

# Wastes of Solomon

An Adventure for Warhammer 40k

## Summary

Ando Sassa, a mid-ranking member of the Munitiorum has fallen in love with a mysterious woman he met at a clandestine party of dubious morals. He brings the considerable resources under his power to bear for the quest of finding her. However, he is not very competent, causing all kinds of confusion with his dabbling.

The Logicians offer the administrator their help and thus gain access to his considerable resources. Pretending to look for the woman, they really search for the ancient control room used to wield the power of the Tyrant Star.

Soon, Sassa is only a pawn of his new allies but his quest continues to mix with that of his "allies". Meanwhile, the woman, who is actually a Slaneesh servant, is on the run, puzzled by the sudden attention.

## Timeline

**12 weeks ago:** Adept Sassa meets the Green Lady at a private party conducted by Captain Kazo, a member of the local PDF forces. Entranced by the psychic aura of the demon, he falls madly in love.

**11 weeks ago:** Kazo is declared wanted by a local guild for theft and murder. He goes undercover and Sassa can no longer access him.

**10 week ago:** Sassa starts his frantic search, leaving various trails in the data systems of the Munitiorum and in local underground circles.

**8 weeks ago:** The local team of the Logicians contacts Sassa and promises to help him. They start using his access keys to search for the hidden control room of the tyrant star.

**6 weeks ago:** Inquisition is informed and sends a team to Solomon which will arrive in 8 weeks.

**3 weeks ago:** In order to pacify Sassa, the Logicians track down the Green Lady. After a shoot-out in the Malfi Crowne Hotel, the Lady escapes and arranges plans to leave Solomon

**Now:** The acolytes arrive on Solomon and meet their contact, the radical Interrogator Devios.

## Briefings

The following briefings are given to the heroes at different times.

### Before Leaving

Reports from Solomon indicate that somebody is searching frantically for a woman only known as the Green Lady. Devios has reported that the Logicians are heavily involved in this search, so there is a good chance that the woman is connected to the Tyrant Star. They seem to be in league with Munitiorum Adept Ando Sassa, who is currently being trailed by Devios.

### After Arrival (Devios)

Devios greets the Acolytes and tells them of the latest developments. The Green Lady was spotted in the Malfi Crown Hotel. However, three weeks ago, the Logicians attacked the hotel and now both parties have disappeared.

Devios suspects that the Green Lady will want to leave Solomon. The Logicians are nowhere to be found.

## Trails

The acolytes can follow one of these two trails.

### Finding the Green Lady

**Inquiry (Adeptus Munitiorum, 1 day, -10%):** The Lady seems to be the obsession of Adept Sassa.

**Inquiry (+10%, Underworld, 1 day):** The Lady has plans to go on a ship and leave the planet in 1 day (after the inquiry). The informer can point the heroes to a criminal (Red-

Knuckles AI) who knows more but wants some money. 3 successes point directly to the Golgotha.

**Red Knuckles AI:** This crime boss has sold the off-world ticket to the Green Lady. He knows when she will leave and which ship she will take (the Golgotha). He is willing to sell this information in return for access codes to the Munitiorum computers. He can also be forced to part with his knowledge but his guards are plentiful and well-trained. (4 Bounty Hunters, DH pg. 336, AI is a Recidivist, DH pg. 343)

### Interrogating the Green Lady

If unable to flee, the Green Lady will fight and eventually surrender, trying to use her charms on the acolytes. She **does not know anything** about why people search for her but suspects that her **affiliation to Slaneesh** has become known.

The Green Lady **will help** the heroes to save her hide (offering to read minds) but **will flee** at the first opportunity. She would not mind seeing the Logicians suffer for their attack on her. She does not care in any way about Sassa. In fact, she hardly remembers him.

### The Logicians

**Inquiry (Underworld, -20%, 3 days):** The Logicians have asked a lot of questions about Adept Sassa about two month ago. About a month ago, they started to investigate the Green Lady and seemingly tracked her down to a hotel where they started shooting at her. One or more degrees of success reveals the general composition of the Logician Team.

**Sassa's Hint:** With Sassa's support (see below), the heroes can capture one of the Logicians and use him to find the Tyrant Star control room.

### Adept Sassa and the Munitiorum

Ando has not been at his workplace for a bit and takes quite some time to track down.

When found, Ando will cooperate but might confuse the acolytes with his convoluted ways. He can arrange a meeting with a contact person

from the Logicians who can then bring the heroes to the control base where the Logicians currently try to figure out how to control the Tyrant Star.

**Inquiry (The Insane, -10%, 2 days per attempt, Toughness+10% per attempt or gain a level of fatigue through poisoning, requires one day of rest to remove):** The crazies living in the "Interior" have spotted Ando and tell different tales of where the adept is to be found. Eventually, a mutant with three eyes will point the heroes to the hiding place.

### Checklists

Use these checklists to keep track of the activities of the opponents.

### Logicians' Further Actions

Should the acolytes fail more than four Inquiry checks, the Logicians will be alerted. As a countermeasure, they will try to track down the heroes with their own Inquiry (40%, 1 day per attempt) and try to waylay them (using a part of their team and sniper attacks). Stern resistance will cause the team to flee in a wheeled vehicle.

### Green Lady Further Actions

**2 days:** Go on the freighter Golgotha. If anything seems fishy, the Lady will go underground and take the other actions on this list. Otherwise, she will be out of the equation.

**1 week:** The Green Lady will contact Red Knuckled AI to buy another ticket. The crime boss might betray her to the acolytes if they are willing to pay him the right price.

### Sites

#### Malfi Crown Hotel

A posh hotel that looks like a prison from the outside, the Crown Hotel still shows the signs of the earlier gun battle. The locals are quite gossipy and will tell the acolytes about the attack. They can describe the Logicians but

have no idea where they currently are. Similarly, they know nothing of the Green Lady but have a poor opinion about her morals – she had frequent and changing male guests in her room.

### Golgotha's Shuttle

The Golgotha's shuttle will be in a remote hangar bay, ready to take on board a small group of passengers. There are **three spies** from an off-world trade cartel who are very wary of anybody approaching them.

The **Green Lady** will arrive at the last moment. If she spots any suspicious activity, she will simply fade away (Move Silently) and try to get off-world in another fashion.

The crew itself knows that its passengers are fishy and will prepare for lift-off as soon as trouble starts brewing.

### Tyrant Star Control Room

This hidden underground bunker is ancient and was recently excavated by the Logicians based on information extracted from the systems of the Munitorium. They have set up base here while their tech priest tries to figure out how to run the systems. Fortunately, without the false man Komus, the systems will not work. The control room will be the site of a final showdown between acolytes and hereteks, who will not flee, unless they do not see any more chance.



## People

### Interrogator Karl Devios

Devios is a tall man with rheumy eyes, wild black hair and a double chin, despite his skinny body. His spidery fingers end in dirty, broken nails. Devios likes to wear flashy clothing with worked-in armour.

Devios is a cold person who makes little words. However, he is quite ambitious and willing to do anything to advance his career. Also, he makes liberal use of radical measures, albeit only when unobserved.

If the acolytes fail to find the people relevant for this adventure, he will use his chaos ritual to locate them. However, this is only a last resort – the danger of being found out is too high.

Karl Devios								
WS	BS	S	T	Ag	Int	Per	WP	Fel
25	30	26	31	16	45	35	40	33

**Movement:** 1/2/4/8

**Wounds:** 16

**Skills:** Awareness 55, Barter 33, Common Lore (almost all) 55, Deceive 43, Scrutiny 35, Forbidden Lore (almost all) 45, Literacy 55, Speak Language (Low Gothic, High Gothic), Tech Use 45

**Talents/Traits:** Basic Weapon Training (SP), Exotic Weapon Training (Shuriken Pistol), Melee Weapon Training (primitive), Light Sleeper, Total Recall

**Chaos Rituals:**

- **Find Person (Forbidden Knowledge check -10%, requires some personal item):** On a success, the wanted person is found. On a failure, a wrong person of similar appearance is located.

**Armour:** Mesh Cloak (AP 4, all except head)

**Weapons:** Monoblade (1d5+2, Pen 2), Stub Automatic (30m, S/3/-, 1d10+3 I, Pen 0, Clip 9, reload full), Eldar Shuriken Pistol (20m, S/3/5, 1d10+2 R, Pen 4, clip 40, reload 2 full, reliable)

**Gear:** Various travel equipment plus well-concealed material to conduct chaos rituals.

## Logicians

The logicians are represented by the kill team Archimedes.

## The Green Lady

The Green Lady is a beautifully proportioned woman with long green hair and a freckled face. She typically wears quite revealing clothing but hides that under a cape in public.

The Green Lady is a servant of Slaneesh and uses her charms to draw others to their doom or into the service of Slaneesh. She is very friendly and hides her depraved nature well under a veil of naivety. Her goal is to get off Solomon alive.

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

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

**Wounds:** 12

**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

**Mutations:** Additional, sensual mouth on the belly.

**Psy Powers:** Chameleon (Dh, pg. 165), Distort Vision (DH, pg. 166), Dull Pain (DH, pg. 166), Compel (DH, pg. 178), Mind Scan (DH, pg. 179)

**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 drugs

## Combat Notes:

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

Will attack mainly by using Compel.

## Adept Ando Sassa

Ando is a cowardly, unattractive man. His overbite gives him a thuggish look but his flabby body belies the implied brutality.

Sassa is quite naïve and slow minded. Questioning him is a pain for this very reason. The only thing he is good at is his job of planning production in the factory complex 132.

Adept Sassa will not resist any attempt at questioning. In fact, the Logicians are scaring him, so he will be glad to get rid of them.

Use Scribe stats, DH pg. 343

## Captain Kazo

The renegade PDF captain Kazo is currently hiding in the outlands. He plays little role in this adventure but the acolytes might track him down. Kazo is a petty criminal and knows nothing of importance. However, he pretend to have important information in order to milk the heroes of money.

Use Recidivist stats DH pg. 343