

# FALL FROM GRACE



RR10

PROFIT COMES AT A PRICE

# FALL FROM GRACE

A Rogue Trader adventure, suitable for players on all levels.

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## ADVENTURE OVERVIEW

In the Foundling Worlds lies Grace, a planet once colonized by Rogue Trade Aspyce Chorda. In its prime, Grace was a haven for Imperial renegades and villains, but none escape the Emperor's wrath forever. As violent warp storms destroyed the warp routes to the colony, it soon fell to the predators of the Warp, a roving Xenos menace and most of all to its inhabitants own dark impulses.

As the warp storms recede for the first time in decades, Grace is once more open for the taking. Fall From Grace takes the Explorers and their ship to claim a long-forgotten world filled with treasure and danger. The Explorers must race their rivals to loot the prizes left there by a generation of the Imperium's decadent outcasts – a reward that might cost them their lives, their ships or their immortal souls.

The scenario is divided into four chapters. Adventure overview (which you are reading now), Grace Gazetteer, which provides details for the setting of this adventure, Fall From Grace which details the adventure proper in three parts and Appendix: NPCs, Antagonists and Ships which has the game stats for the relevant adversaries and their fleets.

## AUTHOR'S FOREWORD

Fall From Grace is a fan-made scenario that is based on the notes on planet Grace in the Rogue Trader rulebook (page 346) and on Aspyce Chorda (page 361). Everything presented here is an extrapolation from materials provided by Fantasy Flight Games and their authors and is written without knowledge of future expansions dealing with the setting.

Fall From Grace makes use of the Into the Storm sourcebook, referencing certain rules. Most of these references are merely for flavour and detail. If you do not have Into the Storm in your disposal, the adventure should still be playable with minor modifications. And as always, the Game Master is free to improvise on the material provided here.

## CREDITS

### LEAD DESIGN

Otto Sinisalo

### CONTRIBUTIONS

Mikko Laine

### ILLUSTRATIONS

Rami Rautkorpi

### PLAYTESTERS

Antti Grönlund  
Markku Heikkilä  
Petri Hiltunen  
Ismo Lehtonen  
Hannele Parviala  
Rami Rautkorpi  
Dirk Weger

All material submitted here is done so with their author's consent.

## GRACE GAZETTEER

The colonies of the Foundling Worlds in the Koronus Expanse are considered cursed endeavors by many a Rogue Trader. Amongst them is Grace, a world once inhabited by the worst of the Imperium: heretics, corrupt officials and crime lords evading from Imperial justice. Struck down by a disastrous warp storm, Grace is now a damned system filled with danger and ruins of wanton decadence.

### **HISTORY OF GRACE: A COLONY OF ARROGANCE**

Originally colonized by Rogue Trader Aspyce Chorda, the Grace system had no immediate value. It had hardly any valuable resources, its only habitable planet barely capable of sustaining life. Grace Prime's mountains and valleys were not suited for farmland, making it dependent on food transports arriving from Footfall.

The shrewd Chorda saw opportunity in Grace nevertheless. She facilitated numerous Imperial renegades, allowing them to build their impressive manors on Grace's mountains and valleys. Protected from Grace Prime's fierce lightning storms under their void shields and gold-plated rockrete walls, the renegades housed on Grace enjoyed a life of debased luxury for decades, paying tithe to Chorda, whose fleet supplied the planet with food, slaves and luxuries from the Imperium while carrying their spies back to the Calixis Sector.

A violent warp storm struck Grace approximately thirty years ago. The same storm tossed Chorda's supply fleet off course and many ships were lost in the warp forever. As the storm persisted, all known safe warp routes to the system were lost as well – and so was the colony.

When the supplies the colony depended on didn't arrive, despair set in slowly but certainly. The renegades hunkered in their manors. The most desperate begun attacking their neighbours for much-needed foodstuffs. Soon, the entire Grace Prime's fragile alliances forged between the colonies were torn apart in a desperate bid for survival – waiting for the rescue that would never come. The Emperor had finally caught up with them and was not punishing them for their crimes, the local prophets and madmen concluded.

In time, the remaining inhabitants of Grace Prime descended into a near-feral state. Those with the strongest will to survive combined with the least concern for their souls descended into cannibalism, hunting down other survivors for their sustenance. A few colonies with a semblance of civilization remained, but the taste for human flesh tainted their inhabitants soon enough. Their distress calls into the void can still be picked up from orbit, but in reality they are nothing more than traps set for unwary travellers by ravenous madmen.

The warp storm was not the last of Grace's woes. The storm dragged in an Ork Freebooter named Hammer'Ed and his "boyz", lost from their Waaagh! flotilla. Stuck in the Grace system with his ship's landing craft destroyed and warp drive gone, Hammer'Ed took over Dagger of Fate, lady Chorda's voidfarer station orbiting Grace, butchering its remaining human crew.

Now, the warp storms plaguing the Foundling Worlds are subsiding and Grace is once more ripe for conquest. But at what price? Lady Chorda herself believes the world to be cursed, but many younger Rogue Traders see the lost world as a source of profit. As the soothsayers in Footfall foretell the warp storms' passing, the ships currently docked in Footfall prepare to reclaim Grace.

### **THE GRACE SYSTEM: UNDER A DIM YELLOW SUN**

The white-yellow sun of Grace shines dimly on two major planetary bodies. Grace Prime is the world colonized by arrogance and inhabited by madmen. The Teardrop is a gas giant guarding Grace Prime from asteroids and meteors. Also littering the system are a handful of wrecks and man-made structures lost to the warp or the Green Tide.

#### **The Teardrop**

Orbiting in the outer reaches of the system is the Teardrop, a dark blue gas giant leaking its essence into the void, leaving a faint trail as it passes. On a clear night, the Teardrop is visible on the skies of Grace Prime, its trail leaving a distinct shape of a tear as it passes.

#### **The Wydening Gyre**

Part of lady Chorda's supply flotilla, the Wydening Gyre was a ship transporting a valuable hydroponics deck to Grace once the first warp storms ravaged the space around the system. Suffering a massive gellar field failure, the Gyre is merely a ghost ship now, haunted by the echoes of the warp while it sails aimlessly in the outer reaches of the system.

#### **The Dagger of Fate**

Lady Chorda's voidfarer station once oversaw all traffic in the Grace system. It held on long after the warp storms, but was eventually overrun by Hammer'Ed's "boyz". It now houses a horde of Orks, waiting for their kin to arrive for them – or "humies" to come for the slaughter.

#### **Grace Prime**

A world of deep seas, jagged mountain ranges and cruel, unpredictable weather, Grace Prime is a planet of stark contrasts. Its beautiful mountain vistas are best

viewed from behind heavy void shields, since Grace Prime's lightning and hail storms wreak havoc on unprotected travellers. The planet's scenic valleys, a majestic sight as the early morning sun illuminates the mountaintops in golden light, are located on the world's thin habitable zone on the planet's equator. The valleys are now littered with the ruins of the colony of arrogance and its survivors, the deadly human predators. The mountain range reaches around the planet's equator, surrounded by vast, stormy seas. The seas turn into polar caps in the world's north and south poles, covered in eternal ice and snow.

**The Flora-Fauna of Grace Prime**

The fungi of Grace is its only form of life, apparently evolved from a single pre-historic fungus. The humble fungus takes many forms, most common of which is the omnipresent grey growth along the slopes of the Golden Valleys. Otherwise inedible, the fungus was used to manufacture Grace Gyn, a highly intoxicating local beverage.

**LOCATIONS ON GRACE PRIME**

**Port Chorda**

Once a thriving spaceport on the planet's equator carrying all kinds of illegal sustenances and shadowy agents to and from Grace Prime, Port Chorda is now menagerie of horrors ruled by Director Giallo, a deranged former crime baron. Giallo maintains Grace's last vestige of "civilization", a brutal dystopia aimed to satisfy Giallo's insatiable hunger for human flesh, its denizens kept in line with violence and drugs – both of which Giallo controls and dispenses with glee.

**Signal Station One**

Located in the northern icecaps of Grace Prime, the signal station housed Chorda's astropathic choir. The warp storms took their toll heaviest on the psykers keeping Grace Prime in contact with Footfall. Now it is a haunted place, with the maddened psykers still holding vigil inside the cold wastes.

**The Golden Valleys**

The valleys on Grace Prime's equatorial mountain range housed dozens of lavish mansions inhabited by Grace's colonists. Their manors still stand on the slopes of mountains, their halls now empty, their gilded statues gazing onto the manors' withered gardens with dead diamond eyes. The valleys are riddled with the Ravenous – the feral madmen hunting for their human prey, always hungry.

**Grace Prime Weather: A Grim Prospect**

During away missions to Grace Prime or flights in its atmosphere, the Game Master may roll on Table 1 and apply the results.

**TABLE 1 – GRACE PRIME FORECAST**

1d100	Weather Conditions
70 or less	Clear skies. No effect.
71 – 90	Hail storms. Apply a -20 modifier to the maneuverability of flying vehicles and -20 to all agility tests if a character is not shielded from the elements. Ten minutes worth of exposure to the weather causes a character to suffer d10E damage with armor applying normally.
91 – 100	Lightning storms. Each hour exposed to the weather, there is a 50% chance of a vehicle or an unprotected character to be struck by lightning. For vehicles, roll 4d10 damage; for characters this is reduced to 2d10 or 3d10 if they have the Flesh if Weak talent or suitable amount of metal armour or cybernetics. Also, apply -20 to all vision-based perception tests.

# FALL FROM GRACE

## PART ONE: THE RACE FOR GRACE

The adventure begins in Footfall where the Explorer's ship is docked, when a man named Cromwell approaches the Explorers, most likely through their senechal, requesting an audience. An Easy (+20) Scholastic Lore (Imperial Warrants) test will reveal him to carry the seal of lady Aspyce Chorda. A level of success will reveal him to be her senechal. Cromwell requests the Explorers to join his mistress at Chorda Manor for a "an urgent matter of great profit". He refuses to go into detail.

Should the players agree, they are shown to the Chorda Manor, a majestic palace overlooking Footfall's Longshore. Inside, Cromwell leads them through corridors guarded by Chorda's mind-wiped servitor slaves and guards. When seated to the grand ballroom, the servitors proceed to serve them fine amasec. Finally, Chorda herself appears: a dark-haired, ageless woman draped in red and gold. Read or paraphrase the following:

*"Dear friends. I apologize the urgency, but I have an offer to make. Grace, a colony once in my domain, has once more emerged from the warp storms plaguing the Foundling Worlds. And as any carcass, it is attracting carrion. At this very moment, a host of opportunists are moving to exploit the once lost world. I have heard of your exploits and chosen you for the task at hand. There is something on Grace that I require: a cargo container on Dagger of Fate, an station orbiting at the colony of Grace Prime. Should you recover it to me, rest assured: you will be greatly rewarded and shall always have a friend here in Footfall."*

Chorda will provide the Explorers with a warp route to Grace along with decades-old maps of the colony and the system. Also included is a map of the Dagger of Fate, with a location of Chorda's cargo marked on it. She will engage the Explorers with casual conversation and offer the basic facts on the history of Grace, but she refuses to discuss the exact nature of the cargo. Should the Explorers agree, she will provide them a writ of claim for Grace, moving the cursed endeavor to their dynasty's name along with a permission to recolonize it – not that it will matter to their competition racing to claim the world's treasures.

### Chorda's motivation

Chorda is centuries old and more than a bit arrogant. She considers the Explorers to be her lessers and beneath her friendly exterior is a calculating sadist, more than willing to consider action against the Explorers at a later date should they refuse her.

The "cargo" is Chorda's sister, Anastasia Chorda. To assure her full mastery of the Chorda warrant of trade,

she once captured all of her siblings in a single purge and had them frozen in cryo-tanks, to be hidden in the many Chorda holdings across the Koronus. Anastasia was to be kept in Grace for good, but the warp storm severed all contact to the system. Chorda fears that someone might release Anastasia and threaten her claim to the Chorda dynasty. As many Rogue Traders are moving to exploit Grace, Chorda cannot risk her sister falling into the wrong hands.

Should the Explorers deny her request, she will approach one of their competition with the task. Tasking the Explorers with retrieving her sister is a calculated risk she is willing to take. Cautious, cunning and more than slightly paranoid, she will not risk any more ships to Grace, a world she considers cursed. Should the Explorers hesitate, Chorda might consider having Cromwell send infiltrators onto the Explorer's ship to make sure the cryo-tank is delivered to her. Abhorring the idea of sororicide, destroying the cryo-tank is a last resort for Chorda, but something she is willing to attempt if pushed.

### The Competition

Three other Rogue Trader dynasties are currently in the process of equipping their ships for the trip to Grace. Examples of such rivals and their ships are presented in the Appendix. The Game Master is free to use old rivals of the Explorers' dynasty or the Rogue Traders presented in the Lure of the Expanse book. The details of the rivals' plans are up to the Game Master, but the adventure suggests a few ways for the rivals to interfere with the Explorers' plans.

### Knowledge of Grace

As they prepare for their endeavor, the Explorers might wish to find out as much as they can of the world they are about to exploit. In Table 2 is a list of tidbits that the Explorers might discover using their lore skills, their contacts and inquiring about the situation in Footfall. After each tidbit is listed a relevant skill needed to test to find out said tidbit. The test is normally Challenging (+0) but the game master may adjust difficulty as desired or give them the knowledge through Chorda or other means.

### Negotiating Backing

The Explorers may wish to negotiate support for their journey with different factions on Footfall to increase their chances of success - and profit. Each negotiation is handled as an Interaction Challenge (see page 206 of Into the Storm) using Commerce, Barter, relevant Trade and Lore skills mentioned below and the player's Profit Factor as an opposed test, requiring a minimum total of 9 successes. For the influence test, the GM must estimate the faction's influence at Footfall and assign a rating for them, suggested between 40 and 80. Below are examples of factions with interests regarding Grace. The Game Master may also have the

factions approach the Explorers directly if they do not themselves take the initiative.

TABLE 2 – GRACE TIDBITS

"Grace? So, the Cursed Endeavour has been rediscovered... No wonder there are at least three ships in Footfall pressganging crew right now. Better look out before they take me too!" (Inquiry)
"They say they have palaces made of gold-plated rockrete filled with treasure on Grace. All abandoned now, ready to be grabbed!" (Inquiry)
"Grace was a colony in the Foundling Worlds, belonging to the Chorda dynasty. It was lost decades ago to the warp storms in the region." (Common Lore: Koronus Expanse.)
"Grace used to be a haven for never-do-wells: heretics, criminals and corrupt Imperial officials. But no-one escapes the Emperor's wrath forever! Good riddance to the lot of 'em!" (Forbidden Lore: Heresy)
"There never was a Temple-Shrine on Grace. No wonder the warp storms destroyed it." (Scholastic Lore: Ecclesiarchy)
"Grace is a cursed place, struck down by the Emperor himself. All that live on it are lost souls who live off the flesh of the dead." (Scholastic Lore: Legend)
"An ork fleet once passed through the Foundling Worlds, not many years ago. I'd guess they passed through Grace as well. The world is likely to be overrun by greenskins by now." (Forbidden Lore: Xenos)
"Chorda had an astropathic choir there when the warp storm hit. They tell that the on ships that received their last message the astropaths went mad, never telling what they received." (Forbidden Lore: Psykers)
"The Wydening Gyre was a ship in Chorda's fleet, supposedly lost in the warp storm. That's preposterous! It was guided by a Nostromo navigator – they never lose a ship!" (Scholastic Lore: Navis Nobilitae)
"Chorda had a crew of tech-priests modifying sacred archeotech on the Dagger of Fate – cryo-tanks I think? Such work is sacrilige against the Ommissiah." (Forbidden Lore: Adeptus Mechanicus)
"Back in the day, when the trade route was still there, we used to get these bottles from Grace... Grace Gyn, they called it. Messed your head up real good!" (Scholastic Lore: Chymistry)
"Aspyce Chorda? The Lady is bad news. Sure, she fought with Iniquity on occasion, but she's no better than a pirate. She'll stab you right in the back, she will." (Forbidden Lore: Pirates)
"Lady Aspyce is the last Chorda. Know why? She had all her sisters locked up somewhere so that no one would challenge her Warrant." (Scholastic Lore: Imperial Warrants)

**The Red Schola:** The largest slave market on Footfall will require the Explorers to provide them with slaves captured from Grace Prime. In exchange, they may gift the Explorers with additional manpower in the form of Red Schola slavers. The additional relevant skill for the negotiation is Forbidden Lore (Pirates) and Forbidden Lore (Heresy).

**Narco-Gangers:** The narco-gangs at the Spire of Intoxicants have heard legends of Grace Gyn and their fences will gladly pay for it, if the Explorers manage to create a trade route to Footfall supplying said beverage. The additional relevant skills for the negotiation are Trade: Chymist and Carouse.

**The Drusians:** The Pilgrims of Drusian faith are eager to claim the re-discovered world for the Emperor. They will require the Explorers to set up a permanent presence of Grace and will gladly flood the "pilgrimage site" with their flock. If the players accept pilgrims on their initial journey, this will very likely result in violent confrontations between the pilgrims and the people of Grace. The additional relevant skills for the negotiation are Performance (Singer) and Scholastic Lore (Imperial Creed).

**Spaceward Ho!**

When the players feel they have armed themselves with sufficient tools and knowledge for their journey, they may begin their voyage to Grace. If the players spend more than a few days in Footfall after speaking with lady Chorda, their rivals will head off before them.

Communicating a sense of urgency is relevant to the scenario. The booty of Grace isn't sufficiently great to satisfy all racing for it. It should gradually be apparent that there is much to accomplish at Grace and the different rivals will be after the same goals. During their time on Grace, the Game Master should inform the Explorers about their rivals' plans, positions of their ships and the landing parties they send planetside. The Explorers need to be fast and ruthless to gain as much as they can – or negotiate with their rivals. Deals with rival Traders might mean some opportunities to exploit Grace to be lost, but it might lead to fruitful alliances in the future.

The warp journey to Grace will take approximately a month. The remnants of the passing warp storms still plague Grace and the navigator's test to leave the warp at desired point becomes Ardous (-40) instead of Hard (see page 186, Rogue Trader rulebook).

It is up to the game master to decide when and where in the Grace system the Explorer's rivals will arrive. For dramatic tension it is recommended that the rivals will arrive roughly at the same time as the Explorer's ship, barring fantastic successes on the Explorer's navigation roll.

## PART TWO: REVELATION GRACE

After arriving at Grace, the Explorers have plenty of options to explore the system. This part of the scenario details the encounters to be had in the space surrounding Grace Prime while part three delves into the encounters on the surface of Grace Prime. Due to the open-ended nature of the scenario, encounters from part three might occur before those in this chapter, depending on the Explorer's decisions.

### THE TEARDROP

Should the Explorers exit the warp near Grace's gas giant, they might wish to survey it or use its gravitational pull to slingshot their ship toward Grace Prime to reach it faster. While the gas giant itself holds nothing of interest, Ork Freebooter Hammer'Ed's ship lurks in its outer layers. Detecting the Ork ship requires a Hard (-20) Scrutiny + Detection test. A failure indicates the Explorers' ship has been surprised. Use stats for an Onslaught raider (page 209, Rogue Trader rulebook). Hammer'Ed will gleefully attempt to destroy the Explorers' ship after years of sitting idle, but he can be negotiated with by a savvy Explorer.

### Negotiating with Hammer'Ed

Attempting to convince Hammer'Ed to stand down is played as an interaction challenge (see page 206, Into the Storm) using Charm, Forbidden Lore (Xenos), Speak Language (Ork) and other relevant skill requiring at least 6 levels of success. Each 5 points of hull integrity lost by the Ork ship by the Explorers' guns equals an additional success. There is a price for Hammer'Ed's cooperation: with less than 9 levels of success, the Ork will demand landing craft and a spare parts with an "humie boffin" to fix their warp drive. Nine or more levels of success indicate he will be satisfied with either. With twelve or more levels, he will offer them the location of the Dagger of Fate – but informing the Explorers that the commanding nob Teef-Bag "don't talk to no humies". Fixing the Ork raider's warp drive requires a (possibly hazardous) trip aboard the Ork ship and a Hard (-20) Tech-use test that becomes Challenging (+0) if the Explorer or someone with him has the Forbidden Lore (Xenos) skill.

Note that giving Hammer'Ed landers or shuttlecraft as he requests will soon enough result in a disaster. Although he wishes to send his ship to the warp and toward the Undred-Undred Teef, he will send a host of Ork to Grace Prime if he has the craft to do so – something he hasn't been able to do since losing his own landing craft. This will result in an Ork infestation on Grace, something the Explorers might have to deal with in the future.

## THE DAGGER OF FATE

Being Chorda's designated target, finding the Dagger of Fate might be high on the Explorer's to-do-list. At least one of their rivals is headed for the same location – following the Explorer's plasma trail if they haven't found other means to discover it. Unfortunately for all, the Dagger's orbit has shifted since it was overtaken by the Ork and Chorda's map no longer leads to the station. There are three ways to locate the lost station: either by using Hammer'Ed's tip, using the cogitator on the Wydening Gyre or using the auger array on Signal Station One (see Chapter Three).

As the Explorer's ship approaches the Dagger of Fate, it is clear that it is no longer the same station that was described on Chorda's schematics. The station has been heavily "kustomised" by the Greenskins, a fact that is apparent to any Ork or with an Ordinary (+10) Forbidden Lore (Xenos) test.

### Taking the Station

If the Explorers wish to reclaim the Dagger of Fate, it's possible to do so with a boarding action (see Rogue Trader rulebook page 215). This will not be easy, as the station is "manned" by a tide of Ork – happy that they have finally something to kill, a fact they are more than willing to broadcast on their crude vox casters. The station will attempt to fire its guns as the Explorers approach and will perform 3 hit-and-run actions per turn during the boarding action with a skill of 30 as the Ork crawl on the hull of the Explorers' ship attempting to find a way in. Teef-Bag will lead the boarding defense with his command skill. The statistics for the Dagger of Fate and Teef-Bag can be found in the Appendix. While the Ork do not surrender per se, a rout means that the Explorers have secured enough of the station to open airlocks and send the remaining Ork into the void.

If the players attempt to board the station, one of their rivals will attempt to send a raiding party to secure Chorda's "cargo" (see "Securing the Cargo" below). This will be apparent to the Explorers monitoring the situation and might prompt them to grab the cargo personally.

### Securing the Cargo

Even though the Dagger of Fate has been "kustomised", the lower lighter bays of the station are mostly untouched by green hands and the Explorers can deduce the location of the cargo with a Hard (-20) Logic test – levels of failure indicating extra distance to be travelled from their initial docking point. Flying a shuttle through Ork flak into the station is a Difficult (-10) Pilot task, each level of failure indicating a hit of 4d10 + 5 damage on their shuttle's front armor.

Once inside the station, the Explorers must make their way to the lighter bay. For each level of failure in their

logic and piloting test they lose ten minutes moving through the station's corridors. Once at the lighter bay, an Ordinary (+10) Search test will reveal the cryo chamber amongst the cargo containers. Each level of failure once more indicates 10 minutes lost. A Challenging (+0) Forbidden Lore (Arheotech) will reveal the nature of the cargo and show that it is still attached to the plasma conduits powering the device. A similiar test or a Hard (-20) Tech-use test is required to safely detach the device. Each level of failure in the test once more indicates 10 minutes lost. A combined strength bonus of 10 is required to move the container to safety.

For each 10 minutes of time lost by the Explorers they will face a Dagger of Fate Encounter (see below). Fighting inside the station has its risks: every missed shot that has a combined damage and penetration of 24 will result in a hull breach: see page 261 of the Rogue Trader rulebook for the effects of vacuum. The Orks, naturally, do not care for this one bit. The corridors aboard the station are narrow and can easily be used as choke points, allowing only 2 normal-sized creatures to advance side-by-side. If the GM allows, the encounter may be avoided with an opposed Concealment versus Awareness test.

#### **Encounter: Orks! Orks! Orks!**

An Ork patrol has found the Explorers. Six Ork Freebooters (see page 377 of Rogue Trader rulebook) will emerge behind a blast door and engage the Explorers. If this is the last encounter before leaving the Dagger of Fate, the Orks are joined by Teef-Bag with six more orks, looking to add "humie teef" to his collection before they escape the station. One in six orks is armed with "rokkit laucha" (page 143, Into the Storm) and will most certainly risk hull breach for the "dakka".

#### **Encounter: A Wave of Squigs!**

A host of Squigs (2d5 in number, see page 64 of Into the Storm) charge the Explorers. A volley of fire is required to mow down the critters.

#### **Encounter: Grots in the Ducts!**

A group of seven gretchin (see page 64 of Into the Storm) drop giggling from the service ducts above the Explorers into their midst. One is carrying a "kustomised" pulsa mine. Each turn, the pulsa mine sets off a blast that does d10 points of damage to all within 10 meters and requires a Hard (-20) Agility test. Failed characters are knocked prone.

#### **Encounter: Humies!**

The Explorer's rivals have sent a lighter to the station and the away team is attempting to reach the cargo before they are. The boarding party is a total of 10 armymen (use Oathsworn bodyguard, page 372 of the Rogue Trader rulebook), armed with hellguns with half

their number left guarding their shuttle. They will attempt to goad the Explorers to retreat and will fight to get to the cargo first – or will attempt to drive the Explorers off if they have already reached the cargo. With them is one tech-priest (use Voidfarer on page 370, Rogue Trader rulebook with INT of 45, Tech-use +10 as trained skill, Pistol weapon training: Plasma, Machine: 3 as talents and armed with a plasma pistol) to detach the cryo chamber.

### **THE WYDENING GYRE**

Locating Chorda's lost ship might not high on the Explorer's agenda, but the rewards are potentially great: the possibility to add a Vagabond-class trader to their flotilla. Finding the ship is an exploration challenge requiring 6 levels of success and taking the Explorers' ship beyond the Teardrop to the outer rim of the system. Forbidden Lore (Warp), Scholastic Lore (Astromancy), Scrutiny+Detection and Navigation (Stellar) may be used in this task to determine where the warp tides might have stranded the ship.

When located, a surface scan will reveal the ship to be in a surprising good shape. Most notable feature on the transport is the large hydroponic deck it carries on its hull. The vessel is powered but does not answer to vox hails. It can be boarded at will with relative ease. For added tension, the Game Master may decide to have one of their rivals already aboard. They might be forced to ally with their rivals or be assaulted by them, especially if they fall prey to the unclean spirits within.

#### **Aboard the Gyre: A Haunted Hulk**

Inside, the Gyre is devoid of life. All of its crew is long dead, with a disturbing number of them apparently by their own hand. A Challenging (+0) Psyniscience Test will confirm the obvious: the veil between Warp and real space is dangerously thin aboard. Two or more levels of success will point the Explorer toward the ship's warp drive, still active and bleeding Immaterial energies onto the vessel. The Explorers are haunted by footsteps and distant laughter without any sign of who might be making the sounds.

For every 30 minutes spent on the ship, have a random member of the Explorer's party make an opposed Willpower test against a Willpower of 38. A failure indicates the character has fallen victim to a possession by a malevolent warp spirit. Though not apparent at first, the character will attempt to attack his colleagues if they attempt to approach the ship's warp drive.

#### **Fruit of the Forbidden Tree**

The hydroponic deck on the Gyre has been tainted by the warp, its trees and plants twisted mockeries of edible plants. Exploring the cursed woods requires a Challenging (+0) Willpower test lest the Explorer be lost amidst the whispering trees. A failure indicates 30



minutes lost, 1 insanity point and an opportunity for a possession attack by the spirits haunting the hulk. A Challenging (+0) Forbidden Lore (Warp) will inform that consuming the fruit from the tainted garden will result in d10 corruption points, but the visions induced by the warp-touched fruit will allow the Explorer to purchase the Psyniscience skill as an Elite Advance.

### Reaching the Warp Core

Once the Explorers reach the ship's warp drive, the corridors around them seem to darken and savage whispers echo in the shadows. Within minutes, four many-limbed deamons (use Ebon Geist profile without the Flyer trait - Rogue Trader, page 378) plunge from the walls to tear the Explorers apart. All possessed crew members begin to cackle and lash out at the Explorers.

An option to defeating the daemons and their thralls is to disengage the warp drive, forcing the fiends back to the warp and releasing the possessed. This requires a Very Hard (-30) Tech-use test once an Explorer reaches the warp core cogitator and taking five turns, each level of success or failure indicating a turn gained or lost, respectively. Once disengaged, the warp fiends are drawn screaming back to the Immaterium. Those possessed regain their wits, but walk away with 2d10 corruption points.

### Taking the Helm

The brige of the Gyre hosts only the its dead staff, all slain by their own hand. An emergency orbital pattern for The Dagger of Fate can be found in the bridge cogitators. This will give the Explorers the location of the station.

The ship may be guided from the bridge normally, but

the warp drive refuses to be disengaged from the bridge controls unless the Explorers have shut it down manually. If taken in the Explorers' flotilla, the Gyre has now the Haunted past history.

### APPROACHING GRACE PRIME

Parking their ship on the orbit of Grace Prime, the Explorer's ship will be greeted with an automated vox message originating from Port Chorda. Read or paraphrase the following:

*"The ship's vox caster crackles as the garbled, desperat voice comes through. 'Please', it says. 'For the love of the Emperor, travellers, anyone listening... please help us. Show us mercy and come save us. We repent our sins!'. The message repeats endlessly."*

Listening to vox traffic, the Explorers may detect another signal with a Challenging (+0) Scrutiny+Detection test. It originates from Signal Station One and can be deciphered with a Challenging (+0) Secret Tongue (Tech) test. Also an automated message, it is the cogitators on the Signal Station and the Dagger of Fate exchanging positioning data. In itself it is inadequate to determine the location of the Dagger of Fate, but will lead the Explorers to deduce that the Dagger can be located using the Signal Station's auger array.

An attempt to contact Grace Prime via astropathic means will prove fruitless, unless the Explorers contact the Signal Station directly. In that case, the astropath must make a Disturbing (+0) Fear test as his mind is flooded by visions of souls forever trapped between the real world and the Immaterium.

## PART THREE: GRACEFUL LANDINGS

As the Explorers reach the orbit of Grace Prime, they will be presented with numerous destinations to explore and make planetfall on. The most notable locations and encounters there are detailed below. See Grace Gazetteer for effects the planet's unpredictable weather might have on the Explorers ventures.

### PORT CHORDA – A CITY OF MADMEN

Port Chorda, Grace Prime's former space port, is clearly visible from orbit. Being the best-preserved site on the planet it still a suitably intact landing platform to make planetfall directly in the middle of the settlement, should the Explorers wish to do so. Reconnaissance missions over the Port reveal a sizable human population of thousands still inhabiting the structures surrounding the Port.

Port Chorda is a grim sight. Though vigilantly maintained, the decades without supply have reduced many buildings to ruins and the few remaining, housing the few hundred survivors, are in a state of perpetual decay, powered by a failing plasma reactor. The inhabitants are a wary bunch, preferring to observe the Explorers from a distance, barring one exception – their Director.

Should the Explorers land on the Port or approach it in plain sight, they will be met by Director Giallo, the Port's self-proclaimed leader, dressed in elaborate robes and flanked by a dozen armsmen. Giallo will fall on his knees, bellowing the praises of the Explorers and welcoming them with open arms as saviours of Port Chorda, insisting that he organize a feast on their honor. Giallo is almost constantly followed by Lady Fulci, a stark-looking woman apparently in her forties. She does not speak unless spoken to, admitting to running the "day-to-day affairs of the colony".

#### Giallo's Motivation

A deranged madman with an insatiable hunger for human flesh, Giallo's jovial manners are merely a facade. He sees the Explorers as a threat to his power and seeks to get rid of them as soon as he can. Giallo was once a crime lord on the pleasure world of Quaddis and on Grace he has finally achieved something he considers "true Imperial nobility": the absolute power over his people, a power he will not give up. He will offer to trade Grace Gyn (see below) for food with the Explorers, but if he is offered passage off world, he will attempt to change the subject or insist that "the details of our departure will be discussed in due time". If pushed hard enough, he will lash out, ordering his armsmen to butcher the Explorers, bellowing "All flesh is grass!" and drawing his own chainsword.

### Rivals on Site

The Game Master may decide to mix things up by having a rival Rogue Trader arrive and also attempt to negotiate with Giallo. Giallo harbours the same murderous spite for all off-worlders and will attempt to persuade either to kill the other for the rights to the Gyn trade. In reality, Giallo plans to murder the survivors when they are weakened by the possible battle.

### Exploring the Port

If the Explorers approach Port in disguise or hidden from plain sight, they may move about the settlement with an opposed Silent move versus Awareness tests against Giallo's armsmen. This also applies to the Explorers that sneak to explore the Port from under Giallo's watchful eyes. Getting into locked buildings requires a Challenging (+0) Security test. Giallo will not stop the Explorers to look around the port, but will attempt to have his armsmen shadow the Explorers if he knows they are planning to go on walkabout. If he notices any of the Explorers missing, he will become increasingly agitated and confront the Explorers, insisting that their colleagues are "in danger".

### The False Temple

Another large building overlooking the Port Chorda landing platform seems to be a Temple-Shrine of the God-Emperor. If the players know that there should be no temple on the world, this might seem suspicious. The building is kept locked, but Giallo's patrols on their air yachts arrive once a day to bring captured the Ravenous into the building. Also, every morning a "cleric" in a cruel mockery of Ecclesiarchal robes arrives to pass food to the dozens of colonists gathered before it. Should an Explorer sneak in, he will discover its brutal secret: the temple serves as a holding pen for scores of chained prisoners as well as a processing facility, an abattoir butchering Giallo's prisoners and grinding them into a gruel for the madman's subjects. Witnessing the horrors inside will require a Disturbing (+0) Fear Test.

### The Gyn Distillery

Another building overlooking the Port Chorda landing platform is the Gyn Distillery. Inside great improvised mechanisms produce the fungus-spiked intoxicant the Giallo uses to keep his subjects in line. Every night, a line forms outside as Giallo's henchmen pass out flasks of the liquid to his subjects.

### A Lady Doth Protest

Lady Fulci is a former bureaucrat of the Imperial Administratum of Scintilla, accused with corruption and forced to flee to Grace. If the opportunity should arise, lady Fulci will attempt to approach one of the

Explorers in private. Fulci is quite aware of Giallo's madness and is more than willing to leave with the Explorers. Unfortunately, Giallo will not release her. She will offer details of Giallo's sins and to arrange matters so that the Explorers will have the opportunity to assassinate Giallo without dragging the whole Port into a bloody fight. She can escort one Explorer into Giallo's study in the manor to do the deed as the guards will allow her to pass. Should the Explorer succeed, she can order the guards not loyal to Giallo to stand down. She has a price, of course: a manor of her own on one of the Explorer's holdings. Negotiating with Fulci is an opposed Barter test: a success indicates facilitating Fulci will cost the dynasty 1 point of Profit Factor permanently while a failure means 2 points are lost. Of course, nothing is to stop the Explorers from breaking their vow later and doing away with Fulci.

### **We Are All Humanitarian Here**

The banquet in the Explorer's honour will be held within hours of their arrival in a surprisingly grandiose dining hall in a manor overlooking the Port Chorda landing site. Giallo will carry the conversation himself, with the few locals present eating in silence. He will insist that while the rest of the planet has been taken over by madmen, he alone has maintained Port Chorda as "a respectable Imperial society". He will proudly offer Grace Gyn, the "local speciality" spiked with Grace fungi, to the Explorers. Consuming the drink will have similar effects than those of Obscura, if a Challenging (+0) Carouse test is failed (see Rogue Trader, page 142). The main course is a hefty meat stew, which in and of itself might raise a few questions, none of which Giallo will answer. A Difficult (-10) Medicae test will reveal the dish to be of human origin.

### **Night Terrors**

Giallo will insist that the Explorers spend the night in the manor, "waiting for the storms to pass" before their return to their ship. If Giallo has any reason to suspect that the Explorers pose a threat to his authority, he will dispatch two armymen for each Explorer into their quarters to murder them in the night. Unless otherwise prepared or suspicious, only Explorers with the Light Sleeper talent will be aware of the danger, as will those who succeed in a Challenging (+0) Awareness test. Those that still remain in the dream-state induced by the Gyn will be blissfully unaware of the assailants.

### **Giallo's Last Stand**

Should things spiral out of control, Giallo, fuelled by his madness, will make his last stand in the Gyn distillery with 13 of his most trusted armymen. If Giallo is dead, his trusted men will hole up in the distillery without their leader. If Fulci's collaboration hasn't been secured and Giallo lives, the loyal armymen total around 100, taking positions around Port Chorda, perhaps requiring the Explorers to have their ship send down their own troops. Also, each of the main buildings at the Port – the

Distillery, the False Temple and the Manor – will be protected with a balcony-mounted heavy stubber overlooking the main landing platform, manned by men loyal to Giallo. A fight inside the Distillery is a dangerous proposition: each missed shot with a ranged weapon with the X or E damage type has a 10% chance of causing a major explosion in the flammable Gyn tanks, causing an explosion dealing 3d10E Blast (15) damage. All in the blast radius must test Agility or catch fire.

### **SIGNAL STATION ONE – THE COLD DEAD**

Signal Station One is a rockcrete bunker located in the northern arctic wastes of Grace Prime. Landing in its vicinity is Easy as the structure is surrounded by nothing but snow and ice-covered emptiness. From the outside the building seems abandoned with its main blast doors hanging open, but a successful Difficult (-10) Psyniscience Test will reveal a taint of the warp about it. A success level will indicate the Explorer knows that the source of the disturbance is located underground.

### **The Cold Dead**

At any point in which the Explorers are inside Signal Station One, the Game Master may have the Cold Dead appear. The Cold Dead are apparitions are the spirits of Chorda dynasty's colonists, killed here when Chorda's astropathic choir went mad during the warp storm. The apparitions are basically harmless, but witnessing the screaming, translucent figures emerging from the walls requires a Frightening (-10) Fear Test from the Explorers. The Cold Dead will disappear after a few seconds, screaming "Help us! Help us!" before vanishing. If the tainted choir (see below) is destroyed, the spirits reappear once more, no longer screaming, merely whispering "Thank you". The group's Missionary may bless the restless spirits into the beyond with a prayer (Scholastic Lore (Occult)) or a song (Performance (Singer)), both tasks Challenging (+0).

### **Ground Level**

The entrance level to the station is an abandoned cargo bay, inhabited only by the bodies of a few dozen frozen dead, carrying Chorda's colors. A closer inspection will reveal them to be torn apart by great weapons.

### **Upper Level**

The cogitator that the Explorers might have spotted broadcasting previously is located on the station's upper level. The cogitator's machine spirit is still operating and the station's auger array can be activated by accessing it. This requires a Very Hard (-30) Tech-use test, with each level of failure indicating an hour lost. When the task is completed, the Explorers have the location of the Dagger of Fate secured.

## Basement Level

The entrance to the basement level is marked with symbols that can be identified as defiled and thus useless hexagrammatic wards with a successful Challenging (+0) Scholastic Lore (Occult) roll. Underground is a series of storage rooms and a corridor leading to the stations astropathic choir chamber. As the Explorers approach, Chorda's Tainted choir steps from the chamber to meet them. The three astropaths, driven insane decades ago will attempt to destroy the Explorers of drive them off using the Terrify power while screaming and laughing madly. They are flanked by 6 Mutated Dead (see Appendix).

## THE GOLDEN VALLEYS – RUINS OF DECADENCE

The mountain range circling Grace Prime's equator hosts several manors, once grand colonies of Grace's fallen lords. Now they are empty ruins with their void shields long since failed or worse: hideouts for the Ravenous, the cannibal madmen hunting their prey – mostly each other – in the mountains.

The steep mountains are a challenging terrain, with potential landing sites few and far between. Grace's unpredictable weather makes exploring the ruins a hazardous prospect as well. The jagged mountains and ruins offer plenty of cover for the Ravenous to hide and stalk their prey. Travelling on the wrecked roads circling the icy slopes on foot for more than 10 minutes requires an Easy (+20) Climb test, with failure indicating a fall of d5 meters, with an additional meter per level of failure.

The ruins themselves still have some of their majesty: the gilded walls and precious statues glimmer in the pale sun while the manors are still filled with priceless artefacts, worthless to the cannibals inhabiting them. The manors may be located by flying reconnaissance missions with vehicles from the Explorer's ship: for each two hours of flight, the spotter may locate a new manor with a Difficult (-10) Awareness test. Stripping one manor of its treasures takes approximately 8 hours – time enough to make planetfall, search the ruins and return to ship with the booty in a single 11-hour Grace day. During one day on site, the Explorers should face at least one Ravenous encounter (see below). The Game Master is invited to make up his own ruins reflecting the heretical flavour of the sites, but below are a few examples.

### Sins Past: The Ruins Detailed

**The Worm Turns:** Inside a ruined manor a great number of worm-like statues of apparent xenos origin are found. On closer inspection, one seems to be a potent energy weapon of unknown type. Decorating the main dining room is a map of the Calixis Sector, with several worlds marked with red. One of them, Acreage, is crossed off the map.

**Butcher Bay:** Overlooking a beautiful view of the stormy seas is a manor which houses an underground medical complex with valuable medical supplies and deactivated medical servitors. In the manor's librarium, several volumes a book called "A Logical Discourse: In Defence of the Future" can be found. Curiously enough, many beds in the complex have iron restraints.

**Art for Art's Sake:** Decorated with numerous hauntingly beautiful paintings, this manor has apparently housed great many talented artists, whose works will surely sell for great sums. A philosophical work called "The Eris Transform" is referenced in many of the texts in the manors' extensive librarium.

### Rival involvement

The rival Rogue Traders will also attempt to raid the manors in the valleys. Depending on their disposition toward the Explorers, they may attempt to harass or downright attack the Explorers while they are exploring. Their interference may take many forms, from intercepting their landing craft with their own, their away teams engaging the Explorers or strafing the Explorers from their landers. Should matters escalate, an engagement between the traders' ships in the Grace system might not be far behind.

### The Ravenous

The madmen of Grace have long since lost their souls to their own decadence. The cannibals strike without warning and murder new arrivals with glee. They cannot be negotiated with nor bribed. They are not suicidal, though: their long years on Grace Prime have taught them to hide patiently and flee into their mountain passages should the odds turn against them.

### Ravenous Encounter: Cull the Weak

The Explorers are alerted by sounds of anguish echoing in the rocky landscape. Following the sound, they discover a man in ragged clothing with a gaping wound on his leg, desperately attempting to crawl to safety on a patch of open ground on one of the slopes. This is a trap, a fact that can be deduced with a Difficult (-20) Awareness test or a Challenging (+0) Scholastic Lore (Tactica Imperialis) test. Seeing the Explorers land, the Ravenous have injured an unwilling member of their own party to attract the off-worlders and will open fire with their long las weapons from a distance when the Explorers approach the wounded man, attempting to kill the Explorers for their next dinner. If the Explorers fail to spot the trap, the a number of Ravenous twice the size of the landing party will surprise the Explorers.

### Ravenous Encounter: The Meat Wagon

Dispatched from Port Chorda by Giallo, this hunting party travels by an Air Yacht (see Into the Storm, page 186). The vehicle, used decades ago by the locals for

sport, serves now to capture the Ravenous' human prey. Crewed with 8 Ravenous, they will engage the Explorers if they spot them and attempt to deliver their catch back to Giallo.

**Ravenous Encounter: The Larder**

The Explorers come across a ruined villa en route to one of the manors. A Challenging (+0) Tracking test will reveal that the villa is still inhabited, as evidenced by a recent camp fire on the villa's yard. Exploring the villa, the Explorers will come across a locked trap door on the floor, leading to the manor's basement. An Easy (+20) Security test will deal with the lock, but what lies within requires a Disturbing (+0) Fear Test from all Explorers without the Jaded talent: a number of men and women, grotesquely mutilated and missing most of their limbs - and all of their minds - serving as a food supply for the Ravenous living in the villa, currently on a hunting trip. The victims will attempt to warn the Explorers with mad ravings undecipherable to anyone without the Peer: The Insane talent: the hunters, a party of Ravenous equal in numbers to the Explorer's party, are soon returning with fresh catches.

**Ravenous Encounter: The Last Sane Man**

Mathias, originally a young servant in Giallo's court before the warp storms, now travels the Golden Valleys with his 10-year-old daughter. He hasn't named the Girl, saying that "on a world like Grace, a name only attracts the predators - best be like the nameless beasts". A ragged and disheveled sight, they drag their belongings - some clothes, some scavenged food supplies - in a cart, successfully evading the Ravenous for years. Though widowed years back, Mathias hasn't lost his will and seeing the Explorer's ships land, a glimmer of hope stirs in his heart. He and the Girl will shadow the Explorers, attempting to decide whether he can trust them. A Difficult (-10) Charm test is required to win his trust, should the Explorers contact him. Mathias can guide the Explorers to a nearby Ravenous camp, allowing them to surprise a roving band of twelve. Also, he can tell the Explorers about Giallo's appetite and wider situation on the planet. Should the players save Mathias, he will swear himself in their service and asks them to name the Girl. Should the players name her Grace, the GM should award them bonus XP for a sense of the dramatic.

**THE GREATER GRACE ENDEAVOR**

Below are guidelines for increasing the profit factor of the Explorer's dynasty by completing the Greater Grace Endeavor. The Endeavor is divided into three overlapping objectives, each requiring a sum of achievement points to complete. The objectives correspond with the three parts of the Fall From Grace adventure. Completing the Grand endeavor will increase the Explorers profit factor by 3 with +1 for each 100 achievement points they have beyond the total of 1200 achievement points needed.

**Objective: Prepare for the Journey (Criminal, Trade)**

300 achievement points

- +25 for each Grace Tidbit discovered
- +100 for accepting Chorda's backing for the endeavor
- +50 for each alliance negotiated with a rival Rogue Trader
- +50 for successfully reaching the Grace system
- +100 for each faction the Explorers convince to support their endeavor
- 50 if Chorda ends up backing a rival dynasty

**Objective: Survey the Grace System (Exploration, War)**

300 achievement points

- +50 for locating the Wydening Gyre
- +50 for successfully salvaging the Wydening Gyre
- 50 if a rival salvages the Wydening Gyre
- +50 for defeating or successfully negotiating with Hammer'Ed
- +50 for discovering the location of the Dagger of Fate
- +150 for successfully boarding the Dagger of Fate
- +150 for retrieving Chorda's cargo
- 50 if a rival takes control of the Dagger of Fate
- 100 if a rival retrieves Chorda's cargo

**Objective: Conquer Grace Prime (Creed, Criminal, Trade, War)**

600 achievement points

- +100 for securing Signal Station One
- +100 for each 8 hours the Explorer's away teams spend successfully looting the Golden Valleys, up to a maximum of 600 points
- 50 for each 8 hours the Explorer's rivals spend looting the Golden Valleys uninterrupted by the Explorers up to a maximum of -300 points
- +150 for taking the Port Chorda Gyn Distillery on Port Chorda intact or negotiating a trade route with Giallo
- 50 for each major explosion in the Port Chorda Gyn Distillery to maximum of -150
- +150 for conquering Port Chorda and removing Giallo from power

Additionally, the Explorer's dynasty receives +1 Profit Factor for delivering the cryo-tank to Aspyce Chorda, symbolizing of opportunities opened by allying with the Chorda dynasty.

**EXPERIENCE REWARDS**

The players should receive the standard amount of experience while partaking in the scenario. If a player character took a leading role in all of the following events, the GM may have the Emperor smile upon the Explorer and grant the character an additional Fate Point: defeating the daemons aboard the Wydening Gyre; destroying the astropaths of Signal Station One; disposing of Giallo.

## FUTURE PLOT HOOKS

Even though the Explorers have completed Fall From Grace, many unresolved issues will most likely remain. Below are a few suggestions on follow-up adventures.

**The Other Lady Chorda:** Inspecting Chorda's cargo, its nature will soon be apparent. The woman inside bears a striking resemblance to Aspyce Chorda and if the Explorers have the Tidbit on Chorda's past, they will know exactly what the woman represents. The cryo-tank can be thawed if the Explorers so choose. If awakened, Anastasia Chorda will not beg for her life – she is far too proud for that. Instead, she will attempt to strike a bargain with the players. Cunning like her sister, she wishes to reclaim the Chorda warrant to her name – a risky proposal, but the rewards might be great.

**The Heretic's Wake:** Many relics recovered from the manors in the Golden Valleys raise more questions to the curious Explorer. Old journals, maps and curious artefacts might lead the Explorers to investigate further into their owners' pasts. The Game Master should feel free to scatter future plot hooks amongst the ruins the Explorers loot.

**A Future Full of Grace:** Depending on how the Explorers have handled their matters, they might find their dynasty settling the Colony of Arrogance for good. But can a taint that runs so deep be truly cleansed?

## APPENDIX: NPCS, ANTAGONISTS AND SHIPS

### NPCS ON AND ABOUT GRACE

#### Director Giallo

For the mad leader of Port Chorda, use the Renegade profile (Page 373 of the Rogue Trader rulebook). He is armed with a best-quality chain sword and has 10 extra wounds for being the only well-fed man on Grace. He has the Paranoid talent, a FEL of 43 and Command, Commerce as well as Deceive +20 as a trained skills.

#### Lady Fulci

For Giallo's right-hand woman, use the Adept profile (Page 370 of the Rogue Trader rulebook) with the following modifications: FEL 40, INT 45 and Barter +10 as Trained Skill.

#### The Ravenous in the Golden Valleys

For the hungry cannibals haunting the lost manors of the Golden Valleys, use the Bloodskinner profile (page 370 of the Rogue Trader rulebook) with the following modifications: Concealment and Silent Move as Trained skills; Basic Weapon Training (Las) and Fearless as Talents. They are equipped with chain axes and long lases.

#### Giallo's Armsmen

For Giallo's henchmen in Port Chorda, use the Ravenous profile above, but add Heavy Weapon Training (Bolt) as a Talent. Also, the armsmen have a 50% chance of being in a Gyn-induced stupor and must make a Willpower test or enter a state of Frenzy if attacked.

#### The Tainted Choir

Use the Warp Witch profile (page 374 of the Rogue Trader rulebook) for the tainted astropathic choir on the Signal Station.

#### The Mutated Dead

Use Mutant Abomination profile with the Fear(1) and Stuff of Nightmares Traits for the risen dead of the Signal station. They are armed with mono-enhanced Great Weapons.

#### Hammer'Ed

For the Ork captain, use the Ork Freebooter profile (page 377 of the Rogue Trader rulebook) with the following modifications: Pilot: Spacecraft +10 as a trained skill, Command +10 as a trained skill.

#### Teef-Bag

For the Ork nob, use the Ork Freebooter profile (page 377 of the Rogue Trader rulebook) with the following modifications: Command +10 as a trained skill, 8 extra wounds. He is armed with a Big Choppa.

### RIVAL ROGUE TRADERS

#### Scum-captain Helgred Bolger

WS	BS	S	T	AG	INT	PER	WP	FEL
30	40	45	40	40	33	33	40	40

Profit Factor: 42

Wounds: 18

Skills: Awareness, Concealment, Deceive, Dodge, Command +10, Charm +10, Common Lore (Imperium), Deceive, Evaluate, Gamble, Literacy, Scholastic Lore (Astromancy), Speak Language (High Gothic, Low Gothic)

Talents: Air of Authority, Ambidexterity, Two Weapon Wielder (Ballistic), Weapon Training: Melee (Universal), Pistol (Universal), Basic (Universal).

Personal Equipment: Storm Trooper Carapace, 2 Recoil Gloves, 2 Bolters, common quality Power Sword, camouflage kit.

Helgred Bolger was apparently an underhive ganger originally and how he has acquired the ship he currently owns, The Toothkicker, is subject of considerable rumour. A man seemingly composed entirely of scar tissue, he yet has an uncannily magnetic personality. His Warrant of Trade seems quite non-standard, yet its genuinity has never been called to question, at least not by anyone who has authority in these matters. His links to the Black Brotherhood are widely rumoured but so are many other captains also. Other rumours link him with piratical activities and slave-trading. His crew consists of mutants, heretics, fugitives and other assorted scum, all fleeing Imperial law and Arbitrators. They specialize in ambushes and striking hard, striking first.

#### Adalbrechta Edelheven-Machenko

WS	BS	S	T	AG	INT	PER	WP	FEL
50	35	40	40	40	33	40	30	40

Profit factor: 45

Wounds: 12

Skills: Barter, Blather, Command, Commerce, Charm, Ciphers (Rogue Trader), Common Lore, Imperium, Scholastic Lore (Astromancy, Imperial Warrants), Evaluate, Literacy

Talents: Ambidexterity, Air of Authority, Iron Discipline, Jaded, Two-Weapon Wielder (Ballistic, Melee), Weapon Training (Universal Pistol, Melee)

Personal Equipment: Power Glove, Refractor Field, Best-Quality Mono Sword, Best-Quality Hand Cannon, Storm Trooper Carapace

Adalbrechta is an ex-officer of the Imperial Navy and related to the Machenko Dynasty in the Calixis Sector,

but has been active for around a decade in the Koronus Expanse. A tall athletic woman, who shaves her scalp, she cuts a rather recognizable figure in the Spire of Intoxicants which she frequents. She has publicly stated to be a "venture-capitalist in charge of considerable hedge-funds in the Calixis Sector" and has sponsored several daring ventures, which have had a mixed success, financially or otherwise. Her scheme to transport exotic chemicals to the Calixis Sector to use as combat drugs caused a lot of casualties and bad blood with Iocanthos suppliers of similar materials, though the drugs themselves were quite effective. Always on the lookout for audacious business opportunities, she has clashed with Helgred Bolger on several occasions and suspects the Scum-Captain's Warrant to be a forgery.

**Brother XXCv-177a-888 "Ferdinand" Tech-Priest Explorator**

WS	BS	S	T	AG	INT	PER	WP	FEL
30	50	40	50	20	40	30	30	10

Profit factor: 45                      Wounds: 15

Skills: Barter, Command, Commerce, Common Lore (Imperium, Machine Cult, Rogue Traders, Tech), Ciphers (Rogue Trader), Forbidden Lore (Archaeotech, Adeptus Mechanicus), Literacy, Logic, Speak Language (Explorator Binary, Low Gothic, High Gothic, Techna-Lingua), Tech-Use, Trade (Technomat),

Talents: Binary Chatter, Weapon training: Basic (Universal), Melee (Universal), Flesh is Weak 4.

Personal Equipment: Ommissian Axe, Enforcer Light Carapace, Combi-Weapon Bolter-Flamer, Good Quality Mind Impulse Unit, Common Quality Utility Mechadendrite, Ballistic Mechadendrite, Common Quality Bionic Respiratory system, Machinator Array.

Brother "Ferdinand" is an Explorator from the Lathes, a system of Forge Worlds in the adjacent Calixis sector. A completely rebuilt human, over 90% of his body is now mechanical, save his brain. Several sources report him engaging in piratical activities, but he rarely docks in Imperial space so direct action is usually impossible against him. He frequently visits the Red Schola and his purchases of unaltered humans are significant. His crew seems to consist only of servitors.

**SHIPS OF THE GRACE SYSTEM**

**The Dagger of Fate**

For the Ork-infested space station, use the profile of Voidfarer Station (page 210 of the Rogue Trader rulebook) with the following modifications: reduce hull integrity maximum to 40, remove third Keel weapon slot and remove the Hydroponics Deck component. The station is armed with two keel-mounted Thunderstrike macrocannons. Add the Lotsa Boyz component (+10 to Command tests for Hit and run and Boarding). This component is lost if the station is taken by humans.

**The Wydening Gyre**

For the lost transport, use a Vagabond Trader profile (page 194 of the Rogue Trader rulebook). It has no supplemental components save for its tainted Hydroponics Deck. It has lost 15 points of hull integrity.

**The High Risk Venture**

Captain Edelheven-Machenko's ship is fitted for war. It packs brutal firepower as well as barracks carrying the captain's personal invasion force.

Firestorm-class Frigate

Speed 7

Detection +20

Manoeuvrability +20

Hull Integrity 38

Armour 18

Turrets 1

Essential components: Jovian 2, Strelov 1, Single Void Shield, Gellar field, Pressed Crew Quarters, Combat Bridge, M-1r. Life Support, M-201b auger.

Supplemental components: Dorsal Titanforge Lance Battery, Prow Pyros Meltacannon, Observation Dome, Barracks.

**The Toothkicker**

Captain Bolger's frigate is an armoured monstrosity, its holds filled with ruthless scum. Its xenotech Ghost Field gives Bolger a great advantage in battle.

Firestorm-class Frigate

Speed 7

Detection +13

Manoeuvrability +18

Hull Integrity 41

Armour 19

Turrets 1

Essential Components: Jovian Pattern 2 Drive, Strelov 1, Warp Engine, Gellar field, Repulsor Field, Clan-Kin Quarters, Command Bridge, M-1r. Life Support, R-50 Auspex.

Supplemental Components: Prow and Dorsal Jovian Missile Battery, Reinforced Armour, Reinforced Bulkheads, Ghost Field.

## Explorator XVII

Captain Ferdinand's cruiser is an impressive sight to behold. Carrying an ever-obedient servitor crew, it serves its master's iron will.

Lathe Class Monitor Cruiser

Speed 6

Detection +15

Manoeuvrability +12

Hull Integrity 63

Armour 20

Turrets 3

Essential components: Deep Void Array  
Jovian 3 Drive, Strelor 2, Gellar Field, Single Void  
Shield, Explorator Bridge.

Supplemental components: Dorsal and Prow Ryza  
Pattern Plasma, Port and Starboard Culverin Broadside,  
Servitor Crew, Cold Quarters, Crew Reclamation  
Facility, Micro-laser Defence Grid, Tenebro-maze.

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