

Death of Martok

A Short Adventure for Warhammer 40k

Starting Point

Acolyte Martok has committed suicide and the inquisitor wants an investigation what happened. He is extremely worried that some ancient demonic enemy is after him but does not really voice this opinion unless some really good (-20%) interaction check is made.

What happened?

Martok was driven crazy by a demon who is stalking the forces of the inquisition. This heretical psyker has already managed to get his hands on the headless body of Alraun Kaltos, another acolyte killed a while ago and has turned the body into a Dybuk (DotDG, pg. 128).

During his time off, Martok was spending his time in the bars of the underhive, spending his money on drinks and gambling. The people he met describe him as increasingly worried and distracted from his leisures. He had also rented a place near one of the bars to fall there after drinking and gambling all night. The heroes will find the place tainted by the warp, especially the room next door.

A vile sorcerer associated with the Pilgrims of Hayte stayed in that room and fed dark thoughts into Martok using his powers. He was ordered by his superiors through imprenetable channels to kill as many acolytes as possible and turn them into Dybuks.

Places

The Broken Eagle: A vile gambling and drinking den in the lower parts of mid-hive. The place is dark, lightened only by cheap holographics adds for various liquors. The customers are all either blue-collar workers or flashy gamblers down on their luck. One is Titus Göth, who dresses in really worn-out noble gown. He has an impressive forehead and

a noble Greek nose that has been broken recently. He is greedy and greasy.

Hotel Malfi: A run-down place with windows that only lead to the ventilation shafts of the hive and that is infested by cockroaches (some slightly mutated). The operator is a minor mutant (hiding a second on his neck under a bloody scarf) but is no accomplice in the death of Martok.

The Underhive Hideout: The pilgrims of Hayte operate from a base in the underhive. From there they work at destroying the local inquisition from the bottom up. Trantor Syrillus is the leader of the cell, a vile sorcerer dressed up as a priest of the eclesirachy. His face is disfigured by a diagonal scar and under his robe hides several minor mutations. He is assisted by several cultists and the Dybuk created from Alraun's body.

Opponents

Trantor Syrillus is supported by a Dybuk (DotDG, pg. 128), a kill squad trooper (colourful minion, DH pg. 341), and 2 cult fanatics per acolyte (minions, DH, pg. 337 but with furious assault – i.e. second attack on hit with all-out attack)

Trantor Syrillus

Pilgrim of Hayte Sorcerer								
WS	BS	S	T	Ag	Int	Per	WP	Fel
25	25	30	30	30	41	33	40*	39

Movement: 3/6/9/18

Wounds: 15

Skills: Awareness 33, Ciphers (Occult) 40, Common Lore Imperium 40, Deceive 49, Forbidden Lore (Daemons) 50, Speak Language (low gothic), Secret Tongue (Pilgrims of Hayte)

Talents/Traits: Melee Weapon Training (Primitive), Pistol Training (SP), Resistance (Psychic Powers), Strong Minded, Psy Rating 2, Sorcery (+2 difficulty, +20 on both failure tables), Mutation: worm blood – make a Will check or make a shock roll when wounded in melee (pg. 233)

Psychic Powers: Call Item (Diff: 7, can call his weapons), Float (pg. 166), Storm of Malignancy (DotdG, pg. 130)

Armour: Mesh Vest (AR: 4 body)

Weapons: Stub automatic (30m; s/3/-; 1d10+3 I; Pen 0; Clip 9; Reload full), Blade

Gear: -

* 50 vs. Psychic Powers + reroll vs. psychic powers and vs. fear effects