

WARHAMMER™
40,000

ROLEPLAY

WRATH & GLORY™



REDACTED RECORDS II

CREDITS

Cover: Stefan 'Storykillinger' Ristik

Illustration: Victor Kevruh, Frost Llamzon, Yugin Maffioli, Sam Manley, Alex Ngo, Andrey Nyarl, Erik Nykvist, JG O'Donoghue, Stefan 'Storykillinger' Ristik, Roman Suiantinov, Siman Vlaisavljević

Writing: Zak Dale-Clutterbuck, Michael Duxbury, Chris Edwards, Pádraig Murphy, Ciarán O'Brien, and Jude Reid

Graphic Design & Layout: Robert Carr, and Laura Jane Phelan

Editing: Roz Leahy

Proofreading: Calum Collins

Developer: Zak Dale-Clutterbuck

Senior Producer: Pádraig Murphy

Creative Director: Emmet Byrne

Publisher: Dominic McDowall

Cubicle 7 Creative Team: Dave Allen, Tracey Bourke, Emmet Byrne, Alex Cahill, David F Chapman, Walt Ciechanowski, Christopher Colston, Elaine Connolly, Josh Corcoran, Jennifer Crispin, Zak Dale-Clutterbuck, Matthew Freeman, Paula Graham, Diana Grigorescu, Fiona Kelly, Elaine Lithgow, TS Luikart, Dominic McDowall, Neil McGouran, Sam Manley, Kieran Murphy, Pádraig Murphy, Ceíre O'Donoghue, JG O'Donoghue, Yvonne Perry, Laura Jane Phelan, Sam Taylor, and Cian Whelan

Special thanks to the **Games Workshop** team

Additional thanks to Laura Hannan and Stephen Duxbury

No part of this publication may be reproduced, stored in an retrieval system, or transmitted in any form by any means, electronic, mechanical, photocopying recording or otherwise without the prior permission of the publishers.

Warhammer 40,000 Roleplay: Wrath & Glory © Copyright Games Workshop Limited 2023. Warhammer 40,000 Roleplay, the Warhammer 40,000 Roleplay logo, Wrath & Glory, the Wrath & Glory logo, GW, Games Workshop, Space Marine, 40k, Warhammer, Warhammer 40,000, the 'Aquila' Double-headed Eagle logo, and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likeness thereof, are either ® or ™, and/or © Games Workshop Limited, variably registered around the world, and used under licence.



Cubicle 7 Entertainment and the Cubicle 7 Entertainment logo are trademarks of Cubicle 7 Entertainment Limited. All rights reserved.



Wrath & Glory originally designed by Ulisses North America

Last Updated: July 2023

CONTENTS

THE EXALTED & THE PROFANE



The Exalted & The Profane	4
Faith In Gilead.....	5
Blessings.....	7
Rituals	9
Holy Relics	12
Relics of Renown	20
Rosarius of Saint Agatha	20
Skadi Matrix	22
The Cornerstone.....	24
Malign Artefacts	26
The Unwilling Orb	26
A Tainted Blade.....	28
Tome of Loathsome Twisting... 29	

EXEMPLARS OF FAITH



Exemplars Of Faith.....	32
Light In The Dark.....	33
Novitiate Militant	34
Celestian Sacresant.....	35
Sister Dogmata.....	36
Palatine	37
Battlezone Balthazar	38
Palatine Zoraya Matriana	41
Ecclesiarchy Wargear	43

SERVANTS OF THE OMNISSIAH



Servants of the Omnissiah.....	46
Electro-Priest.....	48
Pteraxii	49
Serberys	50
Cybernetica Datasmith.....	51
Kastelan Robot.....	52
Serberys Cybercanids	52
Omnissian Reinforcements	55
Battlezone:	
The Kaurdar Breach.....	56
Magos Statox Pavarnus	59
Adeptus Mechanicus Wargear	61

TALENTS



Talents.....	64
Faith Talents	68
Adeptus Mechanicus Talents	70

PATHS TO GLORY



Paths to Glory.....	72
Ascension Packages	72
Mixed Tier Groups	75

HALLOWED GROUND



Hallowed Ground.....	78
Shrines of Gilead.....	78
The Shrine of Saint Theodosia....	79
The Martyr's Throat	81
Our Lady of the Wastelands ..	84
Sites of Discovery	86
The Unguent Pits	86
The Perpetual Orrery	89
The Luminous Cathedral	92

INDEX



Index	XX
-------------	----





THE EXALTED & THE PROFANE

I have instilled a mighty zeal in these troopers, noble Inquisitor. They've all heard the tales of the blasphemous power of the warp. They know it can turn their skin inside out, shatter their souls like glass, even transform their eyes into a swarm of ravening vermin. But they know that faith in the Emperor is more powerful still — it can heal all wounds, cure any ill, and banish any evil. They know that through the power of faith alone, His anointed Sisters of Battle perform such miracles on a dai...'

'I care little for the specifics, Confessor. But if it makes them fight hard, you've served the Emperor well.'

— Confessor Gerrich Tharagard and Inquisitor Tytrona Dikaisune, before the Massacre at Novemhive.

Belief in the Emperor of Mankind binds disparate populations across the colossal vastness of the Imperium, a steadfast beacon amongst the roiling storm of a mercilessly dangerous galaxy. Faith is the fuel that burns invisibly through the veins of billions, pushing them far beyond their means, justifying all sacrifice in the name of the Emperor and His glorious realm, for all know Humanity would be doomed without Him.

The Imperial Creed ensures that the diverse citizens of the Imperium all strive and toil toward a common goal. Humanity fights on a million fronts with no expectation of victory, and the greatest Human empire that has ever existed struggles hopelessly onward through vile treachery, nightmarish foes, and impossible odds.

Faith takes on many forms in the Imperium, but all can be encapsulated by the Imperial Creed, the official state religion enforced by the Adeptus Ministorum, and the Machine Cult, the religion of the Adeptus Mechanicus that worship the Emperor as an aspect of the Omnissiah. The Imperial Creed allows minor deviations from the strictures of worship, but holds above all else that the God-Emperor is the deified Master of Mankind. This singular belief is the bedrock of the Imperium in the 41st Millennium, ensuring all citizens are willing to sacrifice in His name and that their galaxy-spanning war machine is maintained with zealous devotion, blood sacrifice, and titanic tonnages of supplies. The Machine Cult hoard and control all technological knowledge in the Imperium, believing it their sacred right and duty to gather and catalogue the gifts of the Machine God — they alone understand the esoteric mysteries of machinery, and worship the Omnissiah in all forms.

Faith exists beyond these frontiers, permeating all parts of life; the Emperor's mighty Adeptus Astartes are His superhuman Angels of Death, every instance of sacred technology supplied by the Adeptus Mechanicus is supposedly the host to a benevolent Machine Spirit that allows it to function, the devout Sisters of Battle wage holy war in His name, and these mortals are purported to perform miracles through phenomenal piety. A single prayer might ward a worker from misfortune, heresy, or sickness, that they might work themselves to the bone and sacrifice a full life in service to the Emperor. *'The Emperor protects'* is more than a blessing or a mere platitude to many — it requires no demonstration, and to even expect one would likely be seen as heresy.

But this faith is being challenged more than ever before. When the Great Rift tore realspace asunder, the existence of the supernatural in the Gilead System became undeniable. Any citizen looking skyward at night can see the vast wound in the sky, pouring in an infinity of horrors from the warp. For three long years monstrous daemons have charged from the Rift, assailing all corners of the system. The number of Humans bearing the psyker mutation has risen beyond the tallies of the Adeptus Astra Telepathica, and many such mortals are cursed with eldritch powers that defy comprehension. There is no room for doubt in Gilead; the nightmare realm of Dark Gods is here, now, and most hold to the belief that faith in the Emperor is the only effective weapon against it. But there are those who feel that the Master of Mankind has forsaken them, turning heretically to the Ruinous Powers, worshipping the forces that threaten to consume their souls in a foolish effort to placate these foul gods.

The Emperor and the Ruinous Powers are not the only forces of faith. The Ork hordes assaulting the system worship their crude gods, Gork and Mork, through perpetual warfare. The Aeldari adhere to their own strange rituals and alien pantheons. Xenos gods of wholly unfathomable aspect occasionally find Human disciples for their cryptic ends. The bowels of the hive cities spawn strange cults that trouble the Ordo Xenos. The battle for Gilead is for so much more than territory and military might; it is a war for the very soul of Humanity. Faith and belief are powerful forces in the 41st Millennium, and the Imperium's fate has been altered for both good and ill many times by the pious and the relics they wield.

FAITH IN GILEAD

The Gilead System takes its name from Saint Julyanna Gilead, who brought its worlds into the Emperor's light with the fire and bloodshed of a crusade, retaking the Heartworlds and obliterating the heretics that held them. This violent history has long influenced the spiritual inclinations of the system's citizens.

From the cradle to the corpse disposal chute, the citizens of the Heartworlds are immersed in reminders of the merciless history that claimed the Gilead System in the name of the Emperor. Every edifice of crumbling architecture bears the grim visage of one or more champions of those calamitous crusades, bearing down as an omnipresent reminder to the citizenry that their lives were bought in bloodshed.

What little education the populace receives is enmeshed with tales of terrible trials faced by Saint Julyanna and her battle company, all incorporating resounding morals lionising the ideals of piety, dutifulness, and sacrifice in the name of the Emperor. These legendary accounts are intermingled into the dirge-hymns that echo endlessly through the streets and habways of the Heartworlds, a constant reminder of every citizen's duty to the Master of Mankind, and a baleful encouragement to devote their existence to excruciating, but meaningful, servitude.

Beyond these daily reminders of past conquest, the hierarchical structure of the Gilead System rose from Saint Julyanna's crusades. Stewardship of worlds, continents, and cities was awarded wholesale to champions of her battlegroup, and their descendants rule to this day. Dying in service to the Emperor is a commonly espoused aspiration, and military service one of the surest ways to achieve it. Faith and conflict are forever bound, chained in unity in the Heartworlds — to wage war is an act of worship, and in these ruinous times, there is only war.

Adherence to the Imperial Creed is, at least on the surface, strong across the system, as the one enduring truth to which all beleaguered citizens may cling.

THE EXALTED
& THE PROFANE

EXEMPLARS
OF FAITH

SERVANTS
OF THE
OMNISSIAH

TALENTS

PATHS TO
GLORY

HALLOWED
GROUND

The Adeptus Mechanicus follows its own creed, strange and suspicious to Ministorum preachers. Their importance in maintaining the technology on which the entire system relies gives them tremendous influence, which has ever been a source of complaint from the Ecclesiarchy. The Tech-Priests rule the forge world Avachrus and its people, and despite the efforts of barely-tolerated Ministorum enclaves, the tech-doctrines of the Machine God reign. The shrine world of Enoch, seat of Ministorum power, coldly tolerates the few Tech-Priests who are undeniably necessary to maintain their crumbling infrastructure.

Most servants of the Adeptus Ministorum view any deviation from the Imperial Creed as heresy, accepting the divergence of the Adeptus Mechanicus only to honour the ancient compacts made by the God-Emperor to unite Mars and Holy Terra. However, as the Gilead System teeters on the precipice of absolute devastation, some allowances have become unavoidable. The beleaguered Adeptus Ministorum focus their depleted energies less on rooting out heresy, and more on mandating ceaseless worship of the Emperor as a light in these darkest of times. They encourage worship through labour, war, or serving the Imperium in one of myriad other ways, and ensure that the God-Emperor's wrath is not far from the thoughts of the populace. All this is done, of course, in the best interests of the suffering citizens of Gilead.



However, as foul xenos and vile traitors strike at the Gilead System from without, and uncountable psykers and other mutants emerge from within, some amongst the Adeptus Ministorum turn a blind eye towards increasingly common divergences from the Imperial Creed. On those worlds where complex technology is essential to survival, like fiery Nethreus or storm-wrecked Charybdion, some have turned to the faith of the Tech-Priests, leaving offerings for the Machine Spirits that keep them alive. Some find it prudent to secretly venerate the Emperor in the form of the Omnissiah, even if they understand scant little of the Machine God and the Adeptus Mechanicus.

Labourers on the agri world of Ostia place complete trust in the God-Emperor, but their manner of worship has caused concern amongst the Adeptus Ministorum. By long and tolerated tradition on Ostia, the Emperor is worshipped as 'The Lord of Dawn,' but recently ancient beliefs and practices thought buried by centuries of Ministorum missionaries have re-emerged. Some claim the Lord of Dawn is the Gilead star incarnate, who nourishes the crops that feed His people across the system, and the most extreme of these deviants conduct strange rituals in His name.

BLESSINGS

Countless Blessings are uttered daily in Gilead. Most are platitudes, but some believe they have a tangible effect. Circumstance and context are important in determining what effect, if any, a Blessing bestows. Where a true believer might see the hand of the Emperor at work, a cynic might see only coincidence or circumstance — the entire ‘effect’ of a Blessing may be nothing more than a boost in faithful confidence made manifest. The Gamemaster is always the final arbiter of what a Blessing does, and how it works. Blessings are always less powerful mechanically than Faith Talents (*Wrath & Glory Rulebook*, page 142).

The following Blessings are common in the Gilead System. Suggested effects are included, but the GM and players are free to come up with alternatives, if they are more context-appropriate. Agents may spend Faith Points to ensure a Blessing has an effect on them or another Agent, although this will limit their use of Faith Talents. Unless stated otherwise, invoking a Blessing is a Simple Action. Only one Blessing may affect an Agent at once. Blessing Effects only apply to the next relevant Test; a Blessing that bolsters an attack only aids against the first of multiple attacks, for example.

ECCLESIArchY BLESSINGS

These Blessings are employed by the Adeptus Ministorum and pious adherents of the Imperial Creed across the Gilead System.

Deliver this Soul

A common prayer said in times of danger, or fear of otherworldly threats. Popular in military organisations.

Examples:

- *‘Master of Mankind, deliver this soul from the enemy most foul.’*
- *‘I exist only to serve Him, and through this I know without fear that the God-Emperor protects from the vile machinations of His foes.’*
- *‘I pray that my life continues only so that it may be used to further the destruction of the adversaries of the God-Emperor.’*

Effects:

- +1 Defence against the next attack.
- +Rank bonus dice to the next Opposed Test.

Justitium Novem

This short Blessing belies the long, tragic story of the Novemhive on Gilead Primus, which suffered catastrophic collapse due to the ambition of its rulers. It is a call for the same judgement that was delivered to the Novemhive. It is believed to ward against excess, be it desire for a higher station or immediate gratification.

Examples:

- *‘You are pledged only to the God-Emperor, and naught else shall tempt thee.’*
- *‘I deserve naught but my place in the God-Emperor’s perfect plan.’*
- *‘I pray that should my faith falter for even a moment, the God-Emperor shall annihilate my soul before betrayal can enter my heart.’*

Effects:

- +Rank bonus dice to Tests to resist temptation, typically Willpower or Conviction Tests.
- Ignore the **Allure of Slaanesh** Ability (*Wrath & Glory Rulebook*, page 347) when attacking Daemonettes or similar creatures.

Faith Alone Sustains

This short prayer is common on Ostia, and traditionally said before meals. As the Sortium further squeezes the planet’s productivity to feed Gilead, it has become a widespread blessing for those forced to survive on little more than faith.

Examples:

- *‘Great is the Emperor, for through His power our crops spring from the ground, providing sustenance for the body as faith in Him sustains the soul.’*
- *‘As I labour for the Emperor, I shall not want. Let my sweat and toil sustain me.’*
- *‘This body is but an instrument of the God-Emperor’s will, and will expire only when it has done its duty to Him.’*

Effects:

- Go a whole day without feeling the effects of hunger. If you choose this effect, the target cannot receive the same benefit for a week.
- +1 to a Survival (Wil) Test to find food in any wilderness or uncivilised area.

THE EXALTED
& THE PROFANE

EXEMPLARS
OF FAITH

SERVANTS
OF THE
OMNISSIAH

TALENTS

PATHS TO
GLORY

HALLOWED
GROUND



Suffer Well the Darkness

An Ostian blessing, calling for vengeance, justice, or truth in the wake of wrongdoing. As the Lord of Dawn chases away the shadows of the night, so do His righteous servants root out and destroy evil.

Examples:

- *'Now is the time of all-consuming darkness — hold fast, and serve the God-Emperor, for His light shall prevail when yours is extinguished.'*
- *'We are but fuel for the fire of dawn, our lives kindling for the God-Emperor's mighty retribution that will end this onerous night.'*
- *'Through our suffering and sacrifice, we shall ensure that the God-Emperor's light redeems all.'*

Effects:

- +1 to an attack roll against enemies with the **HERETIC** Keyword.
- +1 to attempts to inspire the faithful, or to intimidate someone with a guilty conscience.

ADEPTUS MECHANICUS BLESSINGS

These Blessings are employed by the Adeptus Mechanicus and pious adherents of the Machine Cult across the Gilead System.

Be Ever forging

This motto of Archdomina Vakuul, while not an officially sanctioned Blessing, has nevertheless been taken up as one by manufactorum labourers and a few younger Tech-Priests. It pleads for a productive work cycle free of distractions or inefficiency. Among Tech-Priests it can also mean rediscovery of holy technologies (or, for extreme radicals, to invent them).

Examples:

- *'Our purpose is to serve, our work shall be eternal.'*
- *'Your existence is but a moment to the grand eternity of the Omnissiah — use it well.'*
- *'Naught shall quench the fires of our forges, for until all enemies are eradicated, our labours are still unfinished.'*

Effects:

- Reduce a single environmental penalty by 1.
- +1 to Tests for creating items, researching, or Influence Tests.

Beseech the Machine Spirit

Most commonly said by Astra Militarum and Adeptus Mechanicus personnel before battle commences. Scum and civilians anticipating violence often replace 'enemies of Humanity' with a specific target, or derogatory term.

Examples:

- *'Spirit of this Machine, I beseech thee, animate this weapon that your servant may slay the enemies of Humanity.'*
- *'Spirit of this Machine, I call upon thy vindictive force, that we might deploy this weapon's mighty wrath.'*
- *'With the sacred oils that smooth thy motions, I anoint thee. Join me in rage against our foe!'*

Effects:

- +1 to a weapon's Damage rating for the next attack.
- Increase/decrease a Weapon Trait's rating by 1 to the owner's benefit.



RITUALS

Omissiah's Clarity

Most often invoked during observation or the recording of data, but can cover any labour in the Machine God's name. Errors are a transgression of the flesh, and have no place in the Ommissiah's augmetic eyes.

Examples:

- *'Ommissiah, grant me clarity; deliver my memory and my works from error.'*
- *'All knowledge belongs to thee, great Ommissiah; permit my inferior mortal mind your insight that I may serve to the greatest efficiency.'*
- *'By the motive force, deliver thy servant from the errors of flesh, and towards the perfection of the machine.'*

Effects:

- +Rank bonus dice to Tests involving perception, investigation, or research.
- Reduce an environmental penalty by 1 for Tests of perception, investigation, or research.

Ommissiah's Augurs

A popular prayer on Nethreus and Charybdion, particularly in mineral processing and refining communities, it calls on the Ommissiah to purify. It is very context-sensitive; it may mean to literally purify water for drinking, to reinforce piety, to ward against augmetic failure (or worse, rejection by the body), or to separate a xenos or heretic from its existence. Especially tight-knit communities use this Blessing as a shibboleth, and can often tell an outsider by exactly how they use this Blessing.

Examples:

- *'May the Augurs of the Ommissiah watch over these works.'*
- *'Through the many eyes of the machine these acts will be analysed, and the imperfections of the flesh shall be detected and banished.'*
- *'The binaries of truth and untruth are always known to the Ommissiah, who knows and sees all.'*

Effects:

- +Rank bonus dice to a social or physical attack Test.
- Reduce the DN of a Test by 1 to spot a flaw or inconsistency in evidence or testimony.

Rituals are, in essence, elaborate prayers. They are broadly speaking more powerful than Faith Talents in game terms, but they are complex, lengthy actions taking anywhere from an hour to several days to complete.

Agents of Tier 2 and higher may attempt to requisition the performance of a Ritual. This is treated the same way as requisitioning Wargear (**Wrath & Glory Rulebook**, page 205). Some example Rituals are detailed below, but the GM is encouraged to work with players to come up with their own Rituals; there are endless variations in Gilead, let alone the Emperor's galaxy-spanning realm.

HEPHESTIAN FORESIGHT

Value: 8 **Rarity:** Rare

Known only to the upper echelons of Enochian aristocracy and the Adeptus Ministorum that rule the Shrine World, this ritual attempts to divine the future through the myriad wisdoms of the God-Emperor disseminated by the Cult Imperialis.

The basis of the ritual known as Hephestian Foresight is simple: ask a wise and pious elder of Hephestium's Rest (an Adeptus Ministorum monastery on Enoch, detailed in Litanies of the Lost) a simple question, and they will rake their recollections, scour sacred librariums, and potentially use sanctioned esotericism to divine an answer. Of course, this definition is broad, with myriad permutations depending on the parties performing or requisitioning the Ritual and the questions asked in its course.

The history of Hephestian Foresight can be traced back to the earliest days of the Gilead System as an Imperial territory — if the dusty, hagiographic records of the Adeptus Ministorum can be relied upon — and began as directions given by a senior monk, heavily influenced by multiple scriptures, to a questing warband consisting of Sisters of Battle and oathsworn Crusaders seeking a particularly treacherous heretic. Over millennia, the ritual is whispered to have incorporated readings of the little-understood Emperor's Tarot, using decks assembled in Hephestium's Rest, and even Sanctioned Psykers sworn to the Adeptus Ministorum.

THE EXALTED
& THE PROFANE

EXEMPLARS
OF FAITH

SERVANTS
OF THE
OMNISSIAH

TALENTS

PATHS TO
GLORY

HALLOWED
GROUND

Such a ritual is of questionable clarity unless conducted by a trained Psyker or an individual purportedly blessed with divine visions — the distinction between these two is often unclear, and of little consequence to the Adeptus Astra Telepathica and the Witch Finders of the Adeptus Ministorum. Often, these clandestine rituals are of little value beyond the theatrical, the sort of escapades that indolent, wealthy nobles will pay handsomely to see performed, filling the coffers of the Ecclesiarchy. Even when performed correctly using a true psychoactive deck of the Emperor's Tarot, such foresight is often open to multiple interpretations. Nevertheless, the practice persists, and some claim that the predictions of Hephestian Foresight may aid the Imperium in averting (or at least lessening) disaster.

Effect: Hephestian Foresight functions similarly to the Psychometry Psychic Power (*Wrath & Glory Rulebook*, page 275), but where Psychometry deals with the past, Hephestian Foresight can purportedly also dredge up obscure information about the present and what may come to pass. Any clues gleaned are likely vague and fraught with ambiguous symbology, pointing towards some important fact the Agents must uncover and which may even be at odds with their goals. Care should be taken as GM to avoid 'rail-roading' the players; the future alluded to does not necessarily have to happen, or at least not the way anyone expects it to.

JULYANNA'S BANISHMENT

Value: 9 **Rarity:** Very Rare

Of the many miracles attributed to Saint Julyanna, one of the strangest is the exorcism of a daemon said to possess the body of one of her attendants. The tale of Julyanna's Banishment is a frequent addition to the sermons of many Ministorum preachers in Gilead, and details of the long and gruesome ritual it entailed are relayed with relish.

Whether or not there is any truth to the efficacy of the practice is another matter, but the ritual is occasionally employed in cases of suspectedemonic possession all the same. In most instances Julyanna's Banishment is merely a prolonged form of execution, but it is said there are Inquisitorial records of at least two occasions when it was successfully performed on known Daemonhosts.

As relayed by the chief confessor of Enoch, the ritual requires various trappings, including holy texts, a dozen iron nails, and an icon of the God-Emperor. How many of these are essential, and how many merely embellishments added by successive generations of preachers is unclear. Certainly the devotion of the participants must be absolute. The possessed person must be present, ideally restrained, and within a circle drawn with warding symbols and passages from holy texts. The time taken is said to vary along with the potency of the daemon in question — at least an hour, perhaps several days. If successful, the daemon is cast back into the warp.

It is traditionally claimed that a daemon so banished may not return for a year and a day, though if this has any merit, or is merely related due to the fact that Julyanna's unfortunate attendant is said to have lingered on for only a single year after the experience, is unclear. Even the most fervent believer might admit that, beneath the ominous gaze of the Great Rift, very little is certain.



AVACHRUS ARCH-ASSEMBLAGE

Value: Varies Rarity: Varies

To be worthy of true knowledge, one must first demonstrate mastery of what one has been taught. The Arch-Assemblage is a ritual performed amongst the forges of Avachrus, the result of which is a single truly exemplary weapon, armour, piece of equipment, or other device. It is undertaken as one of many tests for those who would be initiated into the greater mysteries of the Omnissiah. The result is a Tech-Priest's opus of worshipful fabrication, rendering manifest the sacred wisdom imparted by the Machine God. At its essence, an Arch-Assemblage is a ritual by which an Avachran member of the Adeptus Mechanicus proves their knowledge and worth by forging something truly noteworthy.

The specifics vary according to the technology assembled, but the structure of the Arch-Assemblage ritual conforms to a basic pattern. The ritual begins with servitors slaved to a Tech-Priest reciting the knowledge required from first principles; knowledge of advanced alloys first requires knowledge of the forge, which depends on knowledge of fire, and so on. Hymns invoking the Machine Spirits are performed, as the base materials to be used are blessed with incense and sacred oils, the many STC fragments pieced together to provide the blueprint are venerated, and finally the holy act of fabrication is undertaken.

Effect: An Arch-Assemblage of any piece of wargear may be requisitioned by an Agent with the **ADEPTUS MECHANICUS** Keyword. An Arch-Assemblage takes longer and costs more than a standard Requisition (*Wrath & Glory Rulebook*, page 205) of a particular piece of wargear, but it is more reliable and produces superior equipment. The DN for the Influence Test is unchanged. The Agent must spend a number of Wealth points equal to the item's Value, and adding extra Icons to the roll costs 2 Wealth points per Icon. Pass or fail, the item will be constructed for the Agent. However, the process takes a minimum of the item's Value in weeks to construct, plus 1 week for each Icon short of passing the Test.

The subject of an Arch-Assemblage always has the *Mastercrafted* and *Distinction* Upgrades (*Wrath & Glory Rulebook*, page 228). Depending on what type of wargear it is, it also has one of the following:

- If the subject of the ritual is a weapon, you may increase its Damage, ED, or AP by +2.
- If the subject of the ritual is armour, you may increase its AR by +2 or give it the *Power Field* Trait.
- If the subject of the ritual is any other type of wargear, you gain +Rank bonus dice when you make a Test with this piece of equipment.

*Example: Horatio has become very wealthy after several successful missions, including some services to Archdomina Axekra Vakuul that have earned him the **ADEPTUS MECHANICUS** Keyword, and wishes to get his hands on a personalised Plasma Pistol rather than a standard Astra Militarum model. He commissions a Tech-Priest of Avachrus, who enacts the Arch-Assemblage. As a Plasma Pistol has a Value of 6 and is Rare, the DN for the Influence Test is 16. Horatio has an Influence of 6 and shares the **IMPERIUM** Keyword with the Plasma Pistol, giving him a pool of 7 dice. He rolls an impressive 6 Icons. He must spend 6 Wealth points to cover the ritual's costs, leaving him only 2 Wealth, which he spends on an extra Icon, for a total of 7. This leaves him 9 Icons short, meaning 9 weeks are added to the base construction time of 6. Horatio will get his Plasma Pistol, but will have to wait 15 weeks before it is done! When he finally obtains the weapon, it has the Mastercrafted and Distinction Upgrades. Finally, he chooses to upgrade its AP from -3 to -5, making it a deadly anti-armour weapon. It took even longer than the usual Departmento Munitorum bureaucracy, but Horatio feels it was worth the wait!*

'IRON OVER FLESH,
COGITATION OVER THOUGHT,
INFORMATION OVER CONJECTURE.
THUS IS PURITY,
AND VICTORY, ASSURED.'

- FERROPSALM OF THE
FABRICATOR GENERAL

THE EXALTED
& THE PROFANE

EXEMPLARS
OF FAITH

SERVANTS
OF THE
OMNISSIAH

TALENTS

PATHS TO
GLORY

HALLOWED
GROUND

HOLY RELICS

'Ah yes, the craftsmanship of this sacred Boltgun is truly exquisite. It surely pleases not only the Omnissiah, but also the bellicose Machine Spirit housed within; the tales of its murderous prowess can surely be verified.'

— recorded analysis of the Relic Boltgun '*Absolution's Call*', by Tech-Priest Ignatus-4-6-Beta.

Introducing a Holy Relic in *Wrath & Glory* can alter your game considerably, so it should be done with caution. It can render otherwise challenging scenarios trivial, and make the game less exciting. These powerful items are only rarely bestowed on Agents with reputations to match, and even then they are only loaned; the Adeptus Ministorum will certainly want their Relic back in one piece. Holy Relics that the Agents discover will inevitably be sought by all Factions, friend or foe. They can be powerful bargaining chips, but they paint a large target on the Agents while they possess it. Some among the Adeptus Ministorum and Adeptus Mechanicus are not above assassinating one of their own to secure a Holy Relic, believing it heretical to leave them in the unworthy hands of the Agents.

WHAT IS A RELIC?

The revered objects considered Holy Relics in the Imperium are likely nothing of the sort — the truth of most technological knowledge has been eroded over millennia of tyrannically enforced ignorance, replaced by esoteric mysticism conflating mechanics with divine power. However, there are rare examples of incredibly powerful wargear with seemingly supernatural abilities, and whether these astonishing phenomena are the result of faith or technological function is irrelevant in the context of unrelenting war. The might of such terrifying treasures is such a tactical boon and morale-boosting font of faithful devotion that multiple worlds and millions of lives can be consumed by a war attempting to acquire these relics.

Some Holy Relics are revered objects of worship, but most have their home on the battlefield, inspiring comrades and crushing foes, as one might expect from an empire locked in unending, brutal war. Some begin as mundane items, albeit extremely well-made ones. They are usually unknown until their user turns the tide of a battle, slays a vile daemon, or some other dramatic circumstance — myth and memory intertwine, turning what would otherwise be considered a merely *Mastercrafted* piece of equipment into an object of sacred importance.

ADDING HOLY RELICS TO YOUR GAME

Bear in mind that a Holy Relic may well alter the dynamics of your game. How does it fit into the framework of your story? How will it change that framework? Will you need higher Tier Threats or NPCs to balance a combat or social advantage?

The process by which a GM can create a Holy Relic for is relatively straightforward:

1. Decide what Form the Relic takes.
2. Determine the Relic's Origins.
3. Determine the Relic's Powers.
4. Determine the Relic's Oddities.
5. Add any finishing touches.

DETERMINE FORM

The starting form of a Relic informs many of its mundane attributes. For example, a Relic Bolt Pistol begins with the same Damage, ED, Range, Weapon Traits and Keywords as a mundane Bolt Pistol; a sanctified Auspex can be used to detect energy, motion, and life signs within 50m just like a regular Auspex, and so on. You can choose or roll on the Relic Form Table. All of these forms can be found in **Chapter 10: Wargear of the Wrath & Glory Rulebook**.

*Example: Tom is creating a Relic for his players to discover in an abandoned cathedral. He decides to determine it randomly, and so first rolls 2d6 on the Relic Form Table. He rolls a 3, then a 1. The Relic is a Force Weapon. Tom decides to begin with the weapon profile of a Force Axe (*Wrath & Glory Rulebook*, page 212).*

RELIC FORM

2D6	1	2	3	4	5	6
1	Augmetic	Uncommon Tool or Equipment	Projectile Weapon	Las Weapon	Flame Weapon	Melta Weapon
2	Uncommon Tool or Equipment	Rare Tool or Equipment	Common Tool or Equipment	Projectile Weapon	Plasma Weapon	Bolt Weapon
3	Mundane Melee Weapon	Common Tool or Equipment	Las Weapon	Mundane Armour or Clothing	Projectile Weapon	Grenade or Missile Weapon
4	Power Weapon	Mundane Melee Weapon	Chain Weapon	Las Weapon	Bolt Weapon	Projectile Weapon
5	Chain Weapon	Exotic Melee Weapon	Mundane Melee Weapon	Flame Weapon	Power Field	Mundane Armour or Clothing
6	Force Weapon	Chain Weapon	Power Weapon	Mundane Melee Weapon	Mundane Armour or Clothing	Powered Armour

THE EXALTED & THE PROFANE

EXEMPLARS OF FAITH

SERVANTS OF THE OMNISIAH

TALENTS

PATHS TO GLORY

HALLOWED GROUND

UNEXPECTED LINEAGE

Some specific combinations of Relic Form and providence may seem unusual at first glance, for example an augmetic that gained fame amongst the Adeptus Ministorum. Keep in mind that almost all objects in the Imperium are manufactured to sacred patterns determined by the Adeptus Mechanicus, all based on ancient STCs (Standard Template Constructs). These items are then bequeathed to the Faction that requested them. There have been countless Imperial saints who have required augmetics as a consequence of particularly bloody battles, and though they are purely technological in nature, many are considered relics of the Ecclesiarchy rather than the Machine God. Philosophical debate on such matters is a source of much consternation between the Factions, and it is not uncommon for relics of great significance to be gifted to a member of another Faction as thanks for some particularly important deed or great accomplishment, and as such any individual relic may have a history winding through several significant figures.



RELIC ORIGINS						
1D6	1	2	3	4	5	6
Original Owner	Adeptus Mechanicus	Adeptus Ministorum	Archaeotech	Astra Militarum	Adeptus Astra Telepathica	Imperial Agents
Anointment	Hero's Panoply	Felled a Champion	Turned the Tide	Banished a Daemon	Revelatory	Saviour

DETERMINE ORIGINS

The Adeptus Mechanicus creates the vast majority of Imperial equipment, but the aesthetics and quality of the finished product depend heavily on the Faction it is built for. The circumstances which led to it becoming imbued with sacred power also play a significant role in what a Relic looks like.

Roll on the Relic Origins Tables to determine first its **Original Owner**, the organisation to which it belonged when it attained its Relic status. Roll on the Relic Origins Table a second time to determine its **Anointment**, the event which led to the item being named a relic of importance.

Original Owner

Adeptus Mechanicus Relics can be inscrutable to those not well-versed in the Omnissiah's teachings. Many display machine code engravings, or mathematical formulae of significance. They usually follow STC patterns with slavish devotion, as innovation is considered an impossible affront to the fact that the Machine God already bestowed all knowledge upon Humanity many ages ago. Weapons are supremely powerful, while augmetics perform far above expected norms. Whether the source of their abilities is holy power or superior technology is irrelevant to a Tech-Priest, as they are one and the same.

Adeptus Ministorum Relics are what most Imperial citizens think of when they think of Relics at all. While many are weapons, Adeptus Ministorum Relics also include the remains of saints and heroes that may be incorporated into useful wargear, revered tomes from learned sages, and all manner of everyday objects blessed by the Emperor and His most devout followers.

Archaeotech Relics are items constructed in Humanity's ancient golden age. They often conform to Standard Template Construct patterns, which may overlap with Adeptus Mechanicus Relics, but many remain utterly unique in design. These items often far outstripped the capabilities of their contemporaries even before gaining supposedly miraculous abilities.

Astra Militarum Relics are often plain in appearance, reflecting the mass production needed to supply the colossal armies of the Imperial Guard. More elaborately designed and decorated Relics almost all belonged to a highly decorated officer or hero. Weapons and armour are the most common Relics, though many others exist, from Entrenching Tools to copies of the *Imperial Infantryman's Uplifting Primer*.

Adeptus Astra Telepathica Relics are mostly tied to knowledge or manipulation of the Immaterium, and are often a mix of holy and occult imagery that would confuse and worry the average Imperial citizen or priest. They range from skulls of renowned past psykers, to Bolters impregnated with psychic force, or tomes containing the true names of daemons.

Imperial Agent Relics were once wielded by the Holy Ordos of the Inquisition, or the bold bearers of a Warrant of Trade. Such heirlooms are almost universally exotic in nature, incorporating the rarest and most esoteric of technologies. Artefacts of the Inquisition may incorporate hexagrammic seals, litanies to rebuke heretics and xenos, or engraved histories of the foul foes a weapon has slain. Relics once possessed by particularly pious Rogue Traders may have been present when worlds were discovered and conquered, or been crucial in bringing low the God-Emperor's foes beyond the borders of the Imperium.

Anointment

Relics are rarely created on purpose. Most acquire their powers during a critical moment, where fate hangs in the balance. Others may become so after many lifetimes of use in righteous work. Radical Inquisitors have noted that the process bears at least superficial similarity to how Aeldari weapons absorb the psychic imprints of their wielders, or how Ork technology sometimes works purely because the Orks believe it works, but few would be reckless enough to question the absolute power of the Emperor by voicing such unthinkable heresy.

Hero's Panoply: The item is known to have belonged to a hero of the Imperium, who made frequent use of it. Perhaps it was a powerful Relic even then, or perhaps it became one after its owner was canonised as a saint, or given some other exemplary title befitting the Faction they served.

Felled a Champion: The item became a Relic when it was used to defeat a mighty enemy champion. It may have protected the owner, or could have struck a decisive blow in battle.

Turned the Tide: When all seemed lost in a terrible battle, this Relic miraculously inspired the Imperium's soldiers to rally and achieve victory against all odds. Perhaps it is wreathed in golden light, or its mere reputation strikes fear into the foe.

Banished a Daemon: The item gained its fame for being instrumental in banishing a foul daemon. It may be useful in binding daemons, or it could be especially damaging to creatures of the Immaterium.

Revelatory: The object was recognised as a holy Relic when it led believers to some grand discovery. Perhaps it led the Adeptus Mechanicus to a fragment of STC technology, or inspired a pilgrimage to find the lost tomb of an Imperial hero.

Saviour: The Relic saved the life of a renowned hero. It could be suffused with pious energies, or may simply be a copy of *The Imperial Infantryman's Uplifting Primer* that stopped an assassin's bullet.

Example: Tom rolls on the Relic Origins Table to determine where this Force Axe came from, rolling a 2 and a 4. His Force Axe is, or was, a sacred item of the Adeptus Ministorum, which first came to prominence after being used to banish a daemon, earning it the title 'Voice of Righteousness'.

DETERMINE POWERS

What makes this item stand apart from a mundane version? Simply increasing a weapon's Damage Rating can be achieved with specialist Ammunition or the *Mastercrafted* Weapon Upgrade (indeed, Tech-priests consider both to be holy improvements), but a Holy Relic should do something that cannot be fully explained by craftsmanship alone. Millennia of devout worship, the touch of the Immaterium, or unexplainable intervention in a moment of crisis; all leave an imprint on a Relic that transcends the mundane. Choose a Power, or roll randomly on the appropriate Relic Powers Table.

Example: Tom rolls 1d6 on the Melee Weapon Powers Table to determine his Force Axe's abilities. He rolls a 6: the Force Axe gains a Fearsome Aura!



SACRED SHELLS

Ammunition with sacred power is extremely potent, but also very limited. If you run out of Ammo while using Relic Ammo, that's it; it's gone. Similarly, Relic grenades and missiles are explicitly single-use items. Make them count.



MELEE WEAPON RELIC POWERS

1D6 POWER

- 1 **Transformative Strength:** The weapon proves devastating in the most unlikely hands. Choose an Attribute or Skill besides Strength. The weapon's Damage is increased by that Attribute, instead of Strength.
- 2 **Ranged Attack:** Whether arcs of warp-lightning or holy flame, the weapon can cast powerful attacks at a distance. By sacrificing 1 Shock, the wielder may declare a single ranged attack on their Turn, granting the weapon a Range of 6 - 12 - 18. The Damage and Weapon Traits are unchanged.
- 3 **Unwavering Loyalty:** The weapon chooses who can wield it. This is usually the Agent who discovers it, but may be the original owner, who might still be searching for it. In the hands of anyone else, it loses all Weapon Traits except *Heavy* (X) and *Unwieldy* (X). If it already has *Heavy* (X) or *Unwieldy* (X), the Rating is increased by 1.
- 4 **Holy Hatred:** The weapon hungers for the blood of the Imperium's enemies; roll on the Enemy Keyword Table (page 18) to determine which. When the weapon successfully hits an enemy with that Keyword, it gains the *Brutal* Trait. If it already possesses *Brutal*, the Extra Damage Dice gain +1 Damage (1-2 inflicts 1 Damage, 3-4 inflicts 2 Damage, 5-6 inflicts 3).
- 5 **Defender:** The weapon seems to anticipate the movements of both its wielder and their opponent, darting to parry blows almost before they are made. Even bullets and las blasts can be deflected on occasion. While wielding this weapon, you gain +2 to your Defence against both melee and ranged attacks.
- 6 **Fearsome Aura:** Power radiates in palpable waves from the weapon, sowing fear among enemies and emboldening allies. While wielded in combat, the owner causes *Fear* (if they already cause Fear, the DN to resist is increased by +2) in enemies, and allies who can see the weapon gain a +2 bonus dice to all *Fear* Tests.

RANGED WEAPON RELIC POWERS

1D6 POWER

- 1 **Vow of Silence:** The weapon makes no sound at all when fired. Physical ammunition still makes a sound as it travels, and on impact, and firing such weapons always reduces your Stealth Score by a minimum of 1.
- 2 **Mighty Roar:** The weapon makes a fearsome sound when fired. When making a ranged attack, the wielder can also make an Intimidation Interaction Attack on the target as a Free Action.
- 3 **Blessed Efficiency:** Whether through arcane science or faith in the God-Emperor, this weapon consumes far less ammunition than it should. When reloading this weapon, roll 1d6; on a result of 5-6, no ammunition is consumed.
- 4 **Piercing Hatred:** This weapon excels at killing specific enemies of the Imperium; roll on the Enemy Keyword Table (page 18) to determine which. Against enemies with that Keyword, the weapon ignores the target's base Resilience when reducing Damage (Armour applies as normal).
- 5 **Divine Guidance:** The weapon's shots are seemingly directed by the hand of the God-Emperor Himself. The user may shift an Icon to eliminate either a single category of penalty on the Test, or bonus to the target. Roll 1d6 to randomise between: 1-2. Eliminate Range Penalties, 3-4. Eliminate Vision Penalties, 5-6. Eliminate Size Penalties
- 6 **Righteous Fury:** The weapon seems to delight in causing particularly horrific wounds. Every Critical Hit with this weapon is improved as if 1 point of Glory had been spent. The wielder may still spend Glory points on additional effects, if available.

AMMUNITION RELIC POWERS

1D6 POWER

- 1 **Saint's Tears:** This ammunition was anointed with the tears of a saint who vowed to avenge the many fallen soldiers of a battle. On a successful ranged attack, each enemy hit grants the user +1 Resilience until their next turn.
- 2 **Lux Deum:** The shell casings, prometheum canisters or charge packs bear the seal of a famously militant hero or saint. They burn with a supernatural light when fired, inflicting the *Blinded* Condition on a successful hit.
- 3 **Sangus Sancti:** Anointed with the blood of a saint who died in battle, this ammunition demands its targets share the same fate. A successful hit inflicts the *Bleeding* Condition, even if the target is normally immune to Bleeding; daemons bleed the very energy holding them together, while Necrons leak coolant, lubricants or whatever other xenos filth flows through their blasphemous necrodermis.
- 4 **Blessed with Hatred:** This ammunition was blessed with prayers against a specific enemy of the Imperium. Roll on the Enemy Keyword Table (page 18). The weapon deals double damage to enemies with this Keyword.
- 5 **Heretek Denunciation:** This ammunition reserves special hatred for the technology of the enemy, and rebukes their Machine Spirits. The target of an attack made with this ammunition cannot use a Power Field to roll Determination against Mortal Wounds caused by the attack.
Additionally, targets hit with this ammo roll an automatic Complication on their next action, if that action uses any technology. Even unpowered melee weapons miss, fumble, or break. If the target has the **HERETIC** Keyword, attacks with this ammunition also have +Rank AP.
- 6 **Fury's Ally:** Emblazoned with potent religious wards and litanies of disgust, this ammunition feeds off the hatred of its user. A weapon using this ammunition gains the *Force* Trait; the attacker adds half their Willpower Rating to the Damage total. The user does not need to have the **PSYKER** Keyword to benefit.

THE EXALTED
& THE PROFANE

EXEMPLARS
OF FAITH

SERVANTS
OF THE
OMNISIAH

TALENTS

PATHS TO
GLORY

HALLOWED
GROUND

ARMOUR, CLOTHING, AND POWER FIELD RELIC POWERS

1D6 POWER

- 1 **Bulwark of the Soul:** The Relic protects the soul as much as the body. While wearing this Relic, the DN of all Tests against Fear, Terror, or Intimidation are reduced by 1.
- 2 **Blessed Healing:** The Relic slowly but surely knits flesh and bone back together in battle. At the end of each combat round, the wearer heals 1 Wound. Outside of combat, this relic will only activate to restore 1 Wound when its wearer is Dying. They still fall *Prone* and take a Memorable or Traumatic Injury.
- 3 **Blessing of [Skill]:** The holy power of this Relic courses through the body, imparting knowledge or sharpening reflexes. The Gamemaster chooses a Skill; while worn, this Relic grants +2 bonus dice to that Skill. If you are using the optional rule Innate vs Learned (**Wrath & Glory Rulebook**, page 127), this allows a character to make a Test for Skills they would otherwise have at Rating 0.
- 4 **Countersmite:** This Relic answers those who dare to strike its wearer with a mighty blow of its own, be it arcs of electricity, flames, or a gust of rending spectral blades. Choose a Condition (**Wrath & Glory Rulebook**, page 197). When an enemy successfully hits the wearer in close combat, they must pass a DN 3 Initiative (I) Test or take 1 level of that Condition.
- 5 **Abhor the Witch:** This Relic is especially contemptuous of the warp, fortifying the wearer against it. When the wearer is targeted by a Psychic Power, the caster must increase the power's DN by 2.
- 6 **Haste of the Righteous:** The Relic grants alarming quickness of thought and action in battle. During combat, enemies cannot take Free or Reflexive Actions against the wearer.

AUGMETIC RELIC POWERS

1D6 POWER

- 1 **Multitask Benediction:** The sacred augmetic performs the function of two augmetics; an Augmetic Arm might also filter toxins from the bloodstream like an Augmetic Respirator, or include a Cardioproxy or Mechadendrite.
- 2 **Supreme Craftsmanship:** This exquisite augmetic was crafted by high-ranking Tech-Priests, or hails from the Dark Age of Technology, and is heavily blessed by the Machine God. Any numeric bonuses from the Augmetic are doubled. If it's a Ballistic Mechadendrite weapon it gains the *Mastercrafted* Upgrade.
- 3 **Voice in the Machine:** The augmetic whispers knowledge of the Omnissiah's blessings in your mind, granting you an unusual affinity for technology. Owners gain the *Binary Chatter* Trait (*Wrath & Glory Rulebook*, page 130), even if they lack the **ADEPTUS MECHANICUS** Keyword. If they already possess *Binary Chatter*, the +Double Rank bonus becomes +Triple Rank.
- 4 **Null-alloy:** The augmetic is constructed from barely understood archaeotech materials with warp-resistant properties. Augmetic eyes can see through warp illusions, augmetic limbs or weapons inflict +2ED on psykers and daemons, and other augmetics grant +2 Defence against daemons and Psychic Powers.
- 5 **Motive Force Discharge Capacitor:** The augmetic slowly builds and stores an electrical charge from the owner's own bioelectric field. Once per game session, the owner may discharge this capacitor at a target up to 10m away. This is treated as Moderate Electricity Damage (*Wrath & Glory Rulebook*, page 201).
- 6 **Logic of Hatred:** The augmetic is charged with animosity toward a specific enemy of the God-Emperor or Omnissiah. Roll on the Enemy Keyword Table. The augmetic hums or vibrates when enemies with that Keyword are within 20m (this may initially require a DN 3 Insight (Fel) Test for the Agent to recognise). In combat, the user gains +1 bonus dice on Attacks against that enemy.

ENEMY KEYWORD TABLE

4D6 KEYWORD

- 4 Vehicle
- 5 Beast
- 6 Mutant
- 7 Psyker
- 8 Necron
- 9 Tyranid
- 10 Daemon
- 11 Heretic
- 12 Khorne
- 13 Nurgle
- 14 Chaos
- 15 Tzeentch
- 16 Slaanesh
- 17 Aeldari
- 18 Ork
- 19 Genestealer
- 20 Drukhari
- 21 T'au
- 22 Kroot
- 23 Abhuman
- 24 Human

TOOL, EQUIPMENT AND TRINKET RELIC POWERS

1D6 POWER

- 1 **Blessing of Opportunity:** The wearer may make 1 extra Reflexive Action per round.
- 2 **Righteous Wrath:** On a Wrath Critical, the owner may make another attack as a Free Action.
- 3 **Shield of Purity:** The Relic repels the corruption of the Ruinous Powers. When making Corruption Tests, roll +2 bonus dice.
- 4 **Punish the Witch:** This Relic turns a psyker's powers against them. If a psyker targets the owner with a Psychic Power, they must substitute a die in their Psychic Mastery (Wil) Test with an extra Wrath die.
- 5 **Wrathful Sacrifice:** The Relic's owner can inspire their allies to snatch victory from the jaws of defeat; the owner may spend a point of Wrath to allow an ally to re-roll failures.
- 6 **Faith Endures:** When rolling Determination, the owner rolls +1 bonus die.

RELIC ODDITIES

1D6 ODDITY

- 1 **Oathbound:** The Relic requires users to swear a specific oath. If the owner fails to uphold the oath, they can no longer activate the Relic's Powers. Such oaths are often engraved on the Relic, such as along a sword's blade, or on the cover of a book.
- 2 **Appease the Machine Spirit:** The Relic's Powers only activate when a specific prayer or hymn to the God-Emperor or Machine God is recited. Failure to recite the required words causes an automatic Complication.
- 3 **Path of the Saints:** The Relic demands strict adherence to a particular moral code practised by its creator or previous owner. It should be something relatively easy that offers roleplaying opportunities, like 'never eat Grox meat' or 'do not drink wine', but any time this code is broken, the Relic forces the owner to roll on the Perils of the Warp Table (*Wrath & Glory Rulebook*, page 263).
- 4 **Challenging Canon:** The Relic sometimes grants the owner glimpses into its past. These often contradict established dogma, and could get the owner in serious trouble if mentioned in public. At the GM's discretion, the owner may attempt a **DN 4 Insight (Fel) Test**, to apply such memories to the current situation, such as appeasing the Machine Spirit of a high security vault door.
- 5 **Ravaged by Time:** Through age, neglect, or both, the Relic is on the verge of falling apart. If a Complication is rolled during its use, it becomes damaged and must be repaired during a Respite before it can be used again.
- 6 **Aware:** While not, strictly speaking, alive, the Relic has developed a rudimentary personality of its own, and may communicate with its owner through flashes of imagery or sound, or in dreams. Aware Relics have agendas, and encourage their owners to advance them, though they are rarely more complex than 'kill Orks' or 'honour the memory of my last owner'. They can also form opinions of people; someone who earns the Relic's displeasure may find its Powers abandoning them at a crucial moment.

DETERMINE ODDITIES

Oddities are smaller mechanical effects and details that add extra character to a Relic. Some may enhance the item's Powers, while others might restrict them in some manner. Particularly powerful Relics may possess more than one Oddity.

Example: Tom rolls 1d6 on the Oddities Table to further flesh out his fearsome Force Axe. The result is 1; the Force Axe is Oathbound, requiring the user to swear and uphold an ideal.

Finishing Touches

You have the Relic's mechanical abilities, now it's time to tie them all together with a story, and make it part of your adventures. You can write a detailed history, or begin with a single short sentence, and develop it further in-game, as the players make use of the Relic and try to understand it.

For even a simple history, a few questions should be answered. Does it have a name? Who made it? Why did they make it? What is it doing *here*, in this adventure, instead of being in a vault or reliquary?

Example: Tom's rolls on the Relic creation tables have given him a Ministorum Force Axe that terrifies opponents and emboldens allies, and requires the swearing of an oath. In addition to its traditional title 'Voice of Righteousness', Tom decides to name the weapon 'Warpscourge'. He decides that it was the weapon of an Inquisitor of the Ordo Hereticus named Marcus Tyrel, a psyker who hunted other psykers. Marcus died in battle, eradicating the last of a coven of Slaaneshi mages, and was canonised as a minor saint by the Ministorum centuries later. Warpscourge infuses its wielder with an awesome psychic aura, but only after they swear the oath 'Suffer Not The Witch To Live'. If the owner ever lets an enemy psyker live, they can no longer benefit from the psychic aura.

THE EXALTED
& THE PROFANE

EXEMPLARS
OF FAITH

SERVANTS
OF THE
OMNISIAH

TALENTS

PATHS TO
GLORY

HALLOWED
GROUND

RELICS OF RENOWN

The Gilead System has long been an inspirational bastion of faith in the Emperor. Though this faith is now tested as never before, there are lights of hope in the darkness of Noctis Aeternae. It is a time of darkness, but also a time for heroes to rise. The Adeptus Ministorum reluctantly bequeathes more and more of its sacred holy relics unto pious warriors, that they might fight back the evils plaguing the system and inspire others to do the same. Below are a selection of Holy Relics that make for puissant Wargear for your Agents, or which may form the basis of an adventure.

ROSARIUS OF SAINT AGATHA

Agatha de Souza was a manufactorum overseer on Gilead Primus during the Age of Apostasy. Records indicate she was burned at the stake for the murder of a Ministorum deacon, a supporter of Lord Vandire who wanted the weapons she manufactured. It is said that as the deacon's supporters crowded around Agatha's pyre in mockery, she prayed only for retribution. At the moment of Agatha's death, the pyre answered with a conflagration that wiped out the baying mob.



Her Rosarius, a reward for exceeding production quotas, was the only item to survive the fire. A few weeks later news reached Gilead of Vandire's death, leading many to believe that Agatha died at the precise moment of Vandire's execution.

Adeptus Mechanicus tests on Agatha's Rosarius failed to explain its unusual abilities. The faithful, of course, require no explanation. It is a standard Rosarius, with the following additions; its power field crackles with arcs of golden electricity, even when dormant, giving the wearer +2 to Intimidation Interaction Attacks. Striking the field causes an energy backlash: unless the attacker passes a DN 3 Initiative (I) Test, they become *Blinded* and *On Fire*. The DN is raised by 1 for enemies with the **HERETIC** Keyword.

ADVENTURE

A new prophet has appeared in the desperate, starving refugee camps of Enoch. They claim to be Agatha de Souza reborn, and their rapidly growing following stands against perceived Ecclesiarchy decadence. Attempts to neutralise them have resulted in 'miraculous' powers blinding or burning their assailants. The Agents are brought in to investigate, but there is much more lurking behind the Saint Reborn and their Ministorum targets.

Hook

This reborn saint is as likely to be a real prophet, a charlatan, a xenos impostor, or a manipulation of the Ruinous Powers. As such, every Human Faction would have reason to investigate, whether to verify, disprove, or corrupt the individual at the heart of the movement. The Inquisition's Ordo Hereticus always investigates alleged new prophets. The Adeptus Mechanicus wishes to study the Rosarius. Governor-Militant Fylamon might send Militarum Agents to help, expanding her jurisdiction in the process. The Ecclesiarchy in particular is keen to involve itself; not just because they are the Imperium's official arbiters of sainthood, but because the Saint Reborn's condemnations of ranking Ministorum priests are a danger to public devotion, even if they are true.

Action

After being briefed by their Patron, the Agents are provided transportation in the form of an Arvus Lighter to Enoch. They must infiltrate the 'Vindication of Saint Agatha' movement, get close to its leader, and determine their true nature. This will involve stealth, persuasion (or cunning lies), and perhaps a few actions against the Ecclesiarchy to earn trust from the movement. Many of these encounters can be roleplayed, but will favour charismatic Agents who can blend in and read people, as well as those with the technical skills to access and examine private data.

The movement calls out Ministorum hypocrisy and so far, their claims have been true. The Agents even witness an assassination attempt during a sermon; a Ministorum preacher screams denunciations as he swings at the Saint Reborn with a Chainsword, only for a dazzling, explosive blast of light to deflect the blow and sear the preacher's skin. Passing a **DN 4 Tech (Int) Test** allows Agents to realise that this was not holy power but a Rosarius, albeit a very unique model. A similar **DN 4 Scholar (Int) Test** would allow an Agent to recall or research the legend of St. Agatha, and identify the Rosarius as a holy relic. But how did it come to be here, instead of its official resting place in a basilica halfway across the continent?

Unknown to the Agents, the appearance of Saint Agatha Reborn coincides with the theft of her Rosarius. Confessor Albrecht Stadtler, responsible for its safety, is worried that it really is Agatha, returned to punish the opulence of the Ministorum. He is certainly on the rising so-called prophet's list, and will take drastic measures to cover up any further scandals. A band of Scum will attempt to waylay the Agents, but if defeated, confess that Stadtler hired them; some refugee camps are resorting to cannibalism, so desperate is the food shortage. They would do anything for a few scraps from the tables of the clergy.

Whether they are Agatha or not, the Saint Reborn is embarrassing the Ecclesiarchy and must be dealt with one way or another. Whether this involves convincing the Saint Reborn movement to follow a more orthodox path, quietly passing the corrupt Confessor's details on to the Inquisition, or turning the prophet to Chaos and blackmailing Confessor Stadtler, all depends on the Agents and their Patron's agenda.

Aftermath

The emergence and verification of a reborn saint could be an essential boon to the Gilead System, bolstering a faith on the precipice, and casting back the daemons assailing reality. If not an actual saint, the *belief* that Saint Agatha has returned may suffice, and Agents may be required to spread Ministorum propaganda to maintain the illusion. Publicly exposing a fraud is a risky move — without careful framing by the Agents, it could destroy faith instead of renew it. The same is true of Confessor Stadtler. Unless the Agents are heretics themselves, the full truth may have to be suppressed for the Imperium's good.



SKADI MATRIX

The Skadi Matrix is a simple data chip, such as those installed in Servitors. However, its Machine Spirit refuses any attempt to study or copy its contents. Tech-Priests in Gilead are aware of (and jealously guard) only two Skadi Matrices in the system, though they chase any rumour of more.

They are in effect targeting algorithms, but sophisticated beyond the Adeptus Mechanicus. A Skadi Matrix draws data and power from nearby sensors, using them to track objects and calculate firing solutions for the user. The more data feeds it can access, the more complex and accurate its targeting abilities become. How it does this is a mystery. The oldest, most knowledgeable Magi mutter cryptically of fractal programming and emergent energy fields, but even they admit to speculation. Skadi Matrices are miracles of the Omnissiah, proof that He once granted Mankind mastery of the universe through knowledge.

A Skadi Matrix must be installed in a Mind Impulse Unit. It automatically interfaces with any sensory technology within roughly 50m, including highly encrypted data feeds, which would concern other Imperial organisations deeply if they knew.

The user may declare a Ranged attack using the Skadi Matrix in combat. The syphoning of energy causes nearby lights to dim and devices to malfunction, inflicting a +1 DN penalty to enemy attacks until the end of the round. The user is granted up to +5 bonus dice for a Ranged Attack, but at a cost — the chip's calculations generate intense heat within the skull, causing severe injury. For every +1 bonus dice the user adds to the Ranged Attack, they suffer 2 Shock damage. If surrounding technology is absent, the maximum bonus may be limited as the GM decides.

ADVENTURE

In the depths of Hive Aidon a killer has emerged. Witnesses claim a renegade Enforcer is fighting the oppression of the Planetary Governor. This vigilante displays superhuman marksmanship as they ambush transports and assassinate officials. There are also tales that they have risen from the dead. The Agents are sent to find this mythical figure, and end them before they collapse the fragile balance of power.

Hook

All Human Factions would have reason to send a team of Agents. The stories of superhuman skill could indicate a Traitor Space Marine, a mortal possessed by daemons, Aeldari raiders, or even a Genestealer infestation. Charybdion's essential role in supplying the bulk of Gilead's promethium also gives every Imperial organisation a vested interest in investigating the threat.

Action

The Agents are briefed by their Patron or an intermediary. A series of increasingly high-profile assassinations in Hive Aidon has caused unrest in the workforce and could trigger a civil war between the ruling noble houses if the killer is not stopped. The city's prometheum refineries are essential to wars across the system. The killer seems to be immortal, returning even from death to continue their work. The Agents are to travel to Charybdion's capital, find the assassin, and stop them.

Their Patron provides passage to Charybdion. Hive Aidon's Enforcers have been instructed to cooperate with the Agents, but are resentful of meddling outsiders. Getting useful information out of them will require **Persuasion (Fel)** or **Intimidate (Wil)** Tests.

Through investigating the most recent murder and by charming (or scaring) the local Enforcers, the Agents can learn the following:

- The victims were killed by Stubber rounds, but from impossible ranges.
- Each murder was preceded by localised power outages from the direction of the shots.
- A myth has sprung up around the killer, who workers call 'The Just Adjutant'. Labourers praise them for taking a daring stand against the oppressive regime of Charybdion's rulers.
- Many believe the Just Adjutant is an angel sent by the God-Emperor, and will actively hinder attempts to bring them to justice.

As they talk with Enforcers at the latest crime scene, a huge vault of wide streets and towering hab-blocks, the Agents can see a roughly circular area of distant building lights flicker erratically, before the lead Enforcer's helmet snaps back with the force of a Stubber round. The chase is on.

The killer is gone by the time they reach the area of the power outage. If any of them have thermal vision, they can see a prominent heat signature fading as it travels into the hive's lower regions. By the time it stops moving downwards, it has faded completely. If they do not have thermal vision, the killer has left a faint trail of scorch marks, the smell of ozone, and flakes of ash that would be common in this section of the hive but for how recent they are. The Agents are on the right floor, but the deep hive is less than friendly.

The lower hive district is populated by Scum and the occasional Mutant, and they practically worship the Just Adjutant. Tensions run high among the people, and it clearly wouldn't take much to start an uprising. **Difficult Persuasion (Fel)** or **Intimidation (Wil)** Tests are required to extract any information from the tight-lipped denizens; the Just Adjutant is a group, not an individual; the God-Emperor passes His blessing on to the next in line, should the current leader perish; the group's victims were all involved in various crimes that hurt the hive's underclasses. The Agents can also learn of a local beggar, a madman, who claims to have once seen the Just Adjutant.

The beggar, Prav Nevis, is covered in bandages but for his Augmetic Eye. He is scarred by burns. Prav is a broken man, believing the Emperor found him unworthy to wield the Judge's power. Agents who show compassion will fare better in questioning him. Treating his burns with a **DN 3 Medicae (Int)** Test will also make him more cooperative.

Prav and his comrades found a datachip while scavenging. Prav, being the only one with augmetics, installed it to see what it contained. On learning it was a targeting aid, a fight broke out over it. Suddenly he was engulfed in fiery pain, the lights dimmed, and Prav blacked out. When he awoke, his attackers were dead, shot by Prav's own pistol, and the chip was gone. The first high profile murder happened a week later.

The Agents have enough information now that a Tech-Priest (if there isn't one in the party, there are several around Hive Aidon who could be consulted) would be able to identify the chip as a Skadi Matrix. It is a powerful Machine Spirit with which only Tech-Priests may commune, as its holy functions burn organics to ash before long. With this knowledge they can narrow the search to hive citizens who possess Mind Impulse Units and severe burns around their augmetics. This gives them a handful of names, all of whom had MIUs installed recently, and all known to frequent an illicit distillery and bar called The Barnacle.

How they tackle the bar is up to the Agents. Any of the five burned patrons could have the chip. The Just Adjutant could kill one or more Agents in a firefight. It is possible they don't understand the danger to their life, and could be persuaded to hand it over, but this is a difficult option. If they *have* consulted a Tech-Priest, there is every chance that a squad of Skitarii attack the bar at the same time to procure such a priceless relic!

Aftermath

Whether the assassin(s) live or die, obtaining the Skadi Matrix is certain to impress the Adeptus Mechanicus, who will offer preferential treatment and rare augmetic enhancements in exchange for it. They promptly install it in a battle cruiser, making shipping lanes much safer. The nobility of Hive Aidon want a killer they can execute, to destroy any revolutionary sentiment. If none is forthcoming, they might resort to blaming each other again, making civil war a possibility once more. They are likely to scoff at the idea of mere hive Scum being behind the assassinations, and might demand a demonstration of this miraculous datachip. They may even demand the Agents hand it over.

The Agents could also elect to keep the Skadi Matrix, if they don't mind the idea of being forever hunted by the Adeptus Mechanicus.

THE CORNERSTONE

Precisely which structure the Cornerstone came from is hotly debated in the Enochian Synod; some claim it was the first brick laid in Saint Julyanna's tomb, others that it marked the first temple on the planet, and more still that it belonged to the tomb of any number of other revered heroes and prophets of the Gilead Crusade. The Synod's sects can agree on precisely three points; it possesses great power, it should not be available to the public, and its theft by the Adeptus Mechanicus during the Age of Apostasy is intolerable.

The Cornerstone is a kiln-fired brick of a yellow-brown colour. Its surfaces are worn smooth from the touch of countless pilgrims over millennia. Detailed analysis reveals traces of gold and cerulean glaze, suggesting that its function was decorative rather than structural, but the Ministorum will not tolerate such blasphemy. This is of little interest to the Adeptus Mechanicus, who are utterly at a loss to explain its power.

The Cornerstone does not suffer the touch of Chaos. It has cured some pilgrims of mutation, granted others holy visions that history has borne true, while others still were wholly consumed in golden fire. Retro-behavioural profiling leads Tech-Priest investigators to believe that those blessed with positive encounters were particularly devout members of the Imperial Creed. Certainly, cultist and xenos samples alike were incinerated when exposed under controlled conditions.

If a character is brave or foolish enough to touch the Cornerstone, they instantly lose the minimum number of Corruption Points required to lower their Corruption Level (*Wrath & Glory Rulebook*, page 285) by 1. For example, whether a character has 6-11 Corruption Points (Tarnished), they immediately reduce them to 5 (Pure). The affected character also takes 1 Mortal Wound for every Corruption Point removed in this way. This only works once; the Cornerstone will not save those who fall twice.

ADVENTURE

Adeptus Ministorum operatives have learned that the Adeptus Mechanicus has decided to test the Cornerstone's power on a large scale; by introducing it to the surface of Vulkaris! The Ecclesiarchy cannot allow the delivery of a sacred relic and potent weapon straight to the Great Enemy, who will doubtless twist its powers into a most unholy mockery of the God-Emperor. With increasingly strained relationships between both Factions, the Agents must either prevent the test from going ahead, or ensure its completion.

Hook

This adventure requires high-Tier Agents. Regardless of who their Patron is, they will be facing off against at least one powerful Imperial organisation and the horrific forces of Nurgle, and perhaps others entangled in their webs of influence. Sects of both the Adeptus Mechanicus and Ministorum are eager to test the relic or arrange for its return to Enoch to soothe tensions. The Inquisition's puritan and radical sects are likewise divided on whether to help or hinder the project. The Varonius Flotilla and Militarum require Agents to resolve the issue without diplomatic incidents. Heretical forces, depending on allegiance, are just as likely to want it to succeed or fail.

Action

The Agents are summoned for an urgent briefing with their Patron. The Cornerstone, a holy relic with the power to destroy corruption, has long been locked in an Avachrun vault, despite Ministorum protests. But no more; the Tech-Priests overseeing study of the stone have decided to test it on the daemonic world of Vulkaris. The relic is to be transported on an ageing Explorator Fleet frigate, and crashed deliberately onto the surface of Vulkaris. Unfortunately for the Adeptus Mechanicus, their plan has been discovered by Ministorum spies, and while several sub-groups of the Enochian Synod are eager to see if they succeed, several more deem it sacrilegious beyond measure. Even the Domini of Avachrus are divided; some would like to return the Cornerstone to ease tensions between Avachrus and Enoch, while others are determined to test the limits of the relic's power.

Depending on their Patron, the Agents are to either prevent the test, or guarantee its completion.

The transport frigate is named *Exponent of Bessor*. It was recorded as decommissioned by the Adeptus Mechanicus, but secretly repurposed for this test. While it is due to be retired, it likely still contains technologies and defences superior to many Imperial Navy ships of similar size. Agents would have a near-impossible time searching the whole system for one ship, but before their deaths, the Adeptus Ministorum spies confirmed that it will dock at Orbital Depot Phi-1312 around Charybdion, refuelling before venturing into the Reach and Vulkanis. This provides the opportunity for saboteur Agents to stow away, or rival organisations to attempt to prevent the second leg of the ship's journey. Combat aboard a ship or space station is extremely dangerous; even a microscopic fracture in a stained glass window or bulkhead can cause a decompression event, blasting hundreds of people into the void. Enemies will favour close combat over risking a stray bullet, but will have heavy firepower in reserve if drastic measures must be taken.

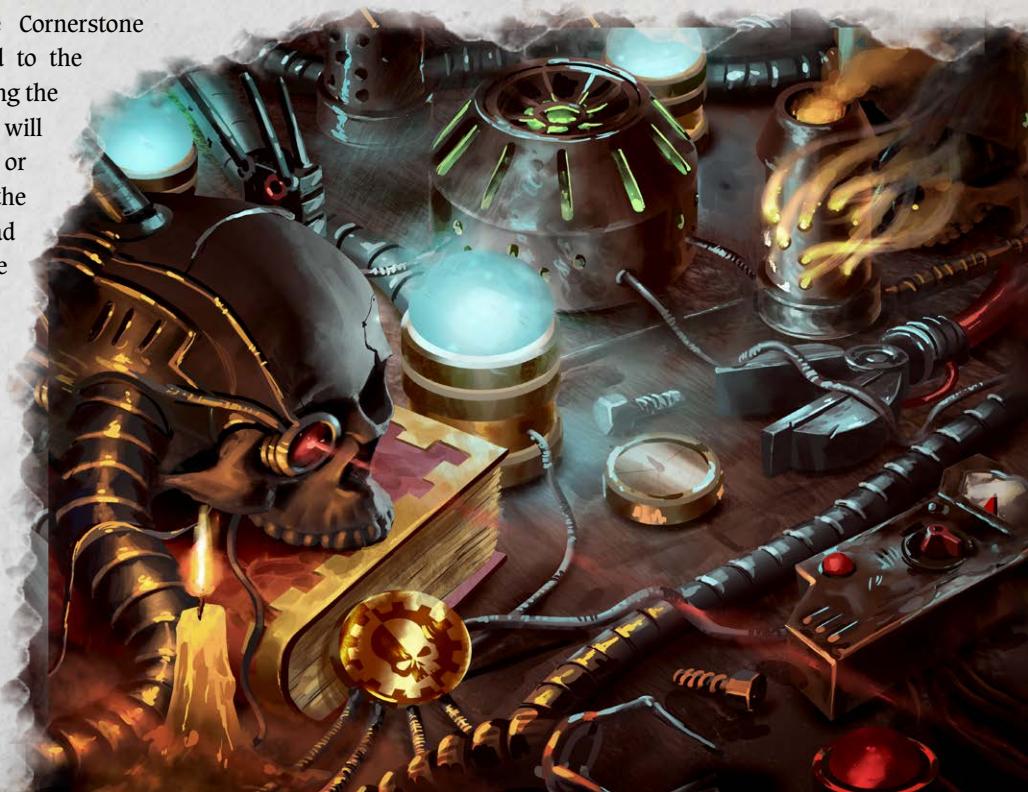
After repelling boarding attempts at Orbital Depot Phi-1312 (or failing to stop the ship from leaving), Vulkanis awaits. It is a world so saturated in the Plague Lord's corruption that even long distance spy satellites must be rotated frequently to avoid a buildup of malicious scrapcode in their machine spirits. A fleet of Traitor Astartes orbits the planet, and will certainly send ships to board the *Exponent*, and any ships chasing it.

A mighty series of battles awaits, no matter which Faction the Agents serve. Will the Cornerstone reach Vulkanis, or can it be returned to the Ministorum without further antagonising the Synod? If it does make it to the surface, will it burn away the corruption of Nurgle, or have the Tech-Priests simply handed the Death Guard a powerful relic to spread pestilence on a massive scale? The whole system's fate may lie in the hands of the Agents!

Aftermath

The stakes of the adventure depend greatly on how powerful the GM wishes the Cornerstone to be; as this is ideally a Tier 3+ adventure, you might allow them to believe that the relic might very well have the power to purify a world, or at least large parts of it, though in the Gilead System this would almost certainly be better achieved by a fusillade from a Retribution Class Battleship. At the same time, it's possible that the Adeptus Mechanicus were manipulated by Chaos from the start, and they wish to corrupt the Cornerstone to spread corruption on a planetary scale rather than purging it. The ramifications for either are profound; with the Death Guard's realspace headquarters cleansed, it would deal a stunning blow to both the mortal and daemonic forces attacking Gilead. It could open up another planet for colonisation, tipping the tide in the many wars enveloping the system. If Nurgle manages to corrupt the Cornerstone, then the Gilead System is surely doomed, as it could be used to turn one of the Heartworlds to Chaos in an instant, fatally crippling supply lines and military forces elsewhere.

Even if the Cornerstone's power cannot cleanse worlds, failure to recover it would worsen already frosty relations between the Ministorum and Adeptus Mechanicus, at a time when cooperation is essential to the very survival of the system. The Agents will have many difficult choices ahead of them in the aftermath, regardless of the outcome.



MALIGN ARTEFACTS

The enemies of the Imperium have gods and masters of their own, and they are no less generous with their foul blessings than the God-Emperor of Mankind. Psychic weapons that pervert the laws of nature or destroy one's immortal soul. Swords that have become living things, thirsting endlessly for blood. Arcane xenos technologies so advanced they can, and have, slain gods. These vile and corrupt objects are frighteningly powerful, but they are also mercifully rare.

THE UNWILLING ORB

Genestealer Cults, though wildly varied, all share some similarities, due to their secretive nature and the hierarchy which develops under the Patriarch at each cult's heart. The Unwilling Orb is an artefact found across infestations. Cultists treat the Unwilling Orb with awed reverence; it is a manifestation of their Patriarch's power to defend his children and destroy those who would harm them. It is the third eye of one of the Imperium's Navigators, torn from its socket and preserved, somehow still alive, in a gemstone wrought by xenos alchemy. In battle it pulses with sickening light, protecting the faithful from enemy psychic powers with appalling ease, while allowing a Magus to channel an even greater portion of their Patriarch's ravenous psychic might.



The Unwilling Orb is a Psychic Focus (**Wrath & Glory Rulebook**, page 239), with some additions. These abilities only apply for characters with the **GENESTEALER CULT** and **PSYKER** Keywords. It grants the user a number of bonus dice equal to the game's Tier to their **Psychic Mastery (Wil)** Tests. It allows the user to cast *Deny the Witch* up to twice each round as a Free Action. The character need not be aware that a Psychic Power is being cast.

ADVENTURE

A Navigator of House Omincara has been murdered and desecrated, their third eye ripped from its socket. The Agents must investigate, find the perpetrator, discern why the eye was taken, and bring it back — but other powers are interested in the psychic abilities of the eye. What's more, the Genestealer Cult that took it has fashioned it into a terrible relic of great power, and they will not give it up willingly.

Hook

This is an issue House Omincara wishes to keep private, but regardless of their stance on psykers, every Imperial Faction still believes in the necessity of Navigators, and could be convinced to send Agents. It is possible that Heretics might also learn of the murder, investigating out of curiosity; anything that can infiltrate a Navigator House and kill one of their number is a power to be reckoned with.

Action

The Agents are briefed by their Patron; someone or something murdered a Navigator of House Omincara, Nathaniel H'karr Omincara, and appears to have ritually desecrated the body. The House is at a loss to explain as their own formidable powers of foresight and scrying have failed to reveal the killer, suggesting powerful psychic interference.

The Agents are provided transport and clearance to access the opulent hive spire where Nathaniel enjoyed luxurious apartments. The scene is preserved; Nathaniel lies on soft carpets stained with blood, a neat stab wound over his carotid artery and a half-crusted scab where his third eye once resided. No servants saw or heard anything out of the ordinary. Various Tests are necessary to glean information from the crime scene; play to the Agents' strengths. Nathaniel was stabbed by a Genestealer Sanctus biodagger laced with psychic poisons, but the various clues to this are ambiguous and could be from almost any organisation; odd wound markings, unidentifiable blood toxins, and so on. Nathaniel's personal logs can be found, their final entry detailing a recent trip into the slums for some illicit entertainment in a bar called the Ogryn Scholar, where he was quite taken by a beautifully tattooed lady who beat him at cards.

The Ogryn Scholar is a dingy, stinking den of Scum where clever words (or a little focused violence) go further than authority. The bartender remembers Nathaniel and his tattooed friend; a semi-regular guest, who played cards with the instincts of a master hustler. He keeps vid-feeds and can be persuaded to share them, revealing the face of the woman. They could use Influence to search security databases for a match, or sneak into an Enforcer checkpoint and search illegally. However they do it, the woman is identified as Lyn Cerules, wanted for abandoning a manufactorum post in a neighbouring hive spire several months previously.

Lyn is a Genestealer Magus, charismatic and persuasive, and a powerful psyker. She sent the Sanctus assassin to Nathaniel, and fashioned his third eye into an Unwilling Orb. Now she is waiting for the Agents to visit her hab-block so she can tie up some loose ends. She has rigged her apartment with stolen explosives, and leads a small pack of Acolyte Hybrids (**Wrath & Glory Rulebook**, page 386) into the resulting rubble to ensure the Agents are dead.

This will be a difficult fight, especially for psykers, as the Unwilling Orb shields Lynn and her brood from psychic attacks, while strengthening her own powers. This would be an excellent time to add another group to the firefight; a rival Navigator House, Tech-Priests hoping to study the eye, or even heretics looking to twist the Unwilling Orb to their own ends. Clever Agents will be able to ensure the Genestealers take the brunt of the damage, before mopping up or persuading their rivals to back down.

Aftermath

House Omincara is grateful for the Agents' help, and as a wealthy Navis Nobilite scion, can reward the Agents handsomely with Wealth and Imperial Wargear. This is just as well; evidence of a Genestealer Cult will likely see Agents ordered to spearhead the cult's destruction. The Unwilling Orb may be destroyed, but the winning Faction may elect to study it instead, which is a very dangerous proposition. Regardless of whether they succeeded, the Agents are enemies of the cult now, bringing constant dangers on top of their other duties. Failure allows the cult to grow unimpeded. They might become strong enough for the Patriarch to be heard by Tyranid Hive Fleets beyond the Great Rift.

THE EXALTED
& THE PROFANE

EXEMPLARS
OF FAITH

SERVANTS
OF THE
OMNISSIAH

TALENTS

PATHS TO
GLORY

HALLOWED
GROUND





A TAINTED BLADE

Some radical Inquisitors are not content to destroy unholy works or wait until a way to purge them of corruption is found. They attempt, instead, to turn these artefacts against the very foes that created them. The Tainted Blade is one such artefact. Once a blessed power sword, it was stolen by Chaos Space Marines and corrupted over centuries by the touch of the warp and possession by a daemonic forces. There is a malevolent will bound to these weapons, and they thirst for blood. The most radical Inquisitors argue that the sword cares not who it cuts, and wield weapons similar to the Tainted Blade against the forces of Chaos. At best, their peers consider this walking a razor's edge, for no mortal can withstand the touch of the daemonic for long. The majority consider it the direst of heresies and actively hunt the arrogant fools who toy with such foul forces.

All rolled Complications using a Tainted Blade or a similarly corrupted weapon inflict 1 Mortal Wound on the user, in addition to any other effects.

A once-blessed weapon must be either cleansed or destroyed, both of which are incredibly difficult tasks. Whichever the Agents choose, they will have to deal with agents of Chaos and rival Imperial Factions while resisting the corrupting influence of the weapon itself.

Hook

The Tainted Blade is a powerful weapon, and several organisations would be willing to risk its corrupting influence in order to use it against the Imperium's many enemies. Others would stop at nothing to either destroy it or purge the evil within it. Restoring it to its former glory is the most difficult option, but a redeemed blade will likely be just as potent, without the risks of damnation.

Action

How the Agents obtain the sword will likely colour their decision on what to do with it. They could have taken it from a defeated champion of Chaos who prophecies that they will follow his dark path. They might find it by accident in a routine examination of cargo for the Administratum. Perhaps a Ministorum priest approaches them, chased by heretics, hoping they can restore the sword to avert some terrible tragedy.

The adventure varies greatly depending on what the Agents finally decide to do with the Tainted Blade. Destroying it could be as 'straightforward' as hurling it into Gilead's star, but agents of Chaos will attempt to intercept; Agents can expect to repel multiple boarding actions as heretics try to retrieve the sword. Heat from the star becomes an environmental penalty as they approach, and preventing theft of the sword until its transport is past the point of no return will be difficult, and may even require an Agent to nobly sacrifice themselves to ensure the sword's destruction.

TAINTED BLADE								
Name	Damage	ED	AP	Range	Traits	Value	Rarity	Keywords
Tainted Blade	(S)+8	4	-4	-	Parry, Warp Weapon		Unique	CHAOS, POWER FIELD

Keeping the sword is not much easier: heretical and Imperial organisations alike will hunt the Agents, seeking to destroy it, or rescue it for darker purposes. Radical sects might offer protection, if the Agents carry out missions in exchange, which may conflict with their Patron. The sword itself is a powerful weapon, of course, and may be enough to cause the Agents' hunters to back off, for a time.

Redeeming the sword is the most difficult option. Agents will have to find and convince an Imperial Faction that they are not heretics for possessing such a weapon, and that it can indeed be cleansed. The Adeptus Ministorum or Ordo Malleus are the organisations most likely to know how to cleanse the sword, but they are also the most likely to persecute anyone wielding it, and will require passing difficult **Persuasion (Fel)** Tests to persuade. Once convinced, they will have to research a method to purify the sword. Once the Agents finally have a method, they must enact the ritual to cleanse the blade, and the forces of Chaos will do everything in their power to prevent that, sending mighty Traitor Marines and daemonic hordes to kill the Agents. Rival organisations may also join the battle, seeking to claim the sword, or take credit for its destruction or purification.

No matter what option the Agents choose, the daemon bound to the sword will constantly probe them, looking for cracks in their resolve, ever testing, ever tempting them down the road to damnation.

Aftermath

If the sword is destroyed, the Agents can rest easy, knowing they denied the Enemy a powerful asset. It is possible, of course, that destroying the sword freed the mighty daemon bound to it, which could earn the Agents a deadly enemy or even a bizarre ally, depending on the creature's mercurial whims. If they manage to keep the sword, they will have made enemies in several puritan Imperial groups, and can expect little help in future from those organisations. If they manage to purify the sword, they have not only destroyed a weapon of Chaos but gained a mighty weapon for the Imperium, and may expect better relations with the Ministorum, and possibly the Militarum and Inquisition as well. The minions of Chaos will not soon forget though, and this resolution will earn the Agents the most bitter enmity from heretical organisations.

TOME OF LOATHSOME TWISTING

Composed primarily of the still-twitching skin of various sentient creatures and inked in their blood, the Tome of Loathsome Twisting's ancient yellowed pages contain descriptions of daemons and the foul rituals to summon them, disjointed philosophical essays on the nature of Chaos and the warp, and supposed secrets about the Imperium, the Emperor, and the nature of the cosmos that could shatter mortal minds. It was written by a single author, despite how the sudden, erratic changes in handwriting and tone make it seem.

The Tome of Loathsome Twisting grants incredible power to its owner if they read but a single page — so insidious are the serpentine sorceries enmeshed within each word. Whenever an individual reads a page of the Tome of Loathsome Twisting, they must make a **DN 1 Willpower Test**, which they may choose to fail. If they succeed, their mind rejects the influence of the Tome, and they are left with only clouded memories of the writing and a feeling of unshakeable dread. Any enemies of Chaos who dare to read it quickly come to two conclusions — that it must be destroyed, and that the only certain way to destroy it is with an artefact called the Axe Legartis.

While the former is absolutely true, the latter is a trap; in fact, tossing the Tome of Trepidation into a fire will destroy it as easily as any mundane book, but subtle sorceries of self-preservation woven into the writing convince readers otherwise. These sorceries may be overcome by 3 or more Shifts on the initial Willpower Test made when reading the Tome of Loathsome Twisting, at the Gamemaster's discretion — this might only be possible for particularly resolute individuals with a strong knowledge of the warp. The Axe Legartis itself is a storied Power Weapon, its craftsmanship surpassed only by the atrocities linked to it. Its current owner is a mighty Chaos Lord named Khargast the Bloated, Duke of Putrescence. He is well aware of the Tome's deceptions, and delights in the steady stream of fools coming to him, thinking they can relieve him of his axe. Those he does not kill, he corrupts, and the first mission of his new minions is always to return the Tome to an Imperial world, where it can spread corruption and send Khargast new playthings.

THE EXALTED
& THE PROFANE

EXEMPLARS
OF FAITH

SERVANTS
OF THE
OMNISIAH

TALENTS

PATHS TO
GLORY

HALLOWED
GROUND



If they fail, they immediately suffer 1 point of Corruption, and may either accept the gifts of the Tome or reject them. If they rebuke the Tome's offering, they believe it must be destroyed through the use of the Axe Legartis, as above. If they accept the Tome's offerings, while it is in their possession they gain the **PSYKER** Keyword if they do not already have it, and +3 bonus dice to all **Scholar (Int)** and **Psychic Mastery (Wil)** Tests. They also gain the *Chaos Familiar* Talent (**Wrath & Glory Rulebook**, page 130) or gain a second familiar, if they already have it. This new familiar has extensive knowledge of the book's contents and can provide advice on how best to enact the terrible rites within, granting a further +2 bonus dice to any Tests relating to performing a Chaos ritual.

All of this, naturally, has a steep price. The mere act of choosing to keep and use the Tome of Loathsome Twisting inflicts +3 Corruption (This includes +2 from Chaos Familiar), and all Corruption Tests while in possession of the book have their DN raised by 1. This blasphemous item changes hands frequently, as few have the strength to resist its corruption for long.

ADVENTURE

With the destruction of a cult's membership comes destruction of its unholy works. One artefact in particular requires a special method of destruction. This 'Tome of Trepidation' is a powerful weapon of the Dark Gods, and the key to its destruction lies in the hands of a mighty Chaos Lord of the Death Guard.

Hook

Any Imperial Faction would have an interest in destroying a powerful Chaos artefact, and all are superstitious enough to believe that the Tome cannot simply be burned. It makes sense that a Chaos Lord would guard the only way to destroy it. The Inquisition, suspicious of everything by nature, may have members with an inkling about the trap, but they might hide these misgivings from their Agents in the hopes of defeating Chaos Lord. Even other Chaos cults might try to destroy the book; the whims and agendas of the Ruinous Powers often seem to conflict, after all.

Action

The Crown of Atrophy cult was recently destroyed. The Agents may have been personally involved, or it could have been the work of almost any Imperial Faction. Either way, after the execution of a cult's members, their assets and heretical works must be recorded and assessed, their food redistributed, shrines destroyed, and artefacts secured. This is the subject of the Agents' briefing with their Patron; one of the cult's possessions is a dangerous book of daemonology called the Tome of Loathsome Twisting. The Sanctioned Psykers who analysed it are certain that the only way to destroy it is with an equally dangerous weapon — the Axe Legartis. Not only is this a Power Axe of unsurpassed construction, but its current owner is Khargast the Bloated, a Heretic Astartes of the Death Guard.

There is a further complication: Khargast is reported to be harassing Craftworld Ul-Khari on Trollius. Even if their Patron was willing to negotiate with the Aeldari, by the time they agreed to allow the Agents passage, Khargast would likely have disappeared, along with their chances of destroying the Tome.

Transport to Trollius can be provided simply enough, but getting to the surface is another matter. The Aeldari have their fleet orbiting above the crashed Craftworld to battle Khargast's own fleet. **Pilot (A) Tests** to evade sensors and interceptors will be necessary if the Agents wish to land the transport close to Craftworld Ul-Khari and Khargast's ground forces. The frozen surface of Trollius itself is a dangerous adversary. The freezing terrain will require passing difficult **Survival (Wil)** Tests to navigate, and the unnatural presence haunting the planet will attempt to creep into the minds of the Agents, prompting **Resolve** and perhaps **Corruption** Tests.

The Agents might encounter Ul-Khari Rangers, which may result in tense combat against master snipers, or the Agents could negotiate with the Rangers, explaining they are here to defeat the Chaos Lord. The suspicious and isolationist Aeldari will be difficult to convince.

Finally, the Agents arrive at Khargast's camp. It is well defended by Death Guard Astartes and abominable Warp-creatures; a frontal assault is unlikely to succeed. Encourage the players to plan distractions or infiltration to get close to Khargast. If all else fails, the enigmatic Aeldari can arrive to draw away the bulk of Khargast's forces, leaving him exposed for the Agents to attack. If this happens, the Agents also receive a transmission from the Aeldari insisting that destroying the Tome today will doom both Aeldari and Human. Perhaps they speak true, or perhaps they are attempting to trick the Agents into destroying it out of spite. This is up to the GM.

The fight with Khargast should be difficult. He is a Chaos Space Marine in Terminator Armour, blessed by Nurgle, armed with a fearsome Power Axe, and with a bodyguard of 7 disgusting Plaguebearers. He is oddly good-humoured, and talks to the Agents like old friends, although his phlegmy, gurgling voice is extremely off putting. During the fight, he may reveal the truth of the Tome, or explain how he has used it to bring him entertaining challengers, or what he intends to do to any Agents he allows to live. Even in defeat his humour remains, content in the knowledge that his rotting corpse will birth new diseases and parasites.

Aftermath

If they destroy the Tome, the Agents' Patron will surely award them improved Wealth and a bonus to Influence Tests to requisition improved Wargear. If they also defeat Khargast, they enjoy vastly improved relations with all of Gilead's Imperial Factions. If they fail both, their next mission will likely be a near-suicidal one as punishment. Perhaps Khargast escapes to Vulkaris, and the Agents must face him in the seat of the Death Guard's power!

Unscrupulous or corrupt Agents might lie about destroying the Tome, instead keeping it for themselves. However, the vile book's nature ensures they can't keep it secret for long. Betraying a Patron may be highly dramatic, but it is also extremely dangerous!

KHARGAST THE BLOATED, DUKE OF PUTRESCENCE (BLIGHTLORD CHAMPION)

Tier	1	2	3	4
Threat	A	A	A	A

KEYWORDS: CHAOS, ADEPTUS ASTARTES, NURGLE, MARK OF NURGLE

S	T	A	I	Wil	Int	Fel
9	9	5	5	6	4	3

Resilience

17 (Diseased Terminator Armour: 3 AR + 4* AR)

Defence	Wounds	Shock
4	19	11

SKILLS: Default 7, Awareness 9 (Passive 5), Ballistic Skill 10, Cunning 8, Intimidation 8, Leadership 10, Weapon Skill 10

BONUSES

Architect of Ruin: The GM gains 1 point of Ruin at the start of each of this Threat's turns.

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

Cumbersome Armour: This Threat may not Run or Sprint.

Mark of Chaos: This Threat has a Mark of Chaos [Nurgle]. Toughness bonus is included above.

Space Marine Implants: Gain bonus dice and options for actions from Space Marine Implants (*Wrath & Glory Rulebook*, page 75).

ABILITIES

BATTLECRY: Frightful Form: Anyone who can see this Threat must make a **DN 3 Fear Test**.

ACTION: Blight Launcher: 13 +1 ED / AP -2 / Range 12 - 24 - 36 / Salvo 0 / Inflict (Poison 4)

Axe Legartis: 14 +6 ED / AP -3 / Brutal, Rending (2), Inflict (Poison 2)

RUIN: Veteran of the Long War: Spend 1 Ruin to add the game's Tier as ED to all attacks this Threat makes this Round

Death to the False Emperor!: Spend 1 Ruin to Charge, gaining +2 bonus dice to the attack Test.

REACTION: Noxious Discharge

Whenever this Threat takes a Wound, roll a d6. If you roll an Icon, a mix of virulent gases and toxic effluent spills from the Wound. The Noxious Discharge hits every target Engaged with the Death Guard.

Noxious Discharge:

2 +4 ED / AP -4 / Blast (4), Inflict (Poison 4)

DETERMINATION: Disgustingly Resilient

You do not need to spend Ruin to roll Determination for this Threat. Roll 8d6. This Threat can roll Determination against Mortal Wounds.

Conviction	Resolve	Speed	Size
6	5	7	Large

THE EXALTED
& THE PROFANE

EXEMPLARS
OF FAITH

SERVANTS
OF THE
OMNISSIAH

TALENTS

PATHS TO
GLORY

HALLOWED
GROUND





EXEMPLARS OF FAITH



Faith in the God-Emperor is a burning beacon. His will is a tangible and miraculous force, without which the struggle against the eternal enemies of Mankind would be without purpose or hope of success.

That is the philosophy that drives the Adeptus Ministorum — the baroque and elaborate organisation that wields the power of the faith. It is a sacred institution, with confessors and preachers holding a great deal of temporal wealth and power as they minister to their congregants — but forbidden by an ancient document known as the Decree Passive from keeping a force of ‘men under arms’. And so the Adepta Sororitas was born: the militant arm of the church, composed exclusively of women.

When Imperial citizens think of the Adepta Sororitas, it is most often the Sisters of Battle that come to mind. Many believe these pious warriors are the will of the God-Emperor made manifest, power-armoured and bearing the holy trinity of bolter, flamer and meltagun as they strike against the enemies of the faith. As well as the famous six orders majoris, there are numerous minor orders — most notably in forsaken Gilead, the Order of the Sanctified Shield who maintain both militant and non-militant sub-orders. Found amongst their sisterhood are the Sisters of Battle, the medicae experts of the Sisters Hospitaller, the battlefield orators and linguists of the Sisters Dialogus, and the Sisters Pronatus who are responsible for the care and preservation of holy relics.

Despite the Decree Passive, the armies of the Ecclesiarchy are not composed of the Sisters alone. Alongside them may be found zealots, ministorum preachers, and the tormented figures of both arco-flagellants and penitents: heretics and sinners called to atone for their deeds by seeking out a redemptive martyrdom on the battlefield.

LIGHT IN THE DARK

The opening of the Great Rift transformed the Gilead System forever, and the ripples of its passing shook the local Ecclesiarchy to its core. Cut off from Holy Terra, and deprived of the supplies and support that their status usually provided, the senior members of the Ecclesiarchy were forced to radically reform their retinues and drastically alter how they interacted with their congregations. Arch-confessors with near a century of experience found themselves working shoulder to shoulder with itinerant preachers and newly oathsworn aristocrats, each serving the Emperor — and, themselves — as best they knew how.

One of the chief responsibilities of the Ecclesiarchy is to provide spiritual support to the Astra Militarum, and Lord Militant Fylamon has welcomed the influx of Ministorum Priests. Their ardent ceremonies serve not only to bolster the faith of those sworn to the Imperial Creed, but also bring the Emperor's holy word to parts of the system where His worship may have lapsed, or worse, degenerated into heresy.

The Sisters of the Sanctified Shield are an Ordo Minoris founded in the Gilead system, originating from the Sisters of the Order of Our Martyred Lady. Like their namesake, they favour swift strikes on the battlefield, and consider martyrdom something to be earned through years of faithful service. Many of their militant order are engaged in battle on Enoch's southern continent, in a war against cultists of Khorne — and, some quietly whisper, blood-drenched daemons of that most violent of heretical creeds — though they can also be found supporting the Astra Militarum elsewhere in the system.

The Sisters Hospitaller of the Sanctified Shield carry out a vital role in Gilead, not only supporting the soldiers of the Imperium on the battlefield with their surgical skill, but also training the field medicae and military chirurgeons of the future. The *Salvation* is a Jericho Class voidship, gifted to the order many years ago by the Rogue Trader Philemaxia van Coltryne after the order saved the life of her niece and heir, aboard which the Sisters maintain a vast mobile field hospital ready for orbital deployment at short notice. At present the *Salvation* is in orbit around Gilead Primus, where a plague known as the Black Flux has taken hold in the equatorial Hive City of Heteropraxia.

The hive has been placed under quarantine, and the Sisters, in their distinctive black robes and plague masks, have been the only visitors for six months. Despite their extensive libraries and unparalleled repositories of lore, no cure has been identified, with palliative care all that the Sisters can provide, as the hapless sufferers rot from the extremities inward. There are some that fear this plague has an unnatural source, but if there are cults of the Ruinous Powers in Heteropraxia, they have not yet been uncovered.

The Sisters Dialogus concern themselves with the holy scriptures, serving as scholars and advisors, and preaching the word of the Emperor on the battlefield. Those of the Sanctified Shield maintain a small priory in the northern mountains of Ostia, where it is said that the most sacred texts in the Gilead System are kept. Rumour has it that a manuscript written in the hand of the Emperor himself is kept in a stasis field there, though none alive beyond the order have ever set eyes upon it. Working closely alongside their Dialogus Sisters are those of the Orders Pronatus, who are responsible for the care and deployment of the Ecclesiarchy's most holy relics. In other parts of the galaxy they might serve as little more than high-ranking archivists, but not so in Gilead. Here they are amongst the most active of orders, investigating the slightest rumour of an Imperial relic in order to return it to the fold. Their present Pronatus Superior, Kefilwe Augustina, has sworn a public oath that she will not rest until every lost relic of Gilead is returned to the safety of their cathedral. At present, the majority of their attention is directed towards the planet Troilus, in an effort to recover the lost relics of the frozen hive cities. While they have had greater success than other inspection teams, several units of Sisters have been lost without a trace. The cost of such endeavours is high, but every relic safely returned to Enoch is priceless.

The Adeptus Ministorum is also a political force. It is common for senior members to act as intermediaries or to provide neutral ground where secular disputes can be negotiated and resolved. In recent months, missionaries have been particularly keen to build their influence on Nethreus, in the hopes of convincing members of the knightly houses to look beyond their own borders to the wider system.

THE EXALTED
& THE PROFANE

EXEMPLARS
OF FAITH

SERVANTS
OF THE
OMNISSIAH

TALENTS

PATHS TO
GLORY

HALLOWED
GROUND



NOVITIATE MILITANT

'Rejoice, daughters, for you have been chosen. Chosen to fight, as He-On-Terra once fought for Humanity. Chosen to suffer, as all must sacrifice to fulfil His will. But first — first you must prove yourself worthy in blood.'

— Drill Abbess Juliana Adoratus of the Order of the Sanctified Shield

Novitiates of the Orders Militant are chosen from the girls of the Schola Progenium — the daughters of slain Astra Militarum officers and other Imperials of note and power, or the orphaned survivors of war zones. When searching for their next generation of trainees, the Drill Abbesses of the Adepta Sororitas look for students who have not only distinguished themselves in their martial training, but also for those who demonstrate a consistent, burning devotion to the God-Emperor.

Those who are selected face a gruelling period of training, the better to prepare them for the life of battle and devotion that will be their future. Within days of her selection, a novitiate will find herself spending hours in combat training with both her Sisters and fully armed combat servitors.

When reaching the end of their training, novitiates are often sent on missions into active war zones, either in units under the command of a Novitiate Superior, or supporting units of fully trained Battle Sisters. Mortality rates are high, but for those who survive, a future as a holy warrior awaits.



NOVITIATE MILITANT

Tier	1	Species	Human	XP	24
------	---	---------	-------	----	----

KEYWORDS: IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, [ORDER]

ATTRIBUTES: Toughness 3, Willpower 3

SKILLS: Ballistic Skill 1, Scholar 1, Weapon Skill 1

ABILITY: Impetuous Fervour

When you Charge you reduce the Multi-Attack penalty by 2.

WARGEAR: Novitiate Armour and Vestments, a copy of *Rule of the Sororitas*, 1 Frag Grenade, 1 Krak Grenade, an Autopistol, and a Novitiate Melee Weapon.

SUGGESTED ATTRIBUTES	XP	46
----------------------	----	----

ATTRIBUTE	S	T	A	I	Wil	Int	Fel
-----------	---	---	---	---	-----	-----	-----

RATING	2	4	3	2	4	2	2
--------	---	---	---	---	---	---	---

SUGGESTED SKILLS	XP	10
------------------	----	----

Athletics 1, Awareness 1, Ballistic Skill 2, Weapon Skill 1

SUGGESTED TALENTS

Castigate the Witch (page 68), Righteous Suffering (page 70), Verse of Holy Piety (page 70)

CELESTIAN SACRESANT

'We are outnumbered, my Sisters, I make no secret of that. The enemy come in great numbers, arrayed in the grotesque imagery and blasphemous power of their false gods. But I say to you, do not fear. The Emperor is with us, and we shall prevail.'

— Celestian Sacresant Elvira Dominicana,
shortly before the massacre at Esperanza

The elite heavy infantry of the orders militant, Celestian Sacresants are close-combat specialists dedicated to the protection of holy relics and the cleansing of sacred sites. In place of the Godwyn-De'az pattern bolter favoured by most Battle Sisters, the Celestian Sacresants are armed with blessed shields incorporating venerated Bolt Pistols, and hallowed melee weapons, most commonly heavy one-handed maces to crush the skulls and pulp the flesh of heretics.

Celestian Sacresants are chosen from Battle Sisters who have proven themselves repeatedly in close combat. For some Sisters, the honour of serving amongst the Celestian Sacresants is the culmination of a lifetime of ambition, but others can find themselves elevated to the exalted rank after a single engagement has demonstrated their holy fervour and exemplary skill in close-quarters fighting.

CELESTIAN SACRESANT						
Tier	3	Species	Human	XP	142	
KEYWORDS: IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, [ORDER]						
ATTRIBUTES: Strength 3, Toughness 3, Agility 3, Initiative 4, Willpower 5, Intellect 3						
SKILLS: Athletics 1, Awareness 2, Ballistic Skill 3, Scholar 1, Weapon Skill 4						
ABILITY: Keeper of the Faith You have 1 Faith. Once per Round, you may spend 1 point of Faith, Wrath, or Glory to move up to your Speed and increase your Defence by +1 until the start of your next Turn. You can use this movement to interpose yourself between an attack and its target, making you the target.						
WARGEAR: Sororitas Power Armour, Sacresant Shield, Bolt Pistol, Hallowed Mace, 3 Frag Grenades, 3 Krak Grenades, Chaplet Ecclesiasticus, a copy of the <i>Rule of the Sororitas</i>						
SUGGESTED ATTRIBUTES						
ATTRIBUTE	S	T	A	I	Wil	Int
RATING	4	5	4	5	5	3
SUGGESTED SKILLS						
					XP	52

Athletics 1, Awareness 2, Ballistic Skill 5, Insight 1, Investigation 1, Leadership 1, Scholar 2, Survival 1, Weapon Skill 6

SUGGESTED TALENTS

No Escape (page 65), Shield Bash (page 66), Shield of Aversion (page 70), Unshakable Vengeance (page 70)

THE EXALTED & THE PROFANE

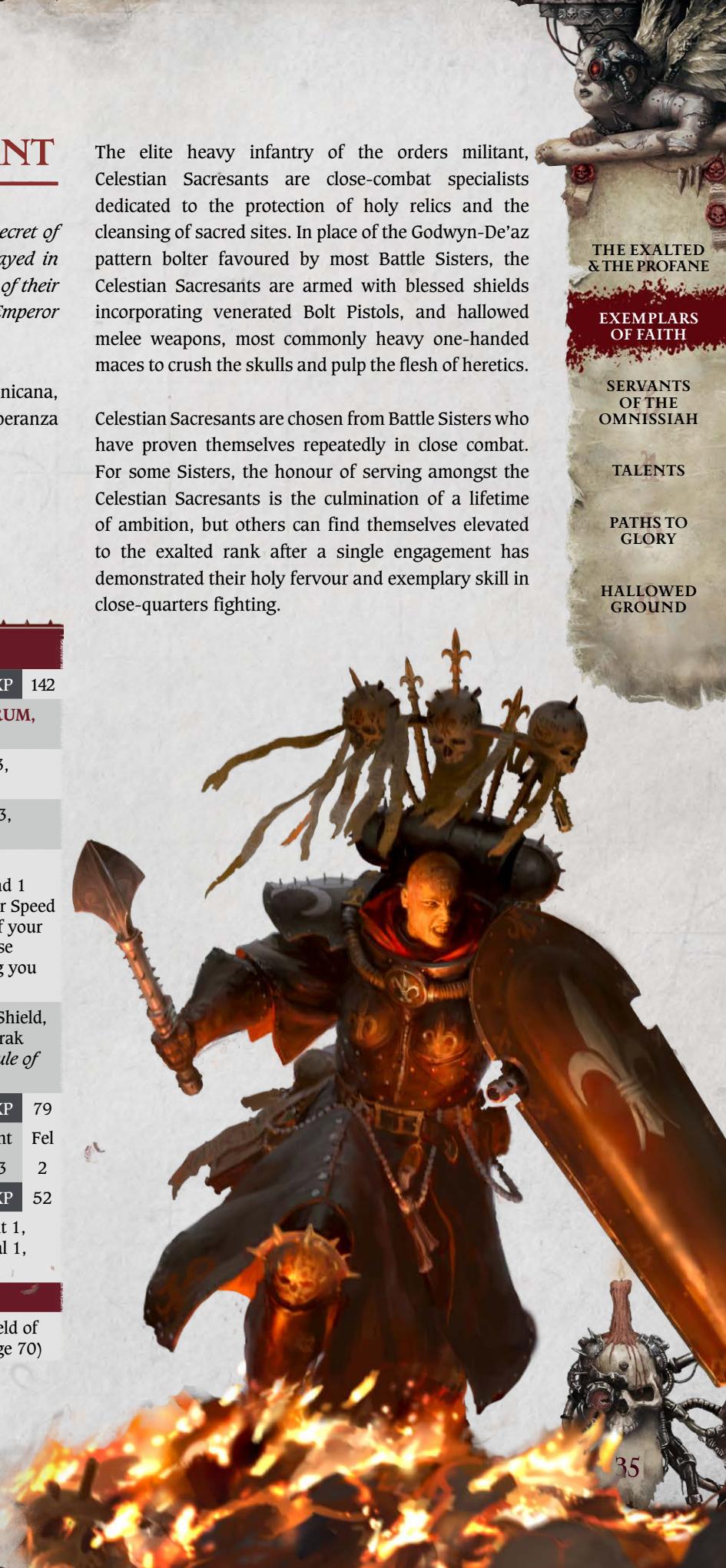
EXEMPLARS OF FAITH

SERVANTS OF THE OMNISIAH

TALENTS

PATHS TO GLORY

HALLOWED GROUND



SISTER DOGMATA

'We are the cleansing flame, the scourge that flays the heretic, the sinner's greatest fear and the hope of the pious. We are His will made manifest, my Sisters, and we shall not falter until the galaxy is purified.'

— Sister Dogmata Irida Ghalt

As the Sisters of Battle are to the common masses of humanity — defenders, judges, and when necessary, executioners — so are the Sisters Dogmata to their order. To them falls the duty of ensuring that the Sisters with whom they serve never fail to honour the Emperor and the tenets of the Imperial Creed.



Whether in the convent or the scriptorium, it is rare to see one of the Sisters Dogmata without her symbol of office: the mace of the righteous, as much a symbol of her right to enforce the Emperor's will as the weapon with which she does so.

With a single word of condemnation, one of the Sisters Dogmata can consign a Sister of the holy orders to the repentina, or send an already repentant Sister to the mortifiers to atone for her sins in one final, blood-soaked battle against the heretic. Yet the Dogmata must also be shining beacons of righteous piety, both to exalt the Emperor and lead her comrades as a ruthless, uncompromisingly faithful example.

SISTER DOGMATA											
Tier	4	Species	Human		XP	236					
KEYWORDS: IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, [ORDER]											
ATTRIBUTES: Strength 3, Toughness 4, Agility 3, Initiative 5, Willpower 6, Fellowship 3											
SKILLS: Awareness 3, Ballistic Skill 2, Insight 3, Intimidation 2, Leadership 3, Scholar 2, Weapon Skill 3											
ABILITY: You have the <i>Bolstering Purity</i> and <i>Consecrated Light</i> Faith Talents (<i>Wrath & Glory Rulebook</i> , pages 142–143).											
WARGEAR: Sororitas Power Armour, Bolt Pistol, Mace of the Righteous, 3 Frag Grenades, 3 Krak Grenades, Chaplet Ecclesiasticus, a copy of the <i>Rule of the Sororitas</i>											
SUGGESTED ATTRIBUTES							XP 90				
ATTRIBUTE	S	T	A	I	Wil	Int	Fel				
RATING	4	5	3	6	7	3	4				
SUGGESTED SKILLS							XP 44				
Awareness 4, Insight 4, Intimidation 3, Leadership 3, Scholar 3, Weapon Skill 4											
SUGGESTED TALENTS											
Deliverance from the Daemonic (page 68), Hand of the Emperor (page 69), Sacred Radiance (page 69), In His Name (<i>Wrath & Glory Rulebook</i> , page 143)											

PALATINE

'God-Emperor, grant your mercy to this virtuous soul, whose life and death were given in your service. Grant her a place at the foot of the Golden Throne, that she may be a beacon of shining light to those of us who fight on in Your name.'

— From the funeral rites of Palatine Eliza of Kharsk

Sisters Palatine are senior military figures within the Adepta Sororitas with years of experience, often given command of a battlefield mission, or acting as a trusted second when an order's Canonness takes to the field.

PALATINE					
Tier	3	Species	Human	XP	167

KEYWORDS: IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, [ORDER]

ATTRIBUTES: Strength 3, Toughness 4, Agility 4, Initiative 4, Willpower 5, Intellect

SKILLS: Ballistic Skill 3, Leadership 3, Scholar 3, Weapon Skill 3

ABILITY: Fury of the Righteous

You have 1 Faith.

You can spend 1 Faith at any time to activate Fury of the Righteous until the start of your next Turn. While Fury of the Righteous is active, any allies with the **ADEPTUS MINISTORUM** Keyword within 6m of you gain +Rank bonus dice to melee attack Tests.

WARGEAR: Rosarius, Sororitas Power Armour, Chaplet Ecclesiasticus, a copy of the *Rule of the Sororitas*, a Power Sword, 3 Frag Grenades, 3 Krak Grenades, a Bolt Pistol or a Plasma Pistol

SUGGESTED ATTRIBUTES						XP	30
ATTRIBUTE	S	T	A	I	Wil	Int	Fel
RATING	3	4	4	4	5	3	4
SUGGESTED SKILLS						XP	60

Athletics 2, Awareness 2, Ballistic Skill 4, Insight 2, Intimidation 2, Investigation 2, Leadership 4, Persuasion 2, Scholar 3, Weapon Skill 4

SUGGESTED TALENTS

Castigate the Witch (page 68), Deliverance from the Daemonic (page 68), Hand of the Emperor (page 69), Verse of Holy Piety (page 70).

Individually they are highly capable warriors, survivors of nightmarish battlefields schooled in manifold weapons of righteous war, but the real strength of their role lies in their ability to lead and inspire the Sisters under their command. The mere presence of a Sister Palatine striding across the battlefield into the thick of combat can turn the tide of battle, reviving flagging morale and bolstering the courage of those around her.

Every Palatine is a veteran defined by dire experience. Many bear gruesome wounds and scars of past engagements on both their bodies and minds, but their souls remain undaunted. Their presence in the Gilead System is proof to the pious that Wars of Faith can be won (or, at least, survived), and that the Emperor does indeed protect the most devoted servants of the Imperium.



THE EXALTED & THE PROFANE

EXEMPLARS OF FAITH

SERVANTS OF THE OMNISIAH

TALENTS

PATHS TO GLORY

HALLOWED GROUND

BATTLEZONE BALTHAZAR

Enoch is a troubled world, and its southernmost continent, named Balthazar after a legendary warlord from its history, is perhaps the most anguished of all.



From the outer tundra to the permafrost of the pole, civilisation exists in ancient and crumbling rockcrete shrine-cities, the populations sustained by massive imports of food from off world. Magnetic fluctuations in the local atmosphere give rise to vivid sheets of flickering colour, best seen in the perpetual twilight of the transitional zone, and the oceans beneath the icy crust teem with life, from phosphorescent fungal shoals, to the vast predators that haunt the depths.

In recent years, two of the shrine-cites have achieved political dominance: Xadir to the north and Perihelion to the south. As their populations have expanded, competition for resources and favour in the eyes of the Emperor has resulted in growing tensions in the territory. Hot tempers kindled into conflict when a shipment of supplies for Xadir went missing over Perihelion airspace. Perihelion responded immediately with military force, declaring the northern city to have fallen to heresy, while Xadir sent an urgent message to the priesthood in the planetary capital requesting aid. The Adepta Sororitas of the Sanctified Shield answered the call, but by the time of their arrival the conflagration had spread to cover half of the continent.

For the Sisters, restoring order should have been a simple matter. Upon arrival, several lesser shrine-cities immediately laid down their arms and declared peace, and it was anticipated that Perihelion and their allies to the south would surrender within weeks. It was only when the pious troops defending Xadir's southern reach were flanked in a surprise assault by an incursion of cultists led by a grotesque, blood-stained daemon, that they were forced to acknowledge that the terms of engagement had changed. The battle for Balthazar had developed beyond a simple continental uprising into a war for the planet's soul.

But the rot is not confined to a single city. Even in the northerly parts of the continent, heresy is spreading like a ravenous plague through once-loyal shrine-cities. Neither exalted nobility nor the lowliest manufactorum worker is safe from the heretic's siren song, and the longer the battle rages, the more of the weak-minded turn to the service of the God of Slaughter. The Sisters do not flinch when meeting a threat head-on, but they are eager for the assistance of loyal and skilled agents of other Imperial Factions willing to root out hidden cultist cells, as well as join their battle lines.

Daemons with blood-red skin fight alongside massive infernal warhounds with three heads, while traitor Space Marines in gore-and-gold livery scream paeans of blasphemous praise to their false gods.

Even the most faithful struggle to imagine how the war for Balthazar will be brought to an end. Governor Van Traigh must be stopped at any cost, his allies put to the pyre and all traces of his influence eradicated, but as the attacks from the Empyrean build towards a full-scale daemonic incursion, it is becoming clear that more will be required. Reports from scouting flights over Enoch have told a worrying tale of blasphemous temples carved from bloody ice, of roving bands of cultists, and of workers toiling to inscribe a blasphemous symbol so large as to be visible from low orbit.

DEVOUT OF BALTHAZAR

The following characters are important individuals currently operating in Battlezone Balthazar.

Seraphim Yarona, the ‘Saint-In-Waiting’

The seraphim Yarona is believed by some to be a living manifestation of the Emperor’s holy will. Armed with the Banner of Saint Oran, she soars into battle on wings of crimson ceramite, trailing plumes of promethium smoke and sacred incense in her wake.

Witnesses claim that when she is engaged in combat, her eyes glow with a blazing golden light, and a shower of petals falls perpetually from the blade of her power sword. In rare moments of peace she wears an otherworldly look of abstraction, as though listening to a melody no one can hear.

Yarona has personally slain two greater daemons since the war on Balthazar began. Rumours crop up in her wake — that she is one of the blessed Matriarchs reborn, come to lead the Sororitas to victory, that the Emperor has made another Celestine, that she is the Saint of the Imperium Nihilus, come to protect its people in her hour of darkest need. She offers no comment on such suggestions, saying only that she is called to do the Emperor’s holy work.

But not all believe in her piety. There is growing disquiet amongst senior members of the Ecclesiarchy as to the origin of her powers.

There are those that whisper rumours that her power comes not from the Emperor, but a more bloodthirsty source who grants her such strength and fury, perhaps tainted by the vile stain of the warp. She has refused all requests to attend for holy scrutiny, claiming that the Emperor’s gifts are not to be tested.

Cardinal Fylamon (page 82) is particularly uneasy about her growing power — though his concerns are more secular than spiritual. Supposedly, Yarona has on several occasions privately decried him as an unfit servant of the Emperor, citing his inept handling of the influx of pilgrim-refugees and the resulting starvation on the shrine-world. Were these rumours to be true, or worse, a public statement made, the consequences could prove deadly for Fylamon or Yarona, with one of them certainly meeting their end in a cell or atop a pyre. Some amongst Fylamon’s advisors have secretly recommended that he ensure the Seraphim meets a martyr’s end — but it would take a particularly ruthless band of Agents to carry out such an assassination.

Sister Hospitaller Avris Thena

Sister Avris takes personal pride in the fact that she has served on so many battlefields that more of her skin is scarred than pristine. Both of her legs from the knee down and her right hand have been replaced with elaborate augmetics and these, along with the chirurgeon’s mechaendrite extending from her right shoulder, mean that she bears significant resemblance to the Tech-Priests of Mars. But after a few moments in her company, no one could truly mistake her for anything other than a Sister Hospitaller. She is as firm a devotee of the Imperial Creed as can be found.

Sister Avris has helped to swing the tide of many wars, and the battle for Balthazar is no exception. Her surgical talents are regularly put to use transforming repentant heretics into arco-flagellants, ensuring that the augmetic electro-whips and intrathecal autoinjectors integrate seamlessly into their bearer’s physiology. Her infirmary has a near-insatiable demand for heretics, and she regularly sends Agents on missions into enemy territory to capture as much ‘raw material’ for her work as possible. It is said that she ensures that every heretic who enters her infirmary repents before they are granted the blessing of a death — though whether she achieves this through discourse or other means is a secret she keeps close to her chest.

THE EXALTED
& THE PROFANE

EXEMPLARS
OF FAITH

SERVANTS
OF THE
OMNISIAH

TALENTS

PATHS TO
GLORY

HALLOWED
GROUND



Sister Eklavira

For such a junior member of the order of the Sanctified Shield, Sister Eklavira has been granted a remarkable degree of autonomy. Before the war for Balthazar, she was often found exploring sites of possible religious interest, surveying ancient battlefields or attending high society auctions, constantly on the lookout for religious relics. Now that the battle lines are drawn, she has thrown herself into the fray with tremendous vigour, scouring the burning hive-cities of the continental south in the search for lost artefacts.

One such artefact is the Spear of Saint Miranda, held in Perihelion's Cathedrum prior to its fall. The heretic governor has been seen wielding a weapon matching the description of the Spear — albeit desecrated with symbols of Khorne and severed heads. Sister Eklavira has sworn a holy oath to recover and cleanse the spear, or else destroy it forever.

Sister Eklavira is a short, dark-haired woman, usually wearing a simple black cassock belted around her waist, where her Autopistol almost always rests. When actively involved in field work she exchanges these simple clothes for a suit of flak armour. She has been given the use of one of the order's few gun-cutters, the *Vox Dei*, and is often looking to employ useful Agents to assist her in tracking down and recovering the treasures of the Cult Imperialis.

Hadrianus the Firebrand

Hadrianus is a pale man of indeterminate age, cadaverously thin and bald-headed, his eyebrows and eyelashes burned away to frizzled remains. He wears ragged black robes beneath a suit of flak-armour painted with devotional litanies, and carries a Vindictor chainblade adorned with the word '*exterminatus*' in gothic script along its length. It isn't known whether he is native to Balthazar, but his appearance amongst the soldiers there has done much to whip the locals into a frenzied rage against their daemonic attackers.

For all his evident piety, Hadrianus is a man who unknowingly does the work of the Ruinous Powers. In exhorting his followers to commit acts of mindless rage, he renders them vulnerable to the corrupting influence of the Chaos God Khorne, and so his own soul slides further towards damnation. In recent months he has undertaken a pilgrimage of sorts between the loyalist cities of Balthazar's equatorial regions, drumming up support for the crusade and whipping the populace into a paroxysm of bloodthirst and fury. Wherever he goes, assault and murder become common, and it is only a matter of time before his name comes to the attention of the Adepta Sororitas.

If confronted with the nature of whom he truly serves, Hadrianus would be horrified, but the path to damnation is often taken one seemingly virtuous step at a time.



PALATINE ZORAYA Matriana

Palatine Zoraya Matriana is the senior ranking Sister of the preceptory of the Order of the Sanctified Shield. Although numbering only a thousand Sisters widow, a curious twist of fate meant the vast majority of her order were present in the Gilead System at the opening of the Great Rift, and they wield influence far in excess of their numbers.

When the ageing Canoness Athenasia died shortly after the appearance of the Cicatrix Maledictum, Palatine Zoraya assumed overall command of her order, though she refuses to declare herself Canoness until she can make contact with the Abbess Sanctorum to have her position formally ratified. The ranks of the Holy Ossuary have swollen with numerous Sisters of other orders.

FAITHFUL ROLEPLAYING

When roleplaying a character belonging to the Ecclesiarchy, a helpful tip to bear in mind is that all but the most corrupt servants of the Imperial Creed are wholly convinced that the Emperor is a god and the Imperial Creed is literally true. To them, Space Marines are the Emperor's Angels of Death, the Sisters of Battle divinely inspired warriors including some living saints, and that Confessors and Preachers are the interpreters of the will of their god.

Some make the sign of the aquila at moments requiring particular piety — folding the hands across the chest in the shape of an eagle with spread wings — while others litter their speech with devotional phrases such as 'God-Emperor protect thee' and 'For the Emperor!', or quote from the scriptures of the saints (for more Blessings, see page 7).

To be a servant of the Ecclesiarchy is to be a tiny cog in a massive, Imperium-spanning hierarchy, where the rewards of piety can be as great as the punishments for heresy are severe.



THE EXALTED
& THE PROFANE

EXEMPLARS
OF FAITH

SERVANTS
OF THE
OMNISIAH

TALENTS

PATHS TO
GLORY

HALLOWED
GROUND

Those who have lost their allies, or otherwise found themselves isolated and alone, have found a warm welcome and lasting place amongst this sisterhood.

With the war for Balthazar now well underway, Palatine Zoraya has assumed overall command of the war zone, with the full support of the local Ecclesiarchy. Some senior Sisters, most notably the Sister Dogmata Valatia Rimesk, have spoken out against her command, considering it inappropriate that a relatively young palatine of a minor order should assume authority of other, more senior Sisters, but for now Zoraya's hold on power remains firm.

Like the rest of her order, Palatine Zoraya wears armour the colour of bleached bone, with crimson vestments lined in gold. Her Sabbat Pattern helm is crowned with a filigree circlet of golden leaves; she carries a Godwyn-De'az pattern Boltgun, while an exquisitely crafted power sword hangs at her right hip. Burn scars cover the majority of her face and shaven scalp, and a red augmetic glows in place of her left eye. She wears her battle-scars proudly as a mark of the God-Emperor's salvation. She is a compelling and charismatic speaker, and a figure of tremendous inspiration to the majority of the Sisters under her command.

FRAMEWORK: THE ORDER OF THE HOLY OSSUARY

The Sisters of the Holy Ossuary are the backbone of Palatine Zoraya's organisation, though the nature of the Gilead System means that she has been forced to adopt practices that might be considered unorthodox in the wider Imperium. Although she remains fully compliant with the Decree Passive, she accepts the service of Agents of all genders as part of the Frateris Militia, seconding them to the overall command of a Sister of Battle while in the field.

Example Missions:

- The Chapel of Augustinian the Reformer sits on an airless moon in orbit around Enoch. It is there that the bones of the recently deceased Canoness Athanasia are to be laid to rest. With the bulk of the Ecclesiarchy's ships committed to Balthazar, the Palatine can spare a single gun-cutter to carry the Agents and a casket containing the late Canoness's bones to the shrine. However, the Canoness was an enemy of the forces of Chaos for all her long life, and a squad of Heretic Astartes with a score to settle are willing to invest considerable time and effort to take their revenge on her remains.
- A squad of Battle Sisters has become stranded behind enemy lines on one of Enoch's satellites. A lesser commander might consider them beyond help, but not the Palatine. The Agents are sent to locate the lost mission and extract the Sisters, along with the group of civilians they had rescued from the moon's mines.

FRAMEWORK: THE PALATINE'S LEFT HAND

For all that Palatine Zoraya is happy to present herself as an uncomplicated warrior, she is well aware that the Adepta Sororitas are not without their enemies, and that sometimes actions must be taken out of the public eye. Her 'left hand' is a carefully selected group of spies, assassins, and infiltrators willing to undertake deeply reprehensible actions for the sake of the Order, the Ecclesiarchy, and the God-Emperor, even if they will never receive recognition for their efforts.

Example Missions:

- A magnificent procession is arranged to transport the bones of an Imperial Saint to a newly built cathedrum in the planetary capital of Enoch, and pilgrims are flocking from all corners of the Gilead system. But word has reached the Palatine's ears that a prominent but unnamed member of the Ecclesiarchy, perhaps jealous of her influence, plans to have her assassinated during the ceremony. Rather than change her plans, the Palatine has decided to draw out the assassin by proceeding as though she knows nothing. The Agents are given the task of ensuring that the attempt is foiled before it can begin, and that the cardinal's assassin is delivered into her hands for questioning.
- The war for Balthazar is raging, and the city of Praxania is a vital staging post for the Ecclesiarchy's troops. Some seemingly unconnected acts of sabotage have hindered their progress, and the Palatine has suspicions that a heretical cult of resistance is spreading through the city. The Agents are provided with false identities and sent into the city to infiltrate the heretic cult, identify its leaders, and bring them in to face the Palatine's justice.



ECCLESIARCHY WARGEAR

The servants of the Emperor demonstrate their faith through action, their martial prowess bolstered by the wargear they use. From the simplest Novitiate's blade to a Canoness's ancient power sword, all are wielded with reverence and respect, for these are the relics through which His holy will is made manifest.

Anointed Halberd

One of the characteristic weapons carried by the Celestian Sacresants, this nine-foot power weapon bears a curved axe blade on one side of its haft, and a vicious spike on the other. Its main advantage is its reach, allowing the wielder to level the field of battle when fighting unnaturally large opponents.

Hallowed Mace

Some Celestian Sacresants prefer to exchange the superior length and cutting edge of the Anointed Halberd for the sheer destructive power of a Hallowed Mace. Capable of crushing armour and shattering bones, the flanged head of this heavy melee weapon descending has been the last sight of many a heretic.

Mace of the Righteous

The symbol of office and weapon of the Sisters Dialogus, to wield a Mace of the Righteous is to command the fear and respect of the Adepta Sororitas.

Often etched with extracts from devotional prayers, the most ornate have an integrated censer, spewing billowing clouds of sacred incense with each devastating swing.

Novitiate Melee Weapon

On entering the cloister for the first time, a Novitiate is given a weapon along with her vestments, armour, and veil. Most commonly this takes the form of a sword, although maces and one-handed spears are preferred by some of the Orders Minoris.

Compared to the armaments of fully-fledged Battle Sisters these weapons are simple, but their robust construction ensures efficacy for a lifetime, transmitting the forceful fervour with which they are wielded to the malign foes of the Adepta Sororitas.

Spear of the Faithful

To wield a Spear of the Faithful is to be accorded a high honour indeed. Those with skill in its use can turn it to advantage in both attack and defence; setting it to receive a charge, or parrying an incoming attack.

Vindictor

For those whose mission requires both the blade of a chainsword and a flamer's cleansing light, the vindictor chainblade — four feet of whirling steel with a flame unit built into the grip — is the ideal weapon. It should be used only by those with the necessary training, lest it become more of a danger to allies than the enemy.

ECCLESIARCHY MELEE WEAPONS									
Name	Damage	ED	AP	Range	Traits	Value	Rarity	Keywords	
Anointed Halberd	(S) +7	+4	-3	2	Blessed (1)	7	3	IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS	
Hallowed Mace	(S) +6	+4	-2	1	Blessed (1), Brutal	6	2	IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS	
Mace of the Righteous	(S) +6	+6	-2	1	Blessed (2), Brutal	8	3	IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS	
Novitiate Melee Weapon	(S) +4	4	-	1	Parry	4	1	IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS	
Spear of the Faithful	(S) +7	+6	-3	2	Parry, Blessed (2)	6	3	IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS	
Vindictor	(S) +5	+5	-2	2	Brutal, Inflict (On Fire)	5	2	FLAME, IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS	

THE EXALTED & THE PROFANE

EXEMPLARS OF FAITH

SERVANTS OF THE OMNISIAH

TALENTS

PATHS TO GLORY

HALLOWED GROUND

Artificer-crafted Storm Bolter

These exquisite double-barrelled bolt guns are given to Sisters who have proven themselves particularly zealous in leading a charge. Capable of delivering a twin volley of explosive bolter rounds at devastating speed, there are few targets that can withstand a sustained assault. Their sole disadvantage is the rate at which they burn through blessed bolt-shells.

Ministorum Flamer

Favoured by zealots and Adeptus Ministorum preachers as well as Sisters of Battle, these flamers spit gouts of cleansing fire, delivering the souls of heretics from their sinful lives. It is considered particularly holy to deploy Flamer, bolter, and Meltagun together, forming the holy battlefield trinity as the scriptures dictate.

Ministorum Hand Flamer

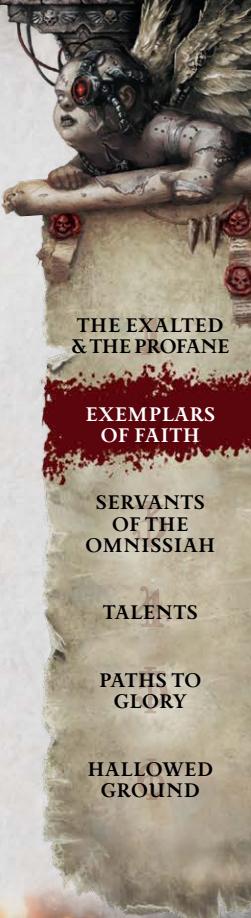
A smaller pattern of flamer, this pistol is less powerful than its larger sibling, but considerably more portable. Zealots and preachers often carry one alongside their melee weapons, to draw a fight to a swift and painful close, or to cleanse any remains in its aftermath.

Ministorum Shotgun

Sometimes precision is less important than covering a wide area, and in those circumstances an Adeptus Ministorum shotgun is the ideal solution.

Particularly prized by missionaries serving on frontier worlds, Minitorum Shotguns are cheap and readily available, and highly effective against unarmoured or lightly armoured targets.

ECCLESIARCHY RANGED WEAPONS												
NAME	DAMAGE	ED	AP	RANGE			SALVO	TRAITS	VALUE	RARITY	KEYWORDS	
				SHT	MED	LNG						
Artificer-crafted Storm Bolter	10	+2	-	12	24	36	4	Brutal, Heavy (3), Rapid Fire (4), <i>Mastercrafted</i>	7	3	BOLT, IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS	
Ministorum Flamer	11	+2	-	6	12	18	1	Flamer	6	3	FLAME, IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS	
Ministorum Hand Flamer	8	+2	-	6	12	18	1	Flamer, Pistol	6	3	FLAME, IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS	
Ministorum Shotgun	9	+2	-	6	12	18	1	Spread	4	2	PROJECTILE, IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS	
Vindictor (Shooting)	11	+2	-1	4	8	12	0	Flamer	5	2	FLAME, IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS	



Novitiate Armour

Usually taking the form of a close-fitting corselet, vambraces, and greaves, this suit of carapace armour provides light protection without sacrificing mobility.

Sacresant Shield

Polished to a gleaming shine and embellished with the sacred icons of the Adepta Sororitas, these powered shields provide considerable protection against assault. Many orders ensure they are blessed before and after every battle, a process involving anointment and the sacred litanies of cleansing.

ARMOUR					
NAME	AR	TRAITS	VALUE	RARITY	KEYWORDS
Novitiate Armour	3		3	2	IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS
Sacresant Shield	*3	Shield, Power Field	6	3	FORCE FIELD, IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS





SERVANTS OF THE OMNISIAH



The Cult Mechanicus is older by far than the Imperium of Mankind, having formed during the Age of Strife when the long forgotten empires of Humanity were shattered and isolated by warp storms. Mars had long been a centre of technology and industry in the Sol system, but it remained a harsh planet, and with the collapse of interstellar trade it suffered heavily. As terraforming processes malfunctioned and pollutants built up, Mars began to experience heavy levels of radiation, driving the survivors to bunker-like shelters beneath the surface. Mutants, rogue psykers, abominable intelligences, and petty warlords plagued the Red Planet, threatening to extinguish all that remained of technological civilisation in the Sol system.

It was only with the rise of the Cult Mechanicus, preaching the worship of the Omnisiah, that order was slowly reestablished. Their devotees avidly replaced 'weak' flesh with powerful mechanical augmetics that allowed them to survive under harsh conditions. According to their creed, it was a holy task to gather and guard Humanity's technology, so much of which had been lost during the Age of Strife. As their power waxed, the dangers of the surface were incrementally overcome by agonising fractions, and the secrets of the Dark Age of Technology partially unravelled to reveal how infinitesimal their knowledge was, and how long their service to the Machine God was to be. Long before the Emperor had reunited Terra, Mars was casting colony vessels out into the void, many of which went on to found the first Forge Worlds.

With the Treaty of Olympus, the Emperor brought the Martian Mechanicus into the Imperium — separate entities bound together for common benefit. Henceforth they lent their support to the Great Crusade as it swept across the stars.



THE EXALTED
& THE PROFANE

EXEMPLARS
OF FAITH

SERVANTS
OF THE
OMNISIAH

TALENTS

PATHS TO
GLORY

HALLOWED
GROUND

It was a time of great learning for the Cult Mechanicus, as many technological secrets lost on Mars still existed in precious fragments across the scattered Human worlds claimed by the Crusade. New Forge Worlds were created, and old ones brought back into the fold. The Imperium allowed the Adeptus Mechanicus near-total control over technology, giving them a uniquely powerful position. Most of the greatest technological wonders the Adeptus Mechanicus — and indeed, the Imperium — possesses were created during this period.

However, the Adeptus Mechanicus of today is not the Mechanicum of that vaunted golden age. Successive schisms have irreparably scarred the Red Planet. The most destructive of these was the Horus Heresy, which saw the formation of the accursed Dark Mechanicum and open warfare between God-Engines on the surface of Mars. In the wake of this disaster the Mechanicum became more closely tied to the Imperium, taking the title 'Adeptus Mechanicus'. Many precious relics and databases were destroyed, stolen, corrupted or simply left rusting and forgotten beneath layers of newer construction. It is rare, in this age, for technology to be uncovered, and rarer still for original research to be conducted. While Explorator Fleets travel the stars, the vast majority of the Adeptus Mechanicus have turned their gaze inward, seeking to simply husband the secrets they have left. Rote and ritual have replaced genuine understanding, and the superstitious aspects of the Cult have become ever more pronounced.

This isn't to say that the Adeptus Mechanicus are a spent force. In recent history Archmagos Belisarius Cawl implemented mysterious new patterns, including the Primaris Astartes. However, news of these miraculous achievements has done little — if anything — to shift the Adeptus Mechanicus from a mindset as inflexible as ceramite, determined to hoard and catalogue knowledge and bathe in the dusty stultification of the past, rather than embrace the smallest spark of innovation. The Forge Worlds remain beating hearts of industry throughout the Imperium, each a miracle of the Fabricator's arts, capable of churning out the millions of technical patterns necessary to maintain a voidfaring civilisation through rote practice and ritualistic reverence. The Skitarii manifolds of the Adeptus Mechanicus are amongst the most feared warriors in the galaxy, and the fleets of Mars are equipped with terrifying arcane weaponry from the Dark Age of Technology, deployed mercilessly in their endless quest for knowledge.

Tens of thousands of Tech-Priests and millions of Tech-adepts toil daily both on the Forge World Avachrus and across the Gilead System, providing desperately needed hope in the darkest of times. Protecting them are legions of loyal Skitarii and combat servitors. Each Foundry is led by a cunning Magos whose augmented genius is far beyond normal Human capability. Above them all, the ruthless and brilliant Archdomina Aexekra Vakuul constantly measures probabilities and weaknesses, assigning her resources with merciless logic to secure victory.



ELECTRO-PRIEST

'Primitive peoples believed lightning was the providence of the divine. In this, they were correct.'

— Grieg 108, Choir X-Statica,
Corpuscarii Electro-Priest

Every Electro-Priest is a fanatical warrior, fighting at the forefront of the Adeptus Mechanicus forces, but their ranks are not unified. The Corpuscarii act as the shining beacon of faith and light in the Motive Force, waging war with blistering displays of electrical power. The Fulgurites believe that bio-electricity is wasted on the majority of living organisms, and seek to harvest it in order to put it to better use. The two orders are extremely hostile towards one another, and occasionally come into direct conflict.

Electro-Priests are altered far beyond the augmetic replacements of most servants of the Omnissiah. Their flesh and nervous systems are threaded with microscopic power cables, and their skin is laced with crystalline electoo implants. Together these allow the Electro-Priests to channel electrical energy through special contact points in their palms, releasing bursts of energy, or sapping the Motive Force from the very bodies of their foes.



ELECTRO-PRIEST

Tier 2 Species Human XP 62

KEYWORDS: IMPERIUM, ADEPTUS MECHANICUS

ATTRIBUTES: Toughness 3, Willpower 3, Intellect 4

SKILLS: Scholar 2, Tech 2

ABILITY:

Voltagheist Field

You can roll Determination against Mortal Wounds. Whenever you inflict a Wrath Critical, you can choose to activate a Voltagheist Burst, inflicting Mortal Wounds equal to your Rank on everyone within 5m that doesn't have this ability.

Omnissiah's Tears

You are immune to the *Blinded* Condition.

Electro-Priest Schism

You are either a Corpuscarii Electro-Priest or a Fulgrite Electro-Priest. Choose from the options below.

CORPUSCARII ELECTRO-PRIEST

Tier 2 Species Human XP 10

ABILITY: Omnissian Proliferation

You can sacrifice half of your Maximum Shock to fully restore electrical power to technology of Huge or smaller Size. At the Gamemaster's discretion, this ability can also be used to repair weaponry, recharge ammo packs, or be used for Tech Interaction Attacks.

WARGEAR: Corpuscarii Robes, Electrostatic Gauntlets

SUGGESTED ATTRIBUTES XP 50

ATTRIBUTE	S	T	A	I	Wil	Int	Fel
-----------	---	---	---	---	-----	-----	-----

RATING	3	4	4	3	3	4	1
--------	---	---	---	---	---	---	---

SUGGESTED SKILLS XP 30

Awareness 2, Ballistic Skill 2, Scholar 3, Tech 3, Weapon Skill 2

FULGRITE ELECTRO-PRIEST

Tier 2 Species Human XP 10

ABILITY: Syphoned Vigour

Whenever you deal one or more Wounds with your Electroleech Stave, you may recover an amount of Shock equal to the number of Wounds you dealt.

WARGEAR: Fulgrite Robes, Electroleech Stave

SUGGESTED ATTRIBUTES XP 54

ATTRIBUTE	S	T	A	I	Wil	Int	Fel
-----------	---	---	---	---	-----	-----	-----

RATING	4	4	2	4	3	4	1
--------	---	---	---	---	---	---	---

SUGGESTED SKILLS XP 24

Awareness 2, Scholar 3, Tech 3, Weapon Skill 2

PTERAXII

'Thought they was some sort of daemon flying overhead, afore I realised they were cog-folk. Still, seeing what they did to them heretics, they're far from human... I'm glad they're on our side.'

— Corporal Thune Madu, Ostian Guard

PTERAXII

Tier	2	Species	Human	XP	102
------	---	---------	-------	----	-----

KEYWORDS: IMPERIUM, ADEPTUS MECHANICUS, SKITARI, [FORGE WORLD]

ATTRIBUTES: Strength 5, Toughness 3, Agility 5

SKILLS: Ballistic Skill 1, Pilot 2, Tech 1, Weapon Skill 1

ABILITY:

Heavily Augmented

Your body has been redesigned to withstand the rigours of war. You do not bleed (making you immune to the *Bleeding* Condition) and gain +Rank bonus dice to Determination rolls.

Skyborne Specialist

You are either a Pteraxii Skystalker or a Pteraxii Sterylizor. Choose from the options below.

PTERAXII SKYSTALKER	XP	10
---------------------	----	----

ABILITY: Fleeting Barrage

When you Fall Back, you can make a ranged attack as a Free Action.

WARGEAR: Pteraxii Flight Pack, Pteraxii Talons, Fléchette Carbine, Skitarii Auto-cuirass

SUGGESTED ATTRIBUTES						XP	54
----------------------	--	--	--	--	--	----	----

ATTRIBUTE	S	T	A	I	Wil	Int	Fel
RATING	5	4	6	3	2	3	1

SUGGESTED SKILLS						XP	24
------------------	--	--	--	--	--	----	----

Awareness 1, Ballistic Skill 3, Medicae 1, Pilot 3, Tech 2, Weapon Skill 1

PTERAXII STERYLIZOR	XP	10
---------------------	----	----

ABILITY: Darting Hunter

When you Fall Back, you can Charge as a Free Action.

WARGEAR: Pteraxii Flight Pack, Pteraxii Talons, Phosphor Torch, Skitarii Auto-cuirass

SUGGESTED ATTRIBUTES						XP	50
----------------------	--	--	--	--	--	----	----

ATTRIBUTE	S	T	A	I	Wil	Int	Fel
RATING	5	4	5	4	3	3	1

SUGGESTED SKILLS						XP	28
------------------	--	--	--	--	--	----	----

Awareness 1, Ballistic Skill 2, Medicae 1, Pilot 3, Tech 2, Weapon Skill 3

To serve as this type of Skitarii is to be broken apart and reforged for a new purpose. Nonessential flesh is pared away to reduce weight, and redundant cognitive processes are trimmed to increase spatial perception and reaction speed. Several bones are removed and replaced with lighter, stronger materials, while hands and feet become wickedly sharp augmetic talons. Artificial muscle bundles and connective spars are attached directly to the Skitarii's skeleton, circulatory system, and spinal column. Finally, these new wings are draped in a layer of living membrane, and further augmented with flight packs, turning the Pteraxii into agile and ferocious flying creatures.

As part of their final preparation, each Pteraxii is designated either a Skystalker, hunting its prey from high above with ranged weaponry, or a Sterylizor, swooping to strike at close range with incendiary weapons and claws.



THE EXALTED & THE PROFANE

EXEMPLARS OF FAITH

SERVANTS OF THE OMNISIAH

TALENTS

PATHS TO GLORY

HALLOWED GROUND

SERBERYS

'Tireless shall we chase our prey ++ Merciless shall we strike our foes ++ Sharp shall be our talons ++ And bright our flames ++ We are shining steel and boundless power ++ We are the cold fury of the Machine God ++ Where we ride, all doubt perishes'

— Traditional battle cant,
Serberys Cadre Upsilon-Rho, Avachrus

Only the most promising Skitarii are chosen for the honour of being assigned to a Serberys unit, but the selection process is as much about the bond they form with their mounts as their combat capabilities. Those trained for scouting and tracking are referred to as Raiders, and their Cybercanids employ an upgraded auspex system which provides them with a flood of additional information. Those used as terror-troops for breaking enemy formations are designated Sulphurhounds, and their mounts have horrifying incendiary implants that allow them to breathe burning sulphur over their foes. In either case, the rider is expected to master suitable weapons to complement their mount's style of combat, their aim benefiting from the gyro-stabilisation system built into the ornate saddles. With training, the two come to operate more effectively than the sum of their components.



SERBERYS

Tier	2	Species	Human	XP	91
------	---	---------	-------	----	----

KEYWORDS: IMPERIUM, ADEPTUS MECHANICUS, SKITARI, [FORGE WORLD]

ATTRIBUTES: Toughness 5, Agility 4

SKILLS: Awareness 1, Ballistic Skill 3, Pilot 2, Survival 1, Tech 1, Weapon Skill 1

ABILITIES:

Heavily Augmented

Your body has been redesigned to withstand the rigours of war. You do not bleed (making you immune to the Bleeding Condition) and gain +Rank bonus dice to Determination rolls.

Serberys Specialist

You are either a Serberys Raider or a Serberys Sulphurhound. Choose from the options below.

SERBERYS RAIDER	XP	30
-----------------	----	----

ABILITIES:

Eye of Serberys

You have the *Deadshot* Talent (*Wrath & Glory Rulebook*, page 131).

Skirmisher

If you are not surprised at the start of combat you may immediately Move or command your mount to Move.

WARGEAR: Raider Cyber-beast, Galvanic Carbine, Cavalry Sabre (Sword), Skitarii Auto-cuirass

SUGGESTED ATTRIBUTES	XP	63
----------------------	----	----

ATTRIBUTE	S	T	A	I	Wil	Int	Fel
RATING	3	5	6	3	2	2	1

SUGGESTED SKILLS	XP	14
------------------	----	----

Awareness 2, Ballistic Skill 4, Pilot 2, Survival 1, Tech 1, Weapon Skill 1

SERBERYS SULPHURHOUNDS	XP	30
------------------------	----	----

ABILITIES:

Pistoleer

You have the *Dual Wield* Talent (*Wrath & Glory Rulebook*, page 133).

Rad-saturated

Whenever an individual enters Engagement with you or starts their Turn Engaged with you they must make a Toughness Test with a DN equal to your Rank x2. If they fail, they are Hindered until the start of their next Turn.

WARGEAR: Sulphurhound Cyber-beast, 2 Phosphor Pistols, Skitarii Auto-cuirass

SUGGESTED ATTRIBUTES	XP	53
----------------------	----	----

ATTRIBUTE	S	T	A	I	Wil	Int	Fel
RATING	3	5	5	4	2	2	1

SUGGESTED SKILLS	XP	24
------------------	----	----

Awareness 1, Ballistic Skill 4, Pilot 3, Survival 1, Tech 1, Weapon Skill 3

CYBERNETICA DATASMITH

'The Kastelan has might, yet without the Datasmith's arts, it is might without a purpose — the mindless exercise of destruction, wasting one of the Omnissiah's greatest gifts. Our task is a holy one, to unite the strength of the Kastelan with the will of the Omnissiah.'

— Datasmith Inductionis Memetica

A Cybernetica Datasmith reigns over a maniple of millenia-old robotic giants, programming these unliving automatons to sow destruction even whilst under fire from the blasphemous enemies of the Adeptus Mechanicus. The creation of a free-willed 'Silica Animus' is decried as an abomination by the Crimson Accord of Mars, but the robots of the Legio Cybernetica are something else entirely.

CYBERNETICA DATASMITH

Tier 3 Species Human XP 101

KEYWORDS: IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, LEGIO CYBERNETICA, [FORGE WORLD]

ATTRIBUTES: Toughness 4, Intellect 5

SKILLS: Scholar 2, Tech 4

ABILITY: Reprogrammer

The DN of any Tech Test you make with a target that has the ROBOT Keyword is halved. Additionally, you can attempt a Tech Test to repair a target with the ROBOT Keyword, restoring their Wounds as though you were making a Medicae Test (*Wrath & Glory Rulebook*, page 124).

WARGEAR: Refractor Field, Power Fist, Gamma Pistol, Datasmith Robes, a Comb i Tool, a Mind Impulse Unit, and any 1 Augmetic Enhancement.

SUGGESTED ATTRIBUTES

ATTRIBUTE	S	T	A	I	Wil	Int	Fel
-----------	---	---	---	---	-----	-----	-----

RATING	4	4	3	3	4	7	1
--------	---	---	---	---	---	---	---

SUGGESTED SKILLS

XP

68

Awareness 3, Ballistic Skill 2, Investigation 3, Leadership 2, Pilot 1, Scholar 4, Tech 5, Weapon Skill 2

SUGGESTED TALENTS

Binary Chatter (*Wrath & Glory Rulebook*, page 130), Jargon (*Wrath & Glory Rulebook*, page 135), Reclamator (page 71), Signal Booster (page 71).

Kastelan Robots are truly mindless constructs composed of long-forgotten technology, purpose built to wage war under the dutiful direction of a specialised Tech-Priest: a Cybernetica Datasmith.

Though undeniably powerful, the devastating potential of a Kastelan Robot would never be realised without the calculating control of a Cybernetica Datasmith. Such automatons can only follow orders, and will continue to repeat their programming ad-infinitum without instruction from such a specialised Tech-Priest. Datasmiths are educated in the arcane practise of manually exchanging the sanctified doctrina-wafers that define the protocols followed by a Kastelan Robot, completing such technologically advanced rituals with calculating exactness even as the clamour of battle rings around them. As such, each Datasmith is necessarily clinical, precise, and a capable warrior in their own right, as well as being a specialist in some of the most mysterious practices of the Adeptus Mechanicus.

THE EXALTED & THE PROFANE

EXEMPLARS OF FAITH

SERVANTS OF THE OMNISSIAH

TALENTS

PATHS TO GLORY

HALLOWED GROUND



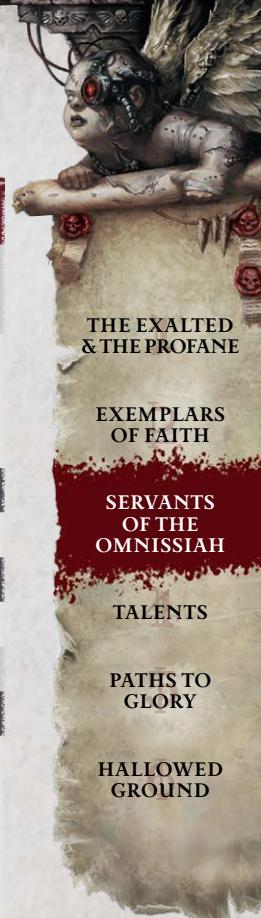
KASTELAN ROBOT

Once these potent ferric warriors marched in vast legions at the behest of the Adeptus Mechanicus, scouring whole alien civilisations from the face of the galaxy. In the current age, the secrets of their construction are long lost, and the remaining few Kastelan are zealously maintained by rites and rituals whose true meanings have long since been obscured by the mists of time. Grouped together into Maniples, they are led into battle by Cybernetica Datasmiths, who manipulate their programming as needed.

SERBERYS CYBERCANIDS

Cybercanid constructs are highly advanced combat servitors, melding the instincts of naturally aggressive creatures with the strength and power of an augmetic frame. They can lope rapidly across almost any terrain, and maintain a noospheric link to their rider, allowing them access to the creature's sensory augmetics. The metal beast itself is a potent engine of war, with razor claws and an armoured hide. Cybercanids are carefully matched to a specific rider, each complementing the other's combat capabilities. Over time the two form a nigh-unbreakable bond of loyalty; should one die, the other will seek vengeance with cold, savage fury.





KASTELAN ROBOT

Tier	1	2	3	4
Threat	A	A	E	E

KEYWORDS: IMPERIUM, ADEPTUS MECHANICUS, LEGIO CYBERNETICA, ROBOT, [FORGE WORLD]

S	T	A	I	Wil	Int	Fel
8	10	2	2	1	1	1

Resilience

16

Defence	Wounds	Shock
1	16	-

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

BONUSES

Battle Protocols: By default, the Kastelan Robot's Aegis Protocol is active. As an Action, an individual with the Tech Skill can make a DN 10 Tech Test to change the Kastelan Robot's Battle Protocol. An individual with the Reprogrammer ability can make this Test as a Simple Action at DN 5.

- **Aegis Protocol:** The Kastelan Robot's Resilience increases to 20.
- **Conqueror Protocol:** The Kastelan Robot's Weapon Skill increases to 10 and it gains +2 bonus dice when it Charges.
- **Protector Protocol:** The Kastelan Robot's Speed is reduced to 0, its Ballistic Skill is increased by 2, and its Resilience is increased to 18.

Robot: This Threat is unaffected by abilities that target the mind, and never needs to make a Resolve Test to continue fighting. Additionally, this Threat is immune to the *Bleeding*, *Blinded*, *Exhausted*, *Fear*, *Pinned*, *Poisoned*, and *Terror* Conditions.

ABILITIES

ACTIONS: **Heavy Phosphor Blaster:** 13 +2 ED / AP -2 / Range 18 - 36 - 54 / Salvo 1 / Melta, Heavy (8)

Incendine Combustor: 12 +2 ED / AP -2 / Range 6 - 12 - 18 / Salvo 2 / Flamer, Heavy (8)

Kastelan Fist: 15 +4 ED / AP -3 / Range 1 / Brutal

COMPLICATION: Dataslot Disruption: If the Kastelan Robot rolls a Complication or a Complication is rolled on a Tech Test targeting the Kastelan, roll 1d6.

If the result is another Complication, the Kastelan Robot uses its next Action to move its Speed in a random direction as dictated by the Scattering rules (*Wrath & Glory Rulebook*, page 186) and attacks the nearest individual.

If the result is not a Complication, the Kastelan Robot's Battle Protocol changes as determined by the GM.

When a Complication is triggered, any character with the **ADEPTUS MECHANICUS** Keyword within 10m can attempt a DN 10 Tech Test to prevent this effect. This Tech Test is DN 5 for individuals with the Reprogrammer ability.

DETERMINATION: Repulsor Grid: Spend 1 Ruin to roll 10d6. Whenever this Threat rolls Determination against a ranged attack they may Shift Exalted Icons to deal 1 Mortal Wound to the attacker for every Exalted Icon Shifted.

ANNIHILATION: Explodes: When this Threat is destroyed, roll 1d6. If you roll a Complication, the Threat explodes with the following profile: 12 +6 ED / Blast (6).

Conviction	Resolve	Speed	Size
1	1	8	Large

THE EXALTED & THE PROFANE

EXEMPLARS OF FAITH

SERVANTS OF THE OMNISIAH

TALENTS

PATHS TO GLORY

HALLOWED GROUND

RAIDER CYBERCANID																							
Tier	1	2	3	4																			
Threat	E	T	T	T																			
KEYWORDS: IMPERIUM, ADEPTUS MECHANICUS, SERBERYS, [FORGE WORLD]																							
<table border="1"> <thead> <tr><th>S</th><th>T</th><th>A</th><th>I</th><th>Wil</th><th>Int</th><th>Fel</th><th></th></tr> </thead> <tbody> <tr><td>4</td><td>6</td><td>3</td><td>4</td><td>3</td><td>1</td><td>1</td><td></td></tr> </tbody> </table>								S	T	A	I	Wil	Int	Fel		4	6	3	4	3	1	1	
S	T	A	I	Wil	Int	Fel																	
4	6	3	4	3	1	1																	
Resilience																							
11 (Serberys Auto-cuirass)																							
Defence	Wounds	Shock																					
3	8	4																					

SKILLS: Athletics 6, Awareness 5, Intimidation 5, Stealth 4, Weapon Skill 7

BONUSES

Cybercanid: This Threat ignores Difficult Terrain.

Gyro-stabilised Saddle: Whenever the Cybercanid is being ridden by its bonded Serberys rider, the bonded Serberys rider may reroll any Wrath Die that rolls a Complication, and must take the second result.

Noospheric Link: Whenever the Raider Cybercanid is being ridden by its bonded Serberys rider, the bonded Serberys rider may use its movement to command the Raider Cybercanid to move and take an Action.

ABILITIES

ACTIONS: Clawed Limbs: 8 +3 ED / Range 1 / Brutal

DETERMINATION: Enhanced Bionics: Spend 1 Ruin (or Wrath, if the cyber-beast is your mount) to roll 6d6. This Threat can roll Determination against Mortal Wounds.

Conviction	Resolve	Speed	Size
3	2	12	Large

SULPHURHOUND CYBERCANID																							
Tier	1	2	3	4																			
Threat	E	T	T	T																			
KEYWORDS: IMPERIUM, ADEPTUS MECHANICUS, SERBERYS, [FORGE WORLD]																							
<table border="1"> <thead> <tr><th>S</th><th>T</th><th>A</th><th>I</th><th>Wil</th><th>Int</th><th>Fel</th><th></th></tr> </thead> <tbody> <tr><td>4</td><td>6</td><td>3</td><td>3</td><td>3</td><td>1</td><td>1</td><td></td></tr> </tbody> </table>								S	T	A	I	Wil	Int	Fel		4	6	3	3	3	1	1	
S	T	A	I	Wil	Int	Fel																	
4	6	3	3	3	1	1																	
Resilience																							
11 (Serberys Auto-cuirass)																							
Defence	Wounds	Shock																					
2	8	4																					

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

BONUSES

Cybercanid: This Threat ignores Difficult Terrain.

Gyro-stabilised Saddle: Whenever the Cybercanid is being ridden by its bonded Serberys rider, the bonded Serberys rider may reroll any Wrath Die that rolls a Complication.

Noospheric Link: Whenever the Cybercanid is being ridden by its bonded Serberys rider, the bonded Serberys rider may use its movement to command the Cybercanid to move and take an Action.

ABILITIES

ACTIONS: Clawed Limbs: 8 +3 ED / Range 1 / Brutal
Sulphur Breath: 10 +2 ED / -2 AP / Range 6 - 12 - 18 / Salvo 0 / Assault, Flamer

DETERMINATION: Enhanced Bionics: Spend 1 Ruin (or Wrath, if the cyber-beast is your mount) to roll 6d6. This Threat can roll Determination against Mortal Wounds.

Conviction	Resolve	Speed	Size
3	2	12	Large



OMNISSIAN REINFORCEMENTS

For as long as the Adeptus Mechanicus have existed, they have had to protect themselves from the threats of the galaxy. While their military forces are not quite as vast as those of the Astra Militarum or as individually puissant as the Astartes, their mastery of — and unparalleled access to — advanced technology makes them potent far beyond their numbers. The two greatest tasks entrusted to their armies are defence of the sacred Forge Worlds, and seizing targets that have been designated likely to advance the Quest for Knowledge. Their secondary goals are assisting the Imperium in its greater battles, and facing down hereteks, such as the Dark Mechanicum, wherever they might be found. Individual Adeptus Mechanicus armies are also assembled to support miscellaneous goals deemed important to security or productivity. In this the Adeptus Mechanicus can usually rely on support from their fleets of ancient and highly advanced voidships, which are perfectly capable of performing all normal military operations, up to and including conquering entire planets. Unseen to an outsider, the noosphere around an Adeptus Mechanicus army coruscates with the data-psalms of the faithful marching to war.

As a religious body, Adeptus Mechanicus forces are often separated along curious lines; individual sects and orders, each one cleaving to its own secrets and teachings. Many give primacy to different aspects of the Omnissiah, and many of these groups are actively competitive or even hostile to one another.

No assessment of the might of the Adeptus Mechanicus would be complete without mentioning the God-Engines of the Collegia Titanica. These vast humanoid constructs represent the apex of destructive capability, and recognise no equal on the battlefield. Requiring specially interfaced pilots known as Princeps, each Titan is a colossus unshackled from time, a Leviathan of ruination that has waged catastrophic war since before the dawn of the Imperium. The Titans were constructed using incomprehensible technologies that would stretch the knowledge of the wisest Magos, and as such all are precious, potentially irreplaceable relics that are guarded in battle by swarms of honoured Secutarii, savage Skitarii who repel enemy infantry.

Aside from starship weapon-batteries, the most singularly potent offensive capabilities of the Adeptus Mechanicus are found under the command of the Centurio Ordinatus. These are vast and powerful weapons of war, no two quite alike after tens of thousands of years of operation and repair. Many of these incredible war engines work on principles only hazily understood by the Adeptus Mechanicus, and their existence is so precious that their use is very seldom authorised. It's said that weapons of this type were much more common during the Great Crusade, but that in the aftermath of the Horus Heresy, most remaining examples were sealed away, their locations lost to the data-vaults of the Adeptus Mechanicus.

DEFENDERS OF KNOWLEDGE

The Adeptus Mechanicus have been forced to be more creative in their operations in Gilead than their hidebound traditionalism would generally allow. Without interstellar trade, many patterns of equipment have had to rely on locally produced parts made from available resources. This has resulted in increased production time to negate the transgression of lowered standards, but in a few cases has inspired adaptive changes that have actually improved efficiency or surpassed previous performance without wholly flaunting the ancient strictures of Mars. Few are aware of this near blasphemous behaviour, and those involved are bound to secrecy by shame — if the truth were to be revealed, the consequences would be dire.

With rising quotas and dwindling supplies, the various Magos of Avachrus have found themselves in mortal catastrophe. Many have begun sponsoring expeditions across Gilead to search for archaeotech, fresh resource deposits, or ancient archives that might assist them in achieving their goals. Some have even made overtures to independent traders, smugglers, and even pirates, exchanging technological services for unavailable materials. This has created such a tangled web of competing treasure-hunters and mercenaries that conflicts and skirmishes are common.

Adeptus Mechanicus politics are more complex than those of any Imperial hive world. Even a small dip in productivity can translate into a downward trend, spelling the end of a once-promising career.

THE EXALTED & THE PROFANE

EXEMPLARS OF FAITH

SERVANTS OF THE OMNISSIAH

TALENTS

PATHS TO GLORY

HALLOWED GROUND

Some are not above using force to sabotage the production of their competitors in order to improve their own standing, furthering their particular worship of the Machine God while sacrificing a less efficient form of reverence. While the Archdomina would harshly punish any Magos incompetent enough to be caught in such a scheme, she also quietly encourages this kind of competition. For one thing, it keeps her underlings divided, and for another it keeps security watchful.

The Adeptus Mechanicus cast avaricious eyes at the other worlds of Gilead, believing they could be much more efficiently administered under their rule. If they had their way, most of the planets would be strip-mined to feed the hungry forges of Avachrus. For the moment, they have neither the military strength nor political power to achieve this goal.

BATTLEZONE: THE KAURDAR BREACH



Officially, even the Archdomina does not have the right to command the great fortress of the Legio Kaurthos on Avachrus (**Wrath & Glory Rulebook**, page 299). Its remaining members look to their own formidable defences to maintain that isolation. However, one part of the Kaurdar complex is vulnerable to penetration, due to a slowly cascading failure in the plasma power grid that the defenders have been unable to repair. With increasing frequency, this section of the defences loses power while the system vents excess plasma to avoid explosive overload. Given the sheer size of the complex, there's very little that the overstretched guardians can do — if they admit the problem and request assistance then Archdomina Vakuul (**Forsaken System Player's Guide**, page 67) will use it as an excuse to seize control.

Of course, the Archdomina has her spies and auger-arrays. Rather than seeking political advantage or simply waiting for the fortress to yield to her command in return for aid, she has decided to exploit the weakness and seize control of the facility directly.

According to her calculations, it should be possible for a small force to achieve a swift and relatively bloodless victory. With Kaurdar under her control, her rule over the Adepts Mechanicus in Gilead will be cemented.

Unfortunately, the Adepts Mechanicus aren't the only ones probing the boundaries of Kaurdar. The initial observation forces sent to staging posts outside the 'Kaurdar Breach' have encountered Necron warbands of unknown providence amassing in the region. They speculate that the mechanical abominations are keen to repurpose the archaeotech and weaponry of the Legio Kaurthos to their own ends, though the unknown truth of their xenos designs is likely far more sinister. Horrified, the Archdomina quickly and covertly shifted further military assets to the region, hoping to secure it from the xenos threat. In turn, the Necrons have steadily increased their presence, to the point where the entire area regularly becomes a battlefield.

When the Kaurdar Breach opens, both Vakuul's forces and the Necrons scramble for a foothold, but so far have always ended up battling each other instead of seizing their prize. If the Archdomina were to coordinate with the Kaurdar defenders, it is likely they could pour devastating fire upon the Necron forces, but that would require answering awkward questions about why her forces were operating unannounced so close to the fortress. The Adepts Mechanicus find their blasphemous mechanical enemies particularly frustrating. Although the Necrons have few warriors, they have proven adept at bypassing Adepts Mechanicus systems. Were it not for the efforts of Magos Stetol Pavarnus, this situation would be far worse. Under his guidance many crucial systems have been successfully hardened against the Necrons.

Although Necron remains usually phase out upon death, a few fail to activate, leaving fragments of xenos technology scattered across the battlezone. The lure of the forbidden knowledge these artefacts represent has claimed many of the Tech-Priests in the region, some of whom are deeply involved in mysterious research projects. Times being as desperate as they are, some of the Foundries may welcome any advantages that can help them sustain output. Perhaps even Vakuul would turn a blind eye to such projects — preparing to reward or punish depending on the outcomes achieved.

The Breach area itself is a lightless zone dominated by enormous crystalline formations jutting from the ground like bizarre plants. This terrain gives plenty of cover, with ample opportunities for ambushes and sniping. The crystals also interfere with auspex returns, ensuring most combat happens at close quarters.

Outpost Nemo

This heavily camouflaged command outpost features several defence-laser emplacements and a tight-beam uplink to the planetary noosphere. As the scale of the deployment at the Kaurdar Breach has steadily increased, new facilities have been excavated beneath the Outpost, until it began to resemble a submerged fortress. The Necrons have attacked Outpost Nemo several times, including one particularly destructive raid by Wraiths that phased directly into the lower levels and slaughtered over a hundred personnel. To stop this happening again, the outpost has become home to a variety of extremely unorthodox research laboratories that would scandalise more conservative Tech-Priests.

All of this mess has been dumped into the lap of Magos Stetol Pavarnus. Under his watchful ocular augmetics, many experimental defences and weapons have been tested to great success against the Necron menace.

The Shattered Monolith

Hidden within the badlands near the breach is an ancient monolith, buried under millions of years of crystalline formations. In the past year or so, the monolith has flickered to life, producing at first only a few Canoptek Scarabs, but expanding slowly to produce an array of more complex Necron forms. With their pitted armour of sinister shimmering steel, the Necrons seem to represent a singular faction, but as yet they have no unifying leader. Their actions are instinctual, honing in on the valuable technology inside the fortress without fully understanding why. As time passes they are slowly acting with more purpose and determination, as if awakening to consciousness after a long slumber. The more they battle the Adeptus Mechanicus forces, the more this process seems to accelerate, as if the threat was acting like a stimulant.

DEVOUT OF THE BREACH

The following characters are important individuals currently operating in the Kaurdar Breach.

Magos-Haptic Grexon Tram

'Distressing. Inefficient. Ineffective. Requires modification. Improvement.'

This ancient Magos cares for the many Cybercanids that patrol the Breach and protect Outpost Nemo. They are usually found tinkering with the equipment or innards of one of their charges, muttering in binaric. A driven and eccentric figure, Grexon has taken the various Adeptus Mechanicus defeats quite personally, and is now engaged in a quest to boost Cybercanid performance in order to correct this problem. Over time their modifications have become more and more extreme, sometimes boosting systems to the point of rapid burn out. Some of the Serberys riders have experienced serious feedback issues which have affected performance. However, the Magos's skill cannot be denied, and their updates have frequently meant the difference between victory and defeat.

Sko Optima-9

'Strike! Drain! Destroy! Absorb!'

A grim and forbidding Fulgorite Electro-Priest, Optima-9 is the leader of the Collapsed Waveform, a small sect seconded to the Kaurdar Breach. Despite their low numbers, the Fulgorites have gained a reputation for effective termination of Necron units, leeching their power and leaving them as disintegrating metal husks. Unfortunately, Optima-9 and many of her followers have found the strange Necron energy compels them to collect more of it, and they are becoming impatient and hard to control. Optima-9 is now so eager to rush into battle that she sometimes upsets careful ambushes through her zeal to consume Necron energies.



THE EXALTED
& THE PROFANE

EXEMPLARS
OF FAITH

SERVANTS
OF THE
OMNISIAH

TALENTS

PATHS TO
GLORY

HALLOWED
GROUND

Wing-Leader Bazalt

'Skree! Skree! Skreeeee!'

Given the large radius that the Adeptus Mechanicus forces have to cover, Pteraxii have served as the eyes and ears of the Arch-Domina's forces in the Breach region. With little atmosphere, the Pteraxii rely more on their thrusters, reducing their manoeuvrability and making their task more hazardous.

Bazalt and his kin cluster within the antennae combs of Outpost Nemo, hanging upside down, plugged into power and fuel lines. This wily old Skitarii has very little vocal capacity left as most of his brain has been rewired for combat, but he is gifted with a preternatural instinct for aerial warfare. He often launches his flocks without any word from up the chain of command, but despite this obvious breach of doctrine, the Tech-Priests have learned to trust his judgement through repeated analysis of his improbably successful endeavours, and he is given a great deal of leeway.

8-X Huss

'++They'll fake a left flank attack, but they'll actually try and hit us from that ridge. We'll let them come — it will give your Sulphurhounds time to circle around and strike at their support units from behind++'

Leader of the Serberys units stationed at Outpost Nemo, 8-X Huss is an ancient veteran that has defended the foundries of Avachrus for centuries. A bizarre amalgam of battle-honours and cybernetics, 8-X Huss has been permanently fused with their Cybercanid, Kherberos. Known for their daring plans and tactical initiative, it has been a long time since this valiant Skitarii lost a battle, but they are quick to withdraw their forces when outmatched. To their mind, the only victory that truly matters is the final one — and that won't be achieved if they lose their forces piecemeal.

As well as directing patrols and raids, 8-X Huss drills her Serberys units in preparation to seize the fortress of Kaurdar. The attack plan calls for a mobile strike force, and the Serberys will function as the tip of the spear until slower units can arrive to provide backup.

The Iron Keeper

'Our calculations cannot presently determine if the subject is an affront to the Omnissiah, or a blessing we do not fully understand. Further research from a suitably safe distance is mandated.'

This Kastelan unit wasn't assigned to Outpost Nemo, but has been sighted multiple times intervening to engage Necron forces in the area. Whatever bizarre imperatives are locked in its doctrina-wafer port, they are either corrupted, or a truly baroque piece of coding. When not fighting, the Keeper seems to tend the surrounding crystals as a garden, carefully repairing battle damage and flattening disturbed soil. Quite how, or why, such a construct came to be roaming the dead surface is unknown, but many of the Adeptus Mechanicus now consider its presence a sign of the Omnissiah's favour. Magos Pavarnus takes a keen interest in sightings of the Keeper; some even say he interprets them as omens for directing policy.

The Instrumentality

'++Your systems have been intercepted. Surrender will earn no mercy, but will make this process more efficient.++'

Wearing the colours of the long-departed Legio Kaurhos, this sinister, spindly figure appears during battles, slaughtering both Necron and Adeptus Mechanicus intruders alike. Clearly some form of Sicarian Ruststalker, it has proven nigh impossible to track through sensory systems, and moves with incredible agility and grace. The only warning of an impending attack is the collapse of vox and auspex systems due to a blinding haywire pulse, swiftly followed by dissection and decapitation via transonic blades. The Instrumentality does not linger, merely slaughters an important target or two, and then disappears back into the crystals from whence it struck. This creature is fast becoming a figure of religious terror amongst the Adeptus Mechanicus troops, who say that its attacks are a holy judgement against those trying to seize the fortress. The being clearly has not communicated their presence to the defenders of Kaurdar, so its true motives remain obscure.

MAGOS STATOX PAVARNUS

Magos Pavarnus is a senior Cybernetica Datasmith who maintains noospheric security for all battle-automata on Avachrus. Having long since retired from front-line combat, he would almost certainly have been anointed to a more senior rank if contact with Mars had been retained. The only member of a rather cryptic and mystical sect within the Legio Cybernetica in the Gilead System, he has repeatedly demonstrated enormous insight into the programming of complex Machine Spirits and in particular how to rid them of hostile scrap code. An apolitical figure, he was Vakuul's first choice to command the Breach once she discovered the Necron presence. She has given him great latitude and resources, and allowed him to hand-pick specialist Tech-Priests from across Avachrus to assist with this endeavour. Pavarnus has largely chosen oddballs and free-thinkers to run the research labs in Outpost Nemo, reasoning both that they can produce the radical outcomes needed to secure victory, and that they would not be missed if disaster did happen. These projects are carefully isolated, so that individual researchers never have the full picture.

Pavarnus is an extremely calm and steady old man. After centuries of life he is nearly unflappable, if given to the occasional cryptic comment or mystical quotation. Within his quarters he keeps a training schedule, practising doctrinal close combat and meditative communion with Machine Spirits to maintain his efficiency. His lab contains the shattered remains of dozens of ancient automata, their cogitators wired together to form what he refers to as the Choir Cybernetica. He spends hours each day mentally linked to the Choir, using them as his personal data-loom and advisory system. The Choir is complex to the point where it might be considered a Silica Animus by some, but it has no true will or directive without Pavarnus.

When Pavarnus seeks help from outsiders, he accesses every scrap of information the Adeptus Mechanicus holds on them beforehand, and usually tailors both 'carrot' and 'stick' as carefully as possible. Despite his urbane manners and frail exterior, he's utterly committed to the Adeptus Mechanicus, and considers every single individual in the Breach expendable if it achieves his overall goal. Currently, he's relishing the challenge of facing the xenos, but he's also prepared to publicly accept responsibility if the operation is exposed.

THE EXALTED
& THE PROFANE

EXEMPLARS
OF FAITH

SERVANTS
OF THE
OMNISSIAH

TALENTS

PATHS TO
GLORY

HALLOWED
GROUND

FAITHFUL ROLEPLAYING

The Adeptus Mechanicus are religious, and while they rarely proselytise, they will not stand for blasphemy or mistreatment of technology in their presence. The Adeptus Mechanicus are not as emotionless as they seem; they are capable of gentle reverence towards machinery, and methodical anger towards their foes. Most are highly traditional, and will argue strenuously against unorthodox uses of technology. When they do speak, they often chatter in binaric or quote the obscure tech-codices which form their scripture. The Adeptus Mechanicus are often obsessed with their own particular task or area of specialty, sometimes to the point of being oblivious to all else. They tend to look upon outsiders as lesser, unable to perceive the glorious complexity of the Cult Mechanicus or the beauty of the noosphere, but potentially still useful components in the Omnissiah's grand plans.



FRAMEWORK: KARDAUR BREACHER

You've been brought to the Breach secretly, and won't be leaving until the job is done. It's a desolate, hellish landscape infested with murderous half-living xenos, and a battlezone the Adeptus Mechanicus won't admit to. There are many experimental pieces of equipment to test, xenos artefacts to be collected, and deadly foes to be slain. And all that's just a dry run for assaulting the most powerful fortification in the system.

Example Missions:

- **Firing Solution:** The Tech-Priests believe that they may have discovered a method of triangulating the exact location of the Necron base in the Breach. They require a dozen experimental auspex units planted throughout the region, including in several sites where patrols have recently gone missing.
- **Test Bed:** The Agents are given an experimental Phase Inhibitor which is theorised to stop Necron teleportation. They are tasked with ambushing a Necron patrol and activating the Inhibitor so that their remains are left behind. Unfortunately, it does not work — in fact it causes Necron warriors to begin phasing in all around the Agents!

FRAMEWORK: UNORTHODOX MINDS

You've been lured to the Breach with the promise of xenos technologies and unfettered research opportunities. You work directly with the 'oddball' Tech-Priests that Pavarnus has collected, assisting them with their research, and cleaning up after their mistakes. Almost anyone can be useful in this kind of work, but especially those with technical knowledge, or the ability to bend the rules or scavenge the war zone. Pavarnus has picked creative problem solvers for this role, but keeps them under observation.

Example Missions:

- **Asset Recovery:** One of Tram's experimental Cybercanids has escaped from the pens, and is hiding in a dense thicket of crystalline growths. It has a tracker, but it's only detectable at short range. Maddened by pain, the Cybercanid is completely feral, but the Magos wants it returned alive.
- **The Great Data Heist:** One of the researchers needs some information held in the private data-vault of a noble house on Gilead Prime, and the Agents are dispatched to pilfer it. What they don't know is that this vault is secretly operated by the Inquisition. Getting the information is one thing, but getting back to Avachrus alive, quite another.

LIMITATIONS
At least one Agent must have the ADEPTUS MECHANICUS Keyword. The remainder must have the IMPERIUM Keyword and not the SCUM Keyword.
WARGEAR
All Agents receive a Void Suit or Respirator and a single dose of Sacred Machine Oil.
BONUS
+1 ED on all attack rolls made against characters with the NECRON Keyword.

LIMITATIONS
At least one Agent must have the ADEPTUS MECHANICUS Keyword. The remainder must have either the IMPERIUM Keyword or the SCUM Keyword.
WARGEAR
All Agents receive a single Augmetic of up to Rare rarity.
BONUS
+2 Bonus Dice on Cunning (Fel) Tests to do with acquiring technological items.

TOLL THE BELL FOR THE SPARK OF LIFE,
SING THE PRAISE OF THE FORGE'S HEART,
STOKE THE FIRES OF ETERNAL WAR.

ADEPTUS MECHANICUS WARGEAR

The Adeptus Mechanicus reserve the most potent wargear for their own use, believing Imperial forces have neither the training nor the reverence to wield such armaments. Many are ancient, temperamental devices, requiring constant adjustment and soothing prayers to function.

Arc Maul

These heavy metal staves sheathe themselves in crackling lightning at the wielder's command. They allow Skitarii to rupture the defences of enemy vehicles and reduce lesser combatants to ash within their armour. Units wielding such weapons are surrounded by crackling static and the stench of ozone.

Cavalry Sabre

The blades of these heavy combat sabres are micro-etched with cutting surfaces and complex electro patterns, allowing them to pass through most armour with distressing ease. When used from atop a mount, the weight and momentum of such a blow are crushing.

Clawed Serberys Limbs

While not quite as sharp as the Cavalry Sabre, Cybercanid claws are extremely tough, and the creatures are trained to slash rapidly and repeatedly at any nearby enemies. A single kick or swipe from these beasts is more than capable of shattering the bones of a fully armoured soldier.

Electroleech Stave

Truly arcane technological artefacts, these grim weapons syphon bio-electrical energy from living creatures and electrical energy from machinery. Wielded only by the Fulgorite sect of Electro-Priests, they leave their enemies as drained husks, repurposing the captured energy for the greater glory of the Omnissiah.

Electrostatic Gauntlets

The Corpuscarii order of Electro-Priests use their abilities to channel blistering arcs of electricity from their dorsal generators through their paired Electrostatic Gauntlets as a display of the Motive Force. Each gauntlet is ringed with sparking coils that charge and focus each outpouring of light and power.

Pteraxii Talons

Pteraxii have sharp hooked talons arrayed in a Mechadactyl Pattern augmetic limb, allowing them to safely lock themselves to a roosting point. Individually, their talons are sharp but not particularly potent, but when they attack in great swarms they are capable of shredding or hampering much more powerful foes.

Taser Goad

A much lighter and less potent version of the Arc Maul, the Taser Goad can be easily wielded in one hand. Upon striking an opponent, bursts of electrical power arc between its two metal prongs. This is a potent and well respected melee weapon that is particularly effective against infantry.

THE EXALTED & THE PROFANE

EXEMPLARS OF FAITH

SERVANTS OF THE OMNISSIAH

TALENTS

PATHS TO GLORY

HALLOWED GROUND

ADEPTUS MECHANICUS MELEE WEAPONS

Name	Damage	ED	AP	Range	Traits	Value	Rarity	Keywords
Arc Maul	(S) +6	3	-2	1	Arc (3), Brutal	7	2	ARC, ADEPTUS MECHANICUS
Cavalry Sabre	(S) +3	3	-1	1	-	3	1	BLADE, ADEPTUS MECHANICUS
Clawed Serberys Limbs	(S) +4	3	-	1	Brutal	-	-	ADEPTUS MECHANICUS
Electroleech Stave	(S) +5	6	-2	1	Agonising, Brutal	7	3	ADEPTUS MECHANICUS
Electrostatic Gauntlets	(S) +5	4	-1	1	Agonising, Brutal	7	3	ADEPTUS MECHANICUS
Pteraxii Talons	(S) +3	2	-1	1	Reliable	-	-	ADEPTUS MECHANICUS
Taser Goad	(S) +5	5	-	1	Agonising	4	2	ADEPTUS MECHANICUS

Archeo-revolver

Exclusive to the Serberys Raiders, you could compare these ancient weapons to certain Imperial stub-guns, but only if you wanted to cause dire offence. An outsized pistol intended for augmetically assisted limbs, its stopping power is legendary. It doesn't hold many rounds, but then again, it doesn't need to.

Flechette Blaster

These delicate looking automatic pistols saturate targets with volleys of needle-thin flechette darts, each of which can manoeuvre in flight to ensure maximum devastation. The Blaster's operation is surprisingly quiet, and targets often stare in confusion as their flesh is stripped away, as if devoured by invisible locusts.

Flechette Carbine

An upgraded version of the Flechette Blaster with a longer barrel and larger body, the Carbine has much greater accuracy at increased range. It maintains the same incredible rate of fire, making it particularly useful for strafing infantry formations. Pteraxxi armed with these weapons become figures of terror.

Gamma Pistol

Issued only to Cybernetica Datasmiths, these exotic archeotech pistols ensure that they are capable of defending themselves — even from their robotic charges, should that become necessary. The ionising radiation pulse emitted by these weapons can burn through almost any substance. To wield one is a sign of honour and trust.

Galvanic Carbine

Although modelled on the ancient hunting flintlocks of Mars, only a fool sees this as a primitive weapon. Incredibly accurate rifles, they use electrical discharges to hurl servitor-guided bullets over long ranges. In the hands of a Raider, they become true instruments of death for the enemies of the Omnissiah.

Phosphor Blast Carbine

Examples of an ancient technology, Phosphor Blast Carbines saturate a large area in burning phosphorus spheres which are particularly difficult to extinguish. Often they are used by Serberys Sulphurhounds not just to kill, but to mark enemies for heavier weaponry to target. Infantry particularly fear such attacks.

Phosphor Blast Pistol

A miniaturised version of the Blast Carbine, the pistol still manages to immolate a large area, but its shorter effective range means that it can sometimes be as much of a threat to friend as foe. Elite Skitarii carry this as a backup weapon to avoid being overwhelmed by enemy infantry.

Phosphor Pistol

Sulphurhounds tend to quickly close with enemies, and many carry matched pairs of Phosphor Pistols as their primary personal armaments. More precise than Blast Pistols, they can still burn clear through a target. Sulphurhounds like to get close enough to touch a foe before unleashing hell upon them.

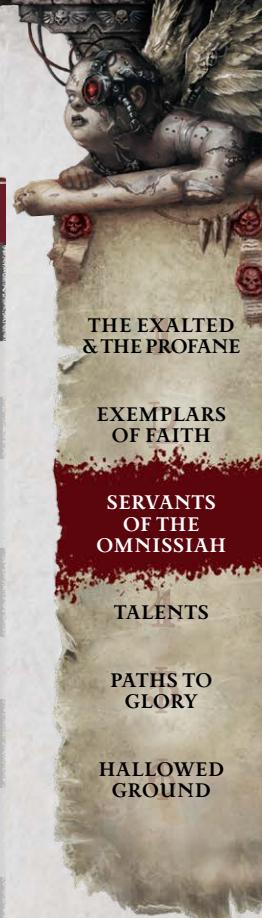
Phosphor Torch

These long-barreled flamer weapons are employed by Pteraxii, and hence are surprisingly light considering their bulk. Originally intended for eradicating vermin in the depths of Adeptus Mechanicus facilities, they have seen increasing use as weapons of war. A torch wielding Pteraxxi can swoop down and immolate whole enemy units in seconds.

Sulphur Breath

When a Cybercanid is augmented for Sulphurhound duty, its face and digestive system are heavily modified. Fed on a diet laced with Nephrium and highly sulphurous promethium, the beast becomes capable of exhaling gouts of burning chemicals that stink like brimstone, causing most opponents to scatter in terror.





ADEPTUS MECHANICUS RANGED WEAPONS

NAME	DAMAGE	RANGE			SALVO	TRAITS	VALUE	RARITY	KEYWORDS		
		SHT	MED	LNG							
Archeo-revolver	12	2	-2	6	12	18	1	Pistol	7	4	PROJECTILE
Electrostatic Gauntlets	11	1	-1	6	12	18	1	Agonising, Brutal	7	3	ADEPTUS MECHANICUS
Flechette Blaster	8	2	-	6	12	18	2	Pistol, Rapid Fire (4)	4	1	PROJECTILE, ADEPTUS MECHANICUS
Flechette Carbine	8	2	-	9	18	27	2	Assault, Rapid fire (4)	4	1	PROJECTILE, ADEPTUS MECHANICUS
Gamma Pistol	13	3	-3	6	12	18	1	Pistol, Rad (3)	8	3	ADEPTUS MECHANICUS
Galvanic Carbine	10	1	-1	9	18	27	2	Rending (1)	5	2	PROJECTILE, ADEPTUS MECHANICUS
Phosphor Blast Carbine	12	2	-1	8	18	27	2	Assault, Blast (4), Melta	8	4	PHOSPHEX, ADEPTUS MECHANICUS
Phosphor Blast Pistol	12	2	-1	6	12	18	1	Blast (4), Melta, Pistol	8	4	PHOSPHEX, ADEPTUS MECHANICUS
Phosphor Pistol	10	2	-1	6	12	18	1	Melta, Pistol	7	3	PHOSPHEX, ADEPTUS MECHANICUS
Phosphor Torch	10	1	-1	6	12	18	1	Flamer, Melta	7	3	PHOSPHEX, ADEPTUS MECHANICUS
Sulphur Breath	10	2	-2	6	12	18	0	Assault, Flamer	-	-	FLAMER, ADEPTUS MECHANICUS

THE EXALTED & THE PROFANE

EXEMPLARS OF FAITH

SERVANTS OF THE OMNISSIAH

TALENTS

PATHS TO GLORY

HALLOWED GROUND





TALENTS

In this tome of faith and forge we present a range of new ways to customise and develop a **Wrath & Glory** Agent, represented through a wide array of new Talents continued from the last instalment of **Redacted Records**. You can use these Talents, with your GM's permission, along with character options from any other **Wrath & Glory** supplements.

JOURNEYMAN CRAFTSWORKER

XP Cost: 10

Effect: You previously held a position as a practitioner of a particular primitive craft, or have picked up such a pursuit in your meagre downtime.

Choose a type of trade appropriate for the 41st Millennium that does not involve the creation of Wargear — carpentry, cartography, jewellery, masonry, painting, sculpture etc. You excel at this craft.

If an enthusiast of the craft witnesses your creations, you gain +Rank bonus dice to social Skills targeting them for the rest of the scene.

If you ever undertake a Skill Test to determine the success of the crafting itself — rolling Stealth (A) to conceal a recording device in a necklace, for example — you gain +Double Rank bonus dice on the Test.

If you have a chance to practise your trade during a Regroup, you reduce your Shock by your Rank.

LIGHTNING REFLEXES

XP Cost: 10

Requirements: Agility Rating 4+

Effect: You blindside enemies by leaping on opportunities the second they become available.

Once per combat, your character can Seize The Initiative (**Wrath & Glory Rulebook**, page 177) without spending Glory.

Additionally, once per combat, when the GM spends 1 Ruin to Seize The Initiative, you can spend 1 Glory to cancel the effect. The Ruin is still spent. You can only use this option if you have not yet taken your Turn, and must now take your Turn immediately.



LONGSHOT

XP Cost: 10

Requirements: Ballistic Skill Rating 2+

Effect: Whilst most battles of the 41st Millennium are fought up close, you prefer to wage war from the other end of a rifle scope, as far from the enemy as possible.

If you spend a Full Round Action setting up a static firing position, the Long Range of your ranged weapons are tripled for as long as you remain in that spot. Weapons with the *Sniper* (X) Trait instead increase their Long Range to one kilometre.

MANUAL LABOURER

XP Cost: 10

Effect: Your background is replete with long hours of exhausting toil, and the lessons learned from those work-gangs are not easily forgotten.

Choose a type of occupational labour appropriate for the 41st Millennium — construction, forge labour, mining, agri-farming, etc. You are an expert in this work.

You gain +Rank bonus dice to all social Skill Tests targeting individuals from the same background.

If you ever undertake a skill Test to determine the success of these labours — rolling Athletics (S) to dig a trench that provides full cover in combat, for example — you gain +Double Rank bonus dice on the Test.

MENDACIOUS

XP Cost: 10

Requirements: Deception Rating 2+

Effect: By confusing your enemy you can set them up for a devastating attack when they least expect it.

When you make a successful Deception Interaction Attack to inflict the *Vulnerable* Condition (*Wrath & Glory Rulebook*, page 190), your target reduces their Defence by 2 instead of 1. Shifts can be spent to further reduce the Defence of your target by 2, instead of 1.

NO ESCAPE

XP Cost: 10

Requirements: Initiative Rating 5+

Effect: You are extremely skilled at blocking enemies from getting past or away from you. Enemies Engaged with you cannot use the Fall Back Combat Action. Additionally, you gain +Rank bonus dice on Reflexive Attack Tests (*Wrath & Glory Rulebook*, page 184).

OLD RELIABLE

XP Cost: 10

Effect: From the standard-issue rifle of the Imperial infantryman, to the Godhammer lascannons of Astartes Land Raiders, the enduring ubiquity of laser weaponry is a testament to their rugged dependability. You know just how to kindle the Machine Spirits of las-weapons to the pinnacle of reliable, efficient destruction.

When you use a weapon with the **LAS** Keyword and the *Reliable* Trait, rolling a 1 on the Wrath Die does not trigger a Complication. This effect does not apply when you are Dying.

Additionally, whenever you use an effect that would expend Las Ammo, roll a Wrath Die. If you roll an Exalted Icon, you do not expend that Las Ammo.



THE EXALTED
& THE PROFANE

EXEMPLARS
OF FAITH

SERVANTS
OF THE
OMNISIAH

TALENTS

PATHS TO
GLORY

HALLOWED
GROUND

PERPLEXINGLY PERSUASIVE

XP Cost: 10

Requirements: Persuasion Rating 4+

Effect: Your words are so convincing that even enemies are inclined to listen, pulling their punches as they wonder if they are on the right side.

When you succeed on an Interaction Attack using Persuasion to inflict the *Hindered* Condition (**Wrath & Glory Rulebook**, page 190), your target suffers a DN penalty of 2 instead of 1. Any Shifts can be spent to increase the DN penalty of your target by 2, instead of 1.

At the Gamemaster's discretion, this Talent only works on targets that understand the language you speak, and particularly hardened foes may require an Opposed Test against their Insight (Fel).

RUMOURSMITH

XP Cost: 10

Effect: You're vigilant to local gossip, a bountiful source of both reliable and wildly inaccurate intelligence.

You gain +Rank bonus dice to Cunning (Fel) Tests to hear the word on the street.

Any Shifts you generate on this Test can be spent to insert a new rumour into circulation. The rumour does not have to be true, but is widely believed as such, and cannot be traced back to you.

TRAPMASTER

XP Cost: 10

Requirements: Survival Rating 3+

Effect: When you have time to prepare for combat you can transform the battlefield into a deathtrap.

During a Regroup, you can Test Survival (Wil) to set a trap around your current location instead of removing Wounds. The DN is usually 3, but may increase depending on the availability of tools and materials. Success constructs a single trap.

When you engage in combat around this location, you may use a Reflexive Action when an enemy moves to reveal that they have stumbled into your trap.

On a successful **DN 3 Survival (Wil)** or **Tech (Int)** attack Test, the trap is activated, and inflicts damage per the profile below. If targeting a Mob, additional Icons hit additional Troops as normal. A trap can only be activated once.

DAMAGE	ED	AP	TRAITS
7	2	-	Blast (6), Brutal, Inflict (Prone)

Shifts on the Test to create the trap can be spent to:

- Increase the ED by +Rank.
- Incorporate a grenade you already have into the trap, replacing the weapon profile above with the profile of the grenade (ignoring Range).
- Add one of the following Traits: Inflict (*Bleeding*), Inflict (*Blinded*), Inflict (*On Fire*), Inflict (*Poisoned 3*), Inflict (*Restrained*), Silent. This option may be chosen more than once, selecting a different Trait each time.

Providing detail about the trap you craft may affect what Keywords it has, and possibly expand the range of available Traits you can spend Shifts on.

SHADOW HAUNTER

XP Cost: 5

Effect: You have excellent night vision, navigating darkness almost as easily as daylight. All DN penalties due to darkness are reduced by -1.

SHIELD BASH

XP Cost: 10

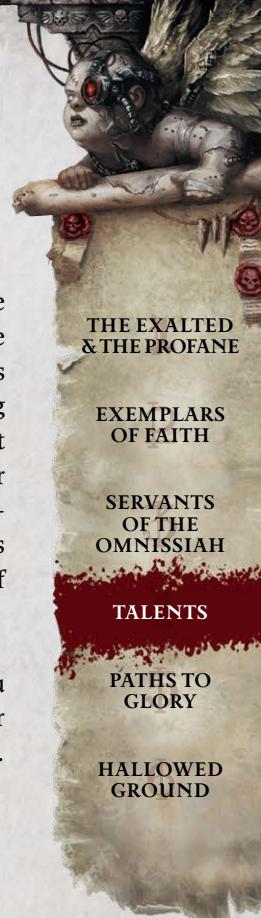
Effect: You know how to use your shield as more than a mere defensive tool, but as a slab of heavy metal you can slam into enemies to knock them off balance.

If you are carrying armour with the *Shield* Trait, you can use it as a melee weapon with the following profile:

DAMAGE	ED	AP	TRAITS
(S) +AR	1	0*	Inflict (<i>Hindered</i> **)

*AP is 0, unless the shield has the *Power Field* Trait, in which case the AP is equal to the shield's AR.

**On a successful melee attack Test, Shifts can be spent to increase the DN penalty of the Condition by 1 per Shift.



THE EXALTED
& THE PROFANE

EXEMPLARS
OF FAITH

SERVANTS
OF THE
OMNISIAH

TALENTS

PATHS TO
GLORY

HALLOWED
GROUND

SHREWD INVESTMENTS

XP Cost: 10

Effect: You are careful with how you spend your coin, always getting the best deal on any merchandise.

When you spend Wealth as part of a Requisition Test, roll a number of dice equal to the Wealth spent. You regain Wealth equal to the number of Exalted Icons rolled, up to the amount of Wealth spent on the Test.

SPHERE OF INFLUENCE

XP Cost: 10

Requirements: Fellowship Rating 4+, Influence 2+

Effect: Your privileged position affords you access to a myriad of contacts that may be able to aid you.

At any time, you may spend 1 Glory to nominate a Faction Keyword (*Wrath & Glory Rulebook*, pages 375–377). Subject to the GM's approval, you may detail a junior member of the Faction in your approximate vicinity. The individual does not work for you, but you have a somewhat positive professional relationship, and you know how to contact them.

Your contacts may help you, if it is not too great an inconvenience, or they are provided a sufficiently powerful incentive. In addition, roll a Wrath die. On an Exalted Icon, they owe you a favour. On a Complication, you already owe them a favour.

STATUE STILL

XP Cost: 10

Requirements: Stealth Rating 2+

Effect: You have trained to control your biology, slowing your metabolism and remain perfectly motionless, to better blend in with your background.

You gain +Rank to your Stealth Score whenever you are perfectly still. You lose this benefit when moving silently. While using this ability, you can only whisper or use vox, potentially allowing you to Help allies. As soon as you undertake any other action, the bonus is subtracted from your Stealth Score and can't be restored until you generate a new Stealth Score.

SURVIVALIST

XP Cost: 10

Requirements: Survival Rating 3+

Effect: Whether metaphorically or literally, you are at home in nature. You gain +Rank to your Passive Awareness when detecting the presence of creatures with the BEAST Keyword. You can survive by eating practically anything, and never have to worry about suffering starvation while in the wilderness. You never lose your sense of direction, unless afflicted by mind-altering effects such as Psychic Powers. You always know how to find the nearest shelter to protect yourself from environmental hazards.

While you can easily fend for yourself this way, you must take Survival (Wil) Tests to find food and shelter for other Agents less proficient in wilderness survival.

TELECRYPTOGRAPHER

XP Cost: 10

Requirements: Scholar Rating 2+, Tech Rating 2+

Effect: You are a student of informational warfare, as fluent at intercepting enemy communications as guarding your own.

You gain +Double Rank bonus dice on Tests to jam, intercept or decode enemy vox traffic (or the equivalent).

If any of your allies are equipped with a vox unit, you can spend a Respite to encrypt their communications to prevent unauthorised access. Enemies can only intercept the vox traffic by succeeding in an Opposed Tech (Int) Test against you, and you gain +Double Rank bonus dice on that Test.

TRIP ATTACK

XP Cost: 10

Requirements: Athletics Rating 2+

Effect: You employ throws and leg sweeps to keep your enemy on the ground and at your mercy.

When you succeed on an Interaction Attack using Athletics (*Wrath & Glory Rulebook*, page 190), your enemy gains the *Prone* Condition, in addition to other effects. *Prone* enemies Engaged with you can only remove the Condition on their turn by spending a Combat Action. Allies may still help them stand with a Simple Action.

UNBREAKABLE GUARD

XP Cost: 10

Effect: Whether stalling for time, acting as a distraction, or blocking an enemy advance, you are almost untouchable when dedicated to defence.

When you benefit from a Full Defence (**Wrath & Glory Rulebook**, page 187), your Defence is further increased by +Rank.

WHATEVER THE COST

XP Cost: 10

Effect: You don't hesitate to pay whatever it takes to get what you want, an uncommon generosity that endears you to your suppliers.

You gain 2 Icons for every point of Wealth you spend on Requisition Tests, instead of the usual 1. However, if you roll a Complication on a Requisition Test you lose 2 Wealth instead of the usual 1.

WHITE-HOT DEATH

XP Cost: 10

Effect: You are one of the few daredevil warriors who has lived long enough to master plasma weaponry.

When you fire a weapon using Supercharge (**Wrath & Glory Rulebook**, page 210) you add an additional +Rank ED.

WILD ATTACK

XP Cost: 10

Effect: What you lack in self-control and martial discipline, you make up for in sheer unpredictability.

Whenever you make an All-Out Attack you gain +Rank bonus dice. Additionally, you can choose to sacrifice Shock equal to your Rank. The All-Out Attack gains +ED equal to the amount of Shock sacrificed.

WINGS OF FIRE

XP Cost: 10

Requirements: Agility Rating 5+

Effect: You fly with such confidence that jump packs are like extensions of your own body. You ignore the first Complication per scene related to moving by Jump Pack (**Wrath & Glory Rulebook**, page 237).

FAITH TALENTS

The following Talents are suitable for members of the Adeptus Ministorum, expanding on the Faith Talents detailed in the core rulebook (**Wrath & Glory Rulebook**, pages 142–144).

AEGIS OF THE EMPEROR

XP Cost: 20

Requirements: **ADEPTA SORORITAS** Keyword or **ADEPTUS MINISTORUM** Keyword, Willpower Rating 3+.

Effect: It is said that among the oldest invocations of the Emperor's strength are the three words, 'The Emperor Protects.' By repeating this phrase, or one very like it, you steal the will of the faithful against the blasphemous sorcery of the Emperor's enemies.

You gain +1 Faith. As an Action you may target a Human within 5m. Your target cannot be targeted by Psychic Powers for 1 hour. You can target yourself.

CASTIGATE THE WITCH

XP Cost: 20

Requirements: **ADEPTA SORORITAS** Keyword or **ADEPTUS MINISTORUM** Keyword, Willpower Rating 3+.

Effect: When foul psykers fail, your righteous castigation causes anguish to their heretical form.

You gain +1 Faith. When a Psychic Power targeting you fails to have an effect, you may spend 1 Faith as a Reflexive Action. The psyker who targeted you immediately suffers 2+Double Rank Shock.

DELIVERANCE FROM THE DAEMONIC

XP Cost: 20

Requirements: **ADEPTA SORORITAS** Keyword or **ADEPTUS MINISTORUM** Keyword, Willpower Rating 3+.

Effect: To the most unrepentantly wicked souls, the Holy Truth of the Emperor is anathema.

You gain +1 Faith. As a Combat Action, you may spend 1 Faith to target a **CHAOS** enemy within hearing range with an Opposed Willpower Test.



THE EXALTED
& THE PROFANE

EXEMPLARS
OF FAITH

SERVANTS
OF THE
OMNISIAH

TALENTS

PATHS TO
GLORY

HALLOWED
GROUND

If you succeed, the enemy suffers 1d3 +Rank Mortal Wounds. **DAEMON** Threats can't roll Determination to reduce this damage.

HAND OF THE EMPEROR

XP Cost: 20

Requirements: **ADEPTA SORORITAS** Keyword or **ADEPTUS MINISTORUM** Keyword.

Effect: Those chosen as vessels for the Emperor are burdened with glorious purpose, invigorated to enact his will wherever it is needed.

You gain +1 Faith. You may spend 1 Faith as a Reflexive Action to double the Speed of an **IMPERIUM** character for 1 round. This character must be in hearing range.

MARTYR'S RITES

XP Cost: 20

Requirements: **ADEPTA SORORITAS** Keyword or **ADEPTUS MINISTORUM** Keyword, Willpower Rating 3+.

Effect: To one who has already resigned themselves to death, the battlefield holds no fear.

You gain +1 Faith. As a Simple Action, you may spend 1 Faith to recite last rites. Select one **IMPERIUM** character within hearing range. The target removes the *Prone* Condition if they have it. For the next 24 hours, the target doesn't suffer the *Prone* Condition when they are Dying, aren't restricted on Actions they can perform while Dying, or subject to the *Exhausted* Condition. The effect of those Conditions on Shock, Wounds, and Traumatic Injuries still apply as normal.

SACRED RADIANCE

XP Cost: 20

Requirements: **ADEPTA SORORITAS** Keyword or **ADEPTUS MINISTORUM** Keyword.

Effect: You are a living embodiment of the maxim that faith is a light that shines brightest in the dark.

You gain +1 Faith. As a Simple Action, you may spend 1 Faith to emit divine light. You cast this light as most people cast a shadow — whatever you look upon becomes fully illuminated for you and your allies, negating all vision penalties.

This light is physically painful to behold for the enemies of the Emperor. For **CHAOS** or **DAEMON** characters, any Tests against you increase their DN by 1. If a Complication is rolled on a Test against you, the attacker gains the *Blinded* Condition.

In combat, the effects of Sacred Radiance apply for 1 Round. Outside of combat, the effects persist for the rest of the scene, or until you choose to extinguish the light.

RIGHTEOUS SUFFERING

XP Cost: 20

Requirements: **ADEPTA SORORITAS** Keyword or **ADEPTUS MINISTORUM** Keyword.

Effect: You embrace suffering, performing constant penance, sharing in the Emperor's past agonies to better embody His righteous vengeance.

You gain +1 Faith. Once per Turn, whenever you suffer one or more Wounds, roll a Wrath Die. If you roll an Exalted Icon, you gain +1 Wrath Point.





SHIELD OF AVERSION

XP Cost: 20

Requirements: **ADEPTA SORORITAS** Keyword.

Effect: Your faith is a bulwark, so pure that it slows and restrains your enemies' weapons.

You gain +1 Faith. As a Simple Action, you may spend 1 Faith to activate your Shield of Aversion. For the remainder of the encounter, the AP value of any attack that targets you or an ally within 10m is reduced by Double your Rank.

UNSHAKABLE VENGEANCE

XP Cost: 20

Requirements: **ADEPTA SORORITAS** Keyword

Effect: You wield the sacred Bolter as a beneficent gift from the Emperor Himself, your faith a conduit for His revenge against the enemies of the glorious Imperium.

You gain +1 Faith. Whenever you suffer one or more Wounds, you may spend 1 Faith as a Reflexive Action to immediately make a Bolter attack against the target that dealt you damage, and may reroll all dice that do not result in Icons on the attack Tests as though you had spent a point of Wrath.

VERSE OF HOLY PIETY

XP Cost: 10

Requirements: **ADEPTA SORORITAS** Keyword

Effect: You intone a verse that seems to imbue the air itself with a measure of the Emperor's righteous presence, forcing the faithful to speak truthfully.

You gain +1 Faith. As a Simple Action you may spend 1 Faith to utter the verse of holy piety. Any character with the **IMPERIUM** Keyword hearing the verse automatically fails any Fellowship (Deception) Tests and suffers Shock damage equal to double your Rank.

ADEPTUS MECHANICUS TALENTS

The following Talents are suitable for members of the Adeptus Mechanicus, expanding on the Rites of Fear, Magnometrics, and Pure Thought (*Wrath & Glory Rulebook*, pages 138–139).

RAD-SATURATED

XP Cost: 10

Requirements: **ADEPTUS MECHANICUS**

Effect: You have exposed yourself to semi-lethal quantities of radiation, sacrificing the length of your life to better serve as the Ommissiah's deadly assailant.

Whenever a creature enters Engagement with you or starts a Turn Engaged with you they make a Toughness Test with a DN equal to your Rank x2. If they fail, they are *Hindered* until the start of their next Turn.

RECLAMATOR

XP Cost: 20

Requirements: Tech Rating 2+

Effect: You have access to a reliable supply of broken or damaged technology, and can re-assemble it yourself at half the cost.

When you requisition Wargear you can choose to reduce the Value by Double Rank to a minimum of 1 (Rarity is unaffected). However, if you do so, the item cannot be used until you repair it. By default, this requires 8 hours of work and a successful Tech (Int) Test, with a DN equal to the Wargear's original Value + Rarity. Shifts can be used to halve the repair time.

If you do not have the **ADEPTUS MECHANICUS**, this activity is considered illegal, a violation of both Lex Imperialis and the Treaty of Mars.

RITE OF THE VOLTAGHEIST

XP Cost: 10

Requirements: **ADEPTUS MECHANICUS** Keyword

Effect: Either the Corpuscarri or the Fulgrite Electro-Priesthoods have implanted electoo circuitry into your body, channelling the motive force that flows through you to protect you from enemies of the Ommissiah.

When you are hit by a melee attack, or a Complication is rolled on an attack Test that targets you, your attacker suffers Shock damage equal to your Rank. In addition, your attacker must pass a DN3 Toughness Test or be Restrained for one Round, and be knocked Prone on a Complication.

RITE OF SHROUDPSALM

XP Cost: 20

Requirements: **ADEPTUS MECHANICUS** Keyword

Effect: You are implanted with noospheric negators, electromagnetic disruptors, and stealth screen projectors, all designed to interfere with enemy surveillance equipment.

You may activate or deactivate this Talent as a Free Action. While the Talent is active, you do not register on auspices, pict-thieves, monoscopes, or other forms of scanning or recording equipment. Anyone attempting to identify your presence uses their own unmodified Awareness (Int), without any bonuses from Wargear.

SIGNAL BOOSTER

XP Cost: 10

Requirements: **ADEPTUS MECHANICUS** Keyword, Tech Rating 2+

Effect: You are equipped to interact with machines at a greater distance, manipulating their spirits to startle and demoralise your foes. The range at which you can make Interaction Attacks using Tech is increased to 5 times your Intellect attribute in metres (*Wrath & Glory Rulebook*, page 190).

Any Shifts can be spent to increase the Defence or DN penalty of your target by 2, instead of 1.

TECHNO-ANIMIST

XP Cost: 10

Requirements: **ADEPTUS MECHANICUS** Keyword, Tech Rating 3+

Effect: Your skill in repairing augmetics and cyber-implants can restore servitors and the techno-faithful to functionality. You can use Tech (Int) instead of Medicae (Int) to remove Wounds, Shock, and Conditions from targets with the **ADEPTUS MECHANICUS** Keyword (*Wrath & Glory Rulebook*, page 124).

THE EXALTED
& THE PROFANE

EXEMPLARS
OF FAITH

SERVANTS
OF THE
OMNISSIAH

TALENTS

PATHS TO
GLORY

HALLOWED
GROUND



PATHS TO GLORY

Those of pure soul and pious ignorance that are determined to tread the path of righteousness are certain to be met with glory, either through advancement in the eyes of the Imperium or honourable martyrdom. Opportunities to gain and improve an illustrious reputation (and all the trappings such recognition provides) are abundant to those of mighty faith and the will to achieve the goals of their creed. Presented in this Chapter are a set of Ascension Packages for those pursuing advancement through faithful activities, and a new way to play *Wrath & Glory* as a group of characters at different Tiers.

ASCENSION PACKAGES

The following Ascension Packages work as described in **Chapter 7: Advancement** on page 145 of the **Wrath & Glory Rulebook**. They are designed to support roleplaying as faithful adventurers in the Gilead System, and provide more opportunities to tell righteous stories between more militant missions.

CADRE QUESTOR

Your reverent acts have not gone unnoticed, and consequently your superiors have assigned you a sacred task: take initiates under your wing, and lead them on a righteous quest in the name of your creed. Conversely, this task may have been foisted upon you as a sacred service or penance for some spiritual slight, leading novitiates into the light to correct the errors of your ways. Whatever the cause, you now have a holy mission, and the eyes of your superiors are upon you — as well as the ever-burning gaze of the Emperor, or the manifold augmented eyes of the Omnissiah.

When you take this Ascension Package you should discuss the particulars with your GM. Who has given you this cadre of lowly followers, and for what purpose? Are you leading a squad for the Missionarus Galaxia, to promote orthodox worship of the Emperor? Or perhaps you're in command of an expedition of Tech-Adepts, scouring the sump of a Hive World for lost knowledge? The creed that gave you this quest and these followers will determine much of this Ascension Package, as well as what you did to earn this honour. Achieving your goal may be the objective of an adventure with your usual group, or it may be an opportunity to play out a side campaign using the rules for **Mixed Tier Groups** on page 75 with the other players in your party roleplaying as your cadre.

XP Cost: 30 × new Tier.

Keywords: ANY, the Keyword of the group that gave you the quest and cadre.

Influence Bonus:

+1 (or -1, if this quest is a punishment).

Story Element: You gain:

- The *Devotees* Talent (*Wrath & Glory Rulebook*, page 132). You do not need to meet the Leadership (Wil) Skill prerequisite. However, if your Devotees die, you get -1 Influence.
- A holy quest to perform. If you complete the quest, you gain +1 Influence.
- +Rank bonus dice on any Persuasion (Fel) Test targeting individuals with the awarded Keyword that know of your quest.

CEREMONIAL ADVANCENT

Your exemplary service is to be rewarded and lauded with a ceremony of significance. This may be a long, ritualistic sermon in which the Ecclesiarchy summon a minute portion of the Emperor's infinite beneficence to imbue you with a microcosm of His all-powerful will, or a lengthy operation to install the immortal wonders of the Omnissiah in your fragile mortal form.

Work with your Gamemaster and your group to determine what exactly earned you such a reward — was it an act you performed in a more recent mission, a lifetime of pious work, or is something required of you between missions to earn this ceremony? Answering these questions will determine much about the ceremony itself. Is anything required to set up the ceremony? Capturing a particular location, or rescuing someone that can bestow such an honour? Perhaps a particular nemesis could attempt to interrupt the ceremony, or the ceremony itself could be an ordeal that takes months to execute and requires multiple holy works of wrathful piety.

XP Cost: 30 × Tier

Keywords: **ADEPTUS MECHANICUS** or **ADEPTUS MINISTORUM**, the Keyword of the Faction that is holding the ceremony. If you already have the relevant Keyword, you gain an additional +1 Influence.

Influence Bonus: +1.

Story Element: You gain different benefits depending on the Faction awarding you a Ceremonial Advancement:

- **ADEPTUS MINISTORUM**
 - You may take any Faith Talent that requires the **ADEPTUS MINISTORUM** Keyword
 - You have access to the Hephestian Foresight and Julyanna's Banishment Rituals (pages 9 and 10).
- **ADEPTUS MECHANICUS**
 - You gain any Imperial augmetic, undergoing a lengthy installation ritual.
 - You have access to the Avachrus Arch-Assemblage Ritual (page 11).

THE EXALTED
& THE PROFANE

EXEMPLARS
OF FAITH

SERVANTS
OF THE
OMNISSIAH

TALENTS

PATHS TO
GLORY

HALLOWED
GROUND

FOUNDATIONAL FAITH

You have proven your faith, and now must build a foundation to spread it to others. Your particular creed has recognised your dedication, and has tasked you with physically manifesting your pious devotion in the world by building a shrine, temple, or other holy site.

The act of building a holy site is by no means easy — you may be required to conquer and consecrate land held by your Faction's enemies in the name of your god. Once you have territory, the process of constructing a building is likely to be laborious, including the official acquisition of rockcrete and adamantium materials, contracting and commanding a force of menials, and defending the project from assailment.

Discuss the purpose for the holy site with your Gamemaster. This will likely be determined by the Faction that commissioned the project, for example a Missionarius Galaxia cathedral to enforce faith, or a reconstructed forge-shrine at the edge of an Adeptus Mechanicus battlefield to ensure weaponry is always within reach of a Magos' mechadendrites.

XP Cost: 20 × Tier

Keywords: ANY, the Keyword of the Faction you built the holy site for. If you already have the relevant Keyword, you gain an additional +1 Influence.

Influence Bonus: +1.

Story Element: You gain:

- The holy site that you build. You can use this location as a base of operations and a place to rest. It may also provide other bonuses such as Rituals (page 9), or wargear (particularly Ammo for weapons common to the Faction of the church) at the Gamemaster's discretion. The holy site is likely also attended by some lowly functionaries of the appropriate Faction that may be able to aid you, depending on their capabilities.
- The *Touched By Fate Talent* (*Wrath & Glory Rulebook*, page 140).

HOLY AVENGER

Faith is a duty, and to prove your piety you have been called upon to slay an enemy of your creed. You are named a holy avenger by your superiors, sent to destroy a traitor or a particularly odious foe of your creed. Your reputation for righteousness and reliability has earned you what is essentially an obligation to seek and destroy a particularly heinous foe with the maximum of ruthless brutality, and by fulfilling this task you will be known both for your faith and your ability to pursue your beliefs with violence.

Work with your Gamemaster to determine the target of your holy vengeance. Is it an unorthodox renegade, such as a heretek or a preacher spewing unsanctioned sermons? Is it an exemplar of everything your creed hates, such as a savage, technology-destroying band of Orks that utterly offend the Omniaiah, or a Genestealer Cultist that claims the Emperor is Himself a vile xenos creature?

Perhaps these foes are located in the battlezones on page 38 and 56. This mission, including the training beforehand and the fallout afterwards, may be the subject of an entire adventure.

XP Cost: 20 × Tier

Keywords: ANY, the Keyword of the Faction that named you their holy avenger. If you already have the relevant Keyword, you gain an additional +1 Influence.

Influence Bonus: +2 when the assassination is complete.

Story Element: You gain:

- Either the *Deadshot* or *Eliminator Talent* (*Wrath & Glory Rulebook*, pages 131 & 133).
- +1 Wealth, and another +1 Wealth when the assassination is confirmed.

RIGHTEOUS RECLAMATION

Your purposefully pious deeds have been noticed by the powerful, particularly by people attempting to retrieve or purify a holy relic of dire significance. They have tasked you with retrieving or sanctifying a particular relic in the name of the Emperor or the Omnissiah, and safeguarding its immense power. You will become synonymous with this artefact, and tales of your glory will be inexorably linked to its history as you bring light to the darkness of the 41st Millennium.

This Ascension Package is designed to work with the rules in Chapter 1, either the premade **Relics of Renown** (page 20), **Malign Artefacts** (page 26), or a relic of your own creation (**Creating Holy Relics**, page 12). Work with your Gamemaster to determine which Faction you will be serving, and the relic they want you to secure, sanctify, or safeguard. This mission may be the focus of an entire adventure that you take alone, or with the rest of your warband.

XP Cost: 20 × new Tier

Keywords: ANY, the Keyword of the Faction that made the relic-based request. If you already have the relevant Keyword, you gain an additional +1 Influence. **Influence Bonus:** +1 (-3 if the relic is ever lost, destroyed, or falls into the hands of the enemy).

Story Element: You gain:

- Knowledge of the location of a relic, as well as the permission to officially protect said relic.
- The *Tenacious* Talent (**Wrath & Glory Rulebook**, page 140).

MIXED TIER GROUPS

The hush that falls across a squad of hard pressed Astra Militarum troopers as a Space Marine strides into battle. The whispered prayers that follow in the wake of a blessed Sister of Battle and her cadre of Novitiates. The last ember of hope in a Guardian's heart that gutters out as they watch their Farseer fall to enemy fire. All of these moments are borne from characters of vastly different levels of power and ability occupying the same narrative space.

Throughout the Galaxy such moments are common, and increasingly so in Gilead, where desperation and necessity have drawn together Agents who might otherwise rarely interact. Lone Space Marines of the Absolvers chapter have been despatched on borderline impossible tasks, meeting the enemies of the Varonius Flotilla in brutal combat with only a handful of Astra Militarum at their side, while Battle Sisters of the Order of the Sanctified Shield rally common citizens to see off Drukhari raids.

While this might rankle traditionalists who see the place of such elite troops as being alongside their fellows, reserved for surgical strikes or essential defensive actions, the time for such formalities is long past. If the Gilead system is to stand, every citizen of the Imperium must rise up and stand shoulder to shoulder with whoever is willing — there can be no other way.

MIXING TIERS

Normally in **Wrath and Glory**, the Gamesmaster chooses a Tier for the type of game they wish to run, and each player creates an Agent of that Tier. For example, Space Marine Scouts, Sisters of Battle, and Sanctioned Psykers are all Tier 2 Archetypes, and a group made up of such Agents will find their abilities roughly equivalent. This does not mean that each won't have their own specialties, strengths, and weaknesses, but that most Agents can expect to contribute to encounters in a mostly balanced way.

A Mixed Tier group is one in which not all Agents are of the same Tier — for example, three Tier 1 Astra Militarum recruits, a Tier 2 Sanctioned Psyker, and a Tier 3 Space Marine. As well as simply starting out as Archetypes of different tiers, one or more Agents may have used an Ascension package to increase their Tier.

For example, a Tier 3 Space Marine Scout Sergeant, created using the 'Stay the Course' ascension package (**Wrath & Glory Rulebook**, page 154), leading a group of inexperienced Tier 2 Scouts on their first mission behind Ork lines. Such groups offer many exciting opportunities for diverse roleplay and nail-biting combat encounters, but they also introduce certain challenges into your games of **Wrath & Glory**.

THE EXALTED
& THE PROFANE

EXEMPLARS
OF FAITH

SERVANTS
OF THE
OMNISSIAH

TALENTS

PATHS TO
GLORY

HALLOWED
GROUND

Setting up a Mixed Tier Game

If a Gamemaster is interested in running a mixed tier game of *Wrath & Glory*, we recommend using one of the following options.

Set a Maximum Tier

This is likely the simplest way of getting started. Instead of setting a single fixed tier for the game, the gamemaster should set a maximum tier instead. This allows players who are concerned about being underpowered to start right at the top tier, while those interested in the struggles and stories of less capable Agents can choose to play at a lower tier instead. Of course, you should be prepared for the possibility that every player will choose to play at the maximum allowed tier.

Set a Maximum Total Tier

This approach is a little more complicated, but is likely to create a more diverse group of Agents. Instead of setting a single maximum Tier, instead multiply the number of players by the average Tier of Agent you would like in your game. For example, in a four player game where the GM expects most Agents to be Tier 2, they might set the Maximum Total Tier at 8.



Players should then be encouraged to discuss their ideal Archetype with each other, eventually setting on four Archetypes whose total Tier adds to 8 or less. This might be a single Primaris Space Marine (Tier 4), a Sanctioned Psyker (Tier 2), and a pair of Imperial Guardsmen (Tier 1) heavy weapon troopers assigned to provide some indiscriminate fire support, or any other combination of Tiers that adds to 8 in total.

Gamemasters wishing to avoid huge power differences might combine the two approaches — for example, setting a Maximum Total Tier of 9, with all Agents being Tier 3 or lower.

The Tier of the Game

Multiple rules in *Wrath & Glory* refer to the ‘Tier of the Game’. As there are different types of Mixed Tier Groups, it might be difficult to decide on what the ‘Tier of the Game’ is. We recommend using the highest Tier of the group as the ‘Tier of the Game’, preserving the difficulty of the adventures and giving the lower Tier characters adversity to overcome whilst being led by a capable hero. If this proves too difficult for your group, decrease the Tier by -1.

BENEFITS

Stories involving characters of vastly different capabilities are common in the Imperium, and have given rise to some of its greatest heroes. Players wishing to capture the spirit of such tales will find playing in a mixed tier group better represents those experiences. Powerful Tier 4 Inquisitors have been known to work with Tier 2 Sanctioned Psykers, and of course Tier 1 Inquisitorial Acolytes.

Mixed Tier groups also serve to showcase the true power of the Imperium’s greatest heroes. One Space Marine among a group of his battle brothers is unlikely to stand out. However, a single Space Marine will make a true impact against foes that may have bested several lower tier Agents, allowing players to appreciate the awesome capabilities of the Adeptus Astartes.

Groups of very diverse power levels can also enjoy benefits that work in the other direction. It is almost impossible for the arrival of an Inquisitor, a Space Marine, or a Sister of Battle at a settlement to go unnoticed, which can be a problem for groups attempting to conduct clandestine operations.

However, a Scavvy (Tier 2) or Imperial Guardsman (Tier 1) can often blend into Hives or encampments and mix with the common citizens of the Imperium. This may allow them to make contacts and gather information that their more powerful counterparts would never be able to access, as their mere presence would send every potential lead scurrying for cover.

Finally, Mixed Tier groups simply allow Agents more choices when creating a character. While ascension packages do exist, and can facilitate much more diversity of choice, each one fundamentally changes an Agent's history and sets a higher floor for their competence. Playing an Imperial Guardsman raised to Tier 3 through ascension packages is an entirely valid way to enjoy *Wrath & Glory*, but such an Agent will never be a raw recruit, overwhelmed by the Imperium at large and the horrors of its foes. Some stories can only be properly told if they begin with an Agent hopelessly outmatched by their foes, struggling to keep up with their more experienced comrades.

CHALLENGES

While there are many reasons to play an Agent of a Tier lower or higher than most of their comrades, there are some pitfalls to be avoided.

Perhaps most obviously, lower Tier Agents will not be able to contribute as much to combat as their higher Tier fellows. While this is unavoidable, some things can be done to prevent players feeling entirely useless. Allowing Agents better access to powerful weapons is sure to help, as a lowly Tier 1 Agent with a Melta weapon is still a danger to most Threats. Lower Tier Agents should also be encouraged to be creative in how they approach combat. It's all well and good for a power armoured Astartes to wade into an Ork mob, but their Astra Militarum backup should consider holding back and raining death on their foes from range rather than risking a dozen Ork Choppas, or setting an ambush before combat even begins. Mobs are a useful tool for the Gamemaster when it comes to combat, as even lower Tier Agents will find it easy to take out one or two foes who are part of a mob.

The Gamemaster should also be wary of deploying more powerful Threats, especially if higher tier Agents are incapacitated or injured.

Gamemasters should make sure that all Agents have something to do — specifically, they should be sure to craft challenges better suited to their lower Tier Agents. This is easier than it sounds, as higher Tier Agents are more likely to draw attention than less powerful individuals. This can allow lower Tier Agents to move anonymously, ask questions of an NPC without them falling to their knees and praying for deliverance, and otherwise go unnoticed and underestimated.

As with all roleplaying games, players should be prepared to share the spotlight. This involves Agents of all tiers being willing to step aside and allow others to shine in certain situations, but higher Tier Agents should be especially cautious of solving every challenge using their own enhanced capabilities.

Finally, Agents who are higher up in the Imperium's byzantine bureaucracy should avoid using their in-world authority to ruin other players' real world fun. While a Mixed Tier game is a particularly suitable format to have one player in charge of some or all of the others, that player should remember that they are now especially responsible for their fellow players' enjoyment. Being ordered into a headlong charge to the death by a higher ranking Agent can be both thematic and exciting the first time it happens, and it may well allow lower Tier Agents the opportunity to prove themselves to their more powerful counterparts, but if it happens consistently it will quickly stop being fun.

Playing a character of lower tier than the party at large is challenging, but also immensely rewarding. It may prove to be a compelling format for your group throughout a long campaign, or it may be an interesting challenge for one off adventures. Should lower tier Agents survive, they will have exciting stories to tell of their time serving powerful figures in the Imperium. If they die, their loss will simply be one more sacrifice demanded of Imperial citizens as a matter of course.

Lift up your hearts to the Emperor even as death takes you. We are all granted the greatest gift - to die fighting in His service.

THE EXALTED
& THE PROFANE

EXEMPLARS
OF FAITH

SERVANTS
OF THE
OMNISIAH

TALENTS

PATHS TO
GLORY

HALLOWED
GROUND



HALLOWED GROUND

Hallowed locations can be found in any system claimed by the Imperium, be they operating shrines serving some sacred purpose, or markers on the sites of past miracles. This Chapter presents six such locations in the Gilead System, three shrines of the Adeptus Ministorum and three sites of the Adeptus Mechanicus. As always, shadows lurk just beyond the boundary of light in the 41st Millennium, and each of these locations has a sinister secret that can be used to make adventures in these locations more exciting and enhance your games of *Wrath & Glory*.



SHRINES OF GILEAD

Holy shrines sacred to the Imperial Creed are scattered throughout the Imperium, and the Gilead System is no exception. Tended by preachers, missionaries and the blessed Sisters of the Adepta Sororitas, they are beacons of the faith, places of pilgrimage and sanctuaries where the faithful may find succour.

But it is not only the faithful who seek out such hallowed ground. Saintly relics command prices beyond reason, and many avaricious traders seek to steal such treasures. There are those who see the influence of the Ecclesiarchy as a curb on their independence, and seek a way to throw off the stifling yoke the Imperial Creed holds over their affairs. And then, of course, there is the ever present spectre of heresy, drawn to corrupt, defile, and destroy the Emperor's holy works. The following section details three such shrines, along with their NPCs, secrets, and adventure hooks.

THE SHRINE OF SAINT THEODOSIA

An asteroid belt is a curious place to find a shrine to an Imperial Saint, but the Sisters who founded the Shrine of Saint Theodosia of the Order of the Sanctified Shield couldn't allow her resting place to be anywhere else. This asteroid is where she fell, slain in combat with a corrupted xenos cult which had taken root amongst a group of asteroid miners. For many years the shrine was a source of spiritual comfort to those sent to excavate the rare earth minerals from the rocky terrain, but as the belt's resources dwindled, so too did the workers, until at last the mine was decommissioned.

The belt that contains the shrine occupies an orbit far from the Gilead star. The vast blackness of the void glitters from every side, the sun but one of many stars in the frozen darkness. The shrine itself is situated in a stained-glass dome a hundred feet in diameter, which can clearly be seen on the approach through the void. As well as being the resting place of Saint Theodosia, the dome is an arboretum, containing numerous examples of foul-tasting flora and microfauna from planets across the subsector, existing as a self-contained ecosystem capable of supporting life — and nourishing any Human who chooses to live there.

The dome is entered through a series of translucent airlocks. A labyrinthine path leads through the jungle-like surroundings, to where the saint's skeleton lies, still in her gleaming blood red armour, her chainsword in hand, the grisly marks of uncleansed gore still visible on its surface. The air, for those who choose to remove their helms, is humid, and scented with pungent flowers.

A thriving community of miners and their descendants tend to the dome and its meagre sustenance fields, alongside the Sisters who remained behind to maintain the shrine and occasional pilgrims that provide sorely needed foodstuffs. If observed, some of these denizens seem to take to their rote tasks with perfect synchronicity, barely communicating with one another.

Outside, the surface of the asteroid is a blasted expanse of bare rock, dark and airless. A little way from the dome, lies a makeshift cemetery, and nine mounds of rock and dust mark the graves of the Sisters who served here. Fresh flowers have been laid on each grave, incongruously colourful against the lifeless monochrome of their surroundings.

The tunnels below the shrine are another thing entirely. Wide passageways, some still containing ancient mining equipment, lead to narrow presses and unstable galleries of rock, some of which have been carved, bizarrely, into shapes that border on the biological. And in the deepest parts, the xenos terribilis wait for the plans of generations to come to fruition.

SECRETS OF THE DOME

The first secret of the shrine of Saint Theodosia is that no Sisters of the Adepta Sororitas actually remain on the asteroid's surface. When the mine was abandoned, the Sisters stayed to tend both the shrine, and the remaining miners — those too sick to travel, or those not considered skilled enough to warrant a place on the last evacuation ships. The fruits of the glasshouse were supplemented with semi-regular deliveries of supplies sent by the Ecclesiarchy, and for a time the little community prospered under the Sisters' guidance.

But all good things must come to an end. The colony came under attack from Genestealers, and one by one the Sisters perished in its defence. With the xenos threat supposedly banished, the community was faced with a stark choice — to inform the Ecclesiarchy of the loss of the Sisters and risk the source of their only supplies, or to continue the pretence that the Sisters were still alive. They chose the latter, and now dress in vestments and play the roles of Sisters whenever outsiders come. Some have even fooled themselves that they are members of a holy order.

But in the caverns beneath the shrine, the Genestealers bide their time. A growing number of cultists have infiltrated the community of the surface and it is only a matter of time before the hour comes for them to strike.

THE EXALTED
& THE PROFANE

EXEMPLARS
OF FAITH

SERVANTS
OF THE
OMNISIAH

TALENTS

PATHS TO
GLORY

HALLOWED
GROUND

Sister Seraphina

The woman calling herself Sister Seraphina of the Sanctified Shield is in late middle age, her hands roughened and joints swollen from a life of labour. She wears a threadbare black cassock, and a veil conceals the long black hair reaching past her waist. She plays the role of a non-militant Sister well, but the longer the Agents spend in her presence, the more the gaps in her knowledge become apparent. She is in fact a former miner named Alyxia Stanvar, and she serves as a de facto colony leader when no visitors are present. The real Sister Seraphina's bones lie buried outside the dome, laid reverently to rest in the planet's ashy soil.



Hubert Elvit

Hubert is one of the colony's most skilled agriculturists, responsible for tending the plants of the shrine. He is also a member of the Genestealer Cult. He wears an all-encompassing robe and hood, but despite his baldness and unnatural pallor, could pass as fully Human even with his skin exposed. His goal is to ensure that the asteroid community falls entirely to the Genestealers by propagating the cult at every opportunity. With the arrival of the newcomer Agents, Elvit feels the time of their ascension must be close at hand.



ADVENTURE HOOK

THE WAGES OF THY TOIL

With Enoch in turmoil and the Adeptus Ministorum divided, a powerful symbol is required to unite the faithful. What could be better than a saint's triumph? The Agents are dispatched with the authority of a member of the Adeptus Ministorum and the promise of rich rewards to recover the remains of Saint Theodosia and deliver them safely to their patron — but they are not the only group with the same goal. With stakes this high, there is no doubt that blood will be spilled.

ADVENTURE HOOK

A PLACE OF SAINTLY REPOSE

A distress call from the asteroid belt draws the attention of the Agents' patron. It appears that there are more survivors at the shrine than previously suspected, and that they are being regularly attacked by an unidentified xenos creature. By the time they arrive, a quarter of the survivors have been picked off, with reports of a many-limbed horror retreating into the tunnels that snake beneath the shrine. But these attacks are not random. They seem carefully designed to weaken the little colony by destroying its leadership — someone on the inside is working with the xenos, and the Agents must root out the Genestealer Cult before it spreads.

THE MARTYR'S THROAT

Nestled in the desert hills of Enoch's equator, the Martyr's Throat is a vast cavern with networks of passageways stretching for miles underground. The surrounding terrain is harsh and unforgiving, scoured by desert winds and parched by the baking heat, and only the most faithful and hardy worshippers are capable of making the journey.

The name of the shrine derives from a brutal episode early in Enoch's imperial history, when word of the Faith first reached the planet. Some understood the Emperor's Truth immediately, while others clung obstinately to pre-Imperium superstition, persecuting the new believers and punishing open worship of the Emperor with death. The so-called Faithful Hundred — a congregation of believers worshipping under the guidance of the missionary Alexius of Harntyne — fled into the desert and hid in the caverns. Their community is said to have been miraculously sustained by faith alone for many years. When at last their persecutors found them, the Faithful Hundred prayed for deliverance and were supposedly slain in an instant, their bodies rendered incorruptible and their souls taken to the Golden Throne, or so the legends hold.

On foot, the Martyr's Throat can be reached by one of two routes: across the desert that lies to the south, or from the north-eastern plateau. Both routes ultimately converge on a mile-long gorge cut deep into the rock, through which the shrine itself can be reached. Over the centuries other, lesser tombs have been cut into the rock, from simple shelf-graves where the locals bring their loved ones, to intricate mausolea adorned with carvings of the lives of the saints, the sarcophagi within kept safe in sunken vaults behind heavy iron gates. Unlike the desert outside, the air is cool and still, heavy with the fragrance of funerary incense and the bitumen used to preserve the remains.

It is said that only the faithless can look upon the Martyr's Throat itself and remain unmoved. The cavern-mouth, once a simple aperture in the rock, is now ornately carved and decorated. Two vast statues bearing the likeness of Sisters of the Adepta Sororitas flank the entrance, each standing sixty feet tall, while above the entryway a vast carved aquila spreads its stony wings. Inside, the cavern is cool and dark, its passageway sloping downwards until the desert sunlight fades into blackness. Only then is the miracle revealed.



The inner sanctum of the shrine is lit by phosphorescent fungus, which grows in golden, hair-fine tendrils. The substance is surprisingly nutritious, and, along with the fresh water flowing into the lower caverns, seems capable of sustaining a moderate sized community. Also in the inner sanctum are the remains of Saint Alexius, his skin stained blue-black with preservative unguents and his bodily remains seated in an attitude of benediction, overlooking the chamber.

THE EXALTED
& THE PROFANE

EXEMPLARS
OF FAITH

SERVANTS
OF THE
OMNISIAH

TALENTS

PATHS TO
GLORY

HALLOWED
GROUND

SECRETS OF THE MARTYR'S THROAT

For all of its outward appearance of piety, Enoch is a world in disarray. Sectoral Ecclesiastical politics, already a source of fiery dispute, have been brought to a head by the opening of the Great Rift, and tensions on the shrine world are close to boiling point.

In recent months, a group of iconoclasts calling themselves the Faithful Hundred have left lives of industry and service in Enoch's capital. Inspired by Saint Alexius, they seek enlightenment in the desert, trusting in the Emperor to sustain them. Their leader is a former manufactorum worker named Kathryn Prahlex, who is acting as their religious guide in the absence of any official church sanction.

Cardinal Fylamon was quick to dismiss the Faithful Hundred as an irrelevance, assuming that the harsh desert would soon have them crawling back to their former posts. This has not been the case, and increasing numbers of disaffected pilgrims and refugees have been joining Prahlex's congregation, drawn from the vast numbers left stranded on Enoch's surface.

Rumours abound that the Hundred are deliberately seeding agents and sowing discord through the planet's shrine-cities. If this is true, then their sins go beyond mere heterodoxy, to outright rebellion — and on a planet as close to civil discontent as Enoch, the results could be explosive.

Most troubling of all, Enoch's turmoil has attracted the attention of Erymanthax the Shaper, a lesser daemon of Tzeentch. At present he spends his time embodying various members of his small cult, several of whom are seeded deep into both the Cardinal's staff and the Faithful Hundred. He is quite content to allow the mortals to damn themselves for now, but as the situation comes to a head, he will almost certainly choose to possess one of the two principal players, causing as much disruption as he can, and bringing him inevitably into conflict with the Agents.

Cardinal Adelbrecht Fylamon

Cardinal Fylamon is the youngest nephew of Lord Militant Tyleria Fylamon, and is widely known to be part of the Lord Militant's plan to extend her influence across Enoch. A placid young man, he acquiesced to his family's expectations and entered service to the church, expecting to spend a few years as chaplain to his aunt's regiment before retiring to preach to the wealthy and enjoy the fruits of his labours.

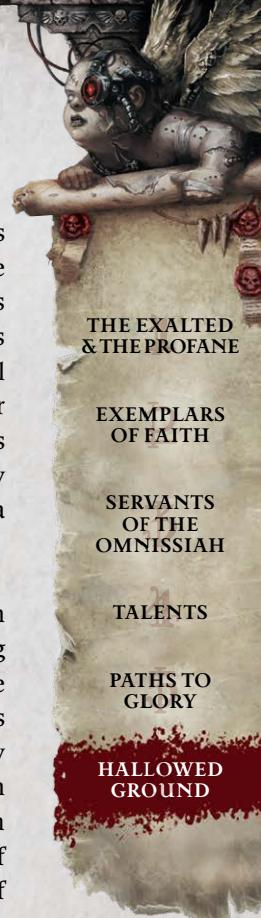
Alas, his dreams were shattered with the opening of the Great Rift. Once trapped in the Gilead System, it became abundantly clear to both aunt and nephew that Adelbrecht was catastrophically unsuited for a military life. The Lord Militant instead chose to send him to Enoch, expending significant goodwill and resources to facilitate his rise to Cardinal of Chaelesis, close to the planetary equator. Along with the city, Adelbrecht holds the sinecure of the Martyr's Throat, but he has never visited it himself, choosing instead to spend his days in the Cardinal's Palace, leaving the day-to-day running of the shrine to the local missionaries.

Adalbrech is a genial man, fond of the finer things in life. He is generous to a fault, and genuinely wishes the best for the faithful citizens of his domain, but is helpless in the face of his inability to provide for them.

ADVENTURE HOOK

FOR CHURCH AND STATE

Cardinal Fylamon is a troubled man. His cities are full of refugees, his food stores and water supplies are running low, and unrest is growing in the shrine-cities of Enoch, fuelled in part by Kathryn Prahlex and her cult. The Agents are given a simple mission — infiltrate the Faithful Hundred, find evidence of heresy and ensure that all are put to the pyre. Even if there is no heresy to be found, the cardinal wants an example made.



THE EXALTED
& THE PROFANE

EXEMPLARS
OF FAITH

SERVANTS
OF THE
OMNISIAH

TALENTS

PAT^HS TO
GLORY

HALLOWED
GROUND

Katryn Prahlex

Had the circumstances of her birth been different, Katryn Prahlex would have made an inspiring military leader, an impassioned preacher or a politician capable of swaying the course of history. Instead she was born into a family of Enochian kelp-dredgers, the eldest of thirteen children destined to follow their parents into a life of drudgery. At eight, she watched her father drown when their rusting boat sank in murky waters; at twelve, the lung-rot took her mother, leaving her to care for her siblings, lest they end up at the almshouse.

In that, she was successful. Now capable of living an independent life, she found marginally more gainful employment in the processing manufactora, rising to the position of shift-overseer, but is still profoundly dissatisfied with life. It was then that a vision of the Emperor appeared to her, blinding in His radiance, commanding her to take the lowliest of his followers and build a new life for them, free of the corruption of the aristocracy and the Ecclesiarchy.

Katryn is convinced of the truth of her vision, and is sufficiently charismatic that a significant number of fellow downtrodden have already flocked to her cause. If she is allowed to continue, her followers will unquestionably consume Chaelesis in sweeping and violent societal change, before spreading to the rest of the planet — but the question remains, was her vision real? And if it wasn't, what dreadful force is behind it?

Erymanthiax the Shaper

A lesser daemon of Tzeentch, Erymanthiax appears in his true form as a twisting column of blue-white fire, an ever-changing plethora of clawed limbs writhing in an eternal dance. He prefers to spend his time embodied in the physical plane, and has a small number of worshippers who are glad to offer up their bodies. Such a process invariably leads to the body's physical destruction — the luckless vessels are slowly consumed by an inner fire, leaving nothing but a charred husk once Erymanthiax moves on.

What Erymanthiax wants out of the current situation on Enoch is to build and preserve the strife for as long as possible. While the people and the Ecclesiarchy are at each other's throats they are not looking for threats from the Empyrean, and Erymanthiax personally gains strength from the roiling discontent. When the opportunity arises, he will possess either Katryn or Adelbrecht (or perhaps both) to take control of the situation, with the goal of fanning the flames of rebellion into an outright war.



ADVENTURE HOOK

THE WICKED AND THE DAMNED

Varel Karov is a bad man by any moral compass. A thief, con-artist, and fraudster, he has preyed on the poor and vulnerable for years, making a highly successful criminal career by selling imitation artefacts and imaginary spiritual indulgences. Only a series of more pressing targets have allowed him to evade the attention of the local arbites — but in recent months, it seems he has had a change of heart. Selling or giving away everything he owns, he has left the sprawling metropolis that was his former home and headed to the Martyr's Throat apparently in search of a life of piety and atonement.

Dispatched on the authority of the local enforcers, the Agents are sent to find Karov and bring him to justice, only to find him already deeply embedded in the Faithful Hundred. Is his change of heart genuine, or has he merely found another group of gullible marks to use and discard?

OUR LADY OF THE WASTELANDS

The planet Trollius is an affront to faith – a once pious ice world, torn from its Emperor-given place in the cosmos, and thrust into the void only to emerge in an unholy orbit that takes it from the Gilead System's storm-tossed periphery into its beating heart and back again. Infested with the forces of chaos, the planet has been placed under interdiction — but to some enterprising individuals, that only increases the allure of its forbidden treasures.

The refuge of Saint Illyria is one of the most famous shrines of Trollius. A group of Sisters of the Sanctified Shield were entrusted with the Holy Banner of Saint Illyria as the planet's fate became clear. They made a perilous journey across the polar region in the hope of catching the last evacuation. A vicious storm prevented their passage, forcing them to take refuge in a series of ice caves. While waiting for the storm to pass, they came under attack by a vicious band of cultists in service to a Death Guard Sorcerer. It is said that with her last breath the Palatine in command performed a miracle, drawing upon the power of Saint Illyria to hide the precious artefact from those who would corrupt it.

The shrine itself is seemingly invisible to augers, and is hidden from anyone bearing the merest trace of corruption — though this may simply be a misunderstood mechanical malfunction due to the harsh environment or the peculiar shape of the surrounding landscape. To reach the caverns requires a full week of trekking through a roiling ice-storm that prevents transit by air, pursued by twisted monstrosities bearing only the faintest resemblance to the natural creatures they once were. In the depths of the eternal polar night, a great ice-breaking ship can be heard carving a path through the pack-ice, crewed by the damned and captained by the same Death Guard Sorcerer who claimed the lives of the banner's protectors. It is said that those luckless enough to be caught in its path will be pressed into service in its crew, serving aboard the doomed boat for all eternity.

SECRETS OF THE WASTELAND

The Sisters of Palatine Lethia's mission gave their lives in defence of the banner, and in return the Emperor is said to have answered her dying prayer — to keep the banner safe until virtuous Imperial souls should come to bear it to safety. As legend tells it, only an uncorrupted Human of true faith can find the shrine — but as soon as its sanctity is breached, the blessing ends. The Death Guard Sorcerer who claims these wastes as his own is waiting for just that to happen.

When the Agents step onto the ice of Trollius' polar regions, the Captain of the Damned will begin his inexorable pursuit across the ice-floes, waiting for them to reach the shrine, and for its protection to fail. If they lose their way or otherwise dally he will send his cultists to urge them onward, but will only mount a full-scale attack when the banner is removed from the shrine. His objective is to desecrate for the favour of his pestilent God and restore his reputation in the eyes of his fellow Death Guard.

ADVENTURE HOOK

FROM THE STORM'S WRATH, DELIVER US

An unexpected storm turns a simple interplanetary voyage into one of desperate peril. With their voidship fatally damaged, the Agents must utilise the crew's salvation pods, programmed to land safely on the nearest planetary body.

But the nearest planetary body is far from safe. Trollius' unpredictable orbit brings it directly into the path of the broken voidship, and its gravitational pull brings the Agents down to its accursed surface. Only the Shrine of Saint Illyria promises safety. In order to reach it they must cross a frozen wasteland full of gibbering daemons, abominable Death Guard, and corrupted cultists, only to be confronted with their next pressing question — how will they leave?

Cardinal Theresia Telemas

An ambitious and motivated politician, the Cardinal is close to having herself declared High Ecclesiarch of the Gilead Sector, claiming spiritual authority over all faithful souls within. The main threat to her authority is Lord Militant Fylamon, who has resisted all her overtures of friendship and seems intent on elevating her foolish nephew to that rank instead. Perhaps her claim of possessing the banner of Saint Illyria was unwise, but there is no doubt that it has done much to cement her as the logical choice for Gilead's spiritual leader. Of course, were that claim ever to be disproved, quick thinking and political manoeuvring would be required to retain her current position.

Cardinal Telemas is a statuesque woman appearing to be in early middle age, though she is close to two hundred Terran years old. She wears a red cassock stitched with golden embroidery, and her long, elaborately braided black hair is pinned high on her head in the shape of a bishop's mitre. She is perpetually attended by a pair of cherubim, one waving a censer of incense, the other singing devotional hymns in a piping voice.

ADVENTURE HOOK

THAT WHICH ONCE WAS LOST

Cardinal Theresia Telemas claims to have come into the possession of the banner of Saint Illyria, and is using her control of the priceless relic to leverage significant influence with the people of Enoch. Lord Militant Fylamon, whose own influence on Enoch rests in the hands of her less-than-motivated nephew Cardinal Adelbrecht, is keen to prove the false nature of Telemas' claims. The best way to do that is to recover the real relic, lost on a daemon-infested ice world from which no return can be guaranteed. Success in this endeavour would ensure Cardinal Telemon's downfall, to the gratitude of the Lord Militant. It might even secure the undying respect of the Ecclesiarchy. Such a sacred relic would inspire the Sisters of Battle in their defence of the sector — though it would also be a valuable prize worthy of any Rogue Trader's collection.

Khostauk Mulphos, Captain of the Damned

Shunned by his fellows, this Death Guard sorcerer has taken refuge in Trollius' endless polar night. In the first months of his exile he stumbled across the remains of an ironclad vessel, frozen in the pack-ice. All of the crew were dead, some clearly devoured by their starving companions, others frozen to death in an attempt to walk to safety. The corpses provided fertile materials for his arts, and over the weeks he gathered the icy remains of the vessel's former crew and returned them to a blasphemous half-life as Poxwalkers. They now serve as a grotesque mockery of the vessel's crew, as the ship continues its damned pilgrimage.

THE EXALTED
& THE PROFANE

EXEMPLARS
OF FAITH

SERVANTS
OF THE
OMNISSIAH

TALENTS

PATHS TO
GLORY

HALLOWED
GROUND



SITES OF DISCOVERY

There are a number of sites of interest to the Adeptus Mechanicus scattered across the Gilead System. The following pages present a selection of those often overlooked by outsiders, due to their danger or the mysterious nature of their work. To a true devotee of the Omnissiah, though, these holy places are almost as important as the great forges and industrial plants that feed the Imperial war-machine. It can be easy for any citizen to forget that, despite their obsession with technology and factual information, the strength of the Adeptus Mechanicus rests on their devotion.

THE UNGUENT PITS

Deep in the bowels of the sub-hives of Gilead Primus there is a strange, noxious shrine to the glories of the Omnissiah. Tended solely by a cadre of Enginseers seconded from Avachrus, this is the hive-world's most important source of sacred machine oils and holy unguents. From across the planet, the bodies of those who have served the Cult Mechanicus with distinction are gathered here to receive a high honour.

First, any augmetics are carefully stripped, then the organic remains are thrust into great lightless pits which are sealed with enormous adamantine pillars that descend from the roof. Each pillar supports a tiny fraction of the entire hive, providing extraordinary pressure within the pits. In the darkness, the bodies are devoured by specially engineered microbes while they are crushed by those enormous pressures. Once the process is complete, the end product is a highly viscous and extremely pure lubricant, favoured by Tech-Priests both for blessings and for more practical mechanical applications. This liquid is regarded as sacred, and is thought to have a particularly calming effect upon unruly machine spirits. It takes more than a decade to render a Human body down to just a few drops of sacred oil, but there are hundreds of individual pits in operation here at any one time, each filled with thousands of corpses.

The area around the pits is perpetually greasy, and the Enginseers and servitors who tend the shrine wear large, cleated boots to keep their balance. When a pit is open, it emits either the carrion stench of rotting meat or the sulphurous stench of the sacred oil, depending on whether it's loading or unloading. Outgassings and minor leaks contribute to a generally slimy atmosphere, with grease trickling down almost every surface.





THE EXALTED
& THE PROFANE

EXEMPLARS
OF FAITH

SERVANTS
OF THE
OMNISIAH

TALENTS

PATHS TO
GLORY

HALLOWED
GROUND

The Anointed Band

Although the exact cast of Enginseers who tend to the Pits changes on a rotation throughout all of the planetary regiments, those serving here are collectively known as The Anointed Band. Their robes are sodden with grease, and their eyes glow with outsize ocular units which allow them to see in the near-darkness. Each one regards the duty as a great honour. Their facial filters are also of an enlarged design which emits a constant mucus-like gurgle, allowing them to keep functioning despite the grease and stench. Their flesh tends to be pallid and slimy; only regular injections by medicae personnel allow the members of the Anointed Band to survive in this forbidding environment.

Pit-Master Tupolev

The leader of this sect, and the only permanent stationed member, is an ancient Enginseer who has had most of their body replaced by augmetics. They now have wide, spike-gripped tracks to propel themself about, and a variety of hydraulic attachments for sampling the various fluids in the Pits for purity. Tupolev has not left the Pits in centuries, and understands very little of what has happened in the Gilead System or beyond. As far as they're concerned, all these tales of new planets and 'Great Rifts' are just wild stories put about to excuse lax discipline and idleness. Consequently, Tupolev has become even more hidebound and inflexible in their attitudes. Enginseers who fail to meet quotas find themselves banished in disgrace.

THE SECRET

Several of the pits have been closed due to some kind of hostile vermin found contaminating them as soon as they are opened. These creatures do not seem to respond to any of the normal poisons or traps, and no matter how many the Anointed Band slay, there always seem to be more. The Pit-Master has refused to risk opening any more pits while these creatures are abroad, and supplies of sacred machine oil are running low across Gilead Prime. Tupolev does not want to admit the problem to outside authorities, since by their own lights this would constitute a punishable failure.

Even amongst those of the Band who wish to call for help, the question is what can anyone do? Any kind of firearm discharge or spark around the Pits would start a massive conflagration.

The creatures are a type of orkoid being known to the Orks as an Oily Squig. The Runtherdz of the Orks have painstakingly adapted their squig breeds to fulfil a wide variety of tasks, and this particular type is used to provide lubricant. Oily Squigs are scavengers, and will consume almost any organic material, but prefer fats and oils where possible. They store such chemicals in their plump, fleshy bodies, releasing it in a jet when they need to squeeze into tight spaces, or when startled. This makes them especially useful to Mekaniaks, who will generally ensure they have a supply of well-fed Oily Squigs on hand to lubricate their inventions. As with most of the barely understood orkoid species, Oily Squigs appear to reproduce through spores, and some such spores have apparently managed to find their way down into the lightless depths of the Unguent Pits. This is an ideal breeding ground for the invasive species, and they are reproducing rapidly. Whenever a pit opens, the squigs race from all around to dive into the precious fluid and gorge themselves, irreparably polluting the sacred substance in the eyes of the Mechanicus.

Normally such beings would be exterminated by flamer-equipped servitors or Pteraxii Sterilyzors with phosphor torches, but such weapons can't be countenanced here. Any spark or flame could set off a chain reaction that would cause untold devastation. The Mechanicus here do not know the nature of the Oily Squigs or where they came from — they assume it is just some manner of mutated vermin from the hive-bottom. If the creatures were properly identified then the Ordo Xenos or a Magos Biologis would be able to advise on much more effective methods to sterilise the spores and stop the squigs from breeding. Individually the squigs are no challenge at all to an armed Human, at worst giving a painful bite. Even in swarms they are cowardly creatures.

OILY SQUIG

Tier	1	2	3	4
Threat	T	T	T	T

KEYWORDS: ORK, SQUIG

S	T	A	I	Wil	Int	Fel
2	1	1	1	1	1	1

Resilience

2

Defence	Wounds	Shock
3	3	2

SKILLS: Default 1, Athletics 2, Ballistic Skill 2, Weapon Skill 3

BONUSES

Filled with Oil: If an Oily Squig is damaged by a weapon with the **FLAME** or **EXPLOSIVE** Keywords it explodes with the following profile:

7 +4 ED / Blast (4), Inflict (On Fire)

This explosion causes any other Oily Squigs caught in the radius to explode in the same manner.

ABILITIES

ACTION:

Oily Squig Bite: 5 +2 ED / AP -1 / Melee Range / Brutal

Spew Oil: Make a Ballistic Skill Test against a target within 10m. If successful, the Oily Squig spew oil, covering the target and the area in a line to the target with flammable oil. The target must succeed on a DN 3 Agility Test or fall *Prone* as they slip on the oil.

DETERMINATION: Spend 1 Ruin to roll 1d6.

Conviction	Resolve	Speed	Size
1	1	4	Tny

A Swarm of Teeth and Claws: A Mob of Squigs gains +1 bonus Icon to any Resolve Tests. This increases by +1 for every ten Squigs.

MOB ABILITIES

COMPLICATION: Vicious by Nature

Whenever the Mob rolls a Complication, the squigs inflict 1d3 Shock on themself. Add 1d3 Shock to this damage for every ten Squigs in the Mob.

'LET OUR ENEMIES COME.
LET THEIR BLOOD BE THE
UNGUENT THAT GREASES THE
WHEELS OF OUR ENDLESS
BLESSED ARTIFICE'

- VANGUARD UNIT 09-TYBA,
RADTAINMENT DIVISION

ADVENTURE HOOK

CONQUEROR SQUIG

Several members of the Anointed Band have covertly requested assistance in cleansing the Pits while Pit-Master Tupolev is making a short pilgrimage across the hive. They require combatants capable of defeating some of the squigs, and then taking the creatures' remains to a Magos Biologis in order to identify some toxin that can be added to the oil in order to slay them. This will require extensive unpowered melee combat with fiendishly slimy squigs in a giant bath of oil, while under poor lighting conditions. And if the mission isn't completed quickly and Tupolev gets wind of this blasphemous break with tradition, he will do his best to blacken the Agents' names, no matter how much good they may do.

ADVENTURE HOOK

CART 54, WHERE ART THOU?

In order to keep the Pits fed, it is customary for large, refrigerated Carrion Carts to traverse the planet, picking up bodies of devotees of the Cult Mechanicus that have lived exemplary lives. When they reach capacity, the Carrion Carts travel down into the bowels of the hive to offload their precious cargo. However, the unthinkable has happened — Carrion Cart 54 has been hijacked by mutants, who have taken it back to their lair in the sumps of the hive. Both the Adeptus Mechanicus and Astra Militarum are seeking a kill-team capable of recovering the Cart and delivering it to the Pits. Unfortunately, this slowly-defrosting feast has drawn cannibalistic mutants from across the region. If the Agents don't stop them quickly, the sacred bodies of the dead will be defiled as fodder for the ghoulish inhabitants.

THE PERPETUAL ORRERY

Situated beneath the surface of Odo, one of Avachrus's barren, hollowed-out moons, the Perpetual Orrery is a chillingly impressive and visually domineering piece of archeotech. A huge assembly of metal spheres that rotate smoothly around a contained globe of plasma, the Orrery forms an animated display of the Gilead system as it would have been, had the Great Rift not torn it apart. The stately progress of the burnished spheres is eerily transfixing, and it is easy to become mesmerised while watching it. Tech Adepts in particular find the sight uplifting — a vision of how the galaxy might be were it not for the folly of mortals. Studying the movement of the Orrery's spheres is said to occasionally grant a flash of divine inspiration from the Omnissiah.

Although it bears no mark but the revered cog-and-skull, the device was said to be a parting gift from an ancient Explorator fleet who never returned. The fact that it has continued to function without maintenance through the long centuries since is testament to their skill. The Orrery has always been a popular site of pilgrimage for Tech-Priests from Avachrus, and many come here to offer prayers to the Omnissiah while working on particularly thorny intellectual problems. Of late, passage to the Orrery has become more dangerous, as many rogue elements have based themselves on Odo. Transport vessels bearing pilgrims have been attacked several times, but requests for additional protection have fallen on seemingly malfunctioning audio-receptors. It may soon prove impossible to reach the Orrery at all.

Entering the Orrery

From a small, battered voidport on the surface, entry is through a series of poorly-maintained airlocks which lead into mining tunnels running many kilometres under the surface. The air is thin and stale, and rebreathers or sealed suits are needed. A trail of humming lights leads to the Orrery chamber, where a huge door bristles with auspex and weaponry systems. Visitors are admitted through the armoured airlock, and must leave all weapons in sealed lockboxes, or risk triggering the sophisticated automated security system. Inside, flickering candles and muttered binaric data-psalms surround kneeling figures, deep in prayer.

The Oracular Attendant

This servitor is of an incredibly advanced pattern unseen in the Gilead system before or since, and was created with a single purpose — the maintenance of the Orrery itself. It can only speak in binaric cant, but its intelligence level skirts close to the acceptable limits for an independent piece of machinery. About once a century, the Attendant requires the sacrifice of a living Tech-Adept in order to replace their worn out organs with vat-grown replacements. This is regarded as a holy task, and there is no shortage of volunteers for the process. The Attendant is quite capable of protecting itself, and will forcibly remove anybody who attempts to interfere with the Orrery. Only the Oracular Attendant knows the original secrets of the Shrine, but it has no real imagination or desires of its own, and only reveals what its programming allows.

THE EXALTED & THE PROFANE

EXEMPLARS OF FAITH

SERVANTS OF THE OMNISSIAH

TALENTS

PATHS TO GLORY

HALLOWED GROUND



THE ORACULAR ATTENDANT

Tier	1	2	3	4
Threat	A	A	E	E

KEYWORDS: ADEPTUS MECHANICUS, SERVITOR

S	T	A	I	Wil	Int	Fel
6	6	2	2	4	3	1

Resilience

11 (Grafted Metal Plates, 2 AR)

Defence	Wounds	Shock
1	9	6

SKILLS: Default 3, Ballistic Skill 4, Tech 5, Weapon Skill 5

BONUSES

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

Hatches & Tunnels: Within the Orrery complex, the Attendant has numerous secret tunnels for moving around. It gains +5 Dice to Stealth checks to Surprise intruders.

Guardian: The Attendant is tied to the noosphere of the Orrery complex, and receives +2 Dice to Awareness (Int) Tests and +4 Dice to Tech (Int) Tests to repair the Orrery while within its walls.

ABILITIES

BATTLECRY: Hidden Defences: Within the Orrery complex, the Attendant can activate a variety of hidden defences. On the first round of combat it activates a hidden gun platform (effectively an immobile Combat Servitor, *Wrath & Glory Rulebook*, page 334).

ACTIONS: Arc Maul: 12 +3 ED / AP-2 / Range 1 / Arc (3), Brutal

Flechette Blaster: 8 +2 ED / Range 6 - 12 - 18 / Salvo 2 / Pistol, Rapid Fire (4)

ANNIHILATION: Repair Protocol Gamma 19: Should the Attendant be destroyed while Orrery still functions, automated systems will attempt to trap a Human subject and create a new Attendant from spare parts. This takes 1d6 hours.

DETERMINATION: Spend 1 Ruin to roll 5d6.

Conviction	Resolve	Speed	Size
4	3	5	Avg

THE SECRET

The Explorator fleet that built the Orrery were more than a little radical in their views, being fully devoted to the Quest for Knowledge. Vexed by the conservative attitudes displayed by their kin on Avachrus, they decided to take matters into their own mechadendrites.

The Orrery is a genuinely wondrous piece of archaeotech, and had the Gilead system not been despoiled by the Cicatrix Maledictum, the model would have remained accurate to this day. However, it also contains the brain of a vat-cloned psyker, which subtly broadcasts telepathic prompts encouraging questioning of dogma and original thinking — hence the shrine's reputation for inspiration.

Unfortunately, the rising tides of psychic energy from the Great Rift have left the brain vulnerable to daemonic influences, and it has fallen under the sway of a lesser daemon of Tzeentch. The psychic signals it sends out now plant seeds of 'inspiration' that later blossom into full blown delusions. Those who fall victim believe that they are being blessed with ingenious ideas that will reshape the universe, when in fact they are descending further and further into madness. The Attendant was designed to be immune to the Orrery's emanations, and is unaware of the corruption. It cannot conceive of such a problem, and is utterly devoted to the defence and maintenance of the Orrery at all costs.

All characters who enter the Orrery chamber must make an opposed **DN 5 Will Test** for every hour they remain present. If they fail, then at some point over the following day they will suddenly become convinced that they've deduced the solution to some important conundrum. These solutions are almost always flawed or incorrect and usually dangerous or malicious in nature. Those spending excessive time near the Orrery must make a **DN3 Corruption Test** each day.

ADVENTURE HOOK

HOSTAGE SITUATION

A large group of traitor guardsmen turned heretek scavengers have attacked the shrine, drawn to the daemon's whispered call. They believe that their God is trapped within the Orrery, and they want to free it so it can lead them to riches and glory.

They are slowly fighting their way through the defences, but are yet to face the Attendant. A large number of Tech Adepts are trapped, but have managed to broadcast for aid. Unfortunately they themselves are beginning to have a lot of highly creative ideas about how to solve the situation, and are rapidly tailspinning towards heterodoxy.

ADVENTURE HOOK

SIGNAL BOOST

The Tech Adepts who inhabit the shrine have begun to act extremely odd, and have constructed a strange antenna structure on the surface of the moon. Analysis of the structure shows some similarities to the swirling, serpentine patterns found within force weaponry, and an investigative team is sent.

The Tech Adepts have gone completely mad, and are now building almost entirely on instructions from the daemon. Many are hiding mutations under their voidsuits, or have rebuilt their augmetics in blasphemous ways. Once complete, the psychic structure will allow the daemon to broadcast its signal onto Avachrus, spreading madness across the planet with each turn of Odo across the night sky.

THE EXALTED & THE PROFANE

EXEMPLARS OF FAITH

SERVANTS OF THE OMNISIAH

TALENTS

PATHS TO GLORY

HALLOWED GROUND



THE LUMINOUS CATHEDRAL

This strange cometary body travels on a wide, elliptical orbit, only passing close to the Heartworlds for a short time every 47 years. While close to perihelion, the comet blazes with strange lights, as it refracts the rays of Gilead's star — a dazzling display which the wealthy of Gilead used to pay handsomely to watch.

It was only when a roving chartist captain matched orbit with the comet to drain it for hydrogen fuel and drinking water that the Aeldari ruins were discovered. It wasn't long before the Adeptus Mechanicus arrived and claimed the comet, establishing a research outpost. They soon discovered that the outer layer of ice and debris concealed a thick layer of crystal, the secret to the amazing light displays the comet emitted. The crystalline substance proved to be capable of storing and releasing large amounts of luminescent energy, making it an incredible material for high-powered las weaponry.

Mining the comet's crystals proved to be difficult and delicate work, but over centuries the Adeptus Mechanicus outpost grew larger, burrowing deeper inwards. The outpost was laboriously cut from the crystal, and the surfaces still glow and spark with sunlight even after the comet has passed into the outer darkness. The outpost began to attract Tech-Priests who specialised in crystallography and lasers, and eventually the Cathedral became a place of pilgrimage. Large quantities of the crystal would be stored on the comet's surface during decades of mining. Whenever the Cathedral passed close to Avachrus, cargo shipments and pilgrim vessels would be exchanged, before the comet returned to the outer system.

The Cathedral was due to return to the Reach years ago, and when it didn't it was feared lost due to the gravitational convulsions of the Gilead system — either destroyed, or sent spinning into the void, never to be found. Recently, long after being officially considered lost, a weak signal was detected from the Cathedral. Instead of its usual trajectory, the crystal comet is in orbit around Trollius in the far Membrane Worlds. Before the signal was lost, the simple automated message stated the comet's position and heading, indicating a decaying orbit.

Several expeditions have been proposed, but the distance and proximity to hostile Aeldari forces have so far deterred all attempts. Even the ever-resourceful Jakel Varonius has failed to get permission from the Ul-Khari to intercept the comet and its precious cargo. Unwilling to antagonise valuable trade partners, he cannot now publicly move to try and seize this prize, and his fleet sits helplessly at anchor while a potential fortune slips through his fingers.

ADVENTURE HOOK

COMETARY CRYSTAL

Weapons produced from cometary crystal are priceless, and most go to high-ranking members of the Adeptus Mechanicus, while some are bartered to the Astartes or Inquisition for influence and favours. Since arriving in Gilead, Jakel Varonius has managed to acquire several of these weapons through trade and other, less savoury means. However, none have been produced for decades, as the Cathedral has been the outward arm of its orbit for most of this period.

Las weapons built using cometary crystal add +2 Damage, +1 ED, and Rending (2). Their Rarity increases by at least one category. Only the Adeptus Mechanicus of Avachrus have the ability to construct such weapons, and they are unlikely to offer such items to any except the most influential of allies.

THE SECRET

The comet's core is a fragment of a Necron tomb world. After that world's destruction, the fragment was locked away in a thick layer of psychic crystal by Aeldari Bonesingers. Over millions of years this crystal shell drifted through the Gilead system, slowly accreting a layer of ice and rock until it became a comet. When the Mechanicus began to mine the crystal, they steadily chipped away at that protection. By now so much crystal has been removed that the Necron machinery at the core of the comet has begun to stir. Should the comet strike the surface of Trollius, the impact will shatter the remaining crystal and free the Necron menace.

Unable or unwilling to intercede directly, the Farseers of Craftworld Ul-Khari have petitioned the Corsairs for assistance in disposing of this hateful relic — preferably by tossing it into the void. This will require a significant number of Aeldari vessels and some delicate negotiations are underway to assemble a fleet.

Having long since run out of food, the remaining Tech-Priests on the Cathedral have retreated to their cryo-suspension pods. Only their ceremonial leader, the Magos Luxus, has remained active to monitor essential systems. Unfortunately, years alone with Necron emanations have warped his mind, leading him to believe the Omnissiah is speaking to him directly. Currently he's preparing bizarre machinery to drain the life-force from his dormant Tech-Priests and project it towards the comet's core.

The Magos himself is clad in a ceremonial outfit, studded with glowing crystal shards and laced with arcane circuitry. Both of his arms have been replaced with augmetic las weapons and a pair of mechadendrites for labour. He is perfectly affable, and quite pleased to give a tour to any 'pilgrims' who visit the Cathedral. He also talks to himself quite a bit, and seems rather preoccupied with some decidedly non-Imperial looking tech that he's working on.

ADVENTURE HOOK

DIRTY WORK

No Rogue Trader worth their salt is going to sit by and watch a fortune disappear! Through a variety of intermediaries, Jakel Varonius is seeking to engage the most capable cadre he can find in order to raid the Cathedral and bring back whatever they can. He promises enormous wealth to those that succeed — and a lifetime of pain to those that betray him.

ADVENTURE HOOK

BODIES IN MOTION

Through unknown means, the comet bearing the Cathedral has begun to accelerate rapidly out of orbit around Trollius, and is now making its way towards Ostia, emitting a series of bizarre signals. The Ordo Xenos has ordered an immediate purge on the celestial body, but the crystalline material has proven all but impervious to naval weaponry. They have decided that the only way to deal with the comet is to send in a kill-team. The Agents must find the path through the crystal and eliminate whatever has caused this disastrous change in trajectory.

THE EXALTED & THE PROFANE

EXEMPLARS OF FAITH

SERVANTS OF THE OMNISSIAH

TALENTS

PATHS TO GLORY

HALLOWED GROUND

MAGOS LUXUS

Tier	1	2	3	4
Threat	E	E	T	T

KEYWORDS: IMPERIUM, ADEPTUS MECHANICUS, NECRON

S	T	A	I	Wil	Int	Fel
3	3	3	2	4	6	2

Resilience

6 (Implants: 2 AR)

Defence	Wounds	Shock
1	5	4

SKILLS: Default 4, Athletics 6, Awareness 6 (Passive 3), Ballistic Skill 6, Tech 9, Weapon Skill 5

BONUSES

Autonomous Targeting: Each round, this Threat can make a standard ranged attack Action as a Free Action.

Diffractor Field: The Magos Luxus is protected by an arcane energy field. This grants him +5 Defence against **LAS** weapon attacks.

ABILITIES

ACTIONS: **Luminous Beamer:** 13 + 3 ED / AP -2 / 12 - 24 - 36 / Salvo 2 / Reliable, Rending (2)

Lashing Mechadendrite: 5 + 2 ED / Range 1 / Brutal

REACTION: **Point Defence Lasers:** As a Reaction to any **PROJECTILE** attack, the Magos can make an opposed Ballistic Skill (AGI) Test. If he succeeds the projectile is vapourised harmlessly.

DETERMINATION: **Extensive Augmetics:** Spend 1 Ruin to roll 5d6.

Conviction	Resolve	Speed	Size
4	3	6	Avg





CHECK OUT ALL OF
CUBICLE 7'S EXCITING GAMES AT
WWW.CUBICLE7GAMES.COM



OFFICIAL
LICENSED
PRODUCT



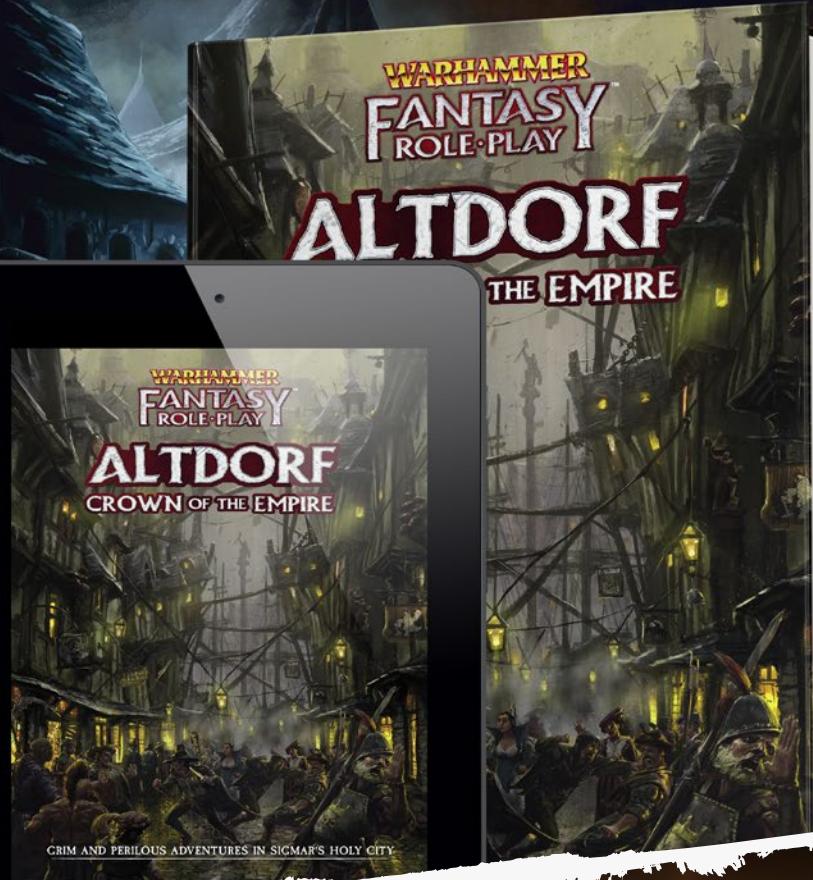
WARHAMMER FANTASY ROLE-PLAY™

A FASCINATING AND
ENTERTAINING GUIDEBOOK
TO THE CAPITAL!

OUT NOW!

www.cubicle7games.com

FIND CUBICLE7 ON



FIND CUBICLE7 ON