

# Fenksworld Expedition

An Adventure for Warhammer 40k

## Synopsis

During negotiations between Interrogator Sebastian Edgelyn and a local noble, disturbing reports reach the party. Lower hive scum are swarming the upper levels of hive Nova Castillia (and in fact the other hive cities, too). As events unfold, rumours of deadly diseases and rampaging beasts reach the acolytes. Amid the chaos, they must make difficult choices - reach their star ship to get the Interrogator safely off world, help the authorities or hide until things have settled down.

## Initial Setup

The acolytes are ordered to act as bodyguards for Interrogator Sebastian Edgelyn, who is sent to **Nova Castillia** on Fenksworld to find out whether a local noble knows anything about the Tyrant Star. **Marquis Quintus Flavius Aroya**, who is more curious than scared about the Inquisition, will invite the whole team to lunch in his run-down spooky palace on the Governor's plateau

During the lunch, **Aroya** will be a perfect gentleman, making intelligent conversation but acting genuinely puzzled by any questions about the Tyrant Star. While he has an extensive library, there are only a few harmless proscribed texts about the church philosophy – nothing that could cause problems to a nobleman.

**Edgelyn** on the other hand will show his nature as a petty bureaucrat and arrogant intellectual. Since this is often at the expense of the heroes, they should start to dislike him immediately.

## The First Symptoms

At some point, the visit will be interrupted by noise in the street. **A mob of low hive scum** is running through the street outside, hacking and shooting at anything in their way. The heroes

can go outside but there are too many opponents to defeat. (Use Dreg stats and treat as minions.)

If they manage to capture one, he will scream about horrible monsters and a lethal disease that is on the loose in the underhive. Indeed, some of the scum is lying in the street, showing various **symptoms of illness** (a *Medicae* check +10 will reveal that these are multiple diseases).

## Second Stage

Whether the heroes act or not, the next stage will take place about 10 hours later. Through the gates to the lower hive, various strange vermin will come to the surface. If the heroes have taken action, they might be at one of the gates. Otherwise, they might again witness events on the street.

(Possible encounter with one colorful goon-level gloomhaunt per acolyte, *Creature Anathema* pg. 58.)

## Final Stage

PDF and Arbites forces will start clearing the scum out of the streets. Multiple **teams of hereteks** responsible for the atrocity will move on to the **starport** to flee from the devastation they have accidentally caused. If they are not stopped, they will take over several ships, including that of the acolytes and blow up the space elevator.

## The Locations

The action takes place on the Governor's Plateau of the Nova Castilla hive. When the events of this adventure unfold, the acolytes can go to different places and will become involved in different events. Their main goal will be survival although curious players might want to find out what is going on.

## Lower Hive Gates

The gates to the lower hive levels are guarded by a small garrison which was killed by the initial wave of refugees. If the heroes come here, they will first encounter veritable streams

of underhive scum, many of them carrying virulent plagues (average Toughness check of lose 1d5 wounds ignoring Toughness per day until healed with a Medicae(-20) check). Later, various bizarre beasts come up. At the last stage, the heretekks will come through, shooting at anything that even remotely looks like a threat.

### **Baron Aroya's Palace**

The baron will be happy to have heavily armed support when it seems as if there is an underhive uprising. While his palace seems safe at a first glance, there are too many entries and neglected wings to defend. At first, underhivers will try to hide in the building. Next, beasts will come inside and start to rampage. At the final stage, the heroes will be asked to help hunt down the heretekks attacking the starport. However, they will come in late and the heretek's will be dug in.

### **Inquisition Planetary HQ**

Marines of the Deathwatch stand guard in a bunker-like section of the entrance. They will fire at anything that approaches the fortress. The first will be a warning shot and verbal warning but then the gloves are off. You should point out to your players that the marines are unlikely to listen to low level operatives at this stage. Edgelyn will be shocked by this disregard of his person.

### **Arbites Fortress**

The Adeptus Arbites will quickly organize teams to suppress the riot. They will be happy about any support they can get. Teams will be dispatched to key positions all over the plateau. At all stages, the teams will be confronted with the appropriate dangers of that stage including a heretek team.

### **PDF Barracks**

Due to the incompetence of its officers, the PDF is not able to help in quelling the riot. The only action they take is sending troops to the Governor's palace. The barracks will come

under attack by the different dangers around but will not encounter the heretekks. The heroes might mobilize some troops to use in other locations. However, the local general, a fat and dominant man called Goyada, will resist any attempts to do so.

### **Cathedral of St. Sanguinius**

The cathedral will be flooded with refugees, some of them criminals from the lower wards who genuinely seek the protection to the Emperor, even though it may not seem so at the time.

A couple of beasts will attack the cathedral, but the mighty doors will keep them at bay. However, the stuffy interior oppress the characters' minds, especially when the first cases of disease are discovered.

The heretekks will not bother the cathedral, but the heroes will hear from the ecclesiarchs that there is an attack on the starport and might decide to intervene.

### **Thor Public Hospital**

Thor Hospital is a place of ancient medical devices applied in inept manners. Filled with the smell of gore, pus, and incense, its ancient hallways form a veritable labyrinth that is impossible to defend. The characters might end up here if one of them is heavily wounded. The hospital will be a site of chaos once the plague victims arrive in masses. Uncontrolled beasts will stalk the hallways. However, the final stages of the Gene Atrocity do not take place here, so the acolytes will most probably be called elsewhere by either their masters or their navigator.

### **Starport**

The starport will suffer similar waves of freg and beasts. However, it is also the site of the fleeing heretekks. The heroes will encounter a ruthless and determined group of well-equipped opponents who will do anything to capture a ship – possibly that of the heroes!

## Governor's Palace

The palace of the governor is well-protected by his personal guard, all clad in black-and-grey uniforms. The soldiers are panicked and trigger happy, using their gun emplacements to fire at anything that approaches. It needs a social interaction at -20 to calm them enough to talk and another one at -20 to get access to the palace. Like other well-defended positions, the palace will suffer a series of random attacks and the acolytes might be inclined to help out. At the final stage, arbites troops will pass by the palace on their way to the starport, happily accepting any help they can get.

## NPCs

### Heretek Kill Team

The hereteks have accidentally caused the problem when a customized virus escaped their laboratories and the subsequent death has caused the release of several strange beasts. The survivors have put on protective suits and try to flee the world they think is doomed. They do not look like underhivers, more like tech priests who have shed their robes.

| Grelia, Assassin |    |    |    |    |     |     |    |     |
|------------------|----|----|----|----|-----|-----|----|-----|
| WS               | BS | S  | T  | Ag | Int | Per | WP | Fel |
| 45               | 45 | 40 | 45 | 48 | 30  | 40  | 37 | 20  |

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

**Wounds:** 15

**Skills:** Acrobatics 58, Awareness 50, Chem-Use 40, Ciphers (Logician) 30, Climb 58, Common Lore (Imperium, Tech) 30, Concealment 58, Dodge 58, Deceive 20, Drive (Ground Vehicle) 48, Secret Tongue (Ashen Tear Sign) 30, Silent Move 58, Speak Language (Low Gothic) 30, Security 58, Survival 30, Tracking 30

**Talents/Traits:** Assassin Strike (Acrobatics check to move 2 as free action after strike), Basic Weapon Training (SP), Blind Fighting (half penalty), Combat Master (no gang-up bonus), Deadeye Shot (half penalty targeted

shot), Exotic Weapon Training (Needle), Hard Target (-20 to hit when running), Leap Up, Melee Weapon Training (Primitive), Swift Attack

**Multi-Attack:** 2 melee attacks

**Implants:** Mind impulse unit, good cybernetic eyes (dark sight)

**Armour:** Armoured Bodyglove (All 3)

**Weapons:** Needle rifle (180m; S/-/-; 1d10 R; Pen 0; Clip 6, Reload 2 Full; Accurate (+10 on aim), Toxic (Toughness test -5 per point of damage, 1d10 I unreduced by armour or toughness)), mono sword (1d10+4 R, Pen 2)

**Gear:** Portable stummer (+30 move silent)

| Captain Damien Molay |    |    |    |    |     |     |    |     |
|----------------------|----|----|----|----|-----|-----|----|-----|
| WS                   | BS | S  | T  | Ag | Int | Per | WP | Fel |
| 42                   | 45 | 35 | 30 | 33 | 30  | 35  | 46 | 35  |

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

**Wounds:** 12

**Skills:** Awareness 35, Ciphers (Logician) 30, Climb 35, Common Lore (Imperium, Tech) 30, Interrogation 46, Speak Language (Low Gothic) 30, Secret Language (Tech) 30

**Talents/Traits:** **Binary Chatter**, Basic Weapon Training (SP, Bolt), Combat Master (no gang-up bonus), Crack Shot (+2 damage on critical hits), Melee Weapon Training (Primitive, Chain), Pistol Training (SP), Nerves of Steel (re-roll WP to avoid pinning), Thrown Weapon Training (Primitive)

**Armour:** Good enforcer light carapace + helmet (AP 6 all locations)

**Weapons:** Boltgun (90m; S/2/-; 1d10+5 X; Pen 4; Clip 24; Reload full), stub automatic w/ dumdums (30m; S/3/-; 1d10+5 I; Pen 0 (AP counts double); Clip 9; Reload full), frag grenade (9m; 2d10 X; Pen 0; Blast (4)), chainsword (1d10+2 R, balanced, tearing)

**Gear:** 2 boltgun clips, micro-bead, respirator, photovisor, 3 frag grenades

| Logician Trooper |    |    |    |    |     |     |    |     |
|------------------|----|----|----|----|-----|-----|----|-----|
| WS               | BS | S  | T  | Ag | Int | Per | WP | Fel |
| 35               | 35 | 35 | 30 | 30 | 30  | 35  | 30 | 30  |

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

**Wounds:** 10

**Skills:** Awareness 35, Ciphers (Logician) 30, Climb 35, Common Lore (Imperium, Tech) 30, Interrogation 30, Speak Language (Low Gothic) 30, Secret Language (Tech) 30

**Talents/Traits:** Binary Chatter, Basic Weapon Training (SP), Melee Weapon Training (Primitive), Pistol Training (SP), Nerves of Steel (re-roll WP to avoid pinning), Thrown Weapon Training (Primitive)

**Armour:** Enforcer light carapace + helmet (AP 5 all locations)

**Weapons:** Autogun w/ manstopper rounds (90m; S/3/10; 1d10+3 I; Pen 3; Clip 30; Reload full), stub automatic w/ dumdums (30m; S/3/-; 1d10+5 I; Pen 0 (AP counts double); Clip 9; Reload full), frag grenade (9m; 2d10 X; Pen 0; Blast (4))

**Gear:** 2 autogun clips, micro-bead, respirator, photovisor, 3 frag grenades