

# The Watchman's Toll

*"I beseech you, Emperor, send your might to wash away these foul invaders. I implore you, bring your light to this darkness. I beg you, let greed be their downfall, not ours."*

- Captain Kendrick Borus of the *Starfall*, moments before being boarded by pirates

## ***Part I: Tides of the Warp***

### **Overview**

During routine warp travel, the Explorers' ship is the target of a massive warp incursion. After assembling on the bridge of their ship, the Explorers learn that their Gellar field is malfunctioning due to an anomaly that the ship's psykers have never encountered before. The Explorers must make an emergency warp exit before their ship is trapped by the anomaly, however a Warp Kraken appears and attempts to consume the entire ship. After dispatching the Warp Kraken and barely surviving the dangers of exiting the warp at an uncharted location, the Explorers are beset upon by the Seafarer and Ratsplat, two pirate vessels that are lying in wait right next to where the Explorers entered realspace. Immediately faced with an overwhelmingly superior force, the Explorers must fight their way out of the pirates' trap.

### **The Calm Before the Storm**

The adventure can begin whenever the Explorers have been travelling through the warp for quite some time to any destination. Read or paraphrase the following when the Explorers are mid warp transit:

*You are in the middle of an uneventful period of warp travel. The Navigator has plotted a safe course through a mostly charted area of the warp. The soft purple hues of the Empyrean shine through the observation windows and all seems calm. With only several days to go, the crew is growing bored and restless. The Astropathic Choir however remains ever vigilant and focused, as they are aware that even the slightest change could be catastrophic out here.*

*In the midst of a routine meeting of the officers, one of the Astropaths known to you as Moira Vankor rushes into the meeting room with a worried look on her face. She carries with her slightly disturbing news:*

*"Pardon the intrusion, milords, but we have sensed a mild anomaly within the Immaterium. It's something none of us have ever felt in our many travels, however it is nothing that requires immediate intervention. It seems that the warp energy in these parts is condensing and solidifying somehow, milords."*

## **NPC: Moira Vankor**

*“Although the will of the Emperor lights my path through the Immaterium, this lumen globe lights the path to the next room. I wouldn’t manage to survive without one or the other, depending on the situation. All a matter of perspective, is it not?”*

Moira Vankor is a young Astropath that has joined the ship’s Choir in the last few months. Usually mouthy and playful, she is a shining example of the hope that most of the Imperium’s population lacks. She believes in the power of the God-Emperor though she is inclined to act rash and speak whatever she feels like, unaware of the borderline heretical mindset she sometimes exhibits. Relatively inexperienced in the ways of the Immaterium for an Astropath, she has a tenacity and fervor in her quest for knowledge that sets her apart from the usually stoic and conservative members of the Adeptus Astra Telepathica. Her naïve nature and caring attitude however make her an easy target for the corrupting nature of Chaos, determined as it is to scour the hopes of Man.

Her fate depends on the actions the Explorers take in this adventure, granting them either a potentially strong ally, a powerful enemy or leaving them with no more than a smouldering corpse. If the Explorers manage to keep her alive during this adventure she becomes an optional party member that the Explorers can take with them on their travels. If she survives, yet reaches a total of over 50 Corruption and Insanity Points during this adventure she is lost to Chaos and madness and is no longer a part of the Explorers’ crew. Moira receives double the amount of Corruption and/or Insanity that the Explorers would receive. Her profile can be found in the ‘Adversaries and NPCs’ section at the end of this adventure.

## **Omens**

Moira’s news means that the Explorers are probably on their guard, and rightly so. Even the most subtle changes in the warp can lead to death, or worse. Moira neither knows the cause nor the effects of the anomaly, however she will answer the Explorers’ question as best as she can. If asked for the nature of the anomaly or what she means exactly by ‘solid Warp energy’, her possible answer is that:

*“The warps streams seem to converge at a single point. It is hard to explain to those that do not see as we do. The Immaterium is usually in constant flux however it appears that we are being carried to a place that feels.. unchanging, milords.”*

If asked what the options are to counter this strange anomaly, Moira can answer that:

*“It is hard to tell what the consequences are of our actions here in the Immaterium. Even leaving could lead to a major disturbance, but being outside of the lion’s cage is always less risky than being stuck inside of it. Milords.”*

When the Explorers are done questioning their Astropath, Moira offers to stay near them in case the Choir picks up any further disturbances in order to pass them on to the Explorers quickly. If

one of the Explorers is an Astropath, Moira can state that if an incursion occurs it is safer for the psykers to stick together, prone as they are to daemonic attention.

This part of the adventure has a more or less nonlinear structure, as it enables the GM to build up the tension leading up to the warp incursion that follows in ‘To the Bridge!’.

A practical course of action for the Explorers might seem to attempt to exit the warp ‘just in case’, however due to the interference from the anomaly all Navigation Tests count as Hellish (-60) until the Warp Kraken is defeated in ‘Man the Harpoons!’. If against all odds the Explorers manage to exit the warp, either choose to skip immediately to the pirate attacks of ‘A Warm Welcome’ or find another way of continuing the adventure without taking away the Explorers’ sense of agency.

Try to slowly build the tension and fear by using the table below to implement increasingly pressing psychic omens (Table 1.1 Psychic Omens) while the crew continues their day-to-day tasks. Each roll on the table adds a +15 to the result of the next roll, indicating the ever increasing tension building up to the warp incursion. Reroll results Psychic Omens that have already occurred. Once 161+ has been rolled on the Psychic Phenomena Table, or it is decided that the situation on the ship is sufficiently tense and pressing, move on to ‘To the Bridge!’.

### **Table 1.1 Psychic Omens**

1-20 An unexplainable, foreboding sensation makes the bodies of the Explorers and the ship’s crew violently shiver.

21-40 The shadows everywhere in the ship, which already appear longer and darker than usual, seem to move slightly causing the crew distress. Inflicts 1 Morale damage on the ship’s crew.

41-60 A barely audible voice whispers in alien tongues, just soft enough to not be understood yet loud enough to distract the senses. All Awareness Tests made on the ship suffer -5 while in the Immaterium during this adventure

61-80 The God-Emperor’s statues, paintings and other such decorations look alive, slightly changing their position and moving their eyes, unsettling everyone on the ship. All Willpower Tests suffer -5 until leaving the warp.

81-100 Psykers and those that have witnessed the terrors of the warp are cursed with intense visions and images of their past encounters with the Immaterium’s vile effects. Inflicts 1d5 Morale damage on the crew of the ship and causes a level of Fatigue on the Explorers.

101-120 Machinery all around the ship starts to malfunction and show alien symbols and flashes of far darker imagery. Each of the Explorer, including Moira, that is within 5 metres of a cogitator terminal or screen must make a successful Ordinary (+10) Willpower Test or suffers 2 Corruption Points from the forbidden words they lay their eyes upon.

121-130 The crewmembers seem to be under attack by invisible assailants, looking around confused and terrified, screaming into empty hallways and running away in fear. The feeling of dread that surges through the ship causes the Explorers to roll a Fear 1 Test.

131-140        Horrifying glimpses of the Immaterium appear in the minds of the crew, showing places that weren't meant to be perceived by the human mind. Each of the Explorers, including Moira, must make a successful Difficult (-10) Willpower Test or suffer 2 Insanity Points

141-160        Servitors of all kinds start screaming with what is left of their human vocal chords. The horrifying, inhuman sounds inflicts 1d5 Morale damage to the ship's crew and causes 3 Insanity Points to the Explorers and Moira.

161+            The Gellar field shuts down from the strain of the condensing warp energies: the incursion reaches its full potency. Continue to the events of 'To the Bridge!'.

## **To the Bridge!**

The Explorers only have a short time to discuss their course of action. During their conversation the windows start burning fiercely with the violent purple of a full-scale warp incursion. The GM should explain this in its full, twisted glory, focusing on the sudden shift in temperature, atmosphere and light: the ship starts to feel as if it is a breathing entity, the steel floorboards rattle ominously and cold shivers travel down the spines of the crewmembers. The visible effects described in the Psychic Omens table all happen simultaneously (this excludes the Morale damage, Fatigue and other such stat changes that affect the Explorers and the ship). For further ideas and dangers, the Psychic Phenomena and Perils of the Warp tables (p. 160 and 161 of the Rogue Trader Core Rulebook) can be used.

If the Explorers do not decide to move towards the bridge out of their own volition, they are urged to do so either by a pleading NPC or a vox transmission from one of the other officers asking the Explorers to report to the bridge in order to clearly assess and effectively resolve the situation on the ship.

As the Explorers get closer to the bridge, Moira suddenly starts stuttering about the warp closing in on them and loses her footing. Explorers that are within 2 metres of Moira may make an Easy (+20) Agility Test to catch her. Failing to do so, Moira smashes her head against the floor and takes 2 damage that ignores Armour and Toughness. Any psykers in the party, including Moira, must make a Hard (-20) Willpower Test. Talents and abilities that affect Fear also affect this test. The psykers that fail the test receive dark visions of purple and black tentacles bursting through the exterior of the vessel, tearing its inhabitants into pieces and consequently suffer 1d5 Insanity Points. The psykers also gain a speech impediment until the ship has exited the warp, as they are unable to form words coherently because of the intensity of their visions.

Making their way towards the bridge, the Explorers can see the twisting effects of the Empyrean take hold of their ship: servitors start chanting forbidden texts in daemonic languages unknown to mortal ears and several crewmembers can be seen clawing at the walls in an attempt to flee from seemingly invisible assailants. Increase the direness of the situation as the Explorers travel through the halls of their vessel by using the two encounters below to add an extra level of distress and urgency, but make sure the Explorers know that every second they waste could possible mean the end of their ship and with it, the entire crew including themselves.

## **Optional Encounter:**

### **The Possessed Crewmen**

En route to the bridge, the Explorers stumble upon a maintenance crew of four men and women under attack by a group of possessed kitchen workers. Read or paraphrase the following:

*A high-pitched scream emerges from the open door of an adjacent room, followed by a fearful voice that yells: “Martis, in the Emperor’s name what are you doing? Martis..! MARTIS GET YOUR FILTHY HANDS..” The rest of his sentence is smothered by a drawn-out gurgling noise. After a short and heavy silence followed by cackling laughter, the other screaming continues.*

If the Explorers choose to enter the room, continue by reading or paraphrasing the following:

*As you enter the room, you see several maintenance workers in the far corner cowering behind a fallen freezing unit. A significantly larger group that you recognize as members of the kitchen crew is walking towards the maintenance workers in a slow pace, jerking violently as if attached to a puppeteer’s strings. They carry bloodied knives, stakes and other sharp kitchen tools which they raise towards the maintenance crewmembers ominously. In the middle of the room, the fresh corpse of what was doubtlessly the man yelling out earlier is being torn apart by a person wearing a bloody apron and chef’s hat. Moira, suddenly snapping out of her catatonic state, speaks a single, condemning word: “p-possessed”. They do not notice your presence at all and continue heading straight for the other maintenance workers.*

The kitchen workers use the profile for the Colonist Bloodskimmers found on P. 370 of the Rogue Trader Core Rulebook, however each is only armed with a Butcher’s Knife (1d5+5R; 2 Pen; Unbalanced). The number of possessed kitchen workers is equal to the number of Explorers + 1d5. They constantly assault the four maintenance crewmembers that are pinned down behind the freezer, which counts as a Cover with an armor rating of 3. The crewmembers each have 9 Wounds and a combined Toughness and Armour of 4 on all locations. If any of the maintenance crewmembers survive, the Explorers’ crew gains 2 Morale and loses 1 Population, otherwise detract 2 Population from the ship.

### **Gone Haywire**

Due to the daemonic incursion, the Machine Spirits of several servitors have been corrupted, causing the servitors to go berserk and attack everything in sight. The Explorers face off against 1d5 malfunctioning Battle servitors as they burst through the walls, surprising those that are caught off-guard. Make the Explorers roll a Challenging (+0) Awareness (Perception) Test before the encounter starts. Those that succeed do not count as surprised during the first round of combat. If you wish to incorporate this optional combat encounter, read or paraphrase the following:

*Passing the Armory, a loud banging noise that quickly turns into the sound of rockrete and steel plating being ripped apart stops you in your tracks. A fraction of a second later, a ragtag group*

*of servitors bursts through a nearby wall, their weapons at the ready. It's immediately clear that these are no longer regular servitors: their circuitry sparks violently, parts of their steel components have fused to together with their flesh into horrifying protrusions and the remnants of their human faces twist into impossibly wide and expressive grins.*

The servitors attack immediately and without hesitation, surprising the Explorers that failed their Awareness Test. The servitors each choose a different target in order to avoid immediate death-by-servitor. When one of the servitors reaches 0 Wounds, announce that its power supply starts ominously glowing. The Explorers have one Round before the servitors erupt in a shower of shrapnel and fire, causing 1d10+5 damage to every enemy and ally within a radius of 1 metre. Use the profile for the Servitor Drone (see p. 375 of the Rogue Trader Core Rulebook) for the servitors. If the Explorers are heavily combat focused, feel free to add an altered Charron-Pattern Battle Servitor or other crazed mechanical creature for a greater challenge. The rest of 'The Watchman's Toll Part 1: Tides of the Warp' does not contain any more regular combat so try to provide a challenging battle for the Explorers.

## **Man the Harpoons**

After the Explorers finally reach the bridge, read or paraphrase the following:

*As you enter the bridge, most of the officers lie on the floor, broken and crazed by the vile warp energies coursing through the ship. The few crewmembers that are left standing attempt to contain the situation as much as they can; however it is not going well. It becomes clear that the warp incursion is affecting the entire vessel. Moira seems to snap out of her nightmarish trance and mutters weakly: "The warp is.. its coagulating around us. Like flies trapped in hardening amber." As the Astropath slowly tries to formulate her next sentence, the Communications Officer Jacobi interrupts her: "By the Emperor, it's a.."*

A hard collision of the ship with something in the warp makes the entire ship shake and rumble roughly. The Explorers must succeed on a Challenging (+0) Acrobatics (Agility) Test or be knocked violently around the room 1d5 metres, inflicting 1d10 Impact damage not reduced by Armour. Use the Scatter Diagram on p. 248 of the Rogue Trader Core Rulebook to determine where they land. While the Explorers are scrambling to their feet, read or paraphrase the following:

*As you recover from the sudden quake, you follow Jacobi's hand towards the main observation window. For a moment, all you see is the burning purple of the Empyrean. Then you see it: part of the window is obscured by a massive black shape, attached to the ship with enormous circular suction cups. This can only mean one thing: a gargantuan Warp Kraken has decided to feast on your ship.*

The ship is now under attack by an enormous creature inhabiting the Immaterium that is known for crushing ships to a pulp and swallowing them whole. This Warp Kraken has wrapped itself around the fore and starboard sections of the ship and is threatening to rip the hull in twine if it is not stopped. Exiting the warp is impossible with the Kraken attached to the ship, meaning the

Explorers must destroy it or remove it in a different way. Feel free to let the Explorers come up with their own solutions to remove the Kraken; reward good roleplaying and smart thinking even if it is not completely in line with the rules. The most straightforward solution is firing the ship's weapons at the beast or damaging it in another more spectacular manner. If this course is taken, the Kraken counts as having 30 Hull Integrity/Wounds, an Armour of 0 and being inside the firing arc of all ship weapons due to it encircling the entire ship with its tentacles. The Kraken is susceptible to Psychic Powers, however it counts as having a Willpower of 60. Take into account that for many Psychic Powers the target has to be either hit by a projectile that appears from the caster's body or has to be touched, making it near-impossible for a psyker to successfully perform such actions. Each turn the Kraken is attached to the ship it inflicts 1d5-1 damage to the Hull Integrity of the ship that ignores Armour, as the creature slowly but surely compacts the ship for consumption. When the ship reaches 0 Hull Integrity, the ship is consumed and the entire crew, including the Explorers, dies unless they collectively burn a Fate Point. When the Explorers manage to defeat the Kraken or remove it from the ship's exterior, read or paraphrase the following:

*The massive tentacles that coil around the ship seem to loosen their iron grip. The ship heaves and its steel groans with the release of pressure from its exterior. "Milords, the Kraken is defeated!" Jacobi exclaims, the disbelief in his otherwise steady voice clearly audible. Your heart lifts as the source of the imminent and almost certain destruction of the ship drifts out of sight to lick its monstrous wounds. As the initial sensation of relief fades, it dawns on you that the Gellar field is still disabled and the daemonic incursion is still in full swing. The danger is not yet averted.*

The clock is ticking and the Explorers must make a quick decision on how to proceed. If they remain undecided for too long, increase the potency of the daemonic incursion by making daemons appear on the bridge to assault the players and possibly detracting Morale and Population the longer they wait.

For added pressure, keep reminding them that exiting the warp at random can leave them stranded in the middle of a celestial body or worse; the pathways of the Immaterium are extremely unpredictable. Feel free to 'punish' players if they risk travelling the warp unprotected by a Gellar field, a feat which is practically impossible, by decimating their crew or even destroying their ship!

The ship's Navigator rolls a Difficult (-10) Navigation (Warp) Test in order to determine the Navigator's ability at locating an appropriate exit point in the Warp. Upon a success the Pilot(Spacecraft) Test to exit the warp gains a +10, and a further +5 for every degree of success. The main helmsman must make a Hard (-20) Pilot (Spacecraft) Test in order to determine the time it takes to steer the ship successfully out of the warp. A failure leads to a decrease of Morale and Population by 5, and a further -2 for each degree of failure. Succeeding in exiting the warp raises Morale by 1d5. After the Pilot (Spacecraft) Test has been made, read or paraphrase the following:

*The warp exit takes longer than the usually instantaneous transition; the co-pilots indicate that it almost seems as if the ship is suspended in some kind of thick substance. After several seconds, your vessel manages to break free and with a thunderous noise the ship shifts back into the silence of real space.”*

The Explorers only have several moment of rest as their entire ship’s system requires a reboot. Whenever you think they have calmed down sufficiently from the rush of defeating the Kraken, read or paraphrase the following:

*You stare out across the usual mixture of infinite darkness and planetary bodies far off in the distance and absorb the relative peace and quiet of real space. Just as you move to turn away from the observation window to address important matters concerning repairs and such, the system reboot is complete and the red lights and screaming alarms turn on that indicates there are enemy ships in the vicinity. In the corner of your eye an unknown vessel drifts into view, seemingly built from the scrap material of other ships. Another more Imperial-looking ship appears, more distant than the other. They both carry the skull and crossbones of pirate ships. “Captain, they’re powering up their weapons!” Officer Jacobi yells out in terror.*

## **A Warm Welcome**

Without a moment of rest, the Explorers are thrust into space combat against the two pirate ships, a merchant frigate and an Ork lite kroozer. Take care not to downplay the sudden assault: the crew is well aware of the danger of being out-numbered two to one, especially after having almost lost their ship to the Immaterium. The crew, barely recovered from the Warp anomaly, has a -5 to all shipboard actions until the end of this combat. The precise descriptions and stats of the two ships can be found in the section ‘NPCs and Ships’. The combined might of the two vessels, respectively named the Seafarer and Ratsplat, will most likely outmatch the Explorers’ vessel. The ‘goal’ of combat in this case is to determine the first impression the Explorer’s make on the Merchant-King they meet later on. Depending on how the battle goes, the Merchant-King will be more or less impressed. If the Explorers manage to bring either the Seafarer or the Ratsplat below 50% Hull Integrity, it raises the starting disposition of the Merchant-King in all social interaction tests by 10. On the other hand, failing to damage one of the ships more than 25% will result in a -10 to all social interaction tests. Although winning is highly unlikely for the Explorers, it is always a possibility and you should anticipate the combat not going exactly according to plan, for example the off-chance that they manage to wipe the enemy ships out of existence.

The Seafarer is facing with its fore towards the Explorers and will immediately open fire upon the Explorers as they exit the warp. Ratsplat has its aft towards the Explorers warp rift and is 15 VUs away from them, meaning it cannot fire in the ships’ surprise round. The map below indicates where the ships are located as opposed to the Explorers’ vessel, as well as the number of VUs the ships are removed from each other.

All critical hits made against the Explorers' vessel automatically target their Warp engine until it is disabled, indicating that the pirates only mean to incapacitate and not destroy the Explorers. If in the middle of combat the Explorers attempt to hail one of the two ships, they are met with complete radio silence. When the Hull Integrity of one of the enemy ships reaches 50% or lower, the destruction of the Explorers' vessel seems inevitable, or if 5 rounds of combat have gone by, the pirate ships hail the Explorers. If the Explorers decide not to respond to the hails, the Astropaths of the Seafarer will bombard the Explorers' Astropathic Choir with psychic messages indicating the pirates' acknowledgement of their strength and urging the Explorers to follow them to a nearby space station in order to meet their master. Read or paraphrase the following if the Explorers choose to respond to the hail:

*The connection takes a while to establish due to the Warp interference. Moments later, the tense silence is broken by a monstrous voice loudly blasting through the vox speakers:*

*"Iz it on, Grump? Me cannot hear kaptin Lizzy speakin'."*

*A loud feedback screech follows, after which the voice continues, the volume seemingly adjusted downwards.*

*"Frakkin' Grump messin' wit da sound. Kaptin Lizzy, you 'ere?"*

*It takes a while for the Ork to establish that 'kaptin Lizzy' is in fact not on the other side of the vox.*

*"Meh, me no need Lizzy. Lissen humies. I iz Kaptin Grubrat. Da Murshant-King say he want make bizniz wit yous. Da Murshant-King wants see yous, yous listen to da King and come, aye? If not, da King-fleet come and pound ya, aye? Pound ya 'ard."*

An apparently powerful individual known as the Merchant-King requires the presence of the Explorers to discuss a business proposition. A successful Hard (-20) Scrutiny Test reveals that the Ork is indeed speaking the truth about the Merchant-King. The Explorers should be given some time to decide on how to best approach the situation and this suddenly 'friendly' Ork Freebooter. Before the Explorers can choose whether to comply to the Ork's demands or not, continue by reading or paraphrasing the following:

*As the Ork awaits the Explorers' response, damage reports of the battle flood the cogitator screens of the bridge. The ship's Warp Drive has been completely destroyed due to focused fire from both pirate ships; it seems they only meant to cripple the vessel from the start. Whether this was done in the hopes of preserving the treasures onboard or in order to 'invite' them to business dealings with their Merchant-King is not clear: pirates are pirates, after all. The Ork obviously grows impatient, and seems to make a harrowing and completely un-Orkish effort to restrain himself. Finally he snaps, smashing his Klawed fist into what is most likely delicate machinery:*

*"Fink yous 'ard, eh? Fink yous can travel da Warp like diz? Fink again, humies. Now come, da King waits for no buddy."*

**NPC: Kaptin Grubrat**

An Ork Freebooter of some renown within the Accursed Demense, Grubrat has joined forces with his new Boss, the Merchant-King of Hecaton, in order to raid and pillage unrestrained by the bothers of the Waaagh! that is building within Undred-Undred Teef and the hearts of his fellow Orks.

Grubrat had been pirating his way through the Koronus Expanse for several years and eventually met his match in a human man with more 'Mork-smarts' than him, now known as the Merchant-King of Hecaton. After having his Ratsplat utterly destroyed at the hands of the Rogue Trader turned black market merchant, Watchman Morose chose to spare the Ork and take him and his Klan under his wing as lethal and strangely reliable protectors for his trading station, the Watchtower.

Grubrat stands only 2 metres tall, a relatively small posture for the Boss of an Orkish Klan, the Wyldboyz, and his own Lite Kroozer, Ratsplat. After having blown off half of his body in a Weirdboy-related incident, the entire right side of his body has been replaced with mechanical parts, completely stunting his body's growth. Contrary to many of his position, Grubrat has not been blessed with immense fortitude and strength, but with an intelligence closer to that of a young human child than that of a slightly evolved beast. While physically too weak to demand the respect of a Waaagh! or major Klan, Grubrat figured that he might as well 'make' his own Ork Klan by waiting for his own spores to grow, selecting out those crewmembers needed to repair and maintain his ship and subsequently killing every Ork that approached a similar height and physique to that of himself until he crafted himself a miniature army of Orks loyal only to him. For now.

## ***Part II: Of Deals and Death***

### **Overview**

Barely having survived the battle, they are escorted to the Watchtower, an old Eldar space station wherein the self-proclaimed Merchant-King of Hecaton, Watchman Morose, has taken residence. He offers the Explorers an interesting and profitable alliance that could suit the interests of both sides. Before the deal can be finalized though, the Eldar technology of the space station suddenly reactivates and an enormous Eldar vessel crashes through the central docking port of the station. Investigation reveals that the Watchtower is actually an Eldar Webway station that has been disabled for millenia. As the now heavily damaged Eldar vessel is on a collision course for the nearby planet of Melbethe, the Explorers decide to follow the ship to the planet's surface in order to discover its purpose, and its treasures. Upon arrival the Explorers find the vessel and its crew almost completely decimated. The leader of these unfortunate Eldar is known as Bael'Ka, the Keeper of Secrets. She managed to survive the crash and attacks the Explorers, feverishly claiming a certain 'dangerous secret' must not fall into their hands. After dealing with Bael'Ka and her minions, the Explorers scour the Eldar vessel and discover a hidden dataslate that points

to the whereabouts of the ship belonging to Eduard Majessus, a Rogue Trader branded Traitoris Excommunicatus by the Inquisition due to his dealing with a mysterious and powerful xeno artefact.

To Be Continued...

# Adversaries and NPCs

## *Named NPCs*

### ***Watchman Morose***

Merchant-King of Hecaton

*“Let them come, lads. They do not know the tides of the warp as I do. Only death awaits in these parts”*

**WS:** 40, **BS:** 60, **S:** 54( x2 TB), **T:** 51(x2 TB), **Ag:** 12, **Int:** 30, **Per:** 32, **WP:** 44, **Fel:** 44

**Movement:** 2/4/-/-

**Wounds:** 40

**Fate Points:** 4

**Skills:** Speak Language: Pirate Slang, Low Gothic (Int), Navigation: Stellar (Int), Pilot: Spacecraft (Ag), Intimidate+20, Awareness+20, Common Lore (War)+20, Forbidden Lore (Pirates)+20, Command+20,

**Talents:** Pistol Weapon Training (Universal), Quick Draw, Double Team, Enemy (Imperium), Rapid Reaction, Crack Shot, Furious Assault, Blind Fighting, Deadeye Shot, Hip Shooting, Bulging Biceps, Dual Shot, Paranoia, Nerves of Steel, Resistance (Fear), Gunslinger, Hardy, Mighty Shot, Marksman, Independent Targeting, Bloodtracker, Rapid Reload, Two-Weapon Wielder (Ballistic), Ambidextrous, True Grit, Good Reputation (Underworld)(Pirates)

**Traits:** Fear (2), Unnatural Toughness, Unnatural Strength, Hulking

**Armour:** Captain’s Fineries with armored plating (Arms: 2 / Body: 3 / Head: 0)

**Weapons:** Swashbuckler’s Dueling Pistol (45m; S/-/-; 1d10+5E; Pen 4, Clip 2; Reload Full; Accurate, Reliable) x 2, Cutthroat Saber (1d10+3R; Pen 6; Balanced, Tearing)

**Gear:** Dueling Pistol Ammo-belt carrying 28 spare clips, expensive golden jewelry studded with numerous gems, Merchant-King’s Crown (pirate hat providing a force field with a protection rating of 25), custom-made and enormous fine clothes, eye patch, various bones and other trophies, *Coroner’s Cove*

### ***Captain Lysander***

Commander of the Seafarer

*“Those who seek glory live short lives yet are remembered forever. Myself, I seek treasure and shall be forgotten. But oh how long, luxurious and comfortable my forgotten life will be..”*

**WS: 52, BS: 31, S: 38, T: 31, Ag: 42, Int: 49, Per: 45, WP: 38, Fel: 56**

**Movement:** 4/8/12/24

**Wounds:** 20

**Fate Points:** 4

**Skills:** Literacy, Speak Language: Pirate Slang, High Gothic, Low Gothic, Trader’s Cant (Int), Command+20, Awareness, Commerce, Charm+20, Common Lore (Imperium)(Rogue Traders)(Koronus Expanse)(Imperial Navy)(Pirates), Dodge+10, Secret Tongue (Rogue Trader), Barter, Deceive, Scrutiny

**Talents:** Peer (Nobility) (Underworld)+10, Decadence, Enemy (Adeptus Arbites), Air of Authority, Quick Draw, Sound Constitution x 3, Exotic Weapon Training (Ghost Sword), Leap Up, Resistance (Fear)

**Traits:** -

**Armour:** Enforcer Light Carapace (Arms: 5 / Body: 5 / Head: 5)

**Weapons:** Ghost Sword (1d10+3E; Pen 6; Power Field, Balanced+15), Hellpistol (35m; S/3/-; 1d10+4E; Pen 7; Clip 40; Reload 2 Full)

**Gear:** Fine clothes, invalid warrant of trade, *the Seafarer*, golden Aquila necklace

### ***Kaptin Grubrat***

Commander of the Ratsplat and leader of the Wyldboyz

*“Dun dun dun, me an me boyz kroozin’ da starz. Dun dun dun, smashin’ they faces wit iron barz.”*

**WS: 40, BS: 23, S: 51, T: 48 (x2 TB), Ag: 31, Int: 36, Per: 34, WP: 30, Fel: 31**

**Movement:** 3/6/9/12/18

**Wounds:** 24

**Fate Points:** 2

**Skills:** Awareness +10 (Per), Barter (Fel), Carouse (T), Common Lore: War, Imperium, Imperial Guard (Int), Pilot: Space Craft (Ag), Speak Language: Pirate Slang, Low Gothic, Intimidate +20 (S), Dodge (Ag)

**Talents:** Peer (Wyldboyz), Melee Weapon Training (Universal), Basic Weapon Training (Primitive, SP), Pistol Weapon Training (Primitive, SP), Ambidextrous, Lissen Ta Me Coz I’z Da Biggest, Rapid Reload, Quick Draw, Decadence, Two-Weapon Wielder (Melee), Bulging Biceps, Disturbing Voice, Forbidden Lore: Xenos, Da Nekst Best Fing, Hardy

**Traits:** ‘Ard (Unnatural Toughness), Made Fer Fightin’, Make it Work, Might makes Right, Mob Rule

**Armour:** Kap'ns Trofies (Arms 3; Body 5; Legs 3)

**Weapons:** Shoota (60m; S3/10; 1d10+4 I; Pen 0; Clip 30; Reload Full; Inaccurate, Unreliable), Choppa (1d10+1 R; Pen 2; Unbalanced).

**Gear:** 2d10 Ork teeth (Teef), 3 spare clips for the Shoota, respirator, Kap'ns Hat, *Ratsplat*.

### **Bael'Ka, Keeper of Secrets**

Eldar surveyor captain

*"The dead stars that were left behind in Majessus' wake are a testament to the dangers that he unleashed upon the Expanse. His legacy must be purged from existence."*

**WS:** 55, **BS:** 51, **S:** 32, **T:** 32, **Ag:** 51(x2 AgB), **Int:** 41, **Per:** 43, **WP:** 54, **Fel:** 41

**Movement:** 10/20/30/40/50/60      **Wounds:** 14

**Fate Points:** 2

**Skills:** Awareness+20, Acrobatics, Dodge+20, Literacy, Speak Language (Eldar)(Low Gothic), Forbidden Lore (Xenos+20)(Warp)(Black Library+10), Psyniscience+10, Tracking, Common Lore (Koronus Expanse+10), Search+10, Scrutiny+10, Medicae+10

**Talents:** Basic Weapon Training (Shuriken), Pistol Weapon Training (Shuriken, Melee Weapon Training (Universal), Ambidextrous, Speed of Asuryan, Grace of Isha, Quick Draw, Lightning Reflexes, Rapid Reaction, Resistance (Psychic Techniques)(Fear), Sprint, Hard Target, Wrath of Khaine, Counter Attack, Blademaster, Combat Master, Berserk Charge, Warp Sense, Two-Weapon Wielder (Melee)(Ballistic)

**Traits:** The Dying (Unnatural Agility)

**Armour:** Eldar Void Mesh (Head 5 / Body 5 / Arms 4 / Legs 4)

**Weapons:** Common Quality Shuriken Pistol (1d10+2; Pen 4; Clip 40; Reload Full; Reliable), Common Quality Eldar Powersword (1d10+4; Pen 8; Balanced +10, Power Field).

**Gear:** Runic Talismans (counts as a best quality Charm), fine Eldar clothing, Soulstone, dataslate containing information on the travels of Eduard Majessus and his *Corehound*.

### **Moira**

Member of the Astropathic Choir

*"Hope you like warp energy as much as you like gnawing on human remains, you beast! Eh, wait.. Disregard that last comment, calling you 'beast' is an insult to beasts everywhere in the Imperium!"*

**WS:** 30, **BS:** 44, **S:** 31, **T:** 37, **Ag:** 41, **Int:** 47, **Per:** 40, **WP:** 45, **Fel:** 45

**Movement:** 4/8/12/16/20      **Wounds:**

**Fate Points:**

**Skills:** Speak Language (Hive Dialect, High Gothic, Low Gothic)(Int), Tech-Use (Int), Logic (Int), Awareness(Per), Common Lore (Adeptus Astra Telepathica)(Int), Forbidden Lore (Psykers)(Int), Scholastic Lore (Cryptology)(Int). Psyniscience (Per), Invocation (WP)

**Talents:** Pistol Weapon Training (Universal), Heightened Senses (Sound), Psy Rating 2

**Traits:** Wary (+1 Initiative), Soul-Bound, See Without Eyes, Corruptible (receives double Insanity and Corruption Points)

**Armour:** Reinforced Acolyte Robes (2 All)

**Weapons:** Best-Craftsmanship laspistol, common-Craftsmanship shock staff

**Gear:** void suit, micro-bead, psy-focus

**Psychic Disciplines:** Telepathic

**Psychic Techniques:** Astral Telepathy, Mind's Eye, Mind Link

**Starting Corruption and Insanity Points:** 0

*Ships:*

### ***Ratsplat***

Ork Lite Croozer

**Speed:** 7

**Detection:** +25

**Void Shields:** 1

**Space:** 60 (Used: 50)

**Turret Rating:** 1

**Weapon Capacity:** Dorsal 1, Prow 1, Port 1

**Maneuverability:** +13

**Armour:** 20

**Hull Integrity:** 60

**Power:** 60 (Used: 59)

**SP Total Cost:** 63

### **Essential Components**

Weirdboy-fueled Drive, Converted Orky Warp Engine, Single Void Shield Array, Command Bridge, Air Pumps, Boyz barracks, Converted M-100 Auger Array, Really Big Teef (counts as a Gellar field)

### **Supplemental Components**

Broadside 'Alf Dakka Kannon (Strength 6, Damage 1d10+2, Crit Rating 5, Range 6), Distant Dakka Kannon(Strength 4, Damage 1d10+2, Crit Rating 4, Range 9), Kill Kutta (Strength 2, Damage 1d10+4, Crit Rating 3, Range 6), adjusted Auto-stabilised Logis-targeter, Armour Plating

## **Complications**

Mork's Malice, Ornate Teef, Orky Tek

### **Bonuses/Penalties summary**

+10 to Navigation Tests for warp travel, roll twice on Warp Travel Encounters and let Navigator choose results, as long as the Bridge remains undamaged all Command Tests made by the captain gain +5 and all Ballistic Skill Tests to fire weapons gain +5, Bridge becomes unpowered at a 1d10 roll of 3 or higher, increase all Morale loss by 1, Detection increased by +5, all Ballistic Skill Tests to fire ship's weapons gain +5, repair tests made gain -20, -15 to all Pilot Tests when attempting to escape combat, cannot be piloted by a non-Ork crew, components cannot be salvaged.

### ***The Seafarer***

Sword-class frigate

**Speed:** 8

**Detection:** +15

**Void Shields:** 1

**Space:** 42 (Used: 42)

**Turret Rating:** 2

**Weapon Capacity:** Dorsal 2

**Maneuverability:** +28

**Armour:** 19

**Hull Integrity:** 41

**Power:** 45 (Used: 45)

**SP Total Cost:** 50

### **Essential Components**

Jovian Pattern Class 2 Drive, Strelor 1 Warp Engine, Warpsbane Hull, Single Void Shield Array, Armoured Bridge, Vitae Pattern Life Sustainer, Voidsmen Quarters, M-100 Auger Array

### **Supplemental Components**

Titanforge Lance Weapon (Strength 1, Damage 1d10+4, Crit Rating 3, Range 6), Mars Pattern Macrocanons (Strength 3, Damage 1d10+2, Crit Rating 5, Range 6), Augmented Retro-thrusters, Reinforced Interior Bulkheads, Murder-servitors, Temple-shrine to the God Emperor

### **Complications**

Resolute, Wrested from a Space Hulk

### **Bonuses/Penalties summary**

+10 to Repair Tests, GM rolls twice for Misfortune and chooses the worst result, +10 to Navigation Tests for warp travel, roll twice on Warp Travel Encounters and let Navigator choose

results, if Bridge is damaged roll 1d10 and on a 4 or higher the Bridge is unharmed, increase Morale by 3 permanently, all Creed objectives gain 100 additional Achievement Points, when using Murder-servitors to perform a Hit and Run Action gain a +20 to the opposed Command Test and when determining the Critical Hit inflicted by a Murder-servitor Hit and Run Action the raiding player may select any result between 1 and 6 instead of rolling.

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