

# Horror in the Hull

An Adventure for Warhammer 40k

## Basic Premise

The Destiny, a frigate the acolytes are currently on, is sabotaged while in the warp and starts drifting. A crucial part is missing and can either be found again or must be rebuilt by a competent tech. Meanwhile, an underdeck redemption cult freaks out and starts burning “heretics”, unfortunately many of which will be needed to rebuilt the part.

## What has happened?

- The warp modulator is missing from the drive.
- Marita, the courtesan of the hedonistic navigator Augustus Mao, and secret cultist of Tzeench, was ordered to sabotage the ship for reasons she does not even begin to understand and that make her quite nervous. But without Tzeench, she would lose her hold over the navigator.
- The redemptionists assume that the Tech Priests are to blame and start burning them as heretics.
- The hell legion's sleep caskets have been sabotaged, killing the majority of the soldiers.

## Actors

### Marita

A beautiful exotic woman in very extravagant dress who is handmaiden and entertainer for Mao. She will appear to be window dressing most of the time but will work intrigue if she feels the acolytes threaten her or the navigator.

### Augustus Mao

A fat man with webbing between his fingers and a mighty crown that hides his third eye. Mao is and savant-idiot, perfect at navigation but terrible at anything else.

### Redemption

The redemption in the underdeck are cruel and primitive people with little understanding of the universe but a love for flamer weapons. Their main asset is an acro-flagellant they have received from a radical sect in the Imperial creed.

**Foreman Gaius** is a wild man with a shaggy beard and crazy eyes. A sadist, he enjoys killing people with an iron pole. Gaius is stupid but immensely popular for his hands-on approach, especially now that the ship is in danger.

## Rebuilding the Part

- This takes 5 rolls of Tech(-50). There is no penalty for failures but each attempt takes 8 hours and things will happen in the meantime.
- Some things can speed up the process:
  - There are very useful parts in the augur array outside. Not a fun trip (corruption and insanity) not to forget the strange warp creatures which require some serious stealth. The parts grant one automatic success.
  - If the part is found (in the rooms of the navigator) three automatic successes are achieved.

## Crazy Stuff from the Warp

These are the things that could happen during the repair time.

- Crazed redemptionists abduct key members of the repair teams as they heard rumors that they were originally involved in the sabotage.

- Pus and ooze manifests in a part of the ship, trapping the captain. This is mostly harmless but people might suffocate in it. Plus, there are *shadows* of things that might cause some insanity.
- The furies of Khorne return and fight against Plaguebearers in the Enginarium. This will disturb any repair work even though the acolytes are largely spectators.
- A puritan, Lucius Raptor, starts accusing the acolytes of being to blame. He is crazy with fear but has enough influence to slow things down - he favors another engineer who is quite puritanical but far less qualified than the PC.

drugs

#### **Combat Notes:**

\* Use WP 55 vs. Fear, Psychic Powers, re-roll failed WP against psychic powers

## Dramatis Personae

### Martia

Martia								
WS	BS	S	T	Ag	Int	Per	WP	Fel
35	32	25	25	40	30	40	45*	45

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

**Wounds:** 18

**Skills:** Awareness 50 (70 w/ auspex), Scrutiny 50, Common Lore (Imperium) 30, Forbidden Lore (Warp, Daemons) 30, Secret Signs (Occult) 30, Speak Language (Low Gothic), Concealment 50, Silent Move 50 (80 w/ stummer), Dodge 40

**Talents:** Melee Weapon Training (Primitive), Pistol Training (SP), Resistance (Fear, Psychic Powers), Strong-Minded, Psy Rating 4

**Psy Powers:** Chameleon (Dh, pg. 165), Seal Wounds (DH, pg. 170), Compel (DH, pg. 178), Dominate (DH, pg. 178), Soul Killer (DDG, pg. 30)

**Armour:** Bodyglove (AP 2 all, except head)

**Weapons:** Monoblade (1d5+2, Pen 2), Stub Automatic (30m, S/3/-, 1d10+3 I, Pen 0, Clip 9, reload full)

**Gear:** Stummer, auspex scanner, recreational

