just a few months, Artosy supplants Castyx as the functional ruler of Hive Rokarth. Soon after, the hive enters a state of rebellion and ceases providing its tithe. Forces must be dispatched to quell the revolution. The characters might be sent back to Hive Rokarth to assist in that effort, if they survived at all.

### NEXT STEPS

Characters who stopped the Blazing Seraph on Hive Rokarth, may find documentation indicating that the cult has cells on other Macharian Sector Worlds. When they report this to Inquisitor Halikarn, he directs them to follow up at other locations. Some of these may be on Voll, while others could be on more distant planets. Over time, the characters may learn a dangerous amount of Lore about the cult's blasphemies.

Characters who overcame the heretek Armourer may discover that he has allies operating on other nearby worlds. Some of their efforts may compromise Adeptus Mechanicus production facilities. Inquisitor Halikarn may instruct the characters to track and eliminate these influences before they spread further.





# ADVENTURE BESTIARY

This section details the cast of major characters from the **Blazing Seraph** Adventure, as well as some generic profiles that can be used for other Non-player Characters (NPCs) your players might encounter. These include Gangers, Cultists and the ordinary Citizens of Rokarth. These profiles are useful whenever an NPC needs to do a Skill Test, when conflict breaks out, or if your players simply need to know what they might find while searching the pockets of a fresh corpse.

More creatures and characters are available in the **Villains on Voll** chapter of *Rokarth: A Guide to the Hive* (page 58) and the *Imperium Maledictum Core Book* (page 315), which includes additional advice on using NPCs and guidance on creating your own.

## STAT-BLOCKS EXPLAINED

Each NPC shows a table listing its game statistics. This is sometimes called its stat-block. NPC stat-blocks are presented in the following format:

1. The NPC's name.
2. The NPC's size, type, faction, and role.
3. The NPC's Characteristics.
4. The NPC's combat abilities, including Armour, Wounds, Critical Wounds (if applicable), Initiative, Speed, and Resolve.
5. The NPC's Skills and/or Specialisations. Note that if an NPC does not have a Skill or Specialisation, they use the relevant Characteristic instead.
6. The NPC's Traits. Traits are special abilities and features that the NPC has, and are similar to player character's Talents.
7. The attacks the NPC can make, depending on what weapon they have equipped. These list the Skill and Specialisation used to make the attack, the Skill value, the Damage the attack deals, and the Range (if applicable). Note that the Damage for melee attacks include the NPC's Strength Bonus. Each attack also notes any Weapon Traits.
8. A list of any unique equipment or valuable items that the NPC might have.

## GANGERS

The following stat-block can be used for any type of Ganger, including the Scarred Hands, Block 24-69, and the Vylathi Knives, though you may choose to run Cutters Gangers with **Armourer's Weapons**. Gangers can be formidable adversaries, particularly in groups.

## NPC ARMOUR

For ease of play, NPC Armour is simplified, and most NPCs only list a single Armour value on their stat-block. When players attack NPCs, you simply apply this Armour value to all Hit Locations. This is far simpler than keeping track of piecemeal Armour values for every enemy — especially when Traits that adjust Armour values, such as *Rend*, come into play.

Some NPCs have variable Armour values, perhaps due to forcefields they wear or strange powers they wield, for example, '2+1d10' or '2d10'. Every time an attack hits these NPCs, roll to determine their Armour value before applying damage.

## 1 GANGER

2 Medium Human (Infractionist), Troop

3	WS	BS	STR	TGH	AG	INT	PER	WIL	FEL
	35	35	30	40	40	20	30	20	20
4	ARMOUR			WOUNDS			CRITICAL WOUNDS		
	2			13			0		
	INITIATIVE			SPEED			RESOLVE		
	7			Normal			1		
5	Skills: Melee 40, Presence 40, Ranged 40, Stealth 50.								
6	<b>TRAITS</b> <b>Ambusher:</b> The Ganger can attempt to make a Stealth Test as part of their Movement if the Zone they are in has Cover. <b>Home Turf:</b> The Ganger has +1 Resolve and Advantage on Discipline Tests if it is in its own Gang's territory.								
7	<b>ATTACKS</b> <b>Autogun:</b> Ranged (Long Guns) 40, 6 + SL Damage, Long Range. <i>Loud, Rapid Fire (3), Two-handed.</i> <b>Stub Pistol:</b> Ranged (Pistols) 40, 6 + SL Damage, Medium Range. <i>Burst, Close, Loud.</i> <b>Knife:</b> Melee (One-handed) 40, 3 + SL difference Damage. <i>Subtle, Thrown (Short).</i>								
8	<b>Possessions:</b> Heavy Leathers, Gang Colours, Filtration Plugs, 1d10 solars.								



## ACCURSED TORMENT

*'[Incoherent monstrous screaming]...'*

Hastily summoned by ill-prepared Cultists, the Accursed Torment's body has been transformed into a mass of roiling flesh, towering more than two metres in height on four legs and massing more than 200 kilograms, with limbs and tentacles that retract and distend as needed. Their face is in the centre of their body, with eyes surrounding a maw of sharpened teeth.

ACCURSED TORMENT								
Large Daemon (Tzeentch), Elite								
WS	BS	STR	TGH	AG	INT	PER	WIL	FEL
50	10	60	60	30	40	40	50	30
ARMOUR			WOUNDS			CRITICAL WOUNDS		
1*			13			3		
INITIATIVE			SPEED			RESOLVE		
7			Normal			-		
Skills: Athletics 70, Awareness (Psyniscience) 50, Fortitude 70, Intuition 50, Melee 60.								
TRAITS								
*Emergent Daemon: Whenever the Accursed Torment is attacked, roll 1d10. If the result is even, the Accursed Torment has 1 Armour against the attack. If the result is odd, the Accursed Torment has 4 Armour against the attack.								
Fearsome: The first time a character sees the Accursed Torment, they must make a <b>Hard (-20) Discipline (Fear)</b> Test or become Frightened. If all characters are Frightened in this way, they lose 1 Superiority.								
Source of Corruption: Witnessing the Accursed Torment is Minor Exposure. Make a <b>Challenging (+0) Discipline (Psychic)</b> Test to resist 1 Corruption Point. Every SL reduces the number of Corruption Points gained by 1. Additionally, physical contact with the Accursed Torment is Moderate Exposure. Make a <b>Challenging (+0) Fortitude</b> Test to resist 2 Corruption Points. Every SL reduces the number of Corruption Points gained by 1.								
Unnatural Regeneration: At the start of each of the Accursed Torment's turns, roll 1d10. If the result is a 1 or a 2, the Accursed Torment recovers one Wound.								
ATTACKS								
Hideous Mutations: Melee (Brawling) 60, 6 +SL difference Damage.								
When the Accursed Torment makes a Hideous Mutations attack, roll a d10 and apply the Weapon Trait rolled:								
1-3 Razor Claw: Penetrating (2).								
4-6 Toxic Talon: Inflict ( <i>Poisoned</i> ).								
7-0 Wretched Maw: Inflict ( <i>Bleeding</i> ).								
Possessions: None.								

## ACCURSED TORMENT PSYKER

*'Join me and vengeance shall be ours.'*

The Accursed Torment Psyker was once a human, but embracing heresy transformed them with mutations, including their psychic talents. Rage drives them, knowing that his only future in Imperium custody is death. So, it fights as though victory is his only chance at survival. It makes a token effort to persuade its foes to join it, but it is far more interested in physically and psychically dominating its opponents.

ACCURSED TORMENT PSYKER								
Large Mutant (Heretic), Leader								
WS	BS	STR	TGH	AG	INT	PER	WIL	FEL
40	10	50	40	40	30	50	30	30
ARMOUR			WOUNDS			CRITICAL WOUNDS		
1+1d6			16			4		
INITIATIVE			SPEED			RESOLVE		
9			Normal			2		
<b>Skills:</b> Athletics 60, Awareness 60, Awareness (Psyniscience) 70, Discipline (Psychic) 60, Fortitude 50, Linguistics (Forbidden) 40, Lore (Forbidden) 40, Melee 60, Presence 50, Psychic Mastery 50, Rapport 40, Reflexes 50.								
<b>TRAITS</b> <b>Disgustingly Resilient:</b> Whenever the Accursed Torment Psyker would suffer one or more Wounds, they may make a <b>Challenging (+0) Fortitude</b> Test. On a success, they reduce the amount of Wounds suffered by the SL.  <b>Fearsome:</b> The first time a character sees the Accursed Torment Psyker, they must make a <b>Hard (-20) Discipline (Fear)</b> Test or become <i>Frightened</i> . If all characters are <i>Frightened</i> in this way, they lose -1 Superiority.  <b>Malefic Psyker:</b> The Accursed Torment Psyker can use the following Psychic Powers:  <b>Minor Psychic Powers:</b> <i>Call Vermin, Jinx, Smite.</i> <b>Discipline Psychic Powers:</b> <i>Twist Fate, Compel, Dominate</i>  <b>Mutated Flesh:</b> Whenever the Accursed Torment Psyker is attacked, roll 1 + 1d5 to determine its Armour.  <b>Warp Threshold:</b> 5.								
<b>ATTACKS</b> <b>Smite:</b> Psychic Mastery 50, 11+SL Damage, Medium Range. <i>Ignores Armor.</i>  <b>Hideous Mutations:</b> Melee (Brawling) 60, 5 + SL Damage.								
<b>Possessions:</b> None.								



## ARCH-DEACON ARTOSY

*'You do not appreciate the Emperor's Divine Mandate in this matter.'*

Artosy is a tall, broad man standing over 2 metres in height and weighing in at nearly 150 kilos. His bald pate features an ornate tattoo of his Rosarius. He speaks with a deep voice, pausing deliberately to carefully choose his words.



The Arch-Deacon's primary allegiance is the Blazing Seraph. He forces himself to believe that it is a manifestation of the Emperor. In spite of this, he recognises the necessity of keeping those beliefs secret. He overcompensates with bravado and public faith to make up for fears of being branded a heretic.

### ARCH-DEACON ARTOSY

*Medium Human (Ecclesiarchy), Leader*

WS	BS	STR	TGH	AG	INT	PER	WIL	FEL
40	35	35	35	35	45	45	50	50
ARMOUR		WOUNDS		CRITICAL WOUNDS				
6		14		3				
INITIATIVE		SPEED		RESOLVE				
7		Normal		3				

**Skills:** Awareness 55, Discipline 70, Intuition (Human) 55, Linguistics (High Gothic) 60, Melee 50, Lore 60, Presence 60, Ranged 45, Rapport 60.

#### TRAITS

**True Faith:** Arch-Deacon Artosy has 2 points of Fate.

**Sacred Chant:** Arch-Deacon Artosy makes a Presence Test as an Action to recite a sacred prayer. If he succeeds, allies who can hear him may take an Action.

#### ATTACKS

**Bolt Pistol:** Ranged (Pistol) 45, 8 + SL Damage, Medium Range. *Burst, Close, Loud, Penetrating (4), Spread.*

**Power Maul:** Melee (One-handed) 50, 8 + SL Damage. *Penetrating (2).*

**Possessions:** Carapace Chestplate, a Holy Icon, a Laud Hailer, a reliquary, 500 solars.

## ARTISAN HAILON EPSILON VORN

*'[static]... State your business.'*

Hailon Epsilon Vorn is the very ideal of an Adeptus Mechanicus artisan. Vorn understands well the greater machine they are a part of and finds peace of mind and purpose in their place within its sacred mechanisms. If asked, the Tech-Priest would state that their primary motivation is the pursuit of perfect efficiency, and this is largely true. However, deep within Vorn is a boundless curiosity quite unbecoming of one indoctrinated into the orthodoxy of the Machine Cult. No amount of solars could seize the Tech-Priest's attention quite so well as the offer of an intriguing secret, and Vorn is more than willing to trade minor (or so not minor) favours for the right information.

Making a good first impression on Vorn is essential if one wishes to do business with them. The busy Tech-Priest has little patience for time wasters, quickly becoming frustrated with foolish queries. They rarely express their exasperation verbally; however, marking even that as a wasted effort, they will simply disengage entirely in the conversation, enabling perceptual filters that render the offender's pleas little more than an annoying hiss.

### ARTISAN HAILON EPSILON VORN

*Medium Human (Adeptus Mechanicus), Elite*

WS	BS	STR	TGH	AG	INT	PER	WIL	FEL
30	30	30	40	40	60	30	40	20
ARMOUR		WOUNDS		CRITICAL WOUNDS				
2		14		1				
INITIATIVE		SPEED		RESOLVE				
6		Normal		2				

**Skills:** Awareness 45, Fortitude 45, Logic 65, Lore 65, Medicae 70, Melee 40, Tech 65.

#### TRAITS

**Biomechanical Interface:** Artisan Vorn gains +10 to Tech Tests for operating a machine with a suitable connection.

**Utility Mechadendrite:** Functions as a Combi-tool and a melee weapon.

#### ATTACKS

**Laspistol:** Ranged (Pistol) 30, 5 + SL Damage, Medium Range. *Burst, Close, Loud, Reliable.*

**Utility Mechadendrite:** Melee (One-handed) 40, 5 + SL Damage.

**Possessions:** Adeptus Mechanicus Robes, an Auspex, a Combi-tool, 100 solars.



## THE ARMOURER

*'I need you to help me test my latest creation.'*

The Armourer is a fusion of biomechanical elements on a mutant template. Their size and shape beneath their ragged cloak is fluid, as though their body changes and adapts to suit its needs. They embraced experimentation and innovation, beginning with their own body.

The Armourer's only interest is innovation. They are unwilling to negotiate or share their findings with anyone else, unless it can provide them with assurances of future opportunities to experiment freely. In conflict, they taunt their opponents, saying that their stoicism slows them, even as they outmanoeuvre them physically and mentally.

THE ARMOURER								
Medium Human (Heretic), Leader								
WS	BS	STR	TGH	AG	INT	PER	WIL	FEL
40	40	40	40	40	60	40	50	30
ARMOUR			WOUNDS			CRITICAL WOUNDS		
2			17			4		
INITIATIVE			SPEED			RESOLVE		
8			Fast			3		
Skills: Awareness 50, Discipline 60, Fortitude 50, Intuition 50, Linguistics 60, Logic 70, Lore 70, Melee 50, Presence 60, Rapport 40, Ranged 45, Stealth 50 Tech 70.								
TRAITS								
Augmetic Heart: As an Action, the Armourer makes a Challenging (+0) Fortitude Test. If they are successful, they remove a Bleeding Condition from themselves.								
Pay with Sanity: If the Armourer fails a Discipline Test, they may choose to suffer 1d10 damage that ignores Armour to automatically pass the Test.								
Utility Mechadendrite: Functions as a Combi-tool and a melee weapon.								
ATTACKS								
Utility Mechadendrite: Melee (One-handed) 50, 5 + SL Damage.								
Plasma Pistol: Ranged (Pistol) 45, 10 + SL Damage, Medium Range. Close, Loud, Penetrating (6), Supercharge (4), Unstable.								
Possessions: Tattered Hooded Robes, an Auspex, assorted Combi-Tools, a Dataslate with heretical schematics, a Refractor Field, 50 solars.								

## ARMOURER'S WEAPONS

Unsanctioned weaponry and augmetics make up the backbone of the Cutters gang's profitable illicit trade rings, but their focus on such mechanisms has led to something bordering obsession. As the gang were seduced by the promises of the Covenant of the Blazing Seraph, they were introduced to the Armourer. The unscrupulous heretek courts the Cutters' violent services by providing them with haphazardly constructed, dangerously unstable advanced weaponry.

Any member of the Cutters may have any of the following weapons built by the Armourer, all of which have a unique *Unstable (X+)* Trait. Every time a weapon with this Trait is fired, roll a d10 after the effects of the attack have been resolved. If the result equal to or greater than X, the weapon explodes, self destructing and dealing the weapon's Damage to the wielder.

So, if a Cutters Ganger fired an Armourer's Plasma Gun you would roll a d10, and if the result was any number from 3 to 10, the Plasma Gun would explode, dealing 10 Damage to the Ganger. An 80% chance of self-inflicted harm — a dangerous proposition to be sure, but one that the Cutters are either ignorant of, or willing to take for superior firepower.

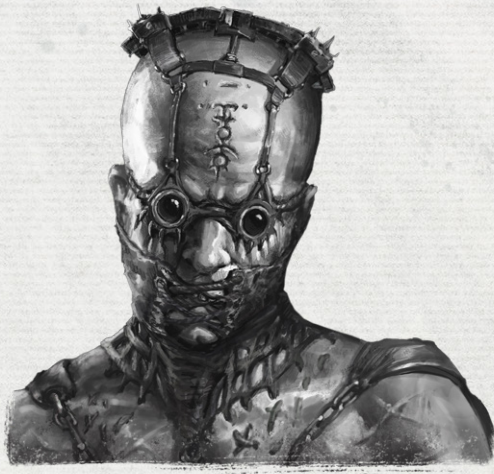
**Armourer's Flamer:** Ranged (Long Guns) 40, 8 + SL Damage, Medium Range. *Close, Flamer, Inflict (Ablaze), Loud, Unstable (5+).*

**Armourer's Hot-Shot Lasgun:** Ranged (Long Guns) 40, 8 + SL Damage, Long Range. *Burst, Loud, Penetrating (2), Two-handed, Unstable (7+).*

**Armourer's Plasma Gun:** Ranged (Long Guns) 40, 10 + SL Damage, Long Range. *Loud, Penetrating (6), Supercharge (4), Two-handed, Unstable (3+).*

**Armourer's Webber:** Ranged (Long Guns) 40, No Damage, Long Range. *Inflict (Restrained), Two-handed, Unstable (9+).*





## CULTIST

There are countless reasons why individuals choose to join a cult — desperation, bitterness, or a hunger for power to name a few. Regardless of the reason, cultists are most often the downtrodden masses who partake in profane rituals under the watchful eye of their leaders, praying for a glimmer of favour from their inhuman patron. Their equipment is often ramshackle and cast-off, and they receive little martial training from their leaders, yet they will throw themselves at their foes with reckless abandon if it offers the promise of appeasing their dark masters.

## CULTIST

*Medium Human (Heretic), Troop*

WS	BS	STR	TGH	AG	INT	PER	WIL	FEL
30	30	30	30	30	30	30	30	30
ARMOUR		WOUNDS		CRITICAL WOUNDS				
1		12		0				
INITIATIVE		SPEED		RESOLVE				
6		Normal		1				

**Skills:** Linguistics (Forbidden) 40, Lore (Forbidden) 40, Melee 40, Presence 40, Ranged 40, Rapport (Deception) 40, Stealth 40.

### TRAITS

**Sanity is for the Weak:** Whenever a Cultist fails a Discipline Test, they may choose to suffer 1d10 damage that ignores Armour to automatically pass the Test.

### ATTACKS

**Autogun:** Ranged (Long guns) 40, 6 + SL Damage, Long Range. *Loud, Rapid Fire (3), Two-handed.*

**Autopistol:** Ranged (Pistols) 40, 5 + SL Damage, Medium Range. *Close, Loud, Rapid Fire (3).*

**Sword:** Melee (One-handed) 40, 5 + SL difference Damage.

**Knife:** Melee (One-handed) 40, 3 + SL difference Damage. *Subtle, Thrown (Short).*

**Possessions:** 20 solars.

## GERONTOCRAT MECHASAPIENT HEX-SIGMA NUMENON

*'That has not been properly sanctified.  
Remand it for purification immediately.'*

The Gerontocrat is the second ranking member of the Adeptus Mechanicus within Hive Rokarth, but maintains an agenda distinct from the Forge Lord's. She is highly interested in the possibility of a new STC pattern. However, she suspects this could instead be something forbidden. She appears tall, but severely hunched from cybernetic enhancements. Her robes and cloak conceal her body, and her face shows a metal shroud of interlocking components. She speaks rapidly, with an underlying buzzing sound beneath her speech.

## HEX-SIGMA NUMENON

*Medium Human (Adeptus Mechanicus), Leader*

WS	BS	STR	TGH	AG	INT	PER	WIL	FEL
40	35	35	40	40	60	35	40	25
ARMOUR		WOUNDS		CRITICAL WOUNDS				
6		15		4				
INITIATIVE		SPEED		RESOLVE				
7		Normal		2				

**Skills:** Awareness 45, Fortitude 50, Logic 70, Lore 70, Medicae 70, Melee (One-handed) 50, Tech 70.

### TRAITS

**Biomechanical Interface:** Numenon gains +10 to Tech Tests for operating a machine with a suitable connection, such as many vehicles, environmental processors, and manufactorum assemblers.

**Mostly Augmetic:** Numenon's many augmetic components increase her Armour to 6.

**Optical Mechadendrite:** Can access cramped areas to give visual data and includes a stablight which can remove the Dark condition from a zone.

**Utility Mechadendrite:** Functions as a Combi-tool and a melee weapon.

### ATTACKS

**Inferno Pistol:** Ranged (Pistol) 35, 16 + SL Damage, Short Range. *Close, Rend (2).*

**Utility Mechadendrite:** Melee (One-handed) 50, 5 + SL difference Damage.

**Possessions:** Adeptus Mechanicus Robes, an Auspex, a Combi-tool, 400 solars.



## IMPERIAL CITIZEN

*'The God-Emperor guides and protects.'*

The most generic of terms, Citizen describes any subject of the Imperium who does not fall into another category. Citizens are the unremarkable people engaged in the countless minor roles that keep the Imperium running. They encompass everything from a hab denizen labourer or downtrodden market trader, to a colonist on a frontier world. They rarely have much in terms of wealth or valuable goods, unless they directly relate to their role within society.



## GANG LIEUTENANT BLISTER

*'Whatever you want us Cutters to do for you, the price will be your arm and a leg.'*

Blister is a pitiless rogue, a corrupt soul as craven as she is violent. Blister cares only for her own skin, having allied with the Cutters to avoid their predations, calculating every decision in her life to ensure she is always the one holding the gun. Blister is motivated by anything that might promote her survival — more solars, more weapons, more allies, and more bullet holes in the heads of anyone that could threaten her.

## IMPERIAL CITIZEN

*Medium Human (Imperium), Troop*

WS	BS	STR	TGH	AG	INT	PER	WIL	FEL
30	30	30	30	30	30	30	30	30
ARMOUR		WOUNDS		CRITICAL WOUNDS				
0		12		0				
INITIATIVE		SPEED		RESOLVE				
6		Normal		1				

**Skills:** Athletics 40, Dexterity 40, Lore 35

### ATTACKS

**Unarmed:** Melee (Brawling) 30, 1 Damage. *Ineffective.*

**Possessions:** Ragged clothing, a Holy Icon, 1d10 solars.

## GANG LIEUTENANT BLISTER

*Medium Human (Infractionist), Elite*

WS	BS	STR	TGH	AG	INT	PER	WIL	FEL
30	40	40	40	40	25	30	20	30
ARMOUR		WOUNDS		CRITICAL WOUNDS				
2		14		1				
INITIATIVE		SPEED		RESOLVE				
7		Normal		1				

**Skills:** Athletics 50, Awareness 40, Intuition 40, Melee 40, Ranged 50, Tech 30.

### TRAITS

**Ambusher:** Blister can attempt to make a Stealth Test as part of her Movement if the Zone she is in has Cover.

**Cowardly Lieutenant:** Whenever Blister suffers a Wound or witnesses another member of the Cutters suffer a Critical Wound, she must make a **Challenging (+0) Discipline (Fear)** Test. Failing the Test, Blister must take the Hide Action on her next turn.

**Repurposed Augmetics:** Blister has a number of augmetics, but two serve her well in combat. Her Augmetic Arm grants +1 SL to all Strength-based Tests using the arm, and melee attacks with the arm deal +1 Damage. Her Augmetic Eye grant her +1 SL to any Test related to sight, she ignores penalties from Zones with the *Poorly Lit* and *Dark Environmental* Traits.

### ATTACKS

**Unstable Hand Cannon:** Ranged (Pistol) 50, 16 + SL Damage, Short Range. *Close, Rend (5), Unstable (7-10).*

**Webber:** Ranged (Long guns) 50, – Damage, Medium Range. *Inflict (Restrained), Two-handed.*

**Augmetic Warp Claw:** Melee (One Handed) 40, 4 + SL Damage. *Rend (1).*

**Possessions:** Heavy Leathers, Filtration Plugs, Gang Colours, 150 solars.



## LEO 'WINK' RANTZ

*'Yous makin' a scene. We gotsta blend in here.'*

Leo is a moderately successful con artist with connections throughout the less reputable elements of Hive Rokarth. He met Inquisitor Halikarn when one of schemes failed dramatically, which left Leo in his debt. Since that time, he has served as an informant and sometimes aid to the Inquisitor's agents. At the start of the adventure, he is in debt to the Cutters.

Ultimately, Leo acts in his own self-interests. He makes a great first impression and pretends to be kind, but he is not. In any conflict, his priority is keeping himself safe and working toward any cause that benefits him directly. If it looks like it could be to his advantage, he does not hesitate to turn against his allies of the moment. Situations that might present him with new opportunities often distract him from tasks at hand. The characters need to keep him focused.

LEO 'WINK' RANTZ								
Medium Human (Infractionist), Elite								
WS	BS	STR	TGH	AG	INT	PER	WIL	FEL
30	35	20	30	45	25	35	25	40
ARMOUR			WOUNDS			CRITICAL WOUNDS		
1			11			1		
INITIATIVE			SPEED			RESOLVE		
7			Slow			2		
<b>Skills:</b> Athletics 30, Dexterity 50, Lore (Hive Rokarth) 40, Ranged 40, Rapport 45, Reflexes 50, Stealth 50.								
<b>TRAITS</b>								
<b>Familiar Terrain:</b> Leo has Advantage on Stealth Tests and gains +1 Armour from cover whilst in a hive city.								
<b>Rokarth Native:</b> Leo has Advantage on Lore Tests related to the lower levels of Hive Rokarth.								
<b>Stolen Augmetic:</b> Leo's augmetic leg has been stolen, making him Slow and imposing Disadvantage on Tests that rely on mobility, such as Reflexes and Athletics, and the minimum difficult of such Tests is Hard (-20).								
<b>ATTACKS</b>								
<b>Autopistol:</b> Ranged (Pistols) 40, 5 + SL Damage, Medium Range. <i>Close, Loud, Rapid Fire</i> (3).								
<b>Brass Knuckles:</b> Melee (Brawling) 35, 3 + SL Damage. <i>Subtle</i> .								
<b>Possessions:</b> Light Leathers, Filtration Plugs, a Vox Bead, and 5 solars.								

## MACHARIAN VIGILITES

*'Stand aside, Citizen.'*

Macharian Vigilites answer directly to the decrees of Planetary Governor Jaspas Castyx, to ensure their own position and fulfil their tithes. They maintain law and order as it serves the Governor's purposes. They wear heavy armour and weaponry designed to function as an open threat. Where Enforcers encounter opposition they are brutal in administering 'justice'. Enforcers turn a blind eye to infractions for the right price.



MACHARIAN VIGILITE								
Medium Human (Macharian Vigilites), Troop								
WS	BS	STR	TGH	AG	INT	PER	WIL	FEL
35	35	40	40	30	25	40	40	25
ARMOUR			WOUNDS			CRITICAL WOUNDS		
5			16			1		
INITIATIVE			SPEED			RESOLVE		
6			Normal			2		
<b>Skills:</b> Athletics 50, Awareness 50, Discipline 50, Fortitude 50, Intuition 50, Melee 40, Melee (One-handed) 50, Presence 50, Presence (Interrogation) 60, Presence (Intimidation) 60, Ranged 40, Rapport 30.								
<b>TRAITS</b> <b>Call for Backup:</b> As an Action, a Vigilite can call for backup. All Macharian Vigilites in a 1 mile radius respond in 1d10 Rounds (or minutes if out of combat). <b>Incarceratus:</b> When a Vigilite is Grappling an individual they can Manacle them as a Free Action								
<b>ATTACKS</b> <b>Shock Maul:</b> Melee (One-handed) 50, 5 + SL difference Damage. <i>Loud, Inflict (Stunned)</i> . <b>Stub Revolver:</b> Ranged (Pistol) 40, 6 + SL Damage, Medium Range. <i>Close, Loud, Reliable</i> . <b>Web Pistol:</b> Ranged (Pistol) No Damage, Short Range. <i>Close, Inflict (Restrained)</i> .								
<b>Possessions:</b> A set of Enforcer Carapace Armour, a Dataslate filled with information on Infractionists, a set of Manacles, a Vox Bead, 50 solars.								



[illegible]



## SCRIBE-MASTER JAMINE LOU

*'Now, I know you really want to help out the Imperium by making this issue go away.'*

Scribe-Master Lou is the ranking member of the Adeptus Administratum at the council meeting. Her authority focuses primarily on the Chem Guild and its assets. To maintain productivity, she cultivates a working relationship with the Adeptus Mechanicus who oversee their facilities.

Scribe-Master Lou is outwardly an elderly woman, but maintains the energy and enthusiasm of someone much younger. She excels at persuading other people that her problems are their responsibilities. She tends toward a maternal approach when doing this.

SCRIBE MASTER LOU								
Medium Human (Administratum), Leader								
WS	BS	STR	TGH	AG	INT	PER	WIL	FEL
35	40	35	40	40	45	50	40	40
ARMOUR			WOUNDS			CRITICAL WOUNDS		
1			15			4		
INITIATIVE			SPEED			RESOLVE		
9			Normal			2		
Skills: Awareness 60, Discipline 50, Intuition 60, Linguistics 60, Logic 60, Lore 60, Presence 55.								
TRAITS								
Bureaucratic Boldness: Scribe Master Lou has a Resolve of 3 whenever dealing with paperwork, tithes, or any other bureaucratic issue.								
Data Delver: Scribe Master Lou has Advantage on Tests made to find or retrieve information from any Imperium document or archive.								
Preserve the Records: As an Action, Scribe Master Lou can take a Presence Test. On success, two of her underlings per SL may take an action.								
ATTACKS								
Plasma Pistol: Ranged (Pistol) 40, 10 + SL Damage, Medium Range. Close, Loud, Penetrating (6), Supercharge (4), Unstable.								
Electro-Flail: Melee (One-handed) 35, 3 + SL Damage. Loud, Reach, Inflict (Stunned).								
Possessions: Administratum robes, Dataslate of Chem Guild records, Seal of Office, a Chrono, 500 solars.								

## PATRON SECRETS & LIABILITIES

Every Inquisitor has their secrets, and **Inquisitor Aegidius Halikarn** is no different. Though he wholly serves the Imperium, an Inquisitor's remit and mission are their own to define. His true purpose may never be known to the player characters (at least in the context of their missions on Voll), but the details and context of his true mission may aid you in laying seeds for future adventures and informing how this one might resolve.

Halikarn's peers would label him a *Radical* if they knew about his pursuits. The Inquisitor is a staunch *Recongregator* — believing that the rightful power structures within the Macharian Sector have been altered since their establishment following the Macharian Crusade — that those who wield the highest powers in the Sector were put in place by traitors and impostors, allowing heresy to fester unaddressed.

Inquisitor Halikarn's primary interest is targeting the noble families of the sector, discovering how they came to power, and uncovering what heresy might lie shrouded in the shadows of their past. He pursues information on these noble families aggressively and deems any acolyte worthy of rewards should they produce suitably damning evidence.

### LIABILITIES

**Abrupt:** In all his dealings with other Factions, Halikarn is brusque and abrasive. He has -1 Influence with 3 Factions as a consequence of this behaviour.

**Demands Discretion:** Halikarn insists on keeping his involvement in your missions private, allowing you to use the sway of his name only when absolutely necessary. The Inquisitor may dock your pay for using his Influence without strong reasoning. Additionally, such secrecy can be akin to a damning admission of guilt in the Imperium.

**Paranoid:** Halikarn trusts no one — including you. He doubts your loyalty and might show it by questioning your reports, spying on you, or even despatching you on missions that mean certain death.

### INFLUENCE

Halikarn is respected amongst his peers, and enjoys +2 Influence with the Inquisition, which can be applied to other Factions using his Limitless Authority Boon. However, his abrupt, paranoid nature has left him distrusted (-1 Influence) by the Adeptus Mechanicus, Ministorum, Administratum, and the Rogue Trader Dynasties, including House Castyx, the governing power on Voll.



# Hive Rokarth

An impression of  
Hive City Rokarth  
by  
Administratum Cartographer  
Laetus Mensulae



*It is my solemn duty to serve the Emperor and His Imperium, the Lords of Terra and Sector Lord Aulus Sejanus, as Lord Governor of Voll. Under my governance, I pledge with the utmost surety that the hives of Voll will never waver in their tithes. Through our solemn duty, the Emperor's light will shine upon every citizen, brighter than ever before.*

*— the inauguration of Planetary Governor Jaspar Castyx*



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