

ROGUE TRADER™

FALLEN SUNS™



ROLEPLAYING IN THE GRIM
DARKNESS OF THE 4¹ST MILLENNIUM

CREDITS

LEAD DEVELOPER

Ross Watson

LICENSING AND DEVELOPMENT COORDINATOR

Deb Beck

WRITTEN AND DEVELOPED BY

John Dunn and Jason Marker
with additional work by Sam Stewart

EXECUTIVE GAME DESIGNER

Corey Konieczka

EDITING

Graham Davey

EXECUTIVE PRODUCER

Michael Hurley

PROOFREADING

Matt Eustace

PUBLISHER

Christian T. Petersen

GRAPHIC DESIGN

Peter Wocken

GAMES WORKSHOP

LICENSING MANAGER

Owen Rees

COVER ART

Matt Bradbury

HEAD OF LICENSING

Jon Gillard

INTERIOR ART

Alberto Bontempi, Matt Bradbury, Sam Burley, Adam Burn,
Mauro dal Bo, Anna Christenson, Wayne England, Dave
Gallagher, Zach Graves, David Griffith, Ilich Henriquez,
Imaginary Friends Studios, Nikolaus Ingeneri, Jason Juta,
Clint Langley, Pat Loboyko, Marco Morte, and Adrian SmithHEAD OF LICENSING, LEGAL
AND STRATEGIC PROJECTS

Andy Jones

MANAGING ART DIRECTOR

Andrew Navaro

HEAD OF INTELLECTUAL PROPERTY

Alan Merrett

PRODUCTION MANAGER

Eric Knight

SPECIAL THANKS

Playtest Coordinator Ron Devalk, "The Librarians" Pim Mauve
with Keesjan Kleef, Jan-Cees Voogd, Joris Voogd, and Gerlof
Woudstra, "Unrepentant" Lachlan "Raith" Conley with Jordan Dixon,
Mark McLaughlin, and Brad Twaddell, "The Bolter & Chainsword
Playtest Group" Ryan Powell with Max Hardenbrook, "Veterans of a
Psychic War" Benn Williams with Chris Lancaster, Scott Philips, John
Ross, Aric Wieder, Rebecca Williams, and Eric YoungCubicle 7 Entertainment
Ltd, Unit 6, Block 3, City
North Business Campus,
Gormanston,
Co. Meath, K32 DP60,
Ireland.

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INTRODUCTION

"The Expanse holds treasures beyond anything even a Rogue Trader can imagine. Sometimes the cost of acquiring such treasure is madness and death. I am willing to pay such a price."

—Rogue Trader Hadarak Fel

The **WARPSTORM TRILOGY** is an epic series of adventures for **ROGUE TRADER**. Beginning with the events of the adventures **VAULTS OF THE FORGOTTEN** and **THE FROZEN REACHES**, continuing through **CITADEL OF SKULLS**, and reaching its climax with **FALLEN SUNS**, the story centres on the Explorers as they seek to uncover the mystery behind a powerful force that has awakened from its slumber somewhere deep within the Hecaton Rifts. Those who know of this force have chosen to seek it out either to seize it for themselves, or to destroy it. Regardless, this powerful force has visited the Koronus Expanse before, and if not stopped will spell doom for the denizens of the nearby sectors. If this evil is unleashed again upon the people of the Koronus Expanse and the Calixis Sector, there could be no stopping it this time.

As the story progresses, the Explorers discover an ever-increasing number of clues that point towards some evil growing within the Expanse. Each instalment of the **WARPSTORM TRILOGY** serves as part of a Meta-Endeavour (Common Endeavours that are chained together, as explained in the **ROGUE TRADER** supplement **INTO THE STORM**) and the Explorers may prosper from their part in the completion of this massive undertaking. Each adventure within the Trilogy, which can be played on its own or as part of the larger whole, also explores the various themes that are central to **ROGUE TRADER**: acquisition of wealth, the accumulation of power, investigating the unknown, and glory for both one's self and one's Household. By taking on this challenge, the Explorers have the great honour of participating in events that will shape the future of the Koronus Expanse.

GAME MASTER'S BACKGROUND

The Koronus Expanse faces a threat from beyond the mysterious Rifts of Hecaton; a beast that has awakened from millennia of nightmares and now seeks to slake its hunger upon entire worlds. This beast is the corrupted Eldar Craftworld once known as Lu'Nasad. Now called by another name—the Forgotten Ruin, its presence causes waves of madness, and it leaves only death in its wake. As dangerous as Lu'Nasad may be, it represents a prize for Chaos Reaver Karrad Vall, the Faceless Lord of Iniquity. Vall and his wolfpack of pirates seek to claim the Craftworld as a weapon and ensure the supremacy of the Dark Gods over the Expanse. Caught in between these forces are a number of Rogue Traders, drawn into the web of deception and prophecy by the machinations of an Eldar Farseer trapped within a spirit stone. If the Rogue Traders can succeed where countless others have failed, the Craftworld may be diverted from its rampage and Karrad Vall may be defeated. Only those Rogue Traders with boundless audacity and courage have even the slightest hope to prevail and write their legend amongst the stars!

WHAT HAS COME BEFORE

FALLEN SUNS is the third book in **THE WARPSTORM TRILOGY**, and while it can be played as a stand-alone adventure, players will get the most from playing through all of the adventures connected to the Trilogy. In the earlier instalment, **THE FROZEN REACHES**, the Explorers assist the beleaguered world of Damaris. This world, dominated by a large moon installation called the Citadel, came under attack by an Ork Warlord named Snokgritz and his mass of greenskin followers. For over a standard month, the Explorers managed to hold off the onslaught and finally defeated Snokgritz above his hastily-created base within the system's outer reaches. At the conclusion of **THE FROZEN REACHES**, the Explorers were left with several questions—the most important being why the Orks chose to attack Damaris, and why a Chaos Reaver vessel was seen amongst their ships.

In **CITADEL OF SKULLS**, the Explorers discovered a link between the invasion of the Orks and a colony world named Chorda's Folly. Arriving at the colony world, the Explorers discovered an empty, near-lifeless husk, victim of a visit by the Forgotten Ruin. A lone survivor remained; Drexus Skar, one of Karrad Vall's Reaver captains, left behind and betrayed by his former companions. Skar led the Explorers to Iniquity, a Chaos-infested planet under Vall's control. There, the Explorers and Skar infiltrated Vall's headquarters, the Citadel of Skulls, and recovered an ancient cogitator once found upon an Imperial vessel known as the *Gaunt Triumph*. As the events of **FALLEN SUNS** begin, the Explorers have little time to enjoy their spoils, as they receive a visitor from the Inquisition...

NOTES FOR RUNNING FALLEN SUNS

FALLEN SUNS can be run on its own, or following the other instalments of the **WARPSTORM TRILOGY**. It may also be run out of order from the previous adventures, **THE FROZEN REACHES** and **CITADEL OF SKULLS**. In order to run this instalment as a stand-alone adventure, the GM needs to make some adjustments, especially regarding the back-story information that the Explorers need to have. Additionally, whether the adventure is run as a stand-alone or not, the GM may want to consider customising this adventure to fit his play group.

Like other adventures in the **WARPSTORM TRILOGY**, it's extremely important that the GM read through the entire adventure first. This cannot be overstated. There are many encounters that require knowledge of events to come. This adventure will not hold the same enjoyment for a group if the GM simply sits down and begins to run it without knowledge of what's going to happen later.

As an epic adventure that will have far-reaching consequences across the Koronus Expanse, **FALLEN SUNS** is designed to be run over several sessions (typically three or four).

This adventure is intended for a group of at least four Explorers of any Career, Ranks 5-6. Should the GM wish to run this adventure for a more (or less) experienced group of Explorers, then he needs to adjust the encounters based on their current Ranks and experience.



LU'NASAD GAZETTEER

A FALL FROM
GRACE

•

A DESPERATE
FLIGHT

•

THE DEAD
CRAFTWORLD



BONESINGER'S GARDENS

PUSAR LANCES

WEBWAY PORTALS

GARDENS OF INTROSPECTION

PLASITA CORE

LYING CHAMBERS

SOUL SHRINE

TITAN TEMPLE

LANDING PLATFORM

GRAV DOMES

ASPECT WARRIOR SHRINES