

Pestbote

An Adventure for Warhammer 40k

Synopsis

Pestbote is a Space Hulk that is seen as a sign of evil and whose path has recently crossed the Calixis sector. Inquisitorial libraries identify the Pestbote as a ship of Nurgle. Whenever the Pestbote shows up in a system, it dispatches derelict plague barges filled with cultists of the plague lord.

When Pestbote manifests near a local star system, the acolytes are sent to the hulk to recover an ancient tome that is stored in the temple core dedicated to Nurgle. However, when the heroes arrive, they find many of the cultists dead – victims of a Dark Eldar who has chosen hunting cultists as his personal sport.

This adventure recycles a lot of material from the second installation in *Purge the Unclean (PtU)*. The temple of Nurgle is in the position of the black ship.

Story

Docking

The Pestbote is an imposing amalgamation of ancient wrecks. When the heroes approach the hulk, their pilot identifies a good spot for docking. He recommends wearing **space suits** until pressurized areas of the hulk are reached. The suits provide armour 2 to all areas but reduce initiative by 3.

During the docking, the acolytes can make an **Awareness(-20)** check to spot a tiny xenos ship that also seems to be docking at the hulk.

Entering the Hulk

When the acolytes enter the hulk, they will first encounter several of the issues detailed on page 62 of PtU. As they progress, they find dead cultists, some of which have been ritually tortured or torn apart by huge claws. Let the

heroes try different lores to come up with theories such as Genestealers, Fleshhounds of Khorne or Warp Beasts.

Zero-G Chamber

In a zero gravity chamber (-10 on all physical actions), the heroes encounter two warp beasts, which might surprise the heroes if they fail an Awareness test opposed by the beasts' Silent Move. If the acolytes manage to slay one beast, the other flees. The creatures have collars that identify them as property of a dark eldar (which can easily(+25) be identified with the proper lore). Indeed the prior killings show the signature of Dark Eldar.

The Gallery

In a large gallery that is covered over and over with Nurgle symbols and whose floor is littered with burst Nurglings, the acolytes encounter a fleeing cultist obviously infected by a terrible disease. The wretch will not fight the heroes but try to flee further. If the acolytes linger too long, they will see what has hunted the man, the Dark Eldar scout Ketserar, who will use the chance to snipe some shots at the heroes from the gallery, then fleeing towards his master. His opening attack will be the terrorfex grenade.

If they manage to capture the scout, they can try to interrogate him. He will tell them about the full force of the Kabal of Crimson Woe.

The Tempel of Nurgle

At the core of the hulk is a temple of Nurgle that has been completely ransacked, its high priests crucified upside down. The book the heroes are searching for is found in the middle of the temple, slightly damaged.

A **Search** roll reveals that the book is covered with traces of pus. Two degrees of success Touching the book is dangerous as it is infected with viral strains. Also, as soon as the book is touched, it triggers another terrorfex and gives a signal that heralds the hunt. The heroes can either make a stand or try to flee to their ship, constantly harassed by the Crimson Woe.

Alternative Actions

If the heroes discover the alien ship, they can ambush part of the Kabal. This way, they will stand a better chance in the later encounters.

Once the book is found, the heroes might be distressed as they recognize the defaced symbols of Tzeench. The more puritanical acolytes might question recovering the book, even though it is not actually magical.