

WARHAMMER
40,000

ROLEPLAY

WRATH & GLORY

LITANIES OF THE LOST



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CREDITS

Cover Art: Helge C. Balzer

Art: Bartłomiej Fedyczak, Dániel Kovács, JG O'Donoghue, Sam Manley, Erin H Rea, Jamie Noble, Felix Tisch, Siman Vlaisavljević

Senior Producer: Emmet Byrne

Developers: Zak Dale-Clutterbuck, Elaine Lithgow

Writing: Michael Duxbury, Thurston Hillman, Elaine Lithgow, David Whitworth

Graphic Design & Layout: Rachael Macken

Editors: Bob Davis, Lynne Meyer, Christopher Walz

Proofreaders: Bob Davis, Lynne Meyer

Mechanical Feedback: Jacob AJT Smith

Cubicle 7 Business Support: Anthony Burke, Elaine Connolly, Donna King and Kieran Murphy

Cubicle 7 Creative Team: Dave Allen, Emmet Byrne, Zak Dale-Clutterbuck, Cat Evans, Dániel Kovács, Elaine Lithgow, TS Luikart, Rachael Macken, Rory McCormack, Dominic McDowall, Sam Manley, Pádraig Murphy, Ceire O Donoghue, JG O'Donoghue, Síne Quinn, Jacob Rodgers, and Christopher Walz

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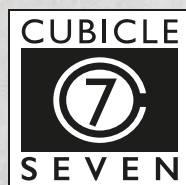
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INTRODUCTION

Welcome to **Litanies of the Lost**, a collection of four perilous adventures for **Wrath & Glory** across the grim worlds of the Gilead System. Each of the adventures can be played as a standalone experience or linked together as a campaign. The four diverse adventures are each summarised in this introduction.

At the end of each of the four adventures is a section titled **Tying it Together**, providing some ideas on how to link the adventure into the others, depending on the actions of the Agents and how they interact with the NPCs they encounter.

GRIM HARVEST

Ostia is the only Agri World in the Gilead System, vital for feeding its teeming, forsaken billions. It is defended from without by the Crown of Blades, a network of defensive satellites, orbital batteries, and space stations, but they are useless against planetside problems. On the surface, in the settlement of Ankra, production is down — workers are dying and disappearing from the fields. The Ecclesiarchy and Adeptus Mechanicus are at each other's throats. Ostia's rulers have called for a diverse team of Imperial Agents to solve the political strife, unravel the mystery of the deaths, and restore productivity.

Grim Harvest begins with an open-ended investigation intended to engage your players with the various Factions of the 41st Millennium, and ends with a deep delve into ancient Aeldari ruins to battle vile Drukhari insurgents and their savage Clawed Fiend.

VOW OF SILENCE

A mighty Patron requests the Agents investigate suspicions of heresy at a silent monastery. Unfortunately, the uncommunicative nature of the monks is far from their only obstacle, as a crew of Ork Kommandos misplaced by the Great Rift have infiltrated the monastery and taken over!

Vow of Silence is a stealth-focused, site based scenario revolving around exploring an Imperial monastery that features several opportunities for investigation and roleplaying, culminating in a climactic showdown with an Ork Kommando and their vile greenskin forces.

Each encounter has scope for creative solutions and tactical planning to ensure victory in the name of the God-Emperor, contrasted with an investigative subplot involving roleplaying with the silent monks that call the monastery home.

DARK BIDDING

The Inquisition have loaned an ancient stasis coffin of mysterious providence to the machine cults of Avachrus in the hopes that the tech-ghouls of the Adeptus Mechanicus can divine its secrets. Archdominus Vakuul is due to return the stasis coffin to the Inquisition, but she has a problem — someone has stolen the archeotech relic, and there are plenty of suspects. Normally, this would be a case for the Inquisition, but the Archdomina can show no weakness, and has called upon the Agents to act as a neutral party and protect her reputation — or else.

Dark Bidding is an investigative chase through the underbelly of the Forge World Avachrus to recover a stolen stasis coffin. There are a wealth of opportunities for roleplaying and sleuthing through the strange tech-settlement of the Forge World.

DUTY BEYOND DEATH

Servitors are an essential resource in the Warp-forsaken Gilead System. Augmetically enhanced and mind-wiped Humans serve as a tireless force produced by the Paktheritus Manufactorium on Avachrus, performing gruelling labour, battlefield support, and a myriad of other uses. Few understand Servitors, or the process by which they are created, even amongst the lofty ranks of the Adeptus Mechanicus, which makes the disaster currently afflicting the manufactorium all the more sinister. The facility is locked down, with no communications from those presumably still living inside. All who try to enter are repelled by unusually aggressive and well-armed Servitors.

Duty Beyond Death is a site-focused scenario revolving around exploring the mechanical bowels of an Adeptus Mechanicus Servitor manufactorium, with the goal of unravelling and resolving the mystery of what happened. Whilst the primary focus is on combat and exploration, the bizarre architecture, strange Servitors, and helpless survivors offer unique roleplaying experiences in an action-horror setting.