

ONLY WUR

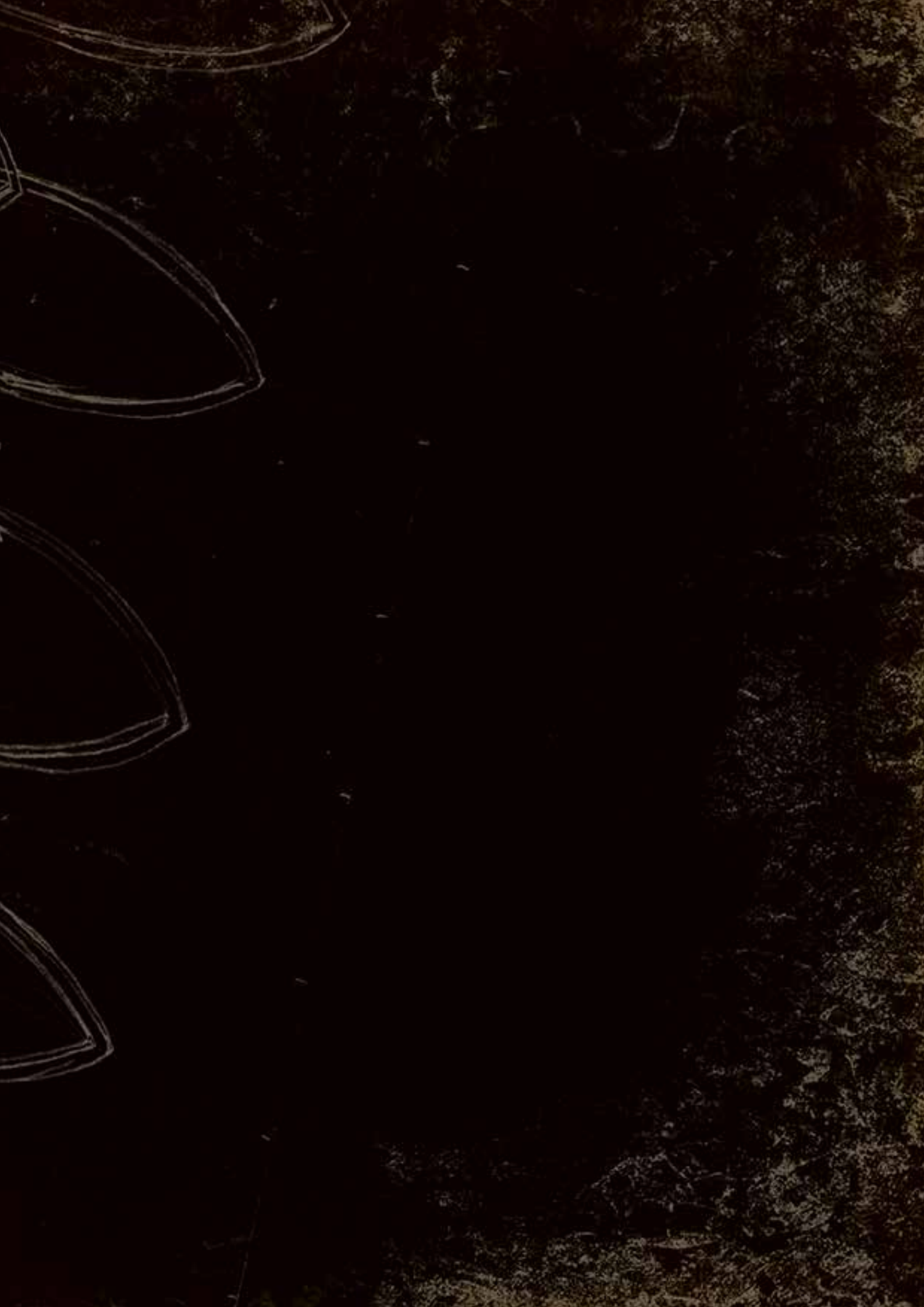
DEAD WEIGHT



AN ADVENTURE FOR
ONLY WUR

SWEETBUTT
GUYS
ROLEPLAY





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GAME MASTER'S BRIEFING

Dead Weight is a Sweet Butt Guys adventure for Only War that will guide your hapless press-ganged imperial guard players through character creation before sending them crashing down onto the high-gravity ork-infested desert planet of Warsore. Escaping into a mysterious black tower might be their only option at the time, but they may come to regret not taking the easy way out at the hands of the orks as they have to out-fight the creatures within the tower, out-maneuver the forces of gravity, and out-wit the malevolent power at the heart of it all. Will your players emerge as battle hardened Imperial Guardsmen, or will they be lost forever?

This adventure was written for the Sweet Butt Guys podcast (www.sweetbuttguys.com). You can listen to listen to our adventures beforehand (or in parallel to your game) for inspiration on what to do - and what not to do! You will find notes from our game experience throughout this tome. The Sweet Butt Guys are a medium experience level - and time poor - group of players so this campaign should be suited for beginners and advanced players. It does not concern itself with being Warhammer 40,000 lore-perfect. Depending on your group you should edit, add, or skip parts as you please. The tower setting was used as a method of containing this 'adventurous' group - I wielded the contained and unknown warp-space nature of the tower like a cudgel against my players to force them to do my bidding (and have fun), and you should too! As they often say, if a rule book says you should, it means it's okay™.



In grimness,
Sweet Butt Guys

BACKGROUND

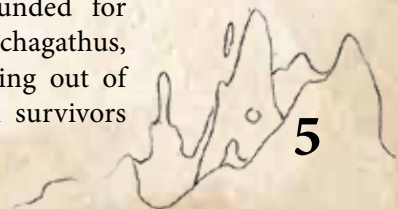
Agathocles 9

The Archagathus spiral, in a relatively central, but largely invisible to the machinations of the vast empire, houses a agricultural system called Agathocles 9. Agathocles 9 finds itself in a relatively wealthy position in the imperium because of an abundance of natural wealth, combined with an oversight hidden within the impossibly large cities that house the complex tithing information of all the planets that make up the holy imperium of man. This oversight means that some figures for Agathocles 9 are sitting in the incorrect column. As a result the planet finds it relatively easy to meet its tithe, and the ruling class, almost entirely unaware of this clerical error, takes its prosperity as a sign of its obvious superiority over the rest of the population. The only hitch at this point in Agathocles 9's blessed existence is that the miscarried numbers in the imperium's ledger, representing natural wealth, shows the planet to be producing an amount of X42 bolts, one of the smaller parts required in the construction of the iron warhorse of the Emperors holy might, the Land Raider tank. Agathocles 9 has no manufacturing capacity to speak of and handles this issue by trading some of their agricultural wealth for these parts. Nobody questions an imperial tithe, and it's only a few million X42 bolts - harmless enough on their own. The ruling class, for the most part, sees no issue with the situation, as they assume that other planets are naturally too lazy or mismanaged to be struggling in this golden time.

It is enough to say that the following events are expected by few, and, in their eyes, deserved by fewer still. But duty to the Emperor must be paid in sweat or blood or tears and this planet owes too much sweat to avoid the blood and tears to come.

A Series of Events

Whispers and rumours had abounded for centuries about lost outposts near Archagathus, sleek black and spiked ships rippling out of the warp and leaving only broken survivors





and nonsensical scribbles and transmissions left by the missing. However, seemingly at random, these ships have begun making major incursions onto the planet Saphlpe, with refugees from the other system planets and moons flocking to Agathocles 9, whose accustomed position of comfort leaves them under-prepared for what may be coming. However, being exemplary citizens of the Empire they, for the first time in hundreds of years, ask the Empire for assistance.

At this time a small contingent of the Imperial Guard Company of Macabian Janissaries, company 1322, is returning from the rimward front of the spiral galaxy, where it has spent the last 3 years holding the planet Warsore against the orks, and is now making a resupply run towards the center of Imperial space. It's trajectory take it within mere light-years of Archagathus. When they arrive the battle-worn and extremely devout Maccabian's are outraged by the lives of luxury led by Agathocles 9's citizens, who in turn begin to feel the first sign of unease upon the arrival of these soldiers of the front. These soldiers were in every way shaped by the endless and ruthless war that they lived, a war that Agathocles 9 had always believed to be a distant - and overstated - problem.

However Agathocles 9's tithe is due in the next green moons, and the system governor, beginning to feel an inkling of possible imbalances within the great machinations of the empire, authorizes their natural resources tithe to be sent early, and in twice the amount (although the citizens threaten to bring up a formal complaint to their local representatives about this outrageous hardship).

Company 1322 has swiftly deals with the black ship problem by reducing Sacriphyx, a small planet of millions, to a blackened husk from orbit after identifying heresy and rogue trading from within. The navy officers of battle cruiser Repulsion Alpha are commended. Archagathuses populace has no concept of how to deal with this unexpected and unprecedented scale of death and destruction within their system.

Even before the Imperial Guard and naval officers can report the wealth of this forgotten system back to the ministerium, the tithe arrives at the imperial hub. A doubled tithe, let alone early, is unrecorded at this hub, and it's logistics systems break down, unequipped to deal with this anomaly. This alerts the ministerium, who check their ledgers, revise the figures, and consider the last 800 years of miscalculated tithes due, payable immediately.

Things progress quickly, and even as company 1322 is tiring of nonsensical complaints about their 'heavy handedness' regarding Sacriphyx the order comes through to collect on the systems their overdue tithe - and so as to not make any further mistake, to extract it in blood and tears. On that day the ships of company 1322, emptied for their supply run, begin to take every able bodied man and woman from Agathocles 9, to pay their unpayable debt to Emperor as imperial guardsmen. Few manage to flee. The fleet departs, leaving the planet to be re-purposed or repopulated by ministerium as they please. Tithes are paid without a whisper of complaint by all remaining planets in Archagathus for the next ten generations.

Introduction

Repulsion launches into warp-drive, having picked up easy glory in Archagathus. It has split the former citizens of Agathocles 9 apart and the ship's hold is now full of raw recruits, a haphazard mix of people and classes from Agathocles 9. This is where you find yourself now, recognizing nobody around you, some seemingly from Agathocles 9, some perhaps from the companies home system, or picked up elsewhere on their journey. You're not sure, as you sit in your cramped bunk, the warp drive twisting your body and brain, but you've heard you're going straight back to Warsore. The Emperor has smiled on the Guard this day and the re-supply of 1322 has occurred earlier and faster than expected, even if it is low quality stock, and is ready for battle. Praise be the Emperor.

MACCABIAN JANISSARIES

Core Rulebook: Page 50

Quick notes

Maccabia is a blessed place, and its Jannisaries are on a neverending pilgrimage to carry the Emperors wrath to the far reaches of space. They never return to their homeworld, expecting to die on their pilgrimage. They wear finely wrought armour, adorned with silver masks in the image of their Saint Drufus.

They:

- can re-roll any failed charm test to inspire religious fervour or righteous hatred in others.
- favor lascannons and plasma guns.
- must pass a +10 willpower test in order to retreat from combat or act in the interest of self-preservation.



Maccabian officers

Only a small part of the extremely devout 1322nd Maccabian regiment is committed to fighting on the planet Warsore, as the rest of the regiment fights elsewhere. The supply ship Repulsion carries two important officers.

Major Sarah “Open Tomb” Eschaton

“Open Tomb” Eschaton isn’t happy to be on this front line supply run when she could be fighting on Warsore. She lets the new recruits know as much when she addresses your ship en-route to Warsore. She takes no interest in your squad, or any of the unproven soldiers on board.

WS	BS	S	T	AG
50	35	30	45	40
INT	PER	WP	FEL	
50	35	60	40	

Wounds: 18 2 fate points

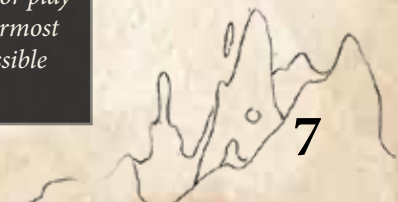
Lieutenant Armost Ghast

Armost is a battered and quiet soldier who is put in charge of the squad of players. His motives are unclear. Players may be led to suspect him - however he is loyal, and reports directly to Open Tomb.

WS	BS	S	T	AG
35	35	30	45	35
INT	PER	WP	FEL	
40	40	45	45	

Wounds: 18 2 fate points

If you want to make a player a traitor or play them against each other in any way, Armost can act as a suspicious red herring/possible villain as well as the one to outwit.



ACT I
REPULSION

Character Creation

Core Rulebook: Page 71

This optional part wraps character creation into the narrative of Dead Weight.

For character creation we move directly to Stage 4: Give the Character Life.

Core Rulebook: Page 104

Each player secretly rolls a D10 to establish their origins and background in this campaign. You should tell them their background in private - they may want to keep this information secret.

1-2: Citizen of Sacryphix, off-world when the planet was destroyed. Nobody knows you're from Sacryphix and if the ministorum finds out, you'll be executed.

2-4: A farmer from Agathocles 9. You have no idea why you were taken from your planet and family.

5-6: A middle class citizen from Agathocles 9. You are accustomed to some labour, but also know some of the upper class happenings.

7-8: A noble from Agathocles 9, from a wealthy family that had interactions with the imperium. You are not accustomed to rough living.

9: An off worlder with that has come into the regiment through the tithe of another planet. Pick a background.

10: A Maccabian volunteer, eager to be placed at the front to fight for the emperor. Likely to report any sign of heresy against the regiment or the empire.

SBG NOTE: Some of our players didn't really use their secret background! It didn't matter.

After this you can go through the rest of Stage 4 as laid out in the Core Rulebook - making adjustments or re-rolling to suit the players origins and backgrounds.

Repulsion Alpha

LISTEN TO US PLAY THIS PART ON SEASON 4, EPISODE 1 AT WWW.SWEETBUTTGUYS.COM

You find yourself in a sparsely furnished military style room of bunks, with room for twenty people, although it is a squeeze. It is loud and crowded, and the others in the room with you seem distraught and confused. You do not recognise anyone, but strike up a conversation with those nearby.

After everyone in the party has introduced themselves to each other, everybody rolls their characteristics (Stage 1). Then they are free to explore.

Core Rulebook: Page 74

The Janissaries, who wander the hallway in silver armor, take no notice of you and do not respond kindly to questions or interruption, but you seem to be free to wander open parts of the ship at will. It seems you are beneath their notice for now, and probably don't have access to any items or areas of the ship that could cause trouble.

The ship has a standard layout (with whatever you want in it) with a mess, training room, and lots of bunks. Everything is on a massive scale, highlighting the insignificance of the thousands of people within. The only thing that stands out, upon exploration, is some large rooms with ornate tombs within them. Some are sealed, some are not, and all of them have names on them. They all have images of Saint Drusus, The Maccabian's chosen





saint, engraved on and around them. A particular extremely large and ornate tomb has the name 'Eschaton' on it.

Once everyone has explored and played out whatever other activities they decide to undertake, an announcement comes over the ships intercom asking everyone to gather in the mess hall.

Colonel Sarah 'Open Tomb' Eschaton, a woman with her helmet at her side with an extremely scarred face, and more ornate armour than the others, steps onto a makeshift podium. Characters may recognise her name from the large open tomb on the ship. Next to her is Captain Armost Ghist, a shorter, almost weaselly looking man in light armour, with pitch black eyes. He has scars on his face which seem to resemble those on the Colonels.

The colonel gives a very short announcement: You are now on Repulsion Alpha, and from now on you live and die in the service of the emperor. In one month we will arrive on Warsore. In that time you will be trained and equipped. Any sign of treason will be dealt with swiftly. For the Emperor.

Then she and her retinue leave the room. Imperial Guardsmen start herding people into groups. Your party notices that these groups seem to signify specific types of training, and seize the chance to push into a group that best serves their interest. Have

Core Rulebook: Page 75

your players pick their specialty (Stage 2). *Weeks pass by with unforgiving and strenuous training interspersed with periods of total boredom. With no day or night cycles visible from inside Repulsion Alpha the recruits lose track of time. Our recruits have been forced closer together because of this hardship, and their close physical proximity during this time. They have found themselves becoming more capable with their weapons*

and skills - but also ever more aware of their ill-preparedness for actual combat.

Have your players narrate what they did during that month to gain their skills.

After training on one day - or night - like any other, everyone is sent back to their bunks. Their room is emptier than it was when they came here, some people not taking to the training quite as well as our party, and other incidents, including incidents between Agathocles' noblemen and disgruntled peasantry, weeding out some not fit for the Emperor's service. As everyone has just settled in, an explosion rips through the ship. Running and screaming echoes through the corridor as you ready yourself for what's to come.

The ship has been struck by an unknown force. Panic grips the new recruits across the ship, but the Maccabians are moving with purpose, who are mostly moving towards the source of the explosion. They direct your characters, in passing, to the drop pods that are a short way away. As the chaos intensifies and fire spreads it forces them onwards. As they reach the drop pods only one that remains still looks intact, and its doors are slowly closing. Upon entering your party discovers one existing occupant, Captain Armost Ghist, who is doing something that they can quite see, before stowing something away and turning his eye upon the party.

SBG NOTE: I believe we forgot about this box/were doing fine without additional intrigue, so we don't expand on it again. It never hurts to put in something mysterious in case you can put it to good use later!

Armost does not look too pleased to be joined, but says nothing as the party enters, and a few other trainee guardsmen who make it in on time, and the doors close. If he is approached he reacts dismissively and condescendingly.

The drop pod has been prepared for combat, and as such contains any starting equipment that the party was provided with as a result of their specialty (and any exp they spend on equipment later). As the ship takes off, everyone starts to float, except for Armost who strides into the cockpit of the pod with his mag boots. The players are left to deal with their sudden weightlessness.

A few minutes later gravity starts to slowly take effect again, as the vibrations of the pod increase, indicating a return into the atmosphere. Armost Ghast turns to talk to the crew (being quite surprised if they are not strapped in) but a explosion rips the pod as he opens his mouth to talk. In the ensuing noise of rushing wind and screaming warning signals and machinery further communication is impossible. As gravity picks up and starts pushing people to the back of the ship, anyone in the cockpit can see an arid red earth rushing up towards them through a mustard atmosphere as Armost wrestles the controls. Smoke rises from multiple areas on the surface. The pod slams into the ground (those not strapped in take 1d10 damage).

PLAYER HOMEWORK:

- Spend experience (Stage 3, page 100)
- Research skills (Chapter IV, page 112)
- Pick Talents and Traits (Chapter V, page 136)
- Generate comrades - others who made it onto the drop pod (Stage 5, page 110)



ACT II
WARSORE

Crash Landing

LISTEN TO US MUCK ABOUT HERE ON SEASON 4,
EPISODE 2 AT WWW.SWEETBUTTGUYS.COM

As the dust clears and the group tries to gather themselves/perform an action, they realise that the gravity on this planet is much higher than what they are used to. Ghastr is the only one who seems to be unaffected by the increase.

SBG NOTE: Don't forget to mention the increased gravity like our DM did!

Increased Gravity Rules

Core Rulebook: Page 38

-4 strength bonus for carrying, lifting and pushing.

-2 for throwing.

Half jumping and leaping distances.

The weight of all equipment is doubled.*

**This is a non-standard rule unique to the Dead Weight supplement.*

SBG NOTE: Our DM allowed players to also take some rations, because they wanted to focus on firepower, and a light item from their standard kit, to encourage roleplay.

The landscape is a rocky desert, covered in tears, ravines and the scars of constant battle. The horizon is constantly covered in smoke, and spent ammunition of all kinds are spread around the ground.

The horizon is empty of landmarks, except for to the North East, where a black spire juts out of the ground. The architecture seems entirely unfamiliar. Ghastr does not seem surprised by this, but also does not seem very pleased with the situation. He knows that their only chance is to go for the spire.

SBG NOTE: As the players haven't earned the trust of Ghastr yet, he won't divulge much information to them.

From the South West you hear engines.

LISTEN TO US PLAY THIS PART ON SEASON 4,
EPISODE 3 AT WWW.SWEETBUTTGUYS.COM

As the guardsmen (presumably) make their way towards the tower, a group of feral orks with ramshackle - even more than usual - crest one of the low dunes, and make short work of anyone left at the crash site.

Waaagh! Grimtoof

The orks on Warsore are feral orks, stray spores from Waaagh! Grimtoof that seeded Warsore before the arrival of their main force. They have been fighting the Imperial forces on Warsore for many years now, but are massively impressed with the strength and greenness of the main ork force. The Nob in charge of this group of ferals, Nob Thunda, is extremely keen to prove himself to the 'space orks', wanting to bash things on all kinds of planets.

The orks usually avoid this area, on instinct alone, but Nob Thunda saw the pod come down, and saw his chance for glory. They may be feral, but they're still keen, dumb and green.

Feral Orks

See 'Adversaries & NPCs' &
Core Rulebook: Page 363 (orks)

Feral orks use the same stats as regular orks, but only carry basic items and weaponry.

Due to the increased gravity, the feral orks of Warsore are shorter and stockier than usual.



Feral Ork Forces

See *Adversaries & NPC's* &
Core Rulebook: Page 363 (orks)

Choppa boys equal to number of
players (*distance: close*)

Ork Truck containing Nob Thunda,
Wierdboy Schmacck (a Weird Dokk),
and 10 choppa and slugga boys
(*distance: medium*)

2 Trukks full of orks, 3 Bikes, 2
Warbuggys (*distance: far*)

*The idea of the distances is to slowly put
the pressure on to get into the tower. The
early orks force them to make the difficult
decision of using a turn to fight or to try
get inside. Nob Thunda and company
make an appearance as they are almost
in, in order to introduce the character.
The final vehicles make it clear that the
enemy force is overwhelming.*

The Entrance

The entrance has been partially covered up
by sand. There is a smooth area that looks
like it would be a door - but no apparent
way to open it.

An alien control box is buried under
sand at the foot of the entrance.

Finding the Control Box

Requires a -20 perception test
(+10 per turn spent searching)

Digging Out the Control Box

Requires a -20 base strength test
(+10 per turn spent digging)
Requires four successes to uncover -
failures may cause sand to fall in again.

Using the Control Box

Requires a -20 tech-use test
(+10 per turn spent operating)

*Remember to take into account tools,
other skills, and teamwork.*



*As the Orks close in, among the sound
of throaty engines, the crack of sluggas,
lightning bursts from Weirdboy Schmacck,
and roars of rage from Nob Thunda, the
black surface silently slides apart. Sand and
guardsmen spill into the dark interior. The
black doors slide closed, severing anything
in its path without changing pace. The
room is pitch black and there is silence. The
guardsmen's eyes take a minute to adjust.*



ACT III
DEAD WEIGHT

Inside

LISTEN TO US PLAY THIS PART ON SEASON 4,
EPISODE 5 AT WWW.SWEETBUTTGUYS.COM

The guardsmen find themselves in a square room with a domed ceiling, with featureless black vaulted walls made of the same alien material found on the outside. No sound penetrates from outside.

As the wall that they entered through starts to shake, everyone knows the Orks are trying to break through. Surely they are doomed. At the same time a low screeching sound picks up, and the walls start to shake violently. The keening screech picks up, and the guardsmen feel the room move. The screeching becomes louder and it is clear that the guardsmen are moving, fast, as the banging sounds from the door die away into the silence.

The screeching stutters to a stop, and the shaking ceases. It seems that things have come to a stop.

Heresiarch



Unbeknownst to our heroes, they find themselves within the bowels of the Heresiarch, an eldritch creature that exists for the sole purpose of transport within the tower.

Neither particularly malicious nor benevolent, it requires a measure of liquid from a living creature to operate.

See 'Adversaries & NPC's' for full stats

The Heresiarch is featureless and smooth on the inside, and a tight fit (adjust for the size of your party), but room for everyone to move around and lie down.

There are a number of environmental clues that can be uncovered as to how to re-power the Heresiarch:

Alien bones

Rags lie in the corner of the room, that conceal the dry remains of an unknown alien creature. A good medicine check may show their fluid has been drained. The skin turns to dust at the touch - although there is no indication that these mummified remains are particularly old, and no dust has settled on them. There are no obvious signs of violent cause of death.

Energy of the Warp

There is a faint warp energy that permeates the room. An expert on the warp may determine that there is a life force present throughout - and that it waits - and hungers.

Etchings

Relevant skills and checks will show that the etchings on the floor seem to direct a flow of some sort into the centre, along with symbology relating to life, death and energy. A extremely good check may find crusted alien blood.

It is okay to slow the pace here, and let the players stew for as long as it takes.

They may find themselves using the time to cement their friendships, or discover conflicting histories and start running out of rations... remember, incidental blood spillage will still power the Heresiarch!

SBG NOTE: Our DM was disappointed that the guys figured this one out quite fast - but the innovative way of 'powering' it made it all worth it.

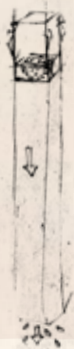
In the center of the etchings is a hole, with a slightly shiny and moist surface on the inside, with light somehow failing to reach the bottom. Anything dropped in disappears noiselessly and without a trace. The maw of the Heresiarch.

See the 'alternate gameplay option', on this page, before narrating this section.

Powering the Heresiarch

The heresiarch requires approximately one human's body weight of organic fluid to be poured into it to move enough to reach its destination.

How this is achieved is up to the imagination of your players.



Regular gravity

As the Heresiarch descends, gravity returns to normal (reverse the effects outlined on pg. 11)

Note that later in the game, as the Heresiarch descends lower, your players will find themselves in low gravity.

Once the Heresiarch has been fully powered, and it reaches its unknown destination, the maw widens out into a wider gap in the center of the floor. This can happen dramatically and dangerously if the DM so desires! There are sharp portruncances lining the inside of the maw.

It is a substantial drop to the floor below - 13 meters, and pitch black.

SBG NOTE: In our game the troopers really struggled to make this drop.



Alternate gameplay option:

Gravity Manipulation

This option was dropped as the scenario played out, and it became apparent that the players would not benefit from the extra 'video-game-like' complexity. Decide now whether to utilise it.

In this alternate scenario the Heresiarch is used as a conduit to navigate from room to room (instead of from the emporium described overleaf).

It remains a flat 1 fatigue *per player* (can be spread out or concentrated on individual players) cost to travel between rooms. One death also powers it completely.

The DM can provide respite from this fatigue as deemed necessary, but the idea is that the squad faces ever greater hardship as they progress into Warsore.

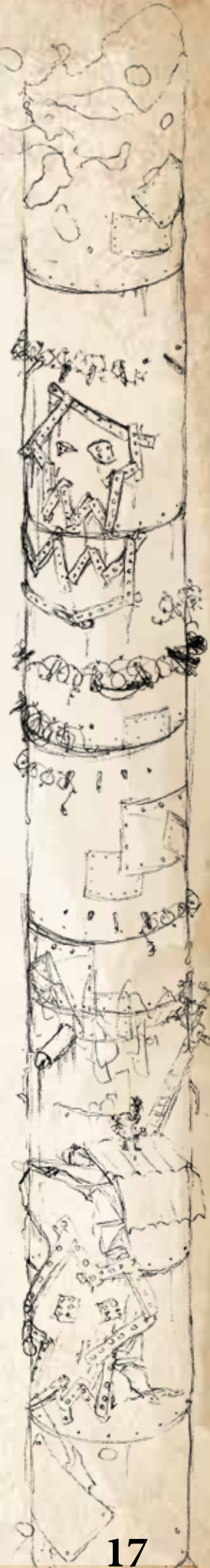
The 'lever'

When the Heresiarch is 'powered', a abstracted lever device with three options emerges from the chosen door. When moving to the next location the players can select a setting:

High Gravity
Regular Gravity
Low Gravity



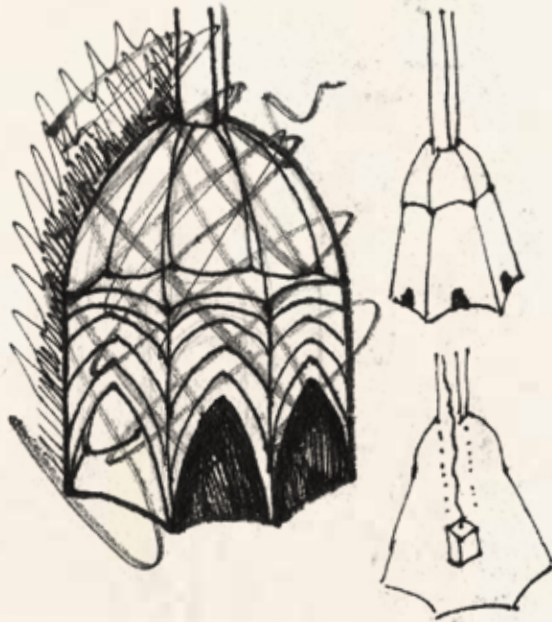
This will effect each area in a unique way. It can also be used for other advantages - for instance, take into account what room the following orks are in, and how it effects them.



The Upper Emporium

LISTEN TO US PLAY THIS PART ON SEASON 4,
EPISODE 6 AT WWW.SWEETBUTTGUYS.COM

As the first guardsman lands, the Heresiarch screeches and, slowly gaining speed, drifts up into the darkness of the vaulted ceiling. It does this by pulling itself up by the means of a spider-like web, hard as plasteel, before using its many legs to grip the walls of the shaft once again - elements only visible to a most keen-eyed and astute guardsman.



After the other guardsmen (hastily, presumably) follow suit, they find themselves in a pitch black, large eight-sided room. Upon very close examination there is the light outline of a square, about the size of the Heresiarch, in the center of the room. Each wall has a large door in it.

At this stage our heroes get to pick their path! Refer to the table on the right, and give your players the appropriate clues as to the nature of the room they may be entering (for instance, sand around a door leading to a desert area). After completing any *three doors* (recommended), the Heresiarch will appear to take the party to the center of Warsore (see Electric Mayhem, page 24).

DOOR I: OIL

> page 19

DOOR II: WON'T OPEN

DOOR III: MAKE YOUR OWN

DOOR IV: BOLT THROWER

> page 20

DOOR V: RAINING BLOOD

> page 21

note: there are many unmistakable signs that this door should be avoided

DOOR VI: WON'T OPEN

DOOR VII: JUNGLE ROT

> page 22

DOOR VIII: WON'T OPEN

COMPLETE: ELECTRIC MAYHEM

> page 24

If players delay for too long in the Upper Emporium (on first *and* return visits), they hear the sound of the Heresiarch keening above, and if they wait, the sound of orks - potentially the sound of them emptying an unfortunate compatriot into the maw.

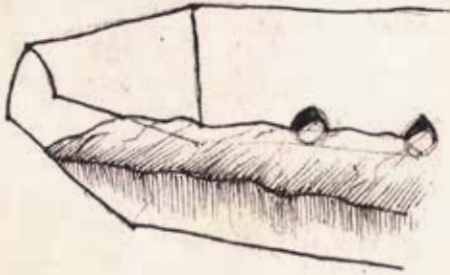
Alternate gravity option:

If using the Gravity Manipulation variation, the Heresiarch becomes the 'Emporium', with doors appearing on its sides. Players choose a door and gravity setting, and pay fatigue. The Heresiarch will then move appropriately (up for higher gravity, down for lower, taking the room with it), and the door opens.

Do not turn to the next page: turn to the page of the door chosen on the table above.

Door I: OIL

LISTEN TO US PLAY THIS PART ON SEASON 4,
EPISODE 16 AT WWW.SWEETBUTTGUYS.COM



Enter into a dim and narrow corridor with a slight downwards slope. The passageway slowly descends into a oily black and opaque liquid. The passageway is wide enough for two troopers to operate effectively side by side. Once the liquid is at waist height, and the floor flattens out, there are open portholes, about 70cm in diameter, just below the surface.

When the squad is about 50 meters in, they are attacked by creatures emerging from the portholes in waves. Recommended: three, then five, then three again. Advantages against these attacks may be gained through good positioning, blocking of the vents, moving above the liquid, or similar actions.

Meth Drinker



Meth Drinkers are completely translucent fish-like creatures, that control their boynacy by regulating the amount of oil they ingest. A glistening red tongue spiraling through the entire body and out through the razor sharp teeth is the only indication of an organic component.

See 'Adversaries & NPC's' for full stats

After 200 meters the corridor starts to rise up out of the oil, and exits into a huge vertical shaft, the top and bottom dissapearing into an oily mist. Oil runs down the walls and coats the pathway that leads out into the center of the shaft. Numerous Meth Drinkers are travelling up and down this shaft (by trapping gas fumes within their bodies), and care must be taken not to gain there attention - as well as care on the slippery path.



At the end of the path, in the center of the shaft, a cube sits. Pressing it will summon the Heresiarch, taking one turn to arrive, and who (upon being powered) will travel back to the Upper Emporium.

Optional extras

Symbols inscribed in the corridor, below the surface of the liquid, that warn of the attack, or lead to a secret compartment that regulates the portholes.

What happens if the oil catches fire?

Alternate gravity option:

High gravity: Movement speed through the oil is halved (not for Meth Drinkers, which however no longer go airborne).

Low gravity: The oil can become airborne in thick globules.

SBG NOTE: As always when faced with an unknown and unpressured situation - such as a black liquid that they're being encouraged to wade into - prepare for a lot of slow checks from your players. Otherwise this section went smoothly - and with lots of fun with fire!

Do not turn to the next page: turn to page 18

Door IV: BOLT THROWER

SBG DID NOT ENTER THIS DOOR.

Enter into a dim and narrow corridor, with small specks of blood on the floor, and smears of blackened blood and ichor on the walls. These increase in volume and frequency as you reach the end of the corridor 200m in - opening into a huge vertical shaft.

In the center of the shaft, raised above the corridor exit, is a large circular platform. Every possible surface is covered in vicious barbed spikes, with a series of stepped platforms leading up to it. Some of the gaps require a skill test (or tools) to jump, while some are an easy leap. Unfortunately, however, they are also sprinkled with traps... These traps all have clues to their existence if someone checks well enough.

- Small needles on surfaces, particularly if someone is too successful/jumps too far, that cause bleeding over turns
- **Terror Root:** Gnarled and twisted, cruel looking, spikes that are actually sentient beings - shifting to catch unwary guardsmen, and who may go on the offensive, especially if the guardsmen dally.

See 'Adversaries & NPC's' for full stats

- Pressing the button to summon the heresiarch launches a flurry of arrows from the walls of the shaft

In the center of the circular platform, a cube sits. Pressing it will summon the Heresiarch, taking one turn to arrive, and who (upon being powered) will travel back to the Upper Emporium.

Optional extras

There are the bodies of other creatures, in various states of decay, caught within spikes in various, particularly difficult, areas of the room. If players climb down to reach them they can find special equipment and fatigue boosters.

Alternate gravity option:

High gravity: Easier to move through the room, but high success rolls without proper care can lead to disaster (e.g. jumping too far)

Low gravity: The door won't lift at all. Changing to low gravity while the orks are inside massively slows and hurts them.

SBG NOTE: SBG never chose to go through this door, so this area has not been fleshed out fully. Add your own obstacles, traps and enemies if your players are up to it when they get here.

Do not turn to the next page: turn to page 18

Door V: RAINING BLOOD

LISTEN TO US PLAY THIS PART ON SEASON 4,
EPISODE 10 AT WWW.SWEETBUTTGUYS.COM

The door to this room has a jagged cross scratched into it, as well as various scrawls of alien symbology. None of it looks welcoming. When a player steps close the coppery smell of blood lingers in the air. Anyone with even the most basic psycher-sense can hear a thousand warp-screams pushing them away.



SBG NOTE: This room was planned as a obvious 'no-go' room. A potential a way to weed out or check a reckless party, or to be leveraged by the players against the chasing orks.

Inside, the guardsmen enter into a extremely dim, narrow, corridor, a cloyingly thick dank smell assaulting their nostrils. The shiny black of the tower slowly gives way to a sickening red-black, organic shapes twisting through the smooth surface. The corridor gradually widens, and after 200m widens out into a large roughly circular room. Dismembered remains of creatures litter the now-fleshy floor, walls and roof - being absorbed into the walls, and creating the organic patterns of the hallway. Psychers are briefly brought to their knees from the surge in black psychic energy.

In the center of the room, which is 200m in diameter, a cube sits, as well as a Chaos Spawn daemon. Pressing the cube, if anyone manages to, will summon the Heresiarch.

This room is a vertical shaft like the others, but warp and bodily remains have melded to make a nest-like structure around the central cube, home of the Chaos Spawn.

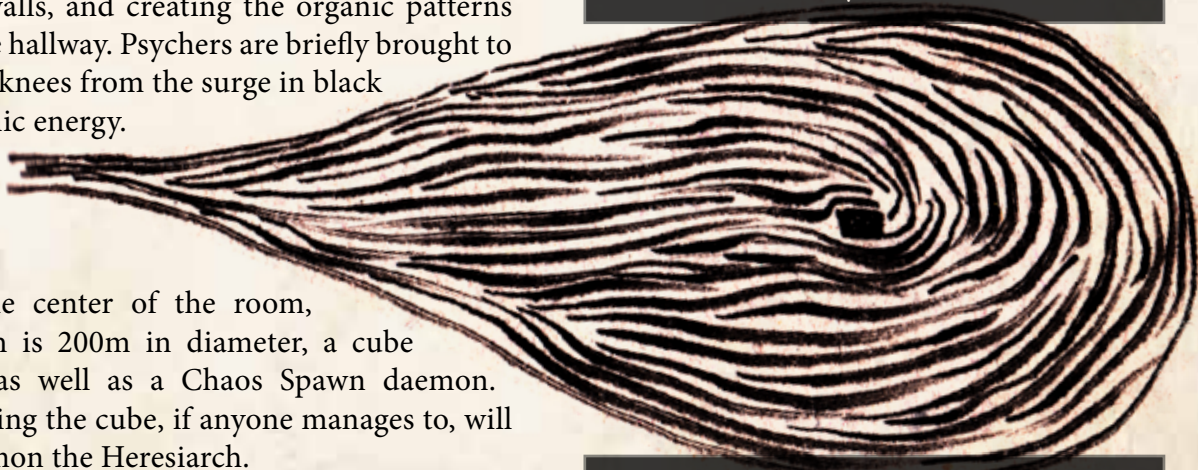
The Heresiarch has a strong dislike for this room, taking three turns to arrive. It leaves for the Upper Emporium after two turns, without having to be powered, regardless of who is in it.

Chaos Spawn

The Chaos Spawn is a mindless beast, bent only on the delight of the tearing of flesh. Multiple voracious appendages morph out of its distorted human-like form, all that's left of a Chaos worshipper blessed with the attentions of their deity, albeit not in the form they would have wished. Tackling this multi-limbed, tough, regenerating and fear inducing beast head-on is a nightmare for any squad of guardsmen.

See 'Adversaries & NPC's' for full stats

SBG NOTE: The guys naturally went straight in, putting our DM into an uncomfortable position. They used Ghast as a deterrent, who started blocking up the room, threatening to trap the players. However the Maccabians would usually never back down from a fight (requiring a +10 willpower test to back down). Other strategies could be more fun, such as bringing in the orks for a three-way battle.



Do not turn to the next page: turn to page 18

Door VII: JUNGLE ROT

LISTEN TO US PLAY THIS PART ON SEASON 4,
EPISODE 6 AT WWW.SWEETBUTTGUYS.COM



Enter into a dim and narrow corridor. As the players progress, the humidity increases, and the temperature rises slightly. The walls start to be covered with greenery, and tiny alien bugs and insects of every unimaginable aspect can be seen (and sometimes felt).

After 200 meters the path ends and emerges abruptly into a huge vertical shaft, the top and bottom disappearing into a green mist. The entire shaft is bursting with life - the most striking feature being a cluster of what appears to be immense vines emerging from the deep depths, and extending out of sight above. The vines feature large leaves, one to three meters apart, and large enough for two guardsmen to stand on at a time.

Fifty meters below the foliage has become bumpy and changed colour, to a rust-brown-red. The rust colour speckles upward, with some only 20 meters below the corridor. About fifty meters above, upon close inspection, a platform is barely visible through the foliage.

As soon as a vine is disturbed by a heavy weight, the rusty mass on the vines below surges, and rushes upwards. Will the squad traverse the vines and reach the platform above in time, or will they be forced to discover the true nature of the roiling mass?

In this setting a human can climb 5 meters of vine in any direction/ turn, at normal pace. They can choose to ascend faster...

SBG NOTE: We played this fluidly - minimal to no explanation of climbing mechanics.

Man Trap



Some of the 'leaves' that our heroes traverse are in fact this alien. Almost a perfect copy of the leaves, except for an extremely sharp, and coated in hallucigens, layer of spines on the *bottom*.

The chances of hitting/not spotting a Man Trap increases the faster someone moves:

Half speed: 0%/ turn

Standard move on vines: 10%/ turn

Fast move: 30%/ turn

A Man Trap is made up of two layers, tightly pressed together. When triggered the bottom layer separates and does a full rotation to snap onto the top. Anyone caught must make a relevant successful skill test, or be caught. If caught a player cannot move until escaping with a successful strength test, and takes hallucinogenic effects as outlined on the Man Trap stat page.

After being triggered (or after caught player/s have escaped), the Man Trap takes two turns to rouse itself, detach from the vine stem, and become an airborne predator.

See 'Adversaries & NPCs' for full stats

Wormrot



The 'rust' is actually a roiling organic mass of alien worms, only obvious upon very close inspection. They ascend up the vines, and anything in their path, at a rate of 5 meters per turn.

When they come into contact with a potential host they will attempt to burrow

inside: If they roll above (host armour rating x 20) they borrow through and the host must make a +10 toughness test, or the worms get into their flesh.

After 3 play sessions activate one of the Wormrot symptoms to the right. A hard (-20) medicae test can remove one batch of worms.



In the center of the platform above, in the center of the shaft, a cube sits. Pressing it will summon the Heresiarch, taking one turn to arrive, and who (upon being powered) will travel back to the Upper Emporium.

Optional extras

Nooks in the walls that can be reached with great ability/innovation (or low gravity).

A nook below the starting point - so if someone is fast or brave enough they can risk moving towards the Wormrot for special rewards.

Alternate gravity option:

High gravity: Climbing the vines of course becomes a much more difficult, dangerous, and slow task, making the Mantraps something to be truly feared. However the rot is slowed to a crawl, to 1 meter/ turn.

Low gravity: Moving about the vines becomes a much easier task. However the rot ascends faster, at 10 meters/ turn.

Players can use the gravity settings to manipulate the onset of the Wormrot. Spending too long in any gravity setting (3 play sessions) will let the rot breed, and trigger the symptoms.

SBG NOTE: One of our NPC guardsman was eaten by a Man Trap, which then turned into its flying version - the mess of the guardsman just visible inside its green bulbous mass.

Wormrot symptoms

If not using the gravity gameplay option, the player rolls for a state, or choose one:

Low gravity (head):

- Eyes start to bulge
- Red wriggling veins appear around the eyes
- Excruciating pain: Go blind for 1d5 turns
- At the end of these turns, take a +0 toughness test for each eye.

On failure: The eye explodes in a shower of worms (that can attack other players).

On success: The eye is 'cured', and gains the ability to see in the infra-red spectrum. Wriggling veins appear whenever this ability is used

Medium gravity (stomach):

- Rumbling stomach, queasiness
- Red liquid starts to pool in the mouth - it becomes impossible to eat
- Excruciating pain: Half movement for 1d5 turns
- At the end of these turns, take a +0 toughness check. On failure the player, without warning, vomits worms (that can attack other players), 1M for every degree of failure. Repeat every turn, taking 1 level of fatigue for every failure. Then, whatever happens first:
Four levels of fatigue (adding up these checks): lose consciousness, and take 2d10 damage (ignore armour). If they survive, recover next turn, and the Wormrot leaves the host body
Four degrees of success (adding up these checks): Symptoms cease, host permanently gains the ability to extract twice the effect from anything ingested, such as food, water, or drugs

High gravity (legs):

- Wormrot lies dormant

Do not turn to the next page: turn to page 18

ACT IV
ELECTRIC MAYHEM

The Lower Emporium

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EPISODE 20 AT WWW.SWEETBUTTGUYS.COM

After the guardsmen return to the Heresiarch for the third time, and power it, there is a noticeable change in its behaviour. After a particularly deep and satisfied screech the following move seems to take much longer than it has in the past. As time passes everyone feels lighter, until they are completely weightless for a brief time, causing utter chaos within the chamber as unsecured items take to the air, and the guardsmen find themselves with nothing secure to hold onto within. Gravity eventually returns to a limited degree, as the Heresiarch slows with a screech.

Low gravity

Core Rulebook: Page 38

- +2 agility bonus for the purposes of movement and determining initiative.
- +4 strength and toughness bonuses for carrying, lifting, throwing and pushing.
- Double jumping and leaping distances.
- The weight of all equipment is halved.*

**This is a non-standard rule unique to the Dead Weight supplement.*

SBG NOTE: Our DM forgot to use all the gravity rules again.

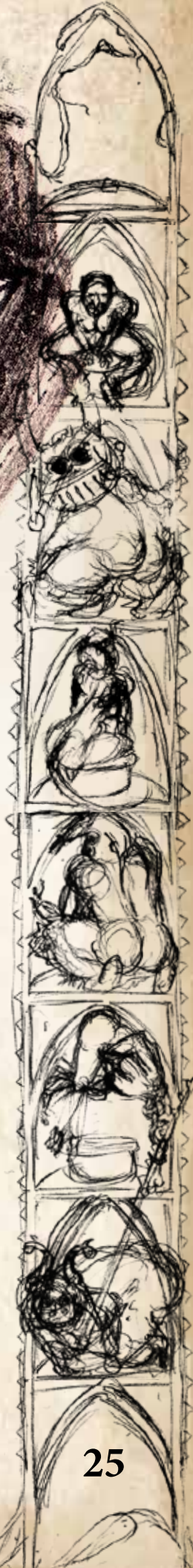
The Heresiarch opens as previously, and the squad drops down through the hole onto the ground, softly. They find themselves in the same Upper Emporium again, but with no doors in the wall, and no signs of their previous visits. No longer silent, a strange crackling noise plays throughout the room, distortions of age and dust carried in the sound. The sound pulses, and occasionally



SBG NOTE: How serious is your game? As our players drop to the ground the Heresiarch dropped confetti on them. Upon closer inspection, extremely dry pieces of flesh and skin.

plays shrieks, whistles, periods of silence, and all manner of alien and indescribable sounds. After a short while a brief snippet of old high gothic can be picked out, saying "congratulations", before the cycle of sounds begins again. Looking upwards the Heresiarch is lower than before, supported by a structure of eight gothic supports curving from the walls onto the top of 'liff'. Players who already know the true nature of the Heresiarch, or whose gaze can pierce the gloom, identify these as the legs of the Heresiarch.

This is actually the Lower Emporium, a mirror image of the Upper Emporium. Our heroes have passed through the center of Warsore. Your players may be made aware of this, they may not.



As what is left of the squad gains their bearings, a surface on the black walls starts to move, and it slides apart smoothly to reveal a set of stairs, spiralling downwards. After a few minutes (or sooner or later, depending on how the squad has dealt with the following orks, if at all) the Heresiarch screeches and shoots upwards again, supports sliding into its center (having been summoned by the orks).

As the stairs descend the troopers notice wires and electronics coating the harshly illuminated walls. Strange blackened husks are periodically embedded into the walls, pierced by pulsating thick wires. Sometimes these husks are recognisable human or alien, sometimes just a unidentifiable mass. Upon touch or close inspection a husk may move, or a dull eye may open before closing again.

After a lengthy descent (ten minutes for a healthy squad), the stairs emerge into a room, about 40m wide, 60m long, the most immediately striking feature of which is a back wall displaying a flickering vid-feed, with indistinguishable purple shapes moving across the scan-lined screen. Large pulsating cables, intermingled with wiring, cover the floor, and drape through, around and over sets of abandoned desks facing the vid-feed. Where a cable-end is visible the cable snakes about, searching for a conduit to plug into with its uniquely jagged and mishappen end. All desks are empty, and although surfaces have been disconcertingly clean through most of the structure so far, a layer of dust coats most areas in this room.

As the squad gets about half way to the vid-feed, a larger pile of cable and tubing at the far wall starts to shift, and equipment rises up in a shape that reveals itself to be a hulking Wrack, inset with writhing technology, and a light emitting visor instead of eyes. The visor glows with light, and the moving shapes on the vid-screen behind the Wrack mirror the movements of the troopers in front of the hulking digital monstrosity.

SBG NOTE: The SBG squad was heavily damaged at this point. It would have been great to find them a place to rest up, but it didn't fit into the flow and didn't align with their actions - so they were going to face the Wrack at a huge disadvantage.

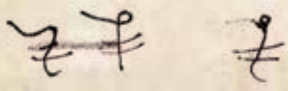
The Wrack

Wracks are the result of the dark fleshcraft of the Dark Eldar Haemunculi, carving willing sycophants into grotesque abominations with the intent of creating the ultimate weapon, weapons and toxins embedded into their excruciated flesh. This Wrack differs from a regular Wrack only in that it has been given a specific task, and its technological makeup and visage reflects this.

See 'Adversaries & NPC's' for full stats

Remember to give the Orks a history of their travel through the structure, just as the Imperial Guard squad has been shaped and altered. Missing limbs from taking the lift, Wormrot symptoms, and a general weathered and beaten demeanour.

This should be a difficult battle and players may, or even should, die. Ghost (and/or Orks) can be brought to the fore to balance out the battle.



Wrack Cables

You can include the cables as an opponent/something to avoid, if there isn't enough going on already.

They are weak, but in large numbers they can be a nuisance, or even a threat.

Area of effect attacks should make small work of them - perhaps a satisfying addition to the high strength enemy of the Wrack or the Heresiarch.

See 'Adversaries & NPC's' for full stats

Before the guardsmen can react, a cracked hiss escapes from the beast. Although just a distorted warp-static, everyone can understand its meaning.

"we... congratulate. pleasure participants... 9... 2... 6... 3... 4... gainful view... true. reward..."

Then the creature pauses. it's cables tasting and straining upwards in unison, before continuing:

"two... gainful. green. pink. reward limit... one. gainful view... commence."

The wires below the Wrack rise up, and the heresiarch pulls up below him, legs emerging out through the cables to hoist the Wrack up, and into its now front-facing maw. As the questing cables of the Wrack grasp into the Heresiarch, and the Heresiarch lifts up out of the way, into the high vaulted ceiling, the vid-screen behind changes focus, and new shapes enter the picture. The remaining orks stream out of the stairwell behind the squad.

The Wrack and the Heresiarch stay out of the ensuing battle, only interested in recording the activities of those below. They can be attacked at the players peril. The Heresiarch may harbour positive or negative feelings towards the players at this stage.

SBG NOTE: Half of our squad decided to join the Wrack, for a chance at survival, so this final battle, with Orks and all, never took place. Instead the squad turned upon each other. Great result.



Video Victorious

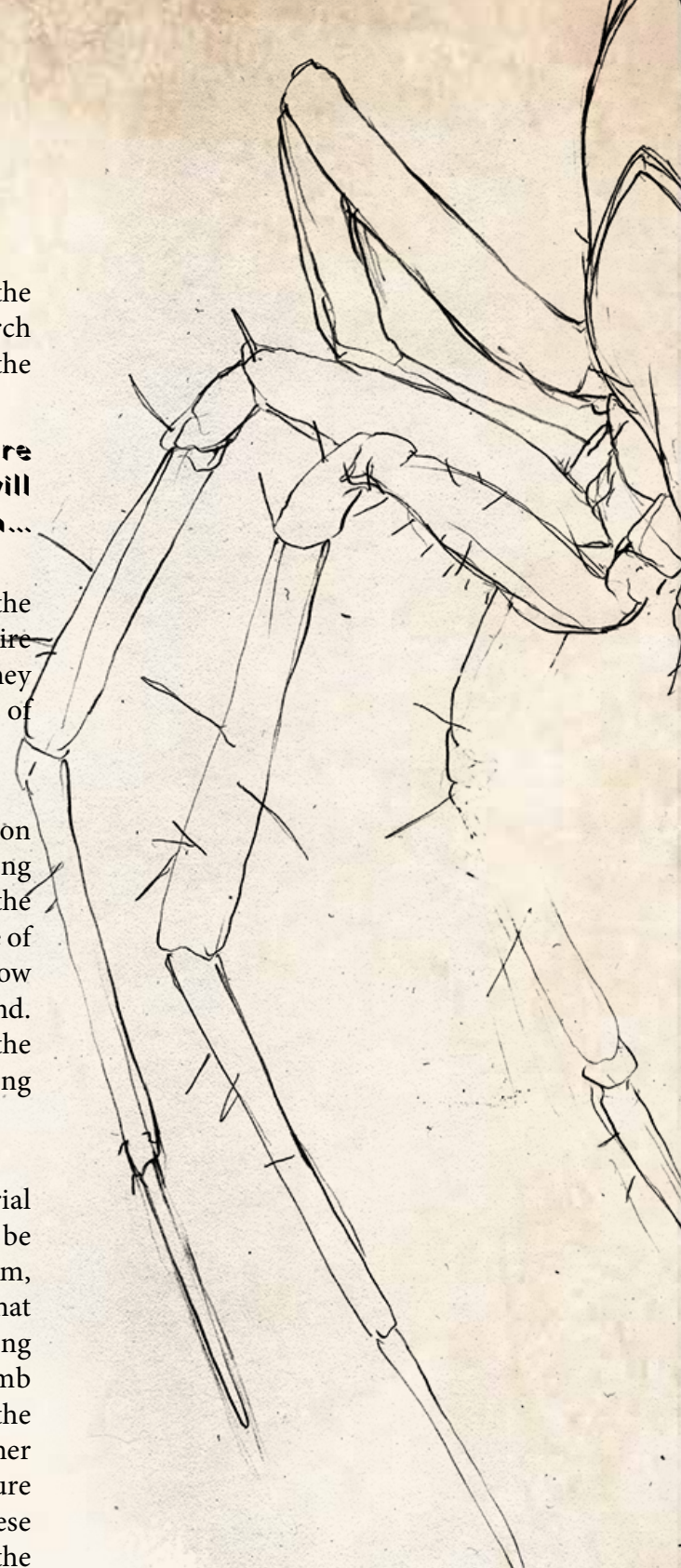
When (or if) the squad is victorious, and the last ork has been eliminated, the Heresiarch strides above the squad. From above the crackly static emanates:

"pleasure... good. pleasure participants... pink. yes. you will provide. pleasure more. we watch... near warp far warp close..."

Cables erupt from the pile from which the Heresiarch emerged, engulfing the entire squad. Screeching can be heard as they feel the ground shifting, losing all sense of bearing, weight and time.

After an unknown period of time vision is regained, and in a dusty heat, wriggling cables are just seen snaking back into the ground. The squad is back on the surface of Warsore, where the tower once stood... now just a polished black base set into the sand. Scars of battle can be seen around, and the huge hulk of Repulsion Alpha is blocking out a sun, immeasurably far above.

As Gha'st's vox buzzes with an Imperial call sign, the squad realises it will be returning to the world of the imperium, as newly battle-minted troops. But what will Gha'st report of their actions during their adventure? What will Open Tomb make of their report? Is that dust on the horizon friendly, or the sign of another Ork warband? And what did that creature mean by "more pleasure provide"? These questions are left for another day, in the grim darkness of the future in which there is **ONLY WAR.**





ADVERSARIES & NPC'S

Runtherd (Handler)

Core Rulebook: Page 365

WS	BS	S	T	AG
37	19	46	44	30

INT	PER	WP	FEL
24	32	26	21

Wounds: 15

Total TB: 7

Movement: 3/6/12/18

Armour: Flak armour (Body 2).

Skills: Intimidate (S), Survival (Int) +10.

Talents: Bulging Biceps, Crushing Blow, Furious Assault, Hardy, Iron Jaw, Street Fighting, True Grit.

Traits: Brutal Charge (2), Make it Work, Might Makes Right, Mob Rule, Sturdy, Unnatural Toughness (3).

Weapons: Slugga (Pistol; 20m; S/3/-; 1d10+4 I; pen 0; clip 18; reload full; inaccurate; unreliable), choppa (Melee; 1d10+6 R; Pen 2; Tearing; Unbalanced).

Gear: Shiny bitz, Ork teef, Squig hound.

Squig (Minion)

Core Rulebook: Page 367

WS	BS	S	T	AG
35	--	34	4 (22)	43

INT	PER	WP	FEL
10	32	28	22

Wounds: 8

Total TB: 4

Movement: 3/6/9/18

Armour: None.

Skills: Awareness (Per) +10, Survival (Int) +10.

Talents: Furious Assault.

Traits: Bestail, Natural Weapons (Bite), Size (Weedy), Unnatural Toughness (2).

Weapons: Bite (Melee; 1d10+6R; Primitive, Tearing).

Nob Thunda

Dead Weight Exclusive

WS	BS	S	T	AG
45	19	49	47	39

INT	PER	WP	FEL
30	34	32	WP

Wounds: 25

Total TB: 9

Movement: 4/8/12/24

Armour: Looted (Arms 2; Body 5; Legs 6).

Weapons: Thunda choppa (1d10 +8R; pen 2; shocking, tearing), Thunda blasta (Basic; 100m, S/2/-; 2d10+5e; Pen 3; Clip 10, Reload 1, Inaccurate, Shocking).

Weirdboy Schmacck

Dead Weight Exclusive

WS	BS	S	T	AG
42	23	45	48	36

INT	PER	WP	FEL
29	34	39	3

Wounds: 34

Total TB: 8

Movement: 4/8/12/24

Armour: None.

Weapons: Copper thumpin' staff (Melee; 1d10+7; Pen (equal to psy rating); Balanced; Primitive (7)).

Psy Rating: When in combat +1 for every 5 ork within 50 meters, otherwise 0.

Heresiarch

Dead Weight Exclusive

WS	BS	S	T	AG
30	--	44	80 (front) 20 (weak)	5

INT	PER	WP	FEL
15	30	45	35

Wounds: 10

Total TB: 12/4

Movement: 5/10/15/27

Armour: 4, Except for: Mouth (1), Legs (8).

Weapons: Legs (Melee; 1d5+2); Mouth (1d5 damage/turn once grabbed; requires -10 strength check to escape; +2 damage per turn spent gripped); Screech (+20 toughness check or deafened for 1 turn + 2/degree of failure).

Meth Drinker

Dead Weight Exclusive

WS	BS	S	T	AG
35	--	34	4 (22)	43

INT	PER	WP	FEL
10	32	28	--

Wounds: 8

Total TB: 4

Movement: 4/8/12/24

Armour: None.

Talents: Furious Assault.

Weapons: Bite (Melee; 1d10+6 R; Primitive (8); Tearing).

Traits: Bestial, Natural Weapons (Bite), Size (Weedy), Unnatural Toughness (2).

Man Trap

Dead Weight Exclusive

WS	BS	S	T	AG
45	--	32	16	40

INT	PER	WP	FEL
10	37	10	--

Wounds: 10

Total TB: 6

Movement: 16/32/64/128

Armour: Thick Skin (2 all).

Skills: Stealth (Ag) +20.

Weapons: Spines (1d10+6 R; Pen-)*.

Traits: Flying, Unnatural Strength (+2), Size (Hulking), Bestial.

*Hallucinegetic (2): Toughness test -20.

On failure roll on table 6-7 (*Core Rulebook: Page 170*).

A respirator or similar provides a +20 to the test.

Lasts 1 round, +1 for every degree of failure.

Wrack (Elite)

Core Rulebook: Page 359

WS	BS	S	T	AG
43	40	36	44	41

INT	PER	WP	FEL
33	36	40	24

Wounds: 15

Total TB: 5

Movement: 4/8/12/24

Armour: Gnarlskin (3 all).

Skills: Athletics (S), Awareness (Per), Dodge (Ag) +10, Interrogation (WP) +10, Medicine (Int) +20, Parry (WS), Scholastic Lore (Chymistry) (Int), Tech-use (Int) +10, Trade (Chymist) (Int).

Talents: Jaded, Nerves of Steel.

Traits: Dark-sight, Natural Armour (3), Toxic (2).

Weapons: 2 Poisoned Blades (Melee 1d5+3 R, Pen 2, Toxic (2)).

Gear: Grisly Trophies, 6 Doses Dark Eldar Combat Drugs (See Slaughter, *Core Rulebook: Page 199*).

Chaos Spawn (Minion)

Enemies of the Imperium Supplement: Page 118

WS	BS	S	T	AG
35	--	12 (66)	16 (63)	22

INT	PER	WP	FEL
3	16	25	1

Wounds: 35

Total TB: 12

Movement: 9/18/27/54

Armour: None.

Skills: Athletics (S) +20, Awareness (Per).

Weapons: Claws, Pincers, Beaks, Vicious maws etc. (Melee, 1d10 +12 R; 0 Pen, Tearing).

Talents: Furious Assault, Die Hard, Swift Attack, True Grit.

Traits: Fear (2), From Beyond, Multiple Arms (1D10), Regeneration (1d5), Size (1d5+3), Stuff of Nightmares, Unnatural Strength (6), Unnatural Toughness (6).

Terror Root

Dead Weight Exclusive

WS	BS	S	T	AG
35	--	20	16	40

INT	PER	WP	FEL
5	15	25	4

Wounds: 8

Total TB: 2

Movement: 6/12/24/48

Armour: Toughened Shell (1 All).

Skills: Stealth (Ag) +20.

Weapons: Shell blade (Melee, 1d10+2; Pen 1).

Talents: Furious Assault, Die Hard, Swift Attack, True Grit.

Traits: Blind Fighting, Natural Weapons, Precise Blow.

Wrack Cables

Dead Weight Exclusive

WS	BS	S	T	AG
25	5	12	20	30

INT	PER	WP	FEL
3	24	11	7

Wounds: 5

Total TB: 2

Movement: 2/4/6/8

Armour: Machine Trait (1 all).

Skills: Stealth (Ag) +20.

Weapons: Needle (Melee; 1d10; Pen 0).

Traits: Machine (1), Natural Weapons.





SWEETBUTT
GUYS
ROLEPLAY

DEAD WEIGHT