

# CREDITS



## Lead Designer

Ross Watson

## Cover Art

Diego Gisbert Llorens

## Writers

Darron Bowley, Bill Keyes, Ross Watson,  
Ben Woerner, Russel Zimmerman

## Interior Art

Helge C Balzer, Alberto Bontempi, Matt Bradbury,  
Florian Haekh, Nathaniel Park, Sebastian Watzlawek,  
The Games Workshop Studio

## Additional Writing

Michael Merrill and Sean Schoonmaker

## Publisher

Markus Plötz

## Editor

Abigail Harvey

## Studio Manager for Ulisses North America

Timothy Brian Brown

## Art Director

Maik Schmidt

## Special Thanks

"Aurora Glorificus" James Layton with Michael Copping,  
Matthew Cramsie, Benjamin Davis, James Layton,  
Damon Steff, Leigh Tuckman, Linette Voller

## Graphic Design and Layout

Ben Acevedo, Emma Beltran, and Aaron Acevedo

"Bolter and Chainsword" Matthew Hunt, "Kurgan  
the Lurker" with Julien Del Rosario, "Slips" Alex Baur,  
"Acebaur" Joshua Ryan Wells, "Conn Eremon", Gord  
Schubert, "Eddie Orlock", Dustin Browne, "Duz\_"

## Thanks to Games Workshop

## LEARN MORE ABOUT WRATH & GLORY

Be sure to check the Ulisses North America website  
([www.ulissesnorthamerica.com](http://www.ulissesnorthamerica.com)) for all the latest news, updates,  
previews, and discussion for **Warhammer 40,000 Roleplay: Wrath & Glory**



## TABLE OF CONTENTS

|                                        |    |                                                       |     |
|----------------------------------------|----|-------------------------------------------------------|-----|
| Introduction.....                      | 3  | Act One: The King is Dead,<br>Long Live the King..... | 63  |
| Descent.....                           | 6  | Act Two: Meet the New Bosses .....                    | 67  |
| Introduction.....                      | 8  | Act Three: Blood in the Water .....                   | 74  |
| Act One.....                           | 10 | Dramatis Personae .....                               | 78  |
| Act Two.....                           | 17 | Ironwatch.....                                        | 82  |
| Act Three.....                         | 19 | Introduction.....                                     | 84  |
| Dramatis Personae .....                | 25 | Act One: Sound.....                                   | 86  |
| Sleepwalker.....                       | 30 | Act Two: Silence.....                                 | 94  |
| Introduction.....                      | 32 | Act Three: Fury.....                                  | 101 |
| Act One: Trouble at the Waterline..... | 36 | Dramatis Personae .....                               | 104 |
| Act Two: Nightmare at Ironwatch .....  | 43 | Twisted Strands .....                                 | 106 |
| Act Three: Darkness Descending.....    | 52 | Introduction.....                                     | 108 |
| Dramatis Personae—Part One .....       | 54 | Act One.....                                          | 109 |
| Dramatis Personae—Part Two .....       | 55 | Act Two: The Nightmare of Ironwatch.....              | 112 |
| Dramatis Personae—Part Three.....      | 57 | Act Three: Endgame.....                               | 119 |
| Caught Between.....                    | 58 | Dramatis Personae .....                               | 124 |
| Introduction.....                      | 60 |                                                       |     |





## THE CORE ACTIVITY

For *Dark Tides*, it is expected that the player characters are all Imperial (meaning they have the Imperium keyword) and are part of a warband sponsored by Rogue Trader Jakel Varonius (see below). Adventure 5, however, expects that the player characters are all Craftworld or Corsair Eldar (possessing the appropriate keywords), operating as a group hand-picked by an Eldar Farseer. If your group is using a completely different framework, the Game Master must make adjustments to many of the read-aloud sections of the adventures to make them a better fit.

### ROGUE TRADER JAKEL VARONIUS

The Gilead System lies on the border of the Segmentum Solar and the Segmentum Obscurus. It is a cluster of worlds isolated within the Dark Imperium, cut off from Imperial reinforcements and astropathic messages, and left to fend largely for itself against myriad threats. A glimmer of hope arrived in the form of a fleet of ships belonging to a charismatic and influential Rogue Trader—Jakel Varonius.

Varonius and his flotilla accomplished a feat considered nigh impossible: crossing the Great Rift from the Imperium Sanctus to the other side. Many claim that only great fortune and the presence of an ancient, highly skilled Navigator of House Omincara aboard his flagship—the grand cruiser *Ducal Circlet*—could explain such a miraculous event. Upon his arrival, Jakel Varonius engaged with the rulers of the system as a peer. His fleet, his Warrant of Trade, and the weight of House Omincara's alliance provided him with enough authority to assume a prominent role in the system's governance. Ever since, the Rogue Trader has used several warbands of agents to intervene in any situation that might affect the welfare of the Gilead System.

Sinister schemes are afoot on the ocean world of Charybdion. Beneath the placid surface of this Imperial world lie roiling currents of ambition, heresy and horror. Welcome to *Dark Tides*, an adventure anthology book for *Warhammer 40,000 Roleplay: Wrath & Glory*.

## OVERVIEW

*Dark Tides* is composed of five distinct adventures set on the planet of Charybdion. All of the adventures are linked together as part of the overall narrative of the threats facing this ocean world. However, each adventure can also be used individually as a stand-alone event in your *Wrath & Glory* campaign, if you so choose.

### ADVENTURE 1: DESCENT (FOR TIERS 1-2)

The capital hive city of Charybdion seethes with discontent. The Imperial Governor is missing and presumed dead, and a series of mysterious murders have threatened to destabilise the succession. The warband is asked to investigate and discover just who is behind these horrific acts of violence. The hunt for the killer takes the player characters on a grand tour of the capital hive, from the luxurious heights to the scurrilous depths.

### ADVENTURE 2: SLEEPWALKER (FOR TIERS 2-3)

Terrifying dreams and savage violence threaten a large region of the capital hive. These are no normal nightmares—they are visions of soul-searing fear and despair. More and more of the citizenry are falling asleep, unable to wake, and wreaking bloody havoc in their slumber. The warband must seek out the source of these horrific nightmares before the sleepwalking phenomenon spreads to the rest of the city.

### ADVENTURE 3: CAUGHT BETWEEN (FOR TIERS 3-4)

The planetary governor of Charybdion, Ganthet Veneratio, is missing and has been declared dead. His twin heirs squabble over the succession, for

each has a valid claim to the seat of power. Your warband has the deciding vote to determine which of these quarrelsome siblings becomes the next ruler of Charybdion. There are far more dangerous plots going on beneath the surface, however, and the heroes must take great care to survive long enough to make their judgement.

#### **ADVENTURE 4: IRONWATCH (FOR TIERS 4-5)**

Psykers intended for the Black Ships have been gathered at Ironwatch, an Enforcer prison. However, since the coming of the Great Rift, the Black Ships have not yet arrived. The prison has slowly transformed into a psychic locus of suffering and terror. The facility has become corrupted into a horrific lair for rampaging, out-of-control psykers... and much worse. The warband must enter Ironwatch

and engage a failsafe measure to cast Ironwatch into the sea, before the dark forces within the prison break free to ravage the rest of the planet.

#### **ADVENTURE 5: TWISTED STRANDS (FOR TIERS 3-4)**

This adventure is very different from the others. In **Twisted Strands**, the player characters are a group of Eldar seeking to eliminate a particular prisoner within Ironwatch, lest his powers affect the myriad possible futures facing their people. This adventure presents a look at Ironwatch from an entirely novel perspective, and there is even an optional encounter for the Eldar player characters to encounter the characters going through Adventure 4!

---

### **TIERS OF PLAY**

Each adventure in *Dark Tides* has a suggested Tier; warbands with characters of these Tiers will find the encounters challenging and engaging. However, each adventure also has some advice on how to adjust the threats presented for a different Tier. If your group is of a different Tier than the adventure you would like to use, check out the presented sections on adjusting the Tier.

---

### **CHARYBDION GAZETEER**

**Classification:** Hive World (Sub-category: Ocean World)

**Population:** Approximately four billion

**Geography:** Rocky islands, long, jagged cliffs, massive reef structures

**Planetary Governance:** Governor Ganthet Veneratio

**Tithe Grade:** Aptus Nihil (no longer capable of paying Terra's Due)

The "black pearl" of the Gilead System, Charybdion is a world mostly composed of dark, roiling oceans seething with pollution and rich with chemical waste. A handful of rocky continental plates rise above sea level, and the planet's hives cling to these islands like drowning men. The planet possesses numerous promethium refineries that support military and industrial efforts across the system.

Established by the original Adeptus Mechanicus Explorator fleet that discovered the system thousands of years ago, the refineries are confined within sealed machine-temples on the ocean's floor. Some of these machine-temples have fallen silent and lie dormant, whilst others have been torn apart by ravening riptides and geological events. Tech-Priests organise small teams and dispatch them to the depths to salvage some of these ancient technologies.

The planetary governor's enforcers maintain a sizable prison facility named Ironwatch. The governor has been forced to confine psykers gathered for the tithe to the Black Ships in this forbidding tower. The prison is connected to the capital hive, Aidon, and has numerous failsafes intended to cast the tower down into the sea should it become necessary. In recent years, the buildup of psykers has caused Ironwatch to

become a haunted, horrific place, filled with misery, terror and the collected psychic nightmares of its growing population of prisoners.

Rising sea levels have swallowed many of the smaller islands, and the lowest levels of many hives now lie beneath the waves. In the underhive regions on Charybdion, the inhabitants struggle to seal leaks and deal with corrosion, lest they drown in the foul seawater kept outside the hive's hull-like outer walls. Some regions have been abandoned wholesale to the ocean depths.

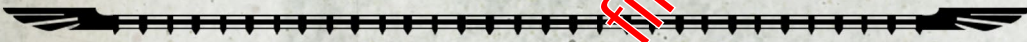
Much of the industry of the underhives on this world revolves around the hunting of worldfish, huge, bloated sea creatures heavily mutated by the ever-present pollution. Worldfish produce flesh, bone, oil and many other by-products that are prized amongst the populations of the lower hives across the planet.

Sample file





# DESCENT



Sample file