

Fake Redemption

An Adventure for Warhammer 40k

Introduction

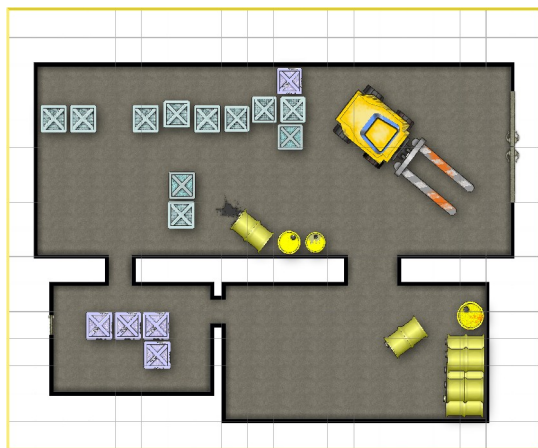
The acolytes are ordered to chastise a rather fanatical Redemptionist sect that has started executing nobles and members of the ecclesiarchy. When they investigate, they find out that the sect has been infested by alien creatures who have little more on their agenda than to eliminate some of their key enemies. Other groups have been infested, so the heroes have to find a way to locate the alien master mind.

Hook for the Acolytes

The acolytes are ordered to investigate a rather violent Redemptionist cult that is suspected to have abducted and possibly killed a high ranking member of the ecclesiarchy as well as a senior member of the local PDF. The acolytes are ordered to proceed carefully but the main goal is to neutralize a threat and not to find the truth.

Redemptionist Camp

The redemption cult in question has its base in a warehouse operated by a lesser trading house. They are quite paranoid about attackers and have rigged the place with some heavy security measures.



The cultists are not the kind of people willing to talk and will open fire as soon as they suspect any kind of trouble.

A search of the place will reveal the **carefully dissected corpses** of the abducted people (as well as a series of other dead bodies). There is also an alien device that looks like a giant pulsating fungus.

Security Measures: The doors are rigged with alarms that are keyed to a specific DNA opening the door. (*Security*+10 to disarm)

Opposition: 4 normal cultist, 2 elite cultists, 1 Slaught Psi-Enhanced Serf

Slaught Control Module: This fungoid device pulsates with unholy energy and emits a sick greenish light. There is a strong psionic signal (*Psiscience*+20 to detect) that seems to be part of a network of signals. The Redemptionists all have a smaller version embedded in their necks. The serf has significantly more modifications.

Survivors: Unless the control implants can be disabled (a grapple and a successful opposed strength roll to tear it lose from the neck) any captives' heads will explode spectacularly when the implant ignites.

Further Clues and Threads

Abducted People

The following people can be identified in the warehouse:

- **Bishop Secundus Pius** – a rather liberal clergyman who had many enemies and no friends
- **Major Arminius Helmbrecht** – a major in the PDF who had a stellar career that he endangered with his paranoid talk of xenos infiltration
- **Quint Deckert, Johann Salvator, Gaia McCannoth** – pilgrims declared missing 2 weeks ago
- **Pris, Modesty, Trauma** – street girls who did not return from a job one night, no living relatives

- **Veyda Flint** – widow, lone underhive explorer, often gone for weeks
- **Grendel Ramirez** – wanted chaos sorcerer, all his associates were killed in a raid

An *Intelligence-10* reveals that all these victims are either people who will not be missed or who could have been on the trail of the xenos.

Strange Signal

It takes 6 Psiscience rolls to interpret and trace the signal. Add all successes and consult the chart. After 6 rolls, the trail is lost and only the last step counts:

One success or less: The signal is untraceable

Less than 3 successes: The other sites can be found but not the central emitter.

3 or more successes: The central station as well as the other camps can be found

Other Sites

The other sites are not of major interest unless they can serve as places to find survivors for questioning or to allow another tracing roll to find the central station.

- **Slaughterhouse MPF-12532:** Hidden among the grox carcasses are the bodies of more humans slaughtered to feed the maggot men. The acolytes will be opposed by 4 slaughtermen (DH pg. 345) one of whom will try to open the grox pen (pg. 347) to cover their retreat. The leader is a psi-enhanced serf, who will try to destroy any evidence.
- **Crematory HDF-19/Q:** The mutant slaves (DH pg. 342) working here are enthralled to the local overseer (psi-enhanced serf with shock baton instead of chain axe) who will try to destroy any evidence.
- **House Delaque Fighting Pits:** This small bloodsport arena hides a series of bodies but the local workers and gladiators have no idea about what is

going on. The only insider is Limp, the janitor, a hunchbacked man who is really a psi-enhanced serf.

Central Site

After some dedicated research, the acolytes locate the central site from where the alien infiltrators operate.

Background

A renegade member of the Slaught race has set up shop on Scintilla to feed on the destitute and lone. The xenos operated alone and used a series of vassal constructs to run his operation. However, when an accident killed the renegade, the constructs continued amassing dead bodies but lacked the finesse of their master, leading to more and more reckless actions and eventual discovery.

Location

The central control station is located in a side-spire formerly belonging to a heretical noble line (House Carnez-Altorez) that was eradicated by the Inquisition. The spire is still sealed but there are service tunnels that are used by the vassal constructs.

Access: Either through service tunnels, with an official warrant or by climbing along the outside of the hive.

Inside, the acolytes will also find many corpses stored in freezers connected to power plugs all over the place. All freezers are filled to the rim and there are even some bodies lying around next to them – apparently the supply is overflowing. Curiously, the brains have been removed and are left on plates to rot.

In the central chamber, there is the dead body of the renegade slaught. If the acolytes can deal with the horrific sight, they find that the alien monster has partially exploded. On its table lie slabs of mutant meat. Investigation reveals that the mutant has explosive ulcers in its body – which might also be triggered by the heroes!

The acolytes will most likely attract the

attention of the slaught's vassal constructs that still continue its dark work.

Slaught Corpse: The sight causes *Fear(0)*. *Search+10* reveals that a partially eaten piece of mutant meat exploded while being eaten. If the roll is failed, the hero touches a slab which explodes in his face for 2d10 E damage.

Evidence: Freezers with corpses, rotting brains, dead slaught

Opposition: 2-4 vassal constructs

Personae

Redemption

Cult Fanatic								
WS	BS	S	T	Ag	Int	Per	WP	Fel
35	25	30	40	30	27	33	45	23

Movement: 3/6/9/18

Wounds: 10 (goon, elite are colourful goons)

Skills: Awareness 33, Common Lore (Imperium) 27, Common Lore (Imperial Cult) 37, Speak Language (Low Gothic), Trade (any one)

Talents/Traits: Furious Assault, Melee Weapon Training (primitive, chain), Pistol Training (Flame), Unshakeable Faith

Armour: Light flak coat (body, arms, legs AP 2)

Weapons:

- **Foot Soldier:** Chain Axe (1d10+7 R, Pen 2, Tearing)
- **Elite:** Hand Cannon (35m, 1d10+4 I, Pen 2, Clip 5) with Exterminator Round (10m, Dam: 1d10+4 E, Pen: 2, Clip: single no re-load, Flame), Chain Axe (1d10+7 R, Pen 2, Tearing)

Gear: 3 doses of Stimm

Combat Notes:

- 2 attacks when making an all-out attack.
- Re-roll willpower checks against fear

Slaught Psi-Enhanced Serf								
WS	BS	S	T	Ag	Int	Per	WP	Fel
25	25	25	46	30	27	33	45	23

Movement: 3/6/9/18

Wounds: 18

Skills: Awareness 43, Common Lore (Imperium) 27, Common Lore (Imperial Cult) 37, Speak Language (Low Gothic), Trade (Scribe)

Talents/Traits: Furious Assault, Melee Weapon Training (primitive, chain), Pistol Training (Flame), Unshakeable Faith, Psi Rating 3

Powers:

- Weaken Veil (pg. 168)
- Weapon Jinx (pg. 168)
- Blood Boil (pg. 169)

Armour: Light flak coat (body, arms, legs AP 2)

Weapons: Hand Cannon (35m, 1d10+4 I, Pen 2, Clip 5) with Exterminator Round (10m, Dam: 1d10+4 E, Pen: 2, Clip: single no re-load, Flame), Chain Axe (1d10+6 R, Pen 2, Tearing)

Gear: Auspex

Combat Notes:

- 2 attacks when making an all-out attack.
- Re-roll willpower checks against fear

Slaught Vassal Constructs

Vassal Construct								
WS	BS	S	T	Ag	Int	Per	WP	Fel
45	45	25	46	30	25	35	40	10

Movement: 3/6/9/18

Wounds: 20

Skills: Awareness 55, Concealment 30, Silent Move 40

Talents/Traits: Fear 1, Flyer 5, From Beyond, Sonar Sense, Strange Physiology, Undying, Exotic Weapon Training

Armour: 4 (all, natural)

Weapons: Lesser Necrotic Sceptre (100m, Dam: 1d10+4 E, Pen 3, Disintegrate, Recharge), Power Scythe (1d10+5 E, Pen 6, Power Field)

Gear: N/A

Combat Notes:

- Immune to fear, pinning, insanity, psychic powers targeting mind
- All hits are body hits – dead when wounds are exceeded
- Immune to most environmental effects
- Fire every other round