



CIRCUS OF CHAOS



PLAY A BAND OF MISFITS AND MUTANTS
CORRUPTING A WEARY MINING TOWN

AN UNOFFICIAL ADVENTURE FOR WRATH AND GLORY

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WELCOME TO THE CIRCUS

“The town of Gaslight is miserably cold - a place of toil and twilight. Fuel is carved from the frozen ground to wage some distant war. Respite comes but once a year, an event marked on all citizens’ calendars - a travelling circus. This year, however, their orderly entertainment has been replaced with something a little more... Chaotic.”

Circus of Chaos is an introductory scenario for **Wrath and Glory** for up to 7 players. You take the role of a band of misfits and mutants corrupting a weary mining town disguised as twisted circus archetypes.

It is a **Tier 2** adventure, running for 1-3 sessions and is intended as a primer for players and GM alike. Little to no knowledge of the game system or the Warhammer 40,000 universe is required - just a mischievous spirit, a whirring chainsword and the name of the Dark Gods playing on your lips.



OVERVIEW

You are part of a Chaos-worshipping circus travelling to the town of Gaslight at the behest of your master, the Dark Patron. Your mission is simple - wreak havoc by summoning the Dark Patron's minions into the heart of the town.

You will play one of seven pre-generated characters at **Tier 2**, each a colourful circus archetype with a hellish twist.

Each character comes with a handout summarising the character, how the stats would impact gameplay and an option to customise a character's equipment or talents to suit the player.



PLOT OUTLINE

The circus arrives at Gaslight, the citizens eagerly awaiting their entertainment. The players put on a show to entertain the oblivious crowd while a firebrand Imperial Preacher looks on from the audience, seething with barely contained hatred.

After the show the players are approached by a cultist called Kweek, who proclaims to be a herald from the Dark Patron and tells them to unleash His minions, they must first earn His favour.

There is a shrine at the top of a nearby hill that illuminates the town and keeps the creatures of darkness at bay - disabling the light plunges the town into mayhem and earn the favour of the Dark Patron.

After disabling the light, the players find themselves surrounded by a pitchfork-wielding mob lead by the Imperial Preacher. She has seen through their disguises and has rallied some loyal citizens to his cause. The dying of the light prompts the creatures that dwell in the dark to begin their savage attack, thinning the mob and allowing the players to escape.

Kweek reappears with a Goliath truck, informing them of the second part of the plan: perform a heinous act you think befits your party, then defile the baptismal pool in the catacombs beneath Gaslight's Church.

Once these two things have been completed the ritual is realised. Minions of the Dark Patron pour forth from the baptismal pool and bring ruin to the town, either bringing the players' glorious death at the hands of their Master or ascending them to dark power - whichever is more fitting!

GASLIGHT GAZETEER

The town of Gaslight is a gloomy place far from the system's sun. The townsfolk eke out a living mining the frozen gas that bubbles up from fissures in the fallow ground. Any respite from the back-breaking labour is welcomed with weary arms.

There are three main locations the players will visit - the shrine on the hill, the town, and finally the church. Another location is detailed in case the players get lost or go looking for resources - the gas mines.

The amount of detail at each location is intentionally minimal - the players should be able to find anything they need without getting bogged down in detail.

GASLIGHT

The town is home to about 10,000 people, protected by sturdy walls and armed checkpoints at every entrance. It is a few hundred years old, with cobbled roads and timbered, multi-storey buildings made from local materials. The Church lies in the centre of town, daring anything to come close.

The town is protected by a handful of armed militia, who are little more than civilians with flak armour and autoguns. The equipment is still flecked with the blood of its previous owner.

THE CHURCH

Complete with elaborate stonework and Aquilas of beaten copper, the Church is by far the largest building in the settlement and looms over the town's skyline. It remains well-lit from emergency generators after the shrine is extinguished - a beacon against the dark.

The church can hold several thousand scared citizens at a squeeze, and the sermons are usually lead by the Imperial Preacher, and she will return here in the final act of the game.

Beneath the church is the crypt, filled with mouldering portraits and furniture covered in dust sheets. It also houses the baptism pool the players need to defile. There is a secret entrance to the crypt in a cluster of houses across the street from the church.



THE SHRINE ON THE HILL

The town is illuminated from the Shrine at the top of the hill. It casts perpetual light and is considered a place of reverence by the townsfolk, as the light keeps away the monsters that dwell in the darkness beyond. It is reminiscent of a gothic lighthouse made of twisting buttresses, leering gargoyles and images of Imperial saints slaying monsters.

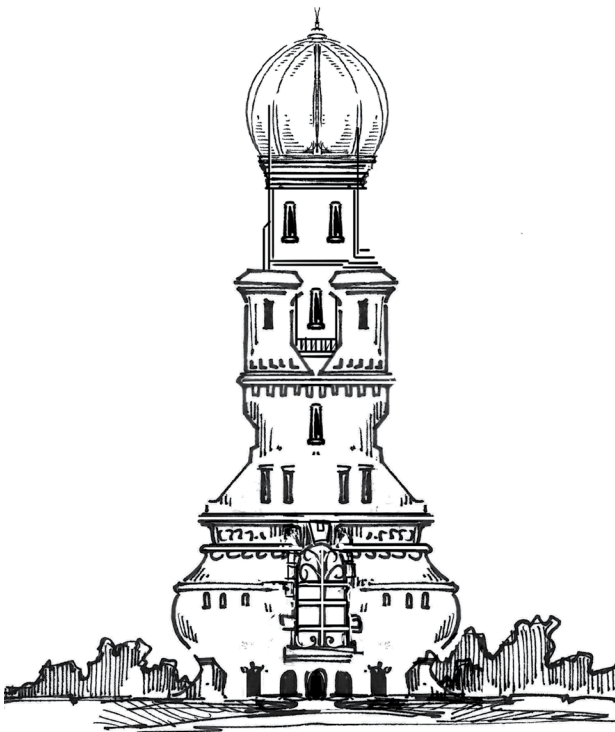
The Shrine is actually an Archeotech gas harvester, one of the only ones left standing from the town's founding. It is capable of powering the town if set up correctly, or could be set to overload and detonate.

It is defended by an Imperial Guard veteran and a small crew of decrepit Tech Adepts, who will take the secrets of the Shrine with them to their graves.

THE MINES

Beyond the Shrine are miles of broken earth where hot, explosive gasses bubble to the surface and crystallise into dense black ice when they hit the cold air. The ice is extracted and carted back to town to sell to the Capital.

It is exhausting and back-breaking work, as only hand tools can be used around the most dangerous vents for fear of igniting the volatile gasses. There is still plenty of industrial mining equipment lying around for breaking rocks (or skulls).



DRAMATIS PERSONAE

THE IMPERIAL PREACHER

Firebrand, zealot and powerful orator. She runs the Church in the centre of town with a small group of friars keeping things running while she's away.

She has a keen nose for heresy, and sniffs out the Circus from the moment they arrive. With her shotgun, hammer, and book of the Imperial Creed, she whips a mob into a hateful frenzy and sets out to burn the Circus to the ground.

CULTIST KWECK

Snivelling, robed sycophant fiercely loyal to the Dark Patron. He has lived in Gaslight for many years and is responsible for orchestrating the players' arrival.

His sense of self preservation is outstripped only by his loyalty to the Dark Patron, and will do anything to stay away from the troubles the Circus will inevitably start.

THE DARK PATRON

The mysterious and powerful benefactor of the Circus, using Cultist Kweck as a mouthpiece. The Dark Patron is intentionally left ambiguous to fit each group's requirements. They could be a cult ringleader, a sorcerer, a daemon prince or even a Chaos God - whatever suits the narrative.

All that matters is the Dark Patron is powerful enough to supply components to an apocalyptic ritual, and is largely entertained by whatever hijinks the Circus gets up to.

THE CREATURES IN THE DARK

Blind, slithering, multi-headed creatures that dwell in the darkness beyond the light projected by the Shrine on the Hill. They are native to the planet rather than daemonic in nature, although it isn't certain what they preyed on before humans settled in the area...



THE PLAYER CHARACTERS

If you have the Circus of Chaos Character Folio, there are seven pre-generated characters that are written for this scenario. Assign or randomly distribute them as you see fit.

If you do not have the Character Folio, or would prefer to write your own characters, use the Framework: Circus of Chaos to guide you.

Any combination of characters will work for this adventure, but one player should be nominated to act as the group's leader and intermediary to the Dark Patron. It would typically be the Ringmaster from the Character Folio but any suitably charismatic or cunning player can fill this role.



FRAMEWORK: CIRCUS OF CHAOS

A colourful band of mutants and misfits, you have come together under the inscrutable Dark Patron to wreak havoc in weary settlements on the fringe of the Imperium. Although your cover as a traveling circus may not pass muster for long, those who look too close will often find more than they bargain for.

LIMITATIONS

Any character with the **CHAOS** Keyword and must **Tier 1** or **Tier 2**.

WARGEAR

Circus clothes (+1 bonus dice to Deception (Fel) tests against characters with the **IMPERIUM** keyword).

BONUS

Begin play with 1 Scavvy Mutation (p.287), but no two characters may begin with the same Mutation.



THE ADVENTURE

SCENE 1: THE CIRCUS COMES TO TOWN

The players arrive at Gaslight in a caravan of grox-drawn carriages. This acts as a home base, a place to rest and, should they need it, a source to draw new recruits from.

The adventure opens with the characters putting on a show for the people of Gaslight. Read aloud or paraphrase the following:

“You are backstage on opening night in front of hundreds of grimy, expectant faces. They jostle for a better view of the rickety wooden stage. Their haggard faces illuminated by a pale glow from a shrine at the top of a nearby hill. Expressions of apprehension turn to rotgut grins as the first of you steps out from behind the curtain to perform...”

This scene is intended to introduce the characters, the mechanics of the game and a dash of roleplaying all in one. Each character will take it in turns to step out, perform an act (a Skill test) and play up to the crowd. The most entertaining performance is rewarded by the GM with a point of Wrath.

Each character specialises in a different Attribute (see the Characters section for more details), so the GM should encourage creative use of Skills based around that Attribute.

For example, the Acrobat might use their Athletics skill to cross a dangerous tightrope over a stage of broken glass, or call a volunteer from the audience to perform a knife-throwing act with their Ballistic Skill. The Ringmaster could use their Leadership to lead the crowd in a chant or the Freak might just step out from behind the curtain and frighten everyone with an Intimidation check!

The difficulty for performing in front of the crowd is **DN 4**. Exalted Icons can be shifted to make the performance more noteworthy - encourage the players to describe just how elaborate it gets.

The GM can increase or decrease this depending on what they feel is suitable for the task being described by the player.

The player at the end of the scene who has completed the hardest performance or shifted the most Exalted Icons wins the Wrath Point.

As the scene winds down, read aloud or paraphrase the following:

“While the audience cheer and applaud, one figure stays sombre: the stout frame of an Imperial Preacher. She looks at you with fury in her eyes before disappearing off into the night with the dispersing crowd.”

If nobody inquires about the Preacher, nominate the group's leader (if present, the Ringmaster is the obvious choice) to make an **Insight DN 3 check**. They will notice that the Preacher has seen through their disguises and realised their chaotic intentions.



SCENE 2: KWEEN THE HERALD

After the show, the players will be approached by a snivelling, wretched cultist called Kweek.

He introduces himself as the Herald of the Dark Patron and gives the players their mission. Read aloud or paraphrase the following:

“Oh great ones! What a privilege it is to serve. I am Kweek, Herald of the Dark Patron. He has blessed me with the gift of knowledge, and to serve Him I must serve you.”

“This town simmers with dissent, and only requires the smallest of nudges for it to tumble into anarchy. The Dark Patron will gift you the knowledge of a simple ritual, powered by the loathing of the townsfolk, to summon His Dark Minions and bring Chaos to Gaslight.”

“But first you must prove yourselves worthy of His favour. The town is illuminated by a shrine at the top of a nearby hill. It casts perpetual light and is considered a place of reverence by the townsfolk, as the light keeps away the monsters that dwell in the night. The Patron wants you to break it and cast the town into darkness.”

The players' mission is twofold: destroy the town with the Dark Patron's ritual. To get the knowledge of the ritual, they must earn the Patron's favour by breaking the light coming from the shrine on the hill.

The players have access to several grox-drawn stagecoaches (or pulled by the Strongman, if they so choose!) as transport. The GM should keep distances and timings vague but it should take about 20 minutes by stagecoach or several hours by foot.

Remind players it is deathly cold away from the warmth of the town and protection of their carriage, and going major distances by foot would require a **DN 4 Toughness** test against the extreme cold or become Exhausted.

SCENE 3: THE SHRINE ON THE HILL

Assuming the players don't run into any trouble before they arrive at the Shrine, they may choose to drive right up to the shrine or stash their stagecoach somewhere out of sight and do the last few hundred feet on foot.

There are plenty of ridges and rocky outcrops that could conceal the stagecoach, and the howling wind provides +3 bonus dice to **Stealth** for anyone cautiously approaching.

The Shrine is guarded at all times by a veteran Imperial Guardsman. Use the stats for a Veteran Trooper Imperial Guardsman from the W&G Core Rulebook Bestiary, but upgrade her lasgun to Mastercrafted, and they operate as an Elite Threat.

The Veteran will bar all entry to the shrine, violently if necessary. Any tests involving **Deception** or **Persuasion** to gain entry are against **DN 6**, and any Complications that arise will mean she has seen through the deception! The veteran knows no retreat or surrender against the forces of Chaos, only death or glory. She is never required to pass a Resolve check and will fight to the death.

An **Insight DN 3** check reveals that despite her obvious adherence to duty, she is utterly exhausted, and wouldn't ask twice if offered respite from a superior. There are priest robes in the caravan that could be used as a disguise, which drops the **Deception** or **Persuasion** check to **DN 3**.

The inside of the shrine is akin to a twisted iron lighthouse, with an exposed lattice spiral staircase that runs up the wall. Approximately two storeys up is the control deck, where the three Tech Adepts go about operating the shrine.

Use the generic Tier 2 Troop statline, with Tech as their focus skill. They have a Defense of 2, Resilience of 6 (including 2 Armour for thick robes) and 1 Wound. They are armed only with laspistols. They're not willing to fight, but even less willing to let the Shrine fall into the hands of Chaos!

If the Tech Adepts cannot be persuaded out, this can be played as a battle up the spiral staircase. It's practically a clear line of sight up the shrine thanks to the open staircase, but the Tech Adepts are behind cogitator consoles, earning them heavy cover (+2 to Defense). Although the spiral stairs are open (handrails are for heretics), there are plenty of buttresses, alcoves and nooks in the wall of the shrine that a canny player can use as light cover (+1 to Defense) against the Tech Adepts.

The players may also choose to utilise the frag grenades from the Veteran Guard's body (or reminded with an **Intelligence DN 2** check if it becomes a stalemate) - a quick and easy way of resolving the problem!

Once the Tech Adepts have been dealt with, all that remains is to sabotage the Shrine (if the frag grenades haven't already done that!). A **Tech DN 4** test will deactivate the Shrine or an **Athletics DN 5** test will be enough to yank out enough important-looking cables to shut it down. Failing that, a player can expend an Ammunition to fill a console with enough small arms fire to do the job.

Towards the end of this scene, a ruckus can be heard outside. An **Awareness DN 3** reveals the sounds of war hymns and cries of bloody murder.

Two dozen citizens armed with pistols and flaming torches have gathered at the base of the Shrine, headed by the firebrand Imperial Preacher from the first scene. They're here to run the Circus out of town, burning and maiming as many of them as they can in the name of their false God-Emperor.

As soon as the Shrine is deactivated, the next scene begins immediately (regardless of where all the players are!).



SCENE 4: DYING OF THE LIGHT

The light goes out and Gaslight is plunged into darkness. Only eerie twilight and the sound of panicked shouts from the zealous mob remains. The Preacher calms them with litanies of purging and piety, but their resolve is once again tested when the creatures in the dark attack. Read aloud or paraphrase the following.

“You hear the sounds of beasts gnashing and howling in the distance. With the safety of the light gone, nothing holds back the horrors that dwell in the dark.

“Screams and gunshots ring out through the shrine. The mob is set upon by grotesque two-headed creatures, blind and slithering over one another, tearing apart the townsfolk where they find them.”

The mob is reduced from dozens to a mere handful, the Preacher is tackled by one of the creatures and rolls out of sight. A three-way battle is played out between the remainder of the townsfolk, the players and the creatures.

There should be equal numbers of townsfolk and creatures, and the number of creatures should be half the number of players rounded up. This is intended as an introduction to the creatures, one of the more potent adversaries in the module, so the creatures should be mostly distracted by chewing on townsfolk and attacking the players piecemeal.

The battle is in twilight, imposing a **+1 DN** modifier to ranged attacks (unless shooting at someone holding a lit torch) and a **+2d** bonus to **Stealth** checks.

After the battle, the Preacher is nowhere to be found, but you hear the roar of a vehicle’s engine approaching.

SCENE 5: FORTUNE FAVOURS THE CRAZED

Gaslight is in panic. You hear shouts and gunshots rolling across the barren terrain, and smoke rises from the twilight horizon.

A Goliath open-topped truck pulls up to the shrine and out steps Kweek the Herald. He bows low, thanking them for their work so far and revealing the next part of the Dark Patron’s plan. Read aloud or paraphrase the following.

“What exquisite turmoil! The Dark Patron is most impressed, you have certainly earned his favour this day. Come, gather close, I have gifts to impart.”

“The first is the gift of knowledge. You have nine hours until the Imperial Guard defense force stationed nearby arrives to impose their will. You will stand no chance against them, but they stand no chance against the Dark Patron’s minions. Complete the ritual with this, the second gift.”

Kweek roots around in his stinking robes for a small vial of dark, churning liquid. He continues:

“This is daemon blood, tapped from the Dark Patron’s own veins. Despoil the baptismal pool beneath the Church in the centre of Gaslight with this blood and all the elements of the ritual will be in place. All you need do is perform one heinous act to get the Dark Patron’s attention, the pool will become a gaping maw to the warp and His minions will flow forth.”

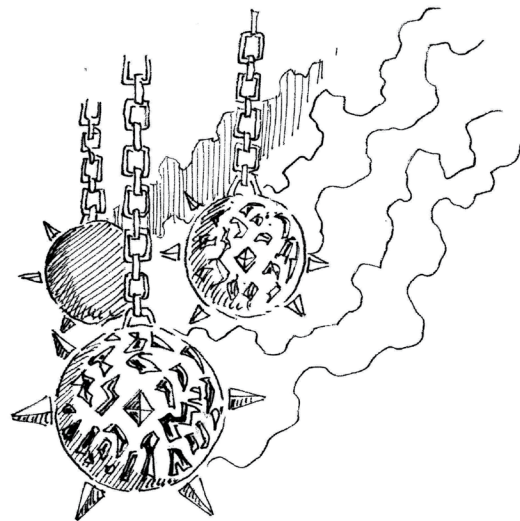
“Take this vehicle and make haste to the Church!”

Three pieces of information to reinforce to the players:

- ✦ Despoil the baptismal pool beneath the Church in town
- ✦ Perform a corruptive or heinous act to amuse the Dark Patron
- ✦ You have nine hours

The heinous act can be anything the players choose. If the Ringmaster is playing, it makes sense to pick an act that matches their Mark of Chaos. A Khorne-aligned party might want to perform an act of butchery against civilians, Nurgle might wish to poison food stores, Slaanesh may wish to corrupt the vox-casters at the church to play abominable chords across the town, whereas Tzeentch might want to try and convince the townsfolk the safest place to weather the storm would be down in the crypt by the baptismal pool. Just as planned...

This is the halfway point of the adventure, and a good opportunity to Regroup or seek Respite. Bear in mind Respite will take six of your nine hours, and gives the townsfolk and Preacher more time to prepare and dig in.



(OPTIONAL) SCENE 6: THE CHASE

The noise of the Goliath tearing up the barrens attracts the blind, rapacious creatures now overwhelmed with prey. They chase down the players' vehicle as it speeds towards Gaslight, leaping from outcrops to tear the players apart.

This chase sequence involves one character driving the Goliath, one operating the pintle Heavy Stubber and the rest in the flatbed repelling the creatures as they leap onto the vehicle.

It is played out like a regular combat with the vehicle stationary in the middle of the combat area. One or two creatures leap from the darkness every turn, this can be dialled up or down depending on how well the players are handling the encounter.

To keep things simple, it is assumed the vehicle is moving at near full speed, but taking reasonable measures to avoid outcroppings and fissures in the ground, so there is no need to move the vehicle token or miniature, simply move the creatures to represent them gaining or losing distance.

The creatures are assumed to have three 'distances':

- ✧ Far
- ✧ Near
- ✧ Boarded.

When they emerge from the darkness, they are at their furthest distance away. They move one step closer each turn. If the vehicle speeds up (a dangerous manoeuvre), they all move one step further away. Once the creatures are 'boarded', they are assumed to be clambering on the outer skin of the vehicle, claws dug into the tailgate or crawling across the bottom of the chassis - whatever is most dramatic at the time! A boarded creature may charge in a subsequent turn, or attack anyone it has boarded next to (such as someone leaning over the edge, or fallen over the side and holding on for dear life!).

CHASE ENCOUNTERS

You can use or ignore any of the following ideas to keep things exciting:

AMBUSH!

If they are not spotted (opposed Awareness vs Stealth), some creatures leap from a jagged outcropping onto the moving vehicle. Make a suitable Athletics check (perhaps opposed against the driver's Pilot skill?) - if they succeed, they land on the truck. A '6' on the Wrath Dice means they charge straight into combat, but a '1' might mean they are crushed mercilessly under the tires of the Goliath!

LEAPING CHARGE

A near creature might want to make an Athletics DN 5 check to make a diving attack against one of the truck's passengers. If they succeed, they immediately board the truck and charge the player! If they fail, they drop back a step. A '1' might mean they throw themselves down a ravine, or the player catches them mid-charge and can make an immediate attack against them!

EVASIVE MANOEUVRES

The driver may want to crush some creatures underneath their tyres or shake them loose from the truck. This could be a Pilot check against the creatures' Athletics (or Awareness if they're not expecting it) skill.

Remember the low lighting imposes a +1 DN on all ranged attacks.

COMPLETING THE CHASE

Once the GM feels the players have been suitably terrorised, or there is a natural break in the action after a particularly epic evasive manoeuvre, the creatures break off the chase and allow the players to arrive in Gaslight unmolested.

Unless there was a standout hero of the scene, award a Wrath Point to the driver for getting them to the town in (presumably) one piece.

SCENE 7: CHECKPOINT

Gaslight's walls have many entrances, all are guarded by town militia trying to repel the creatures (to moderate success).

The nearest checkpoint has three town militia (who are little more than civilians with autoguns and flak armour) who stop the truck on entry. Some of them may have been present at the show, and this is a good opportunity to bring back any story hooks created during Scene 1.

If the Acrobat killed someone during their knife-throwing act, perhaps their brother is present and immediately hostile towards the players. Perhaps one of the militia was a volunteer for the Fortune Teller's mind-reading act, and was so impressed that they vouch for the players' party and recommends they get waved through.

Otherwise, the militia are (rightly) suspicious of the Circus, but given the circumstances they will welcome all the help they can get to repel the creatures. It is a DN 4 test to persuade, deceive or otherwise bully your way through the militia checkpoint without resorting to violence.

If the players have had a long Respite however, the Preacher will have had ample time to warn the checkpoints of the Circus, which makes all tests +2 DN harder, if not immediately hostile.

SCENE 8: A NIGHT ON THE TOWN

The town is a tinder box - militia are holding off the creatures at the checkpoints and herding civilians into the Church for protection. There is very little in the way of organised defense, so the players can subvert and infiltrate to their hearts' content.

Depending on how the players want to perform their heinous act, this may just be a drive through of the town on their way to the Church.

The town has anything the players may need to commit their heinous act - perhaps a triage tent filled with helpless civilians or a water processing plant to despoil.

The panicked townsfolk are desperate for guidance and protection, and any interaction tests with them (that aren't obviously against their best interest) are DN 2



SCENE 9: THE CHURCH

The players need to gain access to the crypt beneath the Church. They can either search for the hidden entrance in a cluster of houses across the street, or simply go through the front doors.

Searching for the hidden entrance requires an Awareness DN 5 test, or DN 3 if they've been told where to find it. It requires an Athletics or Stealth DN 4 check to smash or pick the rusted iron lock and access the dark, winding maintenance tunnel leading to the crypt.

The Church is watched by a couple of priests (use the stats for angry mob) who draw the line at mutants being allowed in. They can be persuaded or intimidated with a DN 6 check, but violence is the quicker option.

Inside is filling up with refugees, huddled and scared, waiting for the all-clear signal. It would be easy to prey on fears or stoke tensions among them if the players are still looking for a heinous act to commit.

There is a passage at the back of the Church behind the altar that leads downstairs to the crypt.

Although there are numerous antechambers, twisting tunnels and false

walls in the crypt, the baptismal pool is central, open and easy to find. It is set into the ground with dusty steps that lead down into it. Three priests armed with autopistols and clubs are present and they attack the players when they arrive, shrieking battle hymns with cries of "protect the pool!" and "The Preacher warned us this day would come!"

At some point during this brief encounter, the Preacher should arrive with a few angry mob in tow (one per player character), either through the secret tunnel or from the main Church entrance, whichever way the players didn't arrive from.

She spews fiery rhetoric, directing the mob towards the Ringleader if present, or the individual carrying the daemon blood. She fights to the death, hell-bent on stopping the Circus from carrying out their dastardly deed.

The moment the daemon blood is added to the pool and the heinous act is fulfilled, read aloud or paraphrase the following:

"The water turns a violent red and shudders with unclean energies. Tendrils of energy burst from the bubbling waters, melting Imperial insignias around the crypt.

Light and warpfire dances around the pool, and awful beings erupt from it. They move quickly and efficiently, bringing a terrible wailing death to all in their path."

Their appearance is likely to be aligned to their Dark Patron, the Ringleader's Mark of Chaos or the nature of their heinous deed. An act of bloodshed might bring forth the bronze-clad warriors of Khorne, whereas spreading disease and poison might summon the footsoldiers of Nurgle, Lord of Decay.

"You are swept up in the bloodsbed, as the Dark Patron's minions pour from the corrupted pool in their dozens. Nothing present is capable of stopping them, and the Circus of Chaos is consumed by the madness, either being equally cut down or transported away, somehow, to put your first foot on the ladder to daemonhood."

This is all out of the scope for this scenario however - the deed is done and the Circus can rest, the Dark Patron satisfied with their sacrifice.



THREATS

ANGRY MOB

"What do we want? No more Chaos! When do we want it? No more Chaos!"

Use the Imperial Citizen stats from the Core Rulebook equipped with a Stubber and a Knife (torches, pitchforks, large rocks, etc)

RUIN: Burn the Witch! All attacks made by the Angry Mob this Round have the **Inflict (On Fire)** trait.

CREATURES IN THE DARK

"S'easier for 'em to tear you limb from limb when 'ey've got a set of 'em terrible teeth on each of your limbs"

Tier	1	2	3	4
Threat	E	E	T	T

KEYWORDS: **BEAST**

S	T	A	I	WIL	INT	FEL
4	3	6	4	2	1	1

Resilience			
6 (Thick hide: 2 AR)			

Defence	Wounds	Shock
3	5	4

SKILLS: Stealth 8, Weapon Skill 6, Default 5

BONUSES

TWO HEADS: When this Threat makes a Multi-Attack Action it reduces the DN penalty by 2

ABILITIES

ACTION:

Rending Maws: 6 +1 ED / Range 1

RUIN:

Twin-headed fury: The threat attacks with both heads against one target, making a Rending Maw attack but at 6 +4 ED

DETERMINATION: Spend 1 Ruin to roll 3D6

Conviction	Resolve	Speed	Size
3	2	8	Avg

THE PREACHER

"The heretical are without number, and their legions span the galaxy. But faith does not tire."

Tier	1	2	3	4
Threat	A	A	E	E

KEYWORDS: **ADEPTUS MINISTORUM, IMPERIUM**

S	T	A	I	WIL	INT	FEL
4	5	2	3	6	4	5

Resilience		
7 (Flak vest: 2 AR)		

Defence	Wounds	Shock
2	6	6

SKILLS: Intimidation 8, Weapon Skill 6, Default 5

ABILITIES

ACTION:

Pump shotgun: 8 + 2ED / Range 6/12/18, Salvo 1, Assault, Spread
Great hammer: 8 + 2ED / Range 1, AP -, Brutal, Unwieldy (1)

RUIN:

With me, siblings! As a Simple Action, the Preacher calls a mob of 2D3 Angry Mob to arrive at the scene

CHAMPION:

This threat can use Ruin actions and has 1 Personal Ruin

BATTLECRY:

Suffer not the heretics to live! As an Action the Preacher makes an Intimidation Interaction Attack against all threats with the CHAOS keyword who can hear the Preacher

DETERMINATION: Spend 1 Ruin to roll 5D6

Conviction	Resolve	Speed	Size
5	5	6	Avg



CHARACTER FOLIO

This section contains seven pregenerated character handouts to help new groups fully immerse themselves in Circus of Chaos. Each character handout is supplied with:

- ✦ A beautiful hand-drawn portrait
- ✦ A cryptic glimpse at their past life before they joined the Circus
- ✦ A brief description of how the character plays, highlighting their strengths and weaknesses
- ✦ Three sample Objectives related to the character's past life and play style
- ✦ A customisation choice inline with the character's theme

USING THE HANDOUTS

Print or screenshot the character handouts and distribute them how you see fit. The easiest system is to randomly deal the printed handouts, leaving any spares in the middle of the table. Anyone who wants to can draw one of the spares and pick between the two.

CHARACTER SHEETS

You can find pre-filled character sheets for these characters on the Dreadquill website, built using the standard character generation rules with some minor allowances for equipment compelled by Rule of Cool.

Each character also has a starting choice, often between two pieces of equipment. These skills or gear are always in addition to what is on their character sheet (unless it specifies replacing items). The character sheets only have default gear on them, not these extra pieces of equipment, so players will have to make a note of their choices on their character sheet. Everything is either in the Wargear or Talents section of the Wrath and Glory Core Rulebook.

Finally, every character has an odd trinket listed in their Gear section - a physical reminder of their past. These have no rules beyond being roleplaying aids for your characters and are a great way to teach players how to generate Wrath during the adventure! They'll certainly need it...



ACROBAT

The opera house was no place to raise children. The screams of the night became whispers by day, and the whispers spoke of freedom.

The Acrobat is silent and deadly, her high Agility makes it easy for her to go wherever she wants.

Her low Intellect and Fellowship means her people skills are lacking, and rare is the interaction that doesn't end with a blade to the throat.

Pick an Objective or roll a D3:

1. Desecrate a symbol of Imperial worship
2. Kill someone in charge of other people
3. Perform a near-impossible feat of acrobatics

CHOOSE
Mono-sword
OR
Long-las

CLOWN

Any fool can hope when success lies plainly in view. A seat at the King's table was the success the Clown dreamed of, but was fed only the scraps the dogs turned down.

The Clown is cunning and deceitful, and his high Initiative makes him both hard to hit and a deadly opponent in melee.

His low Intellect makes him frustrated with technology, and despite his enthusiasm, he should not be left alone to tend the wounded.

Pick an Objective or roll a D3:

1. Trick someone into a deadly trap
2. Perform an Intimidation attack
3. Slay at least two foes with a Multi-Attack Action

CHOOSE

Replace your 2 swords with 2 chainswords

OR

Gain 4 Frag Grenades



FORTUNE TELLER

Life in the bayeux was hard. One girl, however, was singled out by the Master of Fortune to be born lucky.

The Fortune Teller's high Willpower grants her mighty psychic powers to delude the mind, warn her of danger, or simply smite something out of existence.

Her low Strength and Agility make her a weak combatant, and she relies on her psychic mastery to power through obstacles.

Pick an Objective or roll a D3:

1. Avoid an attack while under the effects of Forewarning
2. Compel a foe to incite violence
3. Acquire a Corruption point

CHOOSE

Compel (Minor psychic power)

OR

Phantom Grip (Minor psychic power)



FREAK



The Freak was found discarded as a child, a mewling creature unfit for normal life, and adopted by a leasb-master who saw a chance for profit.

A high Toughness and Willpower makes the Freak the most resilient member of the circus and their mutation may grant them abilities that others can only dream of.

With low Agility, Intellect and Fellowship they are ponderous with their actions and find it near impossible to disguise who (or what) they are.

Pick an Objective or roll a D3:

1. Change a symbol of the Imperium to one of Chaos
2. Use your gifts to best a foe in combat
3. Acquire a Corruption point

CHOOSE

Pick one of the Aberration mutations (page 292).
Your clothes and equipment are adjusted to suit your mutation.



RINGLEADER

A wise man said that great art so often fails to find an audience with the intellect to appreciate it. The Ringleader has created much great art in the name of the Dark Patron.

The Ringleader is persuasive, cunning, and deceitful. They can talk their way out of (or into) almost any situation.

What they have in silver tongue they make up for in paper skin. The Ringmaster is best finding cover when the las bolts start flying.

Pick an Objective or roll a D3:

1. Dedicate a dramatic act to your Dark Patron
2. Turn a loyalist to your way of thinking
3. The show must go on, so assist a fellow circus heretic in need

CHOOSE

Pick one of the five options listed under the Mark of Chaos talent (page 136).



STAGECOACH DRIVER

The Cult Mechanicus preaches the spirit is the spark of life - so why would they expel a student so spirited?

The stagecoach driver excels at Tech, Medicae, and Piloting vehicles. Their strange wargear gives them an interesting box of tools to tinker with

Their low Fellowship and Initiative means they're safer at the back of the pack. They have terrible manners and next to no sense of self preservation.

Pick an Objective or roll a D3:

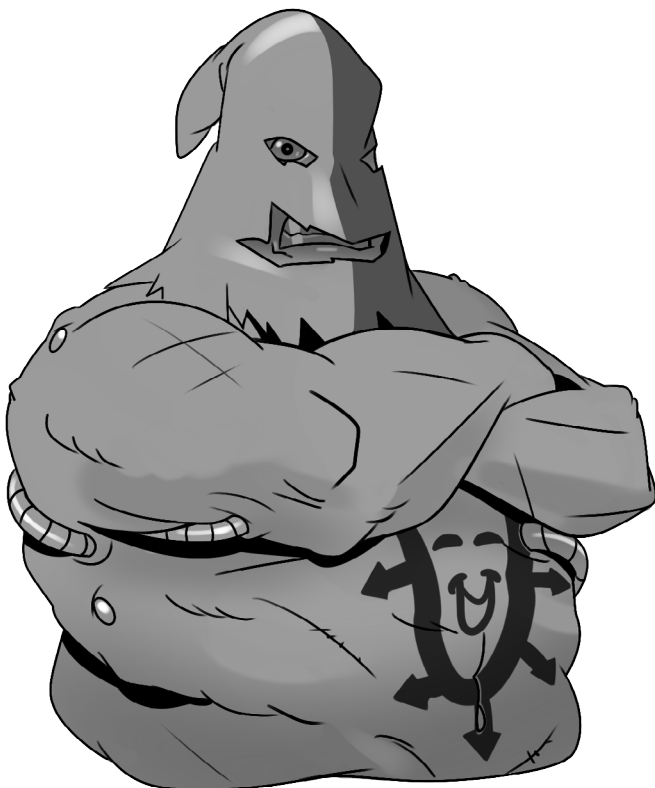
1. Improve a fellow heretic's wargear
2. Make use of something salvaged during your adventure
3. Defeat a loyalist with their own technology

CHOOSE

Ballistic mechadendrite

OR

Utility mechadendrite



STRONGMAN

The Strongman was born into strength. His outlander clan worshipped power, and when he tore himself from his birth-giver, he was heralded as a blessing of the gods.

The Strongman is a hammer, and every problem is a nail. He is powerful, intimidating, and has yet to encounter a problem he cannot brute force his way through.

Anything else is a challenge for him - he is dim-witted, clumsy, and has yet to win a single game of Spot the Servo-skull, even with the answers in front of him.

Pick an Objective or roll a D3:

1. Use your gift of strength to construct an offering to the Dark Patron
2. Defeat a worthy opponent with your bare hands
3. Deliver the killing blow to an Imperial champion

CHOOSE

Replace Primitive Armour with Flak Armour

OR

Remove the Unwieldy trait from Industrial Bludgeon

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