WARHAMMER
AGE OF SIGMAR
ROLEPLAY
SOULBOUND
PERILOUS ADVENTURES IN THE MORTAL REALMS

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INTRODUCTION

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Welcome to **Warhammer Age of Sigmar Roleplay: Soulbound**. This is your first step into the awe-inspiring and deadly lands of the Mortal Realms. One person in your group will bring the setting to life by describing the world and adjudicating your actions in it, the rest of you will explore the realms and hope to survive in a time plagued by daemons, undead, and rampaging monsters.

You are powerful heroes of the realms, chosen by the gods to stand against the forces that would see the dawn of a new Age of Chaos. You will fight to protect the people of the Cities of Sigmar while the world beyond the walls is overrun by horror and death.

You will endure. You will overcome, because you are stronger together. Your unity and selflessness will be a beacon to those around you. You are **Soulbound**.

ROLEPLAYING GAMES

Soulbound is a tabletop roleplaying game, sometimes shortened to RPG or TTRPG. If you've played computer or console RPGs (CRPGs), you're probably familiar with what to expect — you'll create your character, choosing their Species and Archetype, and then you'll venture out into the Mortal Realms. One person in your group is the Gamemaster (GM), who describes the world. Everyone else takes on the role of player characters (PCs). The PCs are the protagonists, and the GM is there to help narrate their actions and resolve any rules questions. Players tell the GM what they are doing, and the GM narrates the outcomes, using the rules as a guide. Play continues like this, with the players following the plot of an adventure the GM has prepared, or perhaps going off on their own wild adventures as the GM scrambles to improvise.

This book provides the rules for everything you need to get started. You can find new and upcoming adventures and releases on our website, www.cubicle7games.com, and the ***Soulbound Starter Set*** is a good place to start for those new to RPGs.

USING THIS BOOK

The first half of this book contains everything you need to create your character, while the second half contains information and lore about the world of **Age of Sigmar**. Players will likely use chapters **2–7** the most, though **Chapter 8: The Mortal Realms** and **Chapter 9: The Great Parch** are useful for understanding the world your character inhabits. Devout characters may want to read through **Chapter 10: Religion and Belief**, while spellcasters will need to choose their spells from **Chapter 11: Magic**. The remaining chapters contain information specifically for the GM, and should mostly be avoided by players.

Game Text

To keep things clear, this book uses some standard ways of presenting information.

Game Terms: All game terms are capitalised, so you know when you need to use all of your skill, or when you need to use a Skill.

Individual Items: Some game terms encompass other game terms. In these cases we capitalise and italicise the term. For example, Miracles includes individual Miracles such as *Divine Power;* Talents include all the various Talents you can choose from, such as *Alley Cat* or *Spellcaster;* and Conditions include the afflictions you can suffer, such as being *Blinded* and *Frightened*.

Tests: When you are required to make a Test, Tests are **bolded**, for example if you must make a **DN 4:1 Mind (Awareness) Test** to see the Skaven sneaking up on you. This is most commonly used in published adventures.

Acronyms: A number of acronyms appear regularly throughout this book. These are **GM** (Gamemaster), **PC** (player character), **NPC** (non-player character), and **DN** (Difficulty Number, for a Test).

Boxes: Box-outs appear regularly throughout the book. These usually contain guidance, additional information, and snippets of lore about the world.

Marginalia: Chapter 2: Character Creation and **Chapter 6: Rules** use marginalia. If a word or piece of text has an associated marginalia note, it is presented in **blue and bold**. These are often used to direct you to relevant sections of the book.

THE BASICS

A furious Doomseeker puts an axe through the head of a hulking Great Unclean One from a hundred feet away; a mighty Stormcast Eternal cleaves through a horde of Orruks with a sword wreathed in crackling lightning; a wild-eyed Battlemage pulls a comet from the heavens to smite a swarm of undead Spectres.

When you play **Soulbound**, you take on the role of a powerful hero who is capable of incredible feats. However, other forces stand against you. The touch of Chaos is everywhere, and the evils of the Mortal Realms will not be swept aside so easily.

Whenever an outcome of an action is in doubt, and success or failure would greatly impact the characters and the story, the GM will ask players to roll a pool of dice to determine the outcome. During play, players roll pools of six-sided dice (d6s) and the GM tells them whether they have succeeded based on the difficulty of the task. This is known as a **Test**. The number of dice you roll for a Test varies depending on your Attributes, Skills, and other traits and abilities you might have. All Tests follow the same simple steps.

1. **Create your dice pool:** Once the GM tells you what type of Test you are undertaking, gather a number of dice equal to your score in the appropriate Attribute plus your Training in your Skill. Talents and other circumstances may change your dice pool.
2. **Roll some dice:** Roll all the dice from your dice pool and compare the results against the difficulty set by the GM.
3. **Apply Focus:** For each point of Focus in the Skill you can raise a die result by one.
4. **Check for success:** After applying Focus, check to see if you scored enough successes compared to the difficulty of the Test. If so, you succeed!

All Tests in **Soulbound** follow these steps. For the complete rules on Tests, see page 123.

Rolling Dice

Soulbound uses standard six-sided dice which are common to most board games. We call these d6s, and refer to them as 1d6 for one die, 2d6 for two dice, and so on. The bundle of dice you use while you play is called your dice pool. Starting characters in **Soulbound** will usually have dice pools ranging from 1 up to 5 or 6, so it's a good idea to have at least 6d6 when you play. Though there's no harm in having many more!

THE SOULBOUND

The characters you play are **Soulbound** — heroes chosen from across the Mortal Realms for their skill and ability, and tasked with pushing back the forces of Chaos, Death, and Destruction.

An Ancient Order

The Soulbound are an ancient order dating back to the Age of Myth — a time shrouded in legend and remembered as a time of grand alliances, awe-inspiring works of magic, and the founding of colossal cities. During this time, the Pantheon of Order created the Soulbound as both servants of the gods and guardians of the Mortal Realms. As the Pantheon of Order shattered and the Mortal Realms descended into the Age of Chaos, the Soulbound faded out of memory. Now, in a time of utmost need, Sigmar has called on his godly former allies to join together again and resurrect the lost order. Many ignored the God-King's call but some of the gods answered, and now the Soulbound once more walk the Mortal Realms.

To be Soulbound is to have your essence entwined with others, binding your souls together until death. Becoming Soulbound is a phenomenally painful process, one which not everyone survives. Those that can endure the agony are bound together, their souls linking to create a powerful tether and conduit. This connection allows the Soulbound to draw upon each other's essence, protecting them from the servants of Nagash.

While there are Soulbound all across the Mortal Realms, each Binding is made up of only a handful of individuals and operates independently of other groups. In fact, most Soulbound have no idea how many groups there are and where they might be. These smaller groups can work covertly, slipping into places unnoticed where other servants of Order may not — performing necessary but questionable tasks that others may balk at.

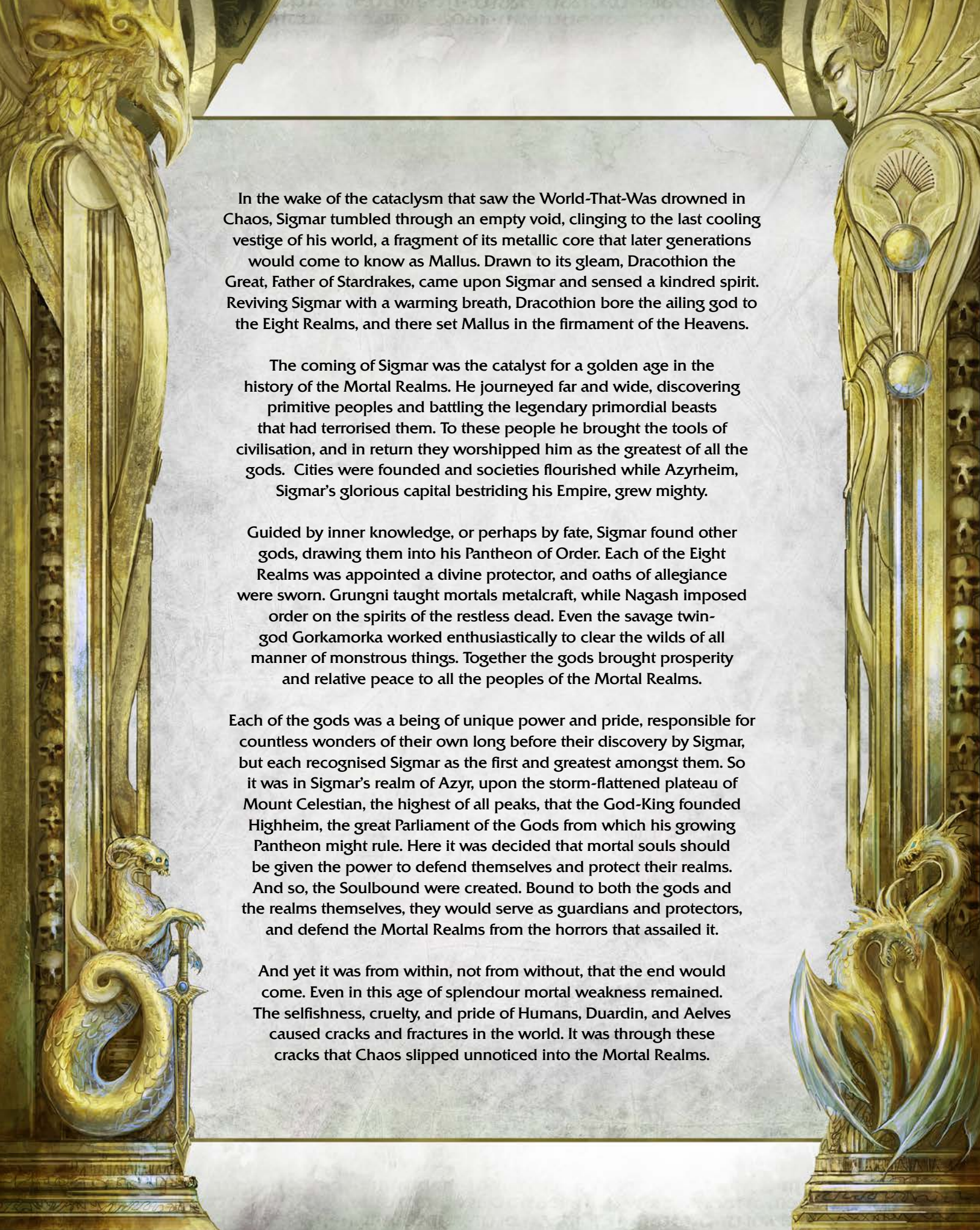
The Price of a Soul

The price of joining the Soulbound is high. You are permanently tethered to people you may not agree with or even like, and you are bound to them until you or they die. You give up any relative safety and normality that your previous life may have afforded you, and spend your days in a struggle for survival with the most hideous and corrupt evils the realms have ever known. In exchange, you can draw on the power of your Binding, pushing beyond the abilities of other mortals. Your wounds heal quicker, you no longer age — though Soulbound rarely live long enough to benefit from this — and, most importantly for some, your eternal soul is protected from Nagash, the God of Death.

When a Soulbound dies, their soul shatters, erupting in an explosion of light and energy. Some believe the soul is completely destroyed, lost forever to the aetheric energy of the realms. Others, such as the smith-god Grungni, believe that these souls eventually knit themselves back together, to one day return to the world. Even these gifts may not be enough, and many who join the Soulbound demand wealth or favours in return for binding their souls to the service of the realms.

When you play **Soulbound**, you and your friends create your own group of Soulbound, called a Binding. Your Binding is made up of individuals from across the realms, tied together by divine purpose and tasked with protecting the Mortal Realms. Exactly how and why your character decided to become Soulbound is up to you: they may have done it for altruistic reasons, striving to help the helpless; they may have done it for riches, such as a ready supply of ur-gold; or they may have had no other choice.

As you read through **Chapter 2: Character Creation**, think about how and why your character became Soulbound. Stormcast Eternals can never become part of the Binding, as they are already bound to Sigmar, so if you are playing a Stormcast Eternal, ask yourself why you are with the group. Each Archetype in **Chapter 3** presents a number of reasons why they would join the Soulbound, and can provide a useful starting point.



In the wake of the cataclysm that saw the World-That-Was drowned in Chaos, Sigmar tumbled through an empty void, clinging to the last cooling vestige of his world, a fragment of its metallic core that later generations would come to know as Mallus. Drawn to its gleam, Dracothion the Great, Father of Stardrakes, came upon Sigmar and sensed a kindred spirit. Reviving Sigmar with a warming breath, Dracothion bore the ailing god to the Eight Realms, and there set Mallus in the firmament of the Heavens.

The coming of Sigmar was the catalyst for a golden age in the history of the Mortal Realms. He journeyed far and wide, discovering primitive peoples and battling the legendary primordial beasts that had terrorised them. To these people he brought the tools of civilisation, and in return they worshipped him as the greatest of all the gods. Cities were founded and societies flourished while Azyrheim, Sigmar's glorious capital bestriding his Empire, grew mighty.

Guided by inner knowledge, or perhaps by fate, Sigmar found other gods, drawing them into his Pantheon of Order. Each of the Eight Realms was appointed a divine protector, and oaths of allegiance were sworn. Grungni taught mortals metalcraft, while Nagash imposed order on the spirits of the restless dead. Even the savage twin-god Gorkamorka worked enthusiastically to clear the wilds of all manner of monstrous things. Together the gods brought prosperity and relative peace to all the peoples of the Mortal Realms.

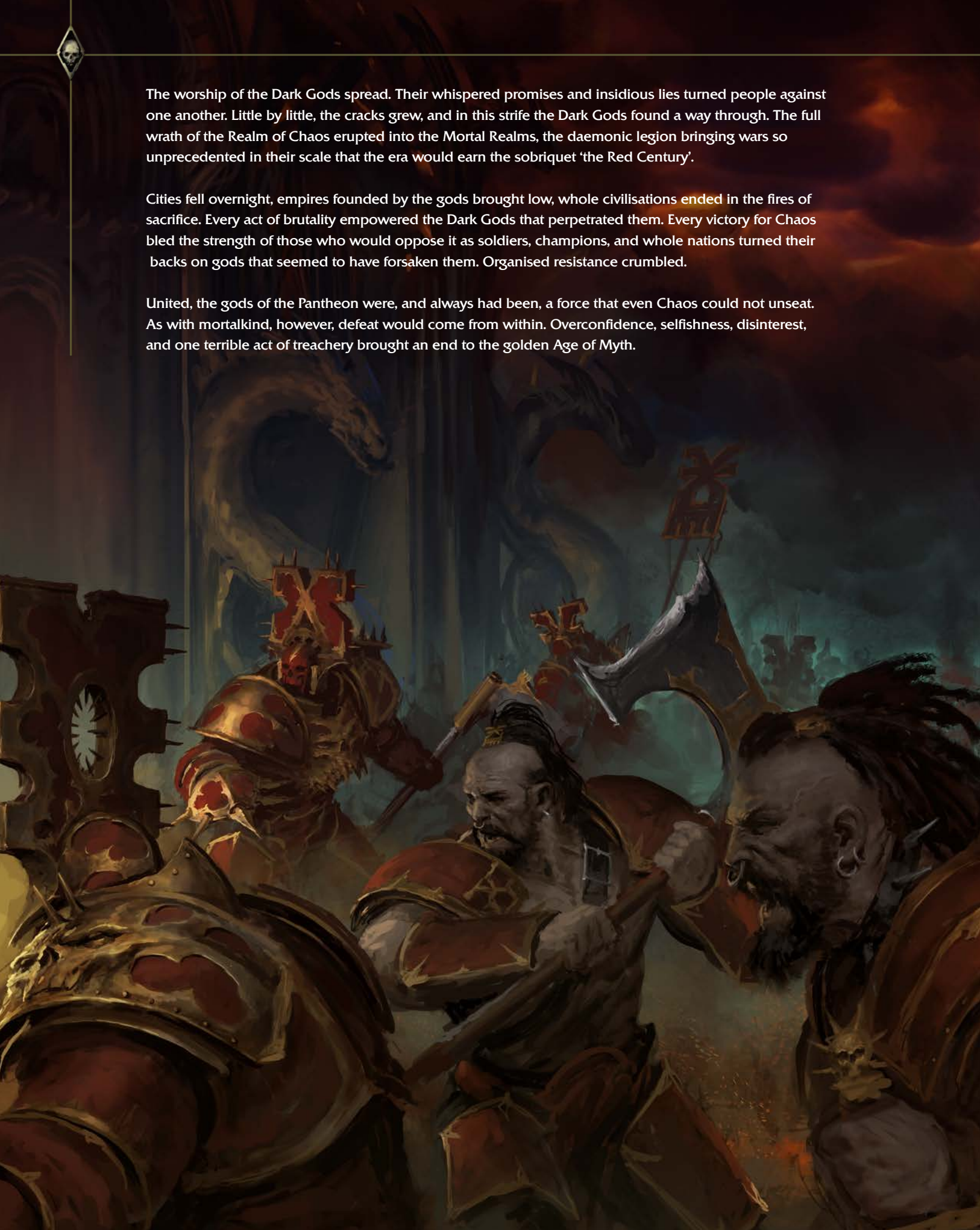
Each of the gods was a being of unique power and pride, responsible for countless wonders of their own long before their discovery by Sigmar, but each recognised Sigmar as the first and greatest amongst them. So it was in Sigmar's realm of Azyr, upon the storm-flattened plateau of Mount Celestian, the highest of all peaks, that the God-King founded Highheim, the great Parliament of the Gods from which his growing Pantheon might rule. Here it was decided that mortal souls should be given the power to defend themselves and protect their realms. And so, the Soulbound were created. Bound to both the gods and the realms themselves, they would serve as guardians and protectors, and defend the Mortal Realms from the horrors that assailed it.

And yet it was from within, not from without, that the end would come. Even in this age of splendour mortal weakness remained. The selfishness, cruelty, and pride of Humans, Duardin, and Aelves caused cracks and fractures in the world. It was through these cracks that Chaos slipped unnoticed into the Mortal Realms.

The worship of the Dark Gods spread. Their whispered promises and insidious lies turned people against one another. Little by little, the cracks grew, and in this strife the Dark Gods found a way through. The full wrath of the Realm of Chaos erupted into the Mortal Realms, the daemonic legion bringing wars so unprecedented in their scale that the era would earn the sobriquet 'the Red Century'.

Cities fell overnight, empires founded by the gods brought low, whole civilisations ended in the fires of sacrifice. Every act of brutality empowered the Dark Gods that perpetrated them. Every victory for Chaos bled the strength of those who would oppose it as soldiers, champions, and whole nations turned their backs on gods that seemed to have forsaken them. Organised resistance crumbled.

United, the gods of the Pantheon were, and always had been, a force that even Chaos could not unseat. As with mortalkind, however, defeat would come from within. Overconfidence, selfishness, disinterest, and one terrible act of treachery brought an end to the golden Age of Myth.



It did not come quickly. One small setback led to another, which led to another. Alarielle the Everqueen, a once-stalwart ally for Sigmar, was despondent at losing so much to the Plague God Nurgle and retreated to Ghyran. Gorkamorka, enraged by endless debates and politicking, roared in fury, leaving Azyr to lead a great Waaagh! across the cosmos. The Aelven gods, Tyrion, Teclis, and Malerion, along with Morathi, had their focus elsewhere and sought to reclaim the souls of their lost Aelven kin from the belly of Slaanesh. Nagash, furious at Sigmar for not aiding him in a time of need, was the final and most devastating betrayal. During a crucial battle at the Eightpoints — which exists beyond the realms but connected each one — Nagash's undead hosts turned on the Azyrite forces.

A series of calamitous defeats led to the final disintegration of what was left of the Pantheon of Order, culminating in a final catastrophic defeat at the Battle of the Burning Skies and the loss of Sigmar's great hammer, Ghal Maraz. Beaten and distraught, Sigmar abandoned the Mortal Realms and fled to Azyr, sealing the realmgates and dooming the other realms to the Age of Chaos.

Although Sigmar had abandoned the Mortal Realms to Chaos, he had not forgotten them, nor given up hope. With the aid of Dracothion and Grungni the Maker, Sigmar's most stalwart ally within the old Pantheon, Sigmar constructed the Anvil of Apotheosis. In his isolation he forged a new army, a legion of heroes imbued with the cosmic energies of Sigmar's storm and clad in Sigmarite — an army of immortal warriors strong enough to stand against the might of Chaos.

The Stormcast Eternals.

In time, Sigmar's armies grew so great that even the vast halls of the Sigmarabulum could no longer contain them. This host included not just his Stormcast Eternals but mortals as well, huge regiments of Humans, Duardin, and Aelves, the descendants of those who had fled to Azyrheim centuries before the last realmgates to the Eternal City had closed. These warriors were determined to retake their homelands from the nightmare of Chaos. Even so, Sigmar confided to his allies that he feared his army was unready, but there was no more time. Reality itself had begun to warp under the footprint of Chaos, and Sigmar was compelled at last to unleash his Tempest upon the Mortal Realms.

On that day, the skies of every realm erupted in light as Sigmar's Tempest struck. Wreathed in lightning from the heavens, the warrior hosts of the Stormcast Eternals slammed into the bloodstained earth. Each struck near a long-sealed realmgate, their only goal was to open the gates and allow the armies of Azyr to flood forth.

The Stormhosts charged into battle, calling out exultant war cries. The Long Wait was over, and the forces of Chaos would be slain. Time and again the Stormhosts hurled back the servants of the Dark Gods. Time and time again another realmgate was opened. Reinforcements charged through, bearing centuries of anger and frustration as they descended on the battlefield.

The Age of Sigmar had dawned. Hope, fleeting though it was, came to the Mortal Realms for the first time in centuries. The Cities of Sigmar began to grow around the reclaimed realmgates, and civilisation, however small, began to return.

The God-King had presented Chaos with the first unified effort at resistance in an Age.

And Chaos exulted.

Early in the Age of Myth, with the dew of creation still clinging to the Mortal Realms, the Supreme Necromancer, Nagash, proclaimed lordship over all Shyish and mastery over all the souls in its underworlds. Knowing that his fellow gods would one day seek to circumvent his divine right, Nagash set in motion a great undertaking. He dispatched his deathless servants to harvest grave-sand — the realmstone of Shyish — from the edge of his realm. Devoid of life, Nagash's servants sifted through the endless dunes for the precious realmstone and returned it to the Black Pyramid taking shape at the realm's centre. This was the work of ages, for each grain of grave-sand is said to contain a soul and only a single grain could be carried at a time, and his servants' bodies would crumble to dust under the sheer currents of finality emanating from each grain. For century upon century, long lines of undead marched like ants across great distances, each carrying their precious cargo.

Only a being as single-minded and infinitely patient as Nagash could have implemented such a plan.

As his grand act drew closer, the gods became alerted to the scale of Nagash's ambition, and sent malign portents to their followers to gather their armies and march with all haste on Shyish. Their efforts unbalanced Nagash's ritual, but could not prevent it. The Black Pyramid sank towards the core of the Realmsphere, creating a vortex known as the Nadir of Shyish, and reordering the cosmic geometries of the entire realm. Magic that had previously flown towards the borders of the realm now flowed towards its centre.

To Nagash.

Unbeknownst to the Undying King, a small cabal of shadowy Skaven agents had become trapped in the Great Black Pyramid. They were a living speck of Chaos amongst the workings of Nagash's grand spell, and their presence disrupted the ritual, causing the eldritch energies to erupt and overflow.

Nagash, the Supreme Necromancer, absorbed as much of that power as he could, the rest escaping in a cataclysmic eruption of Death Magic that rocked the Mortal Realms. The dead rose throughout the realms, erupting from within cities and slaying all who lived. An onslaught of phantasmal hosts scoured the lands, aiming to snuff out all life. The nature of magic changed forever, as predatory living spells stalked the lands and decimated all in their wake.

The Necroquake had struck.

The God-King and his followers now faced not only the forces of Chaos and the rampaging Greenskin Hordes, but Nagash's legions of spirits and undead servants. His Stormcast Eternals had won a few small victories, but Sigmar knew it would mean nothing if these new cities could not be held.

Once more he called to his old allies. Alarielle, arisen from years of isolation, had taken on her warrior aspect and was quick to ally with the God-King once more. Morathi, though no true god, surprised all by pledging some small amount of support. Of Teclis and Grungni, none can say, but many believe they work with Sigmar even now. The other gods ignored Sigmar's call or would join in time, but for now the God-King and his allies would do what they could.

The newly constructed Cities of Sigmar needed to be defended, lest hope be lost forever. But the Stormcast Eternals and the forces of Order are fighting countless battles in eight near-infinite realms, and are stretched to the breaking point. The people of the realms cling to what they have. Howling maelstroms of the living dead sweep across the land, cannibal warriors soaked in blood rampage through settlements, and the Dark Gods lurk at the edges, waiting for their moment.

Once more, the gods turn to the people of the Mortal Realms to defend themselves. Once more, the mightiest souls and most powerful mortals of the realms are called together. Once more, arcane rituals bind champions to an ancient order of heroes.

Now, on the brink of an unending Age of Death, the Mortal Realms need you.

Arise, SOULBOUND!

CHARACTER CREATION

2

As you adventure in the Age of Sigmar, you see the realms through the eyes of your character. This chapter presents a step-by-step guide for how to create your own character for **Soulbound**. Your character is already a strong and capable champion, able to stand toe-to-toe with the forces of Chaos and face the evils of the world without flinching. Even among the greatest heroes of the realms, your star burns a little brighter. You are truly exceptional — which makes you a threat. There are forces allied against you who wish to see your light extinguished. You will need strength, skill, and the help of trusted friends and allies if you hope to survive

Everything you need to know about your character's abilities are tracked on your **character sheet** (see pages 343-4). We have also provided a number of ready-to-play characters online at www.cubicle7games.com and in the ***Soulbound Starter Set***. These can be a great way to get a game of Soulbound up and running as quickly as possible, particularly for players who are brand new to RPGs. If you'd like to create your own character, this chapter presents a step-by-step guide to do just that.

When you're deciding what type of character you want to play, it's a good idea to talk to the other players about the type of group you want to create together. Find out what Archetypes the other players have their eye on and discuss your own options. While it is perfectly fine to have two of the same Archetype in a party, you might find that they begin to step on one another's toes — plus it's always more fun to feel special and unique! Be sure to discuss with the GM the type of game they would like to run or what they have planned. If they have plans for

you to be under orders from a zealous priest of the Devoted of Sigmar, then it might be a good idea to sideline that bloodthirsty Darkling Sorceress for another day.

Your group is Soulbound, so they already have a reason to work together. They represent some of the greatest warriors and most powerful people of the Mortal Realms, brought together by the gods to help push back the tides of Chaos, Death, and Destruction. Some of you may have joined for honour and glory, others for riches, and some may have had no other choice. What binds you and your group together is one of the most important aspects of character creation. This is discussed in detail in **Step 6: The Party**. Further guidance on getting the party together and running a Session 0 is detailed in **Chapter 12: The Gamemaster**.

Creating a Character

To create your character for **Soulbound**, the first thing you need is a blank character sheet (see page 343, or the downloads section of www.cubicle7games.com), or some scratch paper. When you're ready, you'll follow eight steps to create your character, noting down the choices you make on your character sheet. At various points throughout this chapter there are optional and alternative rules for approaching character creation. If one of these options interests you, be sure to ask your GM if they are happy with you using it. They may be fine with it, prefer not to use it, or ask that each player uses the same method of character creation. **Chapter 12: The Gamemaster** discusses using optional rules during character creation.

CHARACTER CREATION SUMMARY

1. Choose Your Archetype, page 20
2. Attributes, page 26
3. Skills and Talents, page 27
4. Equipment, page 28
5. Adding Detail, page 28
6. The Party, page 34
7. Bringing Your Character To Life, page 35
8. Finishing Touches, page 38

Freeform Character Creation

If you have a very particular type of character in mind that you would like to play that isn't listed as an Archetype, or if you simply want more control over character creation, you can use freeform character creation. To do this, take the following steps:

- Your Body, Mind, and Soul all begin at 1.
- Choose any Species.
- You have 35 XP to spend on increasing your Attributes, gaining Skills, and learning Talents.
- You can choose two Common weapons or a Common weapon and a shield, and you can choose Common Light or Medium Armour.
- If you are a Kharadron, you instead choose one of the sample rigs on page 116.
- If you are a Fyreslayer, you instead choose a number of ur-gold runes equal to your Soul (see page 117).
- You begin with 200 drops of Aqua Ghyranis to spend on additional equipment.
- If you are a Stormcast Eternal, you instead begin with 40 XP, and your equipment has the *Sigmarite* Trait. You begin with 100 drops of Aqua Ghyranis to spend on additional equipment

For further optional rules for character creation, see page 295.

1) CHOOSE YOUR ARCHETYPE

ARCHETYPES
Free Peoples, page 47
Daughters of Khaine, page 54
Fyreslayers, page 57
Idoneth Deepkin, page 61
Kharadron Overlords, page 65
Stormcast Eternals, page 69
Sylvaneth, page 74

Your Archetype represents who you are when you begin playing **Soulbound**. It defines your starting Attributes, your faction or cultural heritage, your Species, and the Skills, Talents, and equipment you can choose when you begin play. The Archetype you choose determines your place in the Mortal Realms and impacts how others react to you: a pious priest of Sigmar will react much differently to a towering Stormcast Eternal than they would to a wild-eyed Duardin Doomseeker.

There are 23 Archetypes to choose from, each with its own unique abilities, strengths, and weaknesses. Full descriptions of each Archetype are listed in **Chapter 3: Archetypes**.

WAAAGH! About the Greenskins?!

This book presents five Species (Humans, Stormcast Eternals, Aelves, Duardin, and Sylvaneth) but many more exist. From mighty Orruks and towering Ogors, to diminutive Grots and sneaky Skaven, to beautiful Vampires and twisted Ghouls, and even the mysterious Seraphon; the realms are filled with a myriad of unique Species. Not all such Species are suitable as player characters and would struggle to function in a group (or safely walk through a city), but some can and have allied with the forces of Order in the past. We will explore these unconventional heroes in a future product. If you can't wait, page 296 provides guidelines on creating your own Archetypes and Species.

Species

Your Archetype also determines your Species, or offers a choice of Species. Each Species is unique and offers a different perspective from which to experience the Mortal Realms. There is often a huge difference in culture, lifestyle, and beliefs within each Species — you need only look to the Duardin Fyreslayers and their Kharadron cousins for proof. The following section focuses on the common physical features and traits of each Species. For more information on each Species' culture and beliefs, see **Chapter 8: The Mortal Realms**.

Each Species grants a unique Species Bonus. This bonus is applied after determining your Attributes, Skills, and Talents.

HUMAN

Humans are one of the most numerous and widespread of the mortal species, surpassed in sheer numbers only by the ubiquitous Greenskins and the innumerable Skaven hordes. Though not as tough or as strong as a Duardin, Humans produce some of the most celebrated warriors in the realms. Though lacking the innate magical aptitude of the Aelves, a Human mage can, with discipline and determination, still hope one day to equal their Aelven counterparts.

Humans are a vigorous and inventive species, driven by their shorter lifespans to always seek the closest opportunity and to grow and further extend the borders of their lands. This will drive countless Humans to greatness, perhaps even into the ranks of Sigmar's Stormcast Eternals, but it also proves the downfall of many. The lure of immortality and easy power is keenly felt in Humans, whether through the necromantic arts, in exchange for undying servitude to Nagash, or the promise of strength and glory in the legions of Chaos. Humans are far from alone in succumbing to temptation, but the majority of those who have become slaves to darkness are Human — or were once.

Indeed, even **Archaon Everchosen**, Exalted Grand Marshal of the Apocalypse, was once a mortal man.

Humans can be found almost anywhere, and in great physical variety. A wanderer from the savage veldts of Ghur looks very different to a shepherd from the flame-kissed deserts of The Great Parch or a dockhand from the sludge wharfs of Greywater Fastness. Their ways of life and cultures are similarly distinct. As the only Human deity, Sigmar is the most widely worshipped, particularly as many Humans descend from those refugees who sought sanctuary in Azyrheim at the onset of the Age of Chaos. There were, however, Humans who weathered that long age without the protection of Azyr. Some never wavered in their faith, or found that faith restored on his glorious return, but many found other deities and false gods to turn to.

Most Humans spend their days behind the walls of one of Sigmar's cities, or in the fields immediately surrounding them, never stepping foot into the deadly lands beyond Sigmar's light. Only the truly powerful, or those with a death wish, dare to venture far, and only under grave need.

SPECIES BONUS: ADAPTABLE

The Humans of the Mortal Realms are known for their adaptability, even in the most unusual of circumstances. Humans can turn their hands to almost any skill or craft, and are quick to assimilate the knowledge and teachings of other Species and cultures.

- You gain one additional Talent. This can be any Talent that you meet the requirements for from **Chapter 4: Skills and Talents**.

STORMCAST ETERNAL

Stormcast Eternals are not born, but made, forged from mortal souls, alloyed with the celestial energies of the Cosmic Storm, and beaten into the living weapons of Azyr upon the Anvil of Apotheosis. All Stormcast Eternals were once paragons of humanity. Many were warriors or wizards, but not all, for the skills of war can be taught, while honour, courage, or simple faith cannot.

There are three stages to the creation of a Stormcast Eternal. In the Chamber of the Broken World, the chosen are blasted apart by heavenly lightning, the souls painstakingly remade before entering the Cairns of Tempering, wherein the spirits are blended with the Gifts of the Gods. The final stage is the Anvil, whereupon they are smote by the World Hammer, infusing those who endure with a portion of the God-King's own divine might. Few indeed are the heroes who can survive the rigours of reforging, but those who do emerge are effectively immortal, death bringing about merely dissolution into the lightning from whence they came, blasting their spirit back to Azyr to commence the punishing ordeal anew.

HUMAN FACTIONS
Collegiate Arcane, page 187

Devoted of Sigmar, page 190

If you have the *Spellcasting* Talent, you can not use the Human Species Bonus to take the Talent again.

ARCHAON THE MORTAL
There is a tale so ancient that it can only have come from the World-That-Was, which states that in another world, the Everchosen was a devout man, a templar of Sigmar. Whatever the truth of the story, the God-King will not speak of it, and those few that dare ask the Three-Eyed King are answered with a painful death.

HUMAN, YET NOT

Most, if not all, Stormcast Eternals are forged from a Human soul. Though they still resemble Humans, albeit in an idealised form, their physical traits have changed so much as to be almost unrecognisable from what we consider Human. Worse yet, the reforging process gradually robs them of their humanity piece by piece, widening the divide between what they once were and what they have become. In game terms, this means that the Stormcast Eternals are considered to be a different Species.

For more information on the Stormcast Eternals, see page 196

A Stormcast can stand upwards of 9 feet tall, with a physique sculpted by the hands of divine smiths. In spite of their enhanced strength and abilities, the Stormcast Eternals are still, essentially, Human, hailing from diverse cultures from across all eight Mortal Realms. For some Stormcast, particularly those who have fallen and been reforged many times, their exalted nature is more obvious. Lightning may spark from their fingertips, or their voice may growl with thunder when angered. Those of exemplary faith may develop a golden halo akin to that of the God-King himself, whereas the more bullish crusader may find their skin growing as hard as the thrice-blessed sigmarite in which they are clad.

All Stormcast lose something of themselves to the reforging and memories of their mortal lives are often the first to go. Few are the Stormcast who can recall what it was to be mortal, and in their zeal to root out and destroy all traces of evil, they inspire as much fear as awe and devotion.

SPECIES BONUS: REFORGED

Death is not the end for a Stormcast Eternal. When they fall in battle, a Stormcast's soul is called back to Azyr to be reforged upon the Anvil of Apotheosis. There they are gifted new life through the craft of the Six Smiths and the will of the God-King Sigmar. With their bodies remade and their souls plucked safely from Nagash's grasp, the Stormcast Eternal is reborn and can return to their work.

- During character creation, roll 1d6 to determine how many times you have been Reforged. If you roll a 6, roll again and add the results together. Continue doing so for any result of 6.
- When you die, you may be **Reforged**. As the reforging process can take anywhere from hours to years, work with your GM to determine a narratively appropriate time for your return.
- Stormcast Eternals are bound to Sigmar. They can't become Soulbound and can't use Soulfire.

Though Sigmar strove for years to perfect the reforging process, the need for his Stormcast Eternals was so great that his hand was forced. There is a flaw in the reforging process, one that is passed down to each Stormcast Eternal. Each time they are reforged, the Stormcast Eternal is changed in some subtle way. They may grow distant and emotionless, their memories may become fractured, or they may develop some ritual habit, such as tattooing their body in the hopes of remembering their past lives. Some of these flaws manifest physically, like eyes that crackle and spark with lightning, a voice that sounds like two people speaking at once, or a perpetual chill wind around the Stormcast. As the Stormcast Eternal is reforged again and again, these flaws become more pronounced, to the point where those Stormcast that have undergone dozens or even hundreds of reforgings are barely recognisable as Human. Mortals that spend time in the company of a Stormcast Eternal cannot help but be affected by their unsettling behaviour.

Shiny and New

Most Stormcast Eternals encountered in the Mortal Realms have experienced at least one death, with many counting their reforgings in the dozens. However, if you would like your Stormcast Eternal to be newly forged, simply chat with the GM and let them know. Playing a 'new' Stormcast Eternal provides unique roleplaying opportunities, as they are living with the uncertainty of what will happen when they die and the fear of the excruciating reforging process. It also gives an opportunity to roleplay a change in character brought about by the strain of the reforging process.

Similarly, if you have been reforged multiple times, it can be fun to detail the manner of your death or any phantom aches and pains you might have. You can then share these stories with your allies or fellow Stormcast Eternals.

AELF

The Aelves have always been rare, a handful of Lion Rangers in their mountaintop monasteries, a solitary Loremaster in the White Tower, and almost all are found within Azyr. A few proud nobles did forge kingdoms in the wider realms, but these were small holdings or else comprised entirely of other Species and ruled by Aelven elite.

The four Aelf gods discovered the souls of their lost kin from the World-That-Was in the belly of Slaanesh, and in the last days of the Age of Myth enacted a plan to entrap the Chaos god and release the souls they had consumed.

Thus began a late flowering of Aelven civilisation. But the Aelven souls reclaimed in this way were no recreation of those who had been taken from the World-That-Was. They had been marked by their ordeal, and each would be influenced by the magic of the god who guided them towards rebirth. The Aelves born to Malerion, in Ulgu, are dark and terrible to behold. Those crafted of Hysh are numinous creatures of white light and soaring pride. The Scáthborn of Morathi, meanwhile, are serpentine or winged monstrosities, twisted by the vileness of their captor — or perhaps their creator.

All Aelves share physical characteristics, the signature tapered ears for example, as well as sublime physical grace and beauty. Aelves have a natural sensitivity to the underlying forces of the realms, allowing them to adapt to extreme environments where even an Orruk would struggle to survive. This same natural attunement to the realms fuels their natural affinity for magic. From the deep sea dwelling Idoneth Deepkin to the arboreal Wanderers, Aelf and land share an almost symbiotic bond.

Aelves are extraordinarily long-lived, although this too can vary between lineages. The Khainite Witch Aelves with their rejuvenating blood rituals are almost immortal, whereas an Idoneth would be fortunate to see the end of their third century.

AELVEN FACTIONS
Darkling Covens, page 188
Daughters of Khaine, page 189
Idoneth Deepkin, page 193
Scourge Privateers, page 195

All Aelves, regardless of origins, are beings of lofty arrogance. This manifest sense of superiority can often appear as callousness or cruelty, but even the most benign regularly cross into condescension when dealing with 'younger' Species.

SPECIES BONUS: LONG-LIVED

Aelves live long and varied lives. During their many years, most Aelves seek a calling or focus to help ground them in the ever-changing landscape in the Mortal Realms. Some are drawn to study or a particular craft, while others hone their body to peak performance. Whatever they choose, there is a ritual to it, marked by stages in learning and progression. These incremental steps are used as a tether to mark their place in the ever-flowing river of time.

- You gain an additional 2 XP to spend on Skills during character creation. This XP must be spent on the same Skill.

DUARDIN

Renowned for their mastery of metal and stone, the Duardin are doughty warriors and skilled builders.

DUARDIN FACTIONS
Fyreslayers, page 192
Kharadron Overlords, page 194

From their subterranean halls, the Duardin of the Dispossessed clans brood over the ruins of the once-great Khazalid Empire, doing things as they have always been done and fighting to regain every scrap of land and treasure that had once been theirs. It is said that they would sooner be poor in the lands of their ancestors than prosper elsewhere.

The Kharadron long ago left their failing mountain kingdoms behind them, instead constructing great airborne realms above the clouds. The Kharadron are highly mercantile and meritocratic, devoted solely to the accumulation of wealth, and their reputation as hard bargaining misers is well known across the Mortal Realms. Like all Duardin, the Kharadron pay homage to Grungni the Maker, but most prefer to depend on their own science and ingenuity than lean on any god. Many still hold a grudge against Grungni for forsaking them during the Age of Chaos.

The Fyreslayers are the heirs of the Duardin's warrior-god Grimnir, and each is a fanatical warrior, devoted to their dead god. Their fury in combat and unbreakable oaths are legendary; a Fyreslayer will famously never accept a single coin in payment for an oath unfulfilled. For a Fyreslayer, the accrual of gold is a spiritual act, one for which they must first prove themselves worthy.

In free cities throughout the Mortal Realms, there are descendants of the Khazalid Empires — those who fled to Azyrheim during the Age of Chaos — who keep to their traditions in their own ways. These Duardin built new homes alongside Humans, Aelves, and others. Their skills as artisans and toughness in battle serves them well as Freeguild auxiliaries and in the Ironweld Arsenal.

Duardin are stoutly built, typically standing no taller than the average Human's chest, but are considerably broader through the shoulders and heavily muscled. The Dispossessed and the Fyreslayers appreciate the importance of a full and voluminous beard, and will never voluntarily cut it during their lives. Correspondingly, they hold that

a beard's length is directly representative of the wearer's age and wisdom (both highly respected in many Duardin traditions), and its bearing is similarly reflective of character. Bearded Kharadron, ever practical, regularly trim their beards to more readily fit within their suits of Arkanaut armour and place more value on a Duardin's known accomplishments than their grooming. This is, of course, a bone of some contention between the subcultures.

All Duardin value wealth, venerate their ancestors, and have lengthy memories, particularly when pertaining to unpaid debts and old grudges. The difference between the Duardin factions lies largely in the details, for while a Fyreslayer will die by the spirit of their oath, a Kharadron relies on meticulously drafted written contracts and will likely feel no qualms about exploiting any loophole in an agreement that is anything less than watertight.

SPECIES BONUS: TOO STUBBORN TO DIE

The dedication, stubbornness, and grit of the Duardin is known throughout the realms. Whether in the skies high above Barak-Nar or the molten stone beneath Vorstargi Mont, something within the Duardin refuses to give up. The other species chuckle that even the Undying King Nagash is not foolish enough to claim a Duardin soul before they decide they are good and ready to die.

- Your maximum Wounds increases by 2, giving you two additional spaces on your Wound Track (see page 39).

SYLVANETH

Sylvaneth are born from soulpods and their fey spirits are shaped from life magic; their physical bodies grown from the Wyldwood. Sylvaneth favour a humanoid aspect over other shapes. There is a great variation among their size and shape, as both spirit and body are crafted towards a definite purpose. A Sylvaneth's bark acts as armoured skin, beneath which is a heartwood core. The bark can vary wildly in colour and pattern, and may be further adjusted by the immediacy of its needs, becoming thicker when fighting or lighter when on the run. Sylvaneth often encourage plants to grow on their bodies, adorning themselves in crowns of living flowers or mantles of lush vines. Many grow manes of twigs on their heads that resemble hair, or jagged branches that act as horns or antlers. The visage of a Sylvaneth is shaped by the knots and hollows in their heads, with fey lights glowing from the pits of their eyes. A Sylvaneth's face does not typically change with age, but instead remains locked in whichever expression the Sylvaneth consciously adopts.

All Sylvaneth are bound to Alarielle's Spirit-Song, woven with divine love and wisdom, which resonates within each of Alarielle's children and grows stronger when they are gathered together. It is a source of limitless comfort to the Sylvaneth, bolstering and strengthening them. To be separated from the Spirit-Song is any Sylvaneth's greatest fear.

The Sylvaneth can feel the presence of water even far underground, much to the awe of the people of Aqshy. Many of these water-finders have become beloved of the Aqshians, who are quick to aid Alarielle's Children if they are ever in need.

For more information on the Sylvaneth, see page 197

Spirit-Song

In Ghyran, the Sylvaneth are connected through the Spirit-Song, a haunting melody that allows them to communicate over vast distances. However, beyond Ghyran they are cut off from their goddess's song — a truly terrifying realisation for any Sylvaneth. They still perceive echoes of it but many would rather return to Ghyran than risk the madness and melancholy that affects many Sylvaneth who can no longer hear the Spirit-Song.

While in the Realm of Life, a Sylvaneth can add their own harmony to the Spirit-Song in order to communicate with another Sylvaneth in the realm. To do so, they must make a Soul Test. The GM determines the difficulty based on the target's distance and any other pertinent factors. No Skills are used for this Test. The communication is non-verbal but the recipient of the message understands the intent completely.

Sylvaneth can communicate with one another through the song over vast distances, adding their own verses into the harmony. Verbal communication is employed only when speaking with non-Sylvaneth, and their voices range from a reedy whisper to a groaning rumble. Only a Sylvaneth accustomed to outsiders who desires to make them feel at ease bothers trying to move the hollow of their mouth when speaking, otherwise their face remains unmoving.

The inclinations of the Sylvaneth are unlike those of other Species. They have no desire for riches or power, their motivation is the protection of the natural order. In this respect, their ambitions are more far-sighted than those of other peoples. The immediacy with which Humans and Duardin react to the world around them has led the Sylvaneth to distrust them. Sometimes this view manifests as outright hostility to outsiders, while at best a Sylvaneth will have a kind of nurturing pity towards outsiders because they seem incapable of accepting or appreciating their own place in the natural order.

SPECIES BONUS: NATURAL ARMOUR

A Sylvaneth's body is made from bark that is suffused with Alarielle's magic. This hardened bark is able to resist some of the damage dealt by blades, bullets, teeth, claws, and other weapons.

- Your base Armour is 2. If your natural Armour is damaged, it regrows and is repaired after a Rest. You cannot wear armour, but your natural Armour can be reinforced. See Ironbark Oil on page 109 for more details.

2) ATTRIBUTES

Attributes describe your innate capabilities — your physical prowess, your intelligence, and your strength of will. Each character in Soulbound has three core Attributes: Body, Mind, and Soul.

BODY

Body represents your physical strength, your reflexes and coordination, and your overall body awareness. Characters with a high Body tend to be able to hold their own in a fight and rarely balk at manual labour.

- Your Body affects your **Melee** (your effectiveness in close combat) and your **Defence** (your ability to avoid damage).

MIND

Mind represents your intelligence, your awareness and perception, your deductive reasoning, and your ability to think on your feet. Characters with a high Mind are often inquisitive, quick witted, and studious, and are adept at thinking their way around a problem. Mind is also important for wizards and practitioners of the arcane arts.

- Your Mind affects your **Accuracy** (your ability with ranged weapons), **Initiative** (your reactions in combat), and **Natural Awareness** (your inherent awareness of your surroundings).

Melee, page 38

Defence, page 39

Accuracy, page 38
Initiative, page 40
Natural Awareness, page 40

SOUL

Soul represents your inner being. It is your sense of self, your spirit and determination, and your ability to resist the influence of Chaos. Characters with high Soul are frequently spiritual leaders or champions, and are absolutely assured in their beliefs.

- Your Soul affects your **Mettle** (your effectiveness with Miracles and ability to take extra actions in combat).

Attribute Rating

Each Attribute has a rating. For player characters, this rating ranges from 1 to 8, but some powerful creatures have even higher Attributes. The average person has a value of 1 or sometimes 2 in each Attribute, but player characters often far exceed these norms. Your Attribute Score is shown in parentheses, such as Body (3), Mind (2), or Soul (4).

Your Attribute rating determines your initial dice pool when making a Test. A Knight-Questor with Body (4), for example, rolls 4d6 when making a Body Test. Attributes increase as you advance and grow, and may even decrease if you suffer a grievous wound or trauma.

Starting Attributes

Your starting Attributes are determined by your Archetype. This array is representative of a 'typical' example of that Archetype, and reflects a certain level of competency in the Archetype's core Attributes.

MODIFYING ATTRIBUTES

Once you have chosen your Archetype you can move on to step **3) Skills and Talents**. If you would like to modify your starting Attributes, you can choose to swap the values of two Attributes before moving on to the next step.

Example: *Zoe chooses the Isharann Soulscryer Archetype, giving her Body (1), Mind (2), and Soul (4). She decides she wants to shape her Soulscryer into one of the terrifying Isharann Soulrenders of the Idoneth Deepkin. She swaps the values of her Body and Soul to give her starting Attributes of Body (4), Mind (2), and Soul (1).*

3) SKILLS AND TALENTS

Skills represent a character's competency and experience in a particular area, while **Talents** are unique abilities and tricks that your character has learned throughout their life. When you select your Archetype, you have a number of Skills and Talents to choose from, and you attain new Skills and Talents as your character advances. A comprehensive list of Skills and Talents can be found in **Chapter 4: Skills & Talents**.

Skills

Your ability with a Skill is represented in three ways: you can be **Untrained**, have **Training**, or have a **Focus**. A character who is Untrained in a Skill uses their basic Attribute score to determine their dice pool when making a Skill Test. A character who has Training in a Skill adds an additional 1d6 per level of Training to their dice pool when making a Skill Test. A character who has Focus in a Skill gains a +1 bonus per level of Focus to the result of a single die after making a Skill Test. There are 3 levels of both Training and Focus, which are shown as Training (1), Focus (2), and so on.

You begin play with both Training and Focus in your Archetype's **Core Skill**. Each Archetype also lists an amount of Experience Points (XP) which you spend to gain Training and/or Focus in new Skills or improve your Core Skill. As you are creating your character, be sure to track the Skills that you have Training and Focus in on your character sheet. The cost of learning Skills is listed in **Advancement**, on page 41.

Mettle, page 40

CHOSEN OF CHAOS
Characters with a weaker soul are more susceptible to the corrupting influence of Chaos and can quickly become slaves to darkness. However, many of the most powerful followers of Chaos are those who are completely assured that their way is the right way. These beings have incredibly powerful souls and are as stalwart in their beliefs as any Excelsior Warpriest.

Aelves begin with 2 additional XP to spend on Skills.

CUSTOM BUILT
If you would like to have more control of your characters starting Attributes, Skills, and Talents, page 296 has rules for creating your own Archetypes. For even more customisation, page 295 has rules on building characters using points instead of Archetypes

Example: *Marie has decided to play Vel Arturious, a Knight-Questor of the Stormcast Eternals. Vel's Core Skill is the Weapon Skill, so she begins with one level of Training and Focus in this Skill. She has an additional 7 XP to spend on her Skills. She spends 1 XP each on Training (1) in Athletics, Determination, Fortitude, Intimidation, and Might. She spends a further 1 XP each on Focus (1) in Determination and Theology.*

Talents

Talents are special powers, tricks, resources, and abilities your character can utilise during the course of play. These are a Battlemage's ability to cast powerful spells, an Auric Runesmiter's sense for the presence of ur-gold, or the divine blessing of Sigmar that allows an Excelsior Warpriest to heal their allies.

Humans begin with one extra Talent.

Your Archetype lists your **Core Talent**. **You begin play** with this Talent, and it is often used as a shorthand for what the Archetype does or is: a Battlemage casts spells, an Auric Runesmiter is one of the chosen of Grimnir, and a Knight-Questor faces the worst threats the realms have to offer.

As you advance, you gain access to more Talents by spending Experience Points. Many Talents have requirements you must meet to purchase them, such as your Archetype, Species, an Attribute rating, or possessing the right equipment. As you create your character, it is a good idea to look through the Talents in **Chapter 4: Skills & Talents** to see which ones look exciting and fun to you. By doing this, you can plan out what Skills or Attributes you need to meet — if you want to take the *Spellcasting* Talent, for example, you will need to have Training and Focus in the Channelling Skill.

4) Equipment

The Mortal Realms are a violent and treacherous place, and while you may be a competent hero, it is always worth being prepared. Each Archetype has a list of essential equipment that you begin play with. Your Archetype also lists a number of drops of Aqua Ghyranis, which has become popular as standardised currency in the Cities of Sigmar. However, a lot of commerce in the Mortal Realms is done through bartering and trade. Usually the value of something is determined by who you are dealing with — traders in the parched lands of Aqshy will pay a high price for a flask of water, while those in the verdant Realm of Ghyran have little use for it.

For more information on trade in the Mortal Realms and a list of additional equipment, s**ee Chapter 5: Equipment**.

5) Adding Detail

Your Archetype and the numbers on your character sheet are only the start of your story. Now is your chance to really begin to flesh out your character and think about who they are, how they got here, and what they want.

Name

All manner of names are used throughout the Mortal Realms. Some are old, with a history that stretches back to the Age of Myth and beyond. Some are new, born along with the new families, clans, and cities that have risen in the realms since the dawning of the Age of Sigmar. With such a variety of peoples, history,

species, traditions, and language, you can freely choose (or imagine) any name you like. We have included some tips and examples to help you choose the name that is right for your character based on their Species.

HUMAN NAMES

Humans tend to have a forename and surname, and their names are amongst the most varied in all of the realms. They put less stock in the value of a name than many of the other Species and as such are quick to change their names, adopt nicknames, and embrace the naming conventions of other cultures.

Example Human Forenames: Aisha, Alzheer, Armand, Belta, Byrun, Carazo, Claudio, Crellis, Dumala, Dinaim, Eklya, Francas, Gerot, Hanniver, Havard, Horrin, Ingrin, Isa, Kalja, Lutha, Mathias, Niara, Ninian, Olfren, Owain, Palem, Samriel, Sanasay, Seguin, Sol, Tessa, Utrecht, Valdemar, Wolfgardt, Xan, Yare, Zana, Zelja

Example Human Surnames: Aelhad, Altenbach, Arul, Bemyr, Bok, Callis, Chown, Danst, el Talamé, Gage, Galbrecht, Hart, Herzborg, Hess, Jansen, Karsten, Locklin, Mathos, Nahazim, Omasa, Prinson, Reynar, Schimdt, Sydona, Toll, uth-Kinnan, van-Drak, Volker, Warrent, Yaleh, Zebo

STORMCAST ETERNAL NAMES

When a mortal soul is shattered apart and reforged on the Anvil of Apotheosis, the God-King Sigmar bestows the newly created Stormcast Eternal with a name. Most Stormcast Eternals are only given a forename, and earn their surnames through trial, deed, or skill. Some Stormcast Eternals claim a surname or title reflecting the manner of their first death, bearing its weight as a reminder of what awaits them if they fall again.

Example Stormcast Eternal Forenames: Anactos, Arnhault, Avanius, Balthas, Bordustrian, Calys, Dathas, Davos, Eldrox, Galerius, Gardus, Hamilcar, Imperius, Ionus, Kallean, Laudus, Liminus, Lorrus, Mehga, Miska, Moros, Neave, Orius, Pergus, Pharakis, Pharus, Raelus, Taltus, Tarkus, Thostos, Tychus, Vandus, Vel, Vernus, Yracus, Zephacleas

Example Stormcast Eternal Surnames: Arturious, Arventura, Beareater, Beastbane, Blacktalon, Bladefall, Cloudstrike, Cryptborn, Doomcrest, Firemane, Galewalker, Gravewing, Hammerhand, Heavenstrike, Honouris, Lightningfist, Lionheart, Silverclaw, Skyhelm, Starstrike, Stoneheart, Stormsight, Swiftblade

Example Stormcast Eternal Titles: of the Bloody Tract, of the Nine Deaths, of the Sainted Eye, Ogor Bane, the Devoured, the Lost, the One Who Remains, the Redeemed, the Whisperer

AELF NAMES

Aelves tend to have two elements to their name. The first is given at birth, while the second is usually based on a deed or describes the Aelf or where they are from. Nomadic Aelves often adopt a deed name, such as Caith Drakestalker, whilst a city Aelf may have a name based on where they are from, like Glorian Tor-Liminis. Aelves of high status sometimes use only mononyms, discarded the second part of their name as they grow in stature.

Example Aelf Forenames: Aedarys, Aemothis, Aethrian, Ahnika, Caith, Eldorel, Gallanglaen, Giléan, Glorian, Gwyth, Ilnarion, Ímren, Krylla, Kuva, Lotann, Maesa, Maleneth, Narquellian, Oscus, Radharcith, Raith, Selendti, Shevanya, Thystra, Ubraich, Vhorskaya, Vizrin, Weshalin

Example Aelf Surnames: Azureye, Defthand, Drakestalker, Flaxenmane, Heartseeker, Silentstep, Swifthand, Wayfinder

DUARDIN NAMES

For most Duardin, historical and ancestral bonds play a large part in their lives. This affinity and reverence for what has come before is most apparent in the surnames they bear. The Kharadron often combine the name of a proud ancestor with the honourific '-sson' or '-dotr' to form a new surname, while a Fyreslayer's very identity is tied to their lodge. For some Duardin of the Ironweld Arsenal and the lost Duardin nations, their surnames are one of the only remaining fragments of a long forgotten homeland and hold particular importance.

If you're stuck for a name, the best thing to do is steal! There are hundreds of websites and apps dedicated to baby names and fantasy names, and many of these can be sorted by location, language, meaning, and more.

When you're creating a name for your character make sure that the GM and other players can pronounce it!

The Runefather of a Fyreslayer lodge is so closely bound to their god that they adopt the moniker 'Grimnir', such as the legendary Thorgar-Grimnir of the lost Vosforge, and Bael-Grimnir, the current Runefather of the Vostarg.

If you are playing a Fyreslayer, choose only a forename and a **lodge name**.

Example Duardin Forenames: Borden, Bragga, Dhurak, Dhurgan, Durek, Durnir, Fjul, Forgun, Fyrgrim, Grund, Grymm, Jorik, Khrag, Khurngrim, Lhux, Lugash, Maegrim, Malgra, Njord, Rumnar, Rygorn, Teegan, Terk, Ulgathern, Vargi, Vol

Example Duardin Surnames: Anvileim, Ardrungan, Bryntok, Flamerune, Forkbeard, Gromheld, Gurnisson, Grim Grunndrak, Hammerlung, Ironbrand, Krakall, Margrun, Redhammer, Stonbrak

Example Kharadron Surnames: Aetherdotr, Brondotr, Coghammer, Dainsson, Grundstock, Grungsson, Junesson, Khurgisson, Menzidotr, Norgrimsson, Runesson, Sternbok, Tahilro, Varrdotr, Zadotr

Example Fyreslayer Lodge Names: Baeldrag, Baeryd, Blackfyrd, Caengan, Drong, Gelvagd, Greyfyrd, Hermdar, Lofnir, Sigyorn, Tangrim, Thungur, Ulrung, Volturung, Vostarg

SYLVANETH NAMES

For Sylvaneth names, you can try putting your favourite plant or flower into an online translation program and see how it sounds in another language.

The Sylvaneth take their names from the ancient Aelven language of their goddess Alarielle. They usually use only a single name, for each Sylvaneth is united in the Spirit-Song no matter where they reside. Some Sylvaneth bear titles, but oftentimes these are bestowed on them by outsiders rather than claimed.

Example Sylvaneth Names: Ardaneth, Brachlyaena, Crann, Darach, Dollenhal, Duilleog, Drycha, Felyndael, Freihe, Geaha, Haaldhorm, Kelara, Lharenthol, Maesleir, Nellas, Siol, Shaddock, Talamh, Usniel

Example Sylvaneth Titles: Bramble-Maiden, Coldleaf, Deeproot, Fallen Wood, Greatbud, Lady of Vines, Sternbark, The Harvester.

PHYSICAL APPEARANCE

Just like choosing a name for your character, how your character looks is entirely up to you. Some Archetypes or factions, such as the Stormcast Eternals, may have distinctive armour, heraldry, or trappings, and each Species tends towards certain characteristics but these too are malleable. Your character's appearance is yours to control — but we've included some tables just for fun.

AGE

Assuming they are not killed and eaten by some monstrous Chaos beast, the average lifespan of a Human in the Mortal Realms is around 70 years old. Duardin tend to live for considerably longer, often upwards of 200 years, but even they succumb to old age. No one is quite sure how long Aelves can live, but there are some Aelves who claim to have seen the Age of Myth with their own eyes. For the Sylvaneth time seems to have little meaning, with ages ranging wildly from 2 or 3 years up to thousands of years old.

As for the Stormcast Eternals, only the God-King himself can know their age. Their mortal bodies are long vanished and the reforging process can sometimes take years at a time. One Stormcast Eternal may have been plucked from the Age of Chaos hundreds of years ago, lying dormant for years at a time, while another may have perished and been reforged in only the last few months.

Choose your character's age or roll on the table below. If you are a Stormcast Eternal, use the Human column to determine the age that you appear to be. Exactly how old you are is up to you and the GM.

AGE IN YEARS

Human	Aelf	Duardin	Sylvaneth
3d6 + 15	6d6 x 5	4d6 x 5	1d6 x 1d6 x 1d6

DISTINGUISHING FEATURES

This is where you can add anything else about your character that someone might notice upon meeting them. It could be a scar, tattoos, piercings, a scent or perfume, an unusual speech pattern, or some other unique affectation. Feel free to roll as many times as you like on the table below, but often less is more.

EYES

An **unusual** eye colour, mismatched eyes, or empty, soulless eyes can give other players and the GM a quick idea of who your character is — how other players picture a character with cold, haunted blue eyes is very different to how they imagine someone with caring green eyes.

Two tables are presented below: one presents a list of common eye colours by Species, while the other has a list of adjectives. You can use one or both of these lists when deciding on your character's eyes. As always, your character's appearance is entirely in your hands so you are free to make up your own.

HAIR

Hair colour and style vary greatly between the Species and cultures of the Mortal Realms. Humans and Duardin (Duardin in particular) often grow facial hair, though there seems to be no evidence of bearded Aelves in the Mortal Realms. Most Sylvaneth can not grow hair, but will sometimes shape the branches, leaves, vines, and heavy moss that grows on them into the likeness of hair.

The table below presents options for hair colour based on Species, as well as foliage colour for the Sylvaneth.

HEIGHT

The average height of the Species and sub-Species are: Stormcast Eternal (7'6"), Aelf (6'5"), Duardin (4'8"), Branchwych and Tree-Revenant (5'11"), Kurnoth (10'3"). Humans tend to range in height from between 5 and 6 foot, though this can vary wildly. To reflect the variance in Human height, if any die shows a 6, roll 1d6 and add that many inches to your character's height.

Due to the flaw in the Reforging process, some Stormcast Eternals have been known to have eyes that crackle and spark with celestial lightning.

DISTINGUISHING FEATURES

1D6	1: Scar	2: Tattoo	3: Piercing	4: Scent	5: Accent Or Speech	6: Affectation
1	Pockmarked cheeks	Ocean waves along arms	Ear	Freshly cut grass	Slow and deliberate	Plays with hair/beard
2	Gash across left eye	Holy symbol on rump	Septum	Stale meat	Quick and precise	Flips a coin to make decisions
3	Burned hand	Intricate maze on back	Neck	Ocean mist	Thinks out loud	Wears two hats
4	Noose mark around throat	Strange arcane markings on chest	Eyebrow	Rotten eggs	Lazy drawl	Imitates a different Species
5	Missing ear	Broken chains on wrists	Tongue	Oil and grease	Rough whisper	Always snacking
6	Frequently broken nose	Kill count on forearm	Belly-button	Smoke and ash	Bellowing and commanding	Whistles or sings when nervous

Roll 1d6 to determine the column, then roll 1d6 again to determine the row.

If you get an unusual distinguishing feature, such as an Idoneth Deepkin that smells of smoke and ash, this is a great opportunity to brainstorm with the group about the origin of the trait. Perhaps a spell backfired, or your conclave was located close to an undersea volcano. Unusual combinations are great for fleshing out a character's background.

EYE TYPE

1D6	1	2	3	4	5	6
1	Mournful	Smiling	Piercing	Soft	Wild	Sparkling
2	Bitter	Hopeful	Striking	Deep	Narrow	Gentle
3	Haunted	Bright	Searching	Hagard	Weary	Wise
4	Sad	Caring	Hard	Old	Uncaring	Cunning
5	Cold	Trusting	Calculating	Young	Intense	Burning
6	Hollow	Warm	Dead	Misty	Stormy	Mesmerising

Roll 1d6 to determine the column, then roll 1d6 again to determine the row.

EYE COLOUR

3d6	Human or Stormcast Eternal	Aelf	Duardin	Sylvaneth
3	Black	White	Molten Gold	Snow White
4-5	Green	Gold	Rich Green	Ice Blue
6-8	Blue	Jade	Pale Blue	Bright Yellow
9-12	Brown	Sapphire	Dark Brown	Verdant Green
13-15	Hazel	Amethyst	Bright Orange	Soft Orange
16-17	Amber	Ruby	Flame Red	Deep Brown
18	Choose from any column	Black	Coal Black	Night Black

If you are playing a Sylvaneth, instead of rolling you could decide that your foliage changes colour with the season.

HAIR COLOUR

3D6	Human or Stormcast Eternal	Aelf	Duardin	Sylvaneth
3	White Blond	White	White	Newly Budding
4-5	Golden Blond	Silver	Grey	Pale Yellow
6-8	Black	Honey Blond	Golden	Soft Green
9-12	Brown	Chestnut Brown	Copper	Verdant Green
13-15	Auburn	Mahogany Brown	Bronze	Golden Brown
16-17	Red	Deep Red	Dark Brown	Wilted
18	Grey	Black	Black	Dead

HEIGHT

Human	Stormcast Eternal	Aelf	Duardin	Sylvaneth	
				Branchwych/ Tree-Revenant	Kurnoth Hunter
4'10" + 3d6"	6'8" + 3d6"	5'10" + 2d6"	4'1" + 2d6"	5'4" + 2d6"	(3 + 2d6)' + 1d6"

Goals

Goals are your character's ambitions — they are your hopes and dreams and personal quests or vendetta's. For some, becoming Soulbound is a means to an end for achieving their goals. It is important to know why your character chose this life — if it was a choice at all. As with everything, it is a good idea to discuss your Goals with the group as you create them.

Each character has a Short-term Goal and a Long-term Goal.

Choosing Goals

Speak with your GM when you are choosing your Goals. The GM can help you shape your Goals to ensure they fit with the campaign or adventure they are planning, and the theme and tone of the game. Your goals, particularly Short-term Goals, will change over the course of play. You can change or create new Goals between game sessions.

Short-term Goals

Short-term Goals are things you can conceivably achieve in the near future — a day, a week, maybe a month. Short-term Goals change regularly as you achieve your goals or as the story unfolds during play. It should take between one and three sessions to achieve a Short-term Goal.

Example Short-term Goals include:

- Find ur-gold to replenish my runes.
- Repair my mentor's pistol.
- Look up an old friend… and kill them.

Long-term Goals

Long-term Goals represent something your character hopes to achieve in the distant future — over the course of weeks, months, or their entire lifetime. They are lifelong works of craft or engineering, holy crusades, and things of import that can affect the realms in a significant way.

Long-term Goals can span entire campaigns, and some characters may never actually achieve their goals.

Example Long-term Goals include:

- Rebuild my fyrd and return it to glory.
- Complete the zoological study of every creature in The Great Parch.
- Remember who I was before I was Reforged.

Achieving Your Goals

By achieving your goals, you earn **Experience Points (XP)**. If you achieve a Short-term Goal:

- You receive 1 XP.
- Choose a new Short-term Goal at the end of the session.

If you achieve your Long-term Goal:

- You receive 10 XP.
- Choose a new Long-term Goal at the end of the session.
- You can choose to retire your character, who becomes an NPC under the GM's control. You gain half the total XP of your current character to spend on your new character.

Once you retire a character they will often become a trusted NPC, and may become a valuable contact. Retired characters provide great motivation and opportunities for adventures, and help to build a network of allies throughout the realms. If you would like to bring your character out of retirement for one last job, talk to your GM about the best way to do this.

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SECRETS AND LIES

If you have a Goal that is contrary to the group's goals and is best kept a secret, chat to your GM about it. Most GMs won't have a problem with this, but some might prefer to avoid potential inter-party conflict in the future. If your GM is happy for you to have a secret Goal, share it with them, and then work on a 'false' Goal together. For example, you might have the false Goal 'Destroy the warpstone that is decimating the population of Hallowheart', but your true Goal could be 'Find the warpstone of Hallowheart and take it for my own'. The best lies always have a hint of truth to them.

6) THE PARTY

Hopefully as you've been making your character you have been discussing and sharing your thoughts with your GM and the other players. It's time to solidify those relationships and goals a little more. Many of your characters are Soulbound, and all of you have been brought together for a purpose. The gods see something within your disparate group that makes you unique, something that will affect the course of life in the Mortal Realms. They hope it is for the good, but even the gods are fallible.

When creating your party, think about how your group came together. Do any of you know one another from before the events of the game? Do you trust each other? Does anyone share goals they are willing to reveal? While some groups enjoy tension and inter-party conflict, the game works best when everyone is working together. No matter what the characters believe, they need to work together to survive.

As part of forming your party you will create Short-term Party Goals, Long-term Party Goals, Connections, and calculate the party Soulfire and Doom.

SOULBOUND DON'T JUST RETIRE

Being Soulbound is for life, and not something you simply walk away from. Whispered stories are told of those who abandoned their Binding and the pain and suffering it wrought upon themselves and others. However, a Soulbound may be tasked with a duty which effectively removes them from the Binding but keeps the members' souls entwined, allowing them to rejoin the Binding when they are needed. Rarer still, in times of need the gods may choose to disentangle a soul from a Binding and join it to another Binding to strengthen it.

There are some who say that in exceptional circumstances the gods have released a soul from a Binding, but only after a truly heroic or selfless act. But that may be a fairytale the Soulbound tell themselves in order to hold onto a semblance of hope for a life after their duty is complete.

PARTY OR BINDING

At different points in the rules we use the terms 'party' and 'Binding' when referring to a group of player characters. *Party* refers to all characters in the group, inclusive of non-Soulbound characters such as Stormcast Eternals. *Binding* refers exclusively to the Soulbound characters and often relates to mechanical effects such as the use of Soulfire, which is explained later in this chapter.

Short-term Party Goals

Like your own Short-term Goals, the party's Short-term Goals reflect tasks that can be completed in the next few weeks, or a few sessions of game time. Your personal Goals should not be the same as the party's goals, though they can complement one another.

Example Short-term Party Goals include:

- Locate one of the lost Realmgates.
- Secure passage on a Kharadron Frigate.
- Reactivate the beacon of Brightspear.

Long-term Party Goals

Long-term Party Goals can span an entire campaign, and can often be the catalyst for the party coming together or the driving force for your adventures. If your group and the GM agree, it can sometimes be better to determine your Long-term Party Goal after your first few sessions.

Example Long-term Party Goals include:

- Found a new city and see it grow and blossom.
- Reverse the effects of the Necroquake in Glymmsforge.
- Drive Tzeentch's followers from the city of Brightspear.

Achieving Your Goals

If you achieve a Short-term Party Goal:

- Each party member receives 1 XP.
- Recover 1 Soulfire (see Soulfire and Doom below).
- Choose a new Short-term Party Goal at the end of the session.

If you achieve your Long-term Party Goal:

- Each party member receives 10 XP.
- Total Soulfire refills to its maximum.
- Choose a new Long-term Party Goal at the end of the session.

- Any player in the party can retire their character, who becomes an NPC under the GM's control. Any player who does this gains half the total XP of their current character to spend on their new character.

Connections

Connections are fragments of history and shared experiences that tie you to one or more members of the group. These relationships help to create a shared history and camaraderie in the party, binding you together from an early stage. You can roll on the Connections table overleaf or create your own.

When deciding on Connections, it can be fun to randomly assign them between characters and try to work backwards to how these events occurred. You can also choose Connections you think would fit well with one of the other characters. For example, if one of the other players is playing Kraddock the Doomseeker in search of ur-gold, it might make sense to have the Connection *'I hired **Kraddock** to assist me with a job.'*

Soulfire and Doom

The God-King's return brought hope back to the Mortal Realms. People began to dream, however tentatively, of a brighter future. Chaos is ever-present, rampaging across the land and lurking within the heart of the Cities of Sigmar. And worse, the legions of death have surged through the realms following Nagash's Necroquake. As the Time of Tribulations ends, the faint light of hope is dimming and it is you who are tasked with keeping the beacon lit.

Your party represents hope for the Mortal Realms. For whatever reason, be it fate or divine intervention, you are one of the few people who can help push back the tide and create a better future for the world. The Party Sheet lists **Soulfire** and **Doom**, which represent resources you can use during play. Soulfire represents the bond between those who are Soulbound, and allows them to perform incredible feats by drawing on each other's power. Doom represents the growing dread in the world as the realms are overrun by Chaos, Death, and Destruction. Soulbound characters utilise Soulfire, while the GM utilises Doom.

- Soulfire is equal to the number of members in the Binding.
- Doom begins at 1.

Doom is accrued over the course of play. Soulfire and Doom are explained in detail in **Chapter 6: Rules**.

GM advice on using Doom to colour the world can be found on page 292

7) Bringing Your Character to Life

Now that you've started putting meat on the bones of your character, you can begin to really flesh out who they are and where they come from. A lot of players like to write detailed backstories or in-game journals for their characters, others like to be influenced by the numbers and skills on their sheet, while many more like to let their character's backstory fall out naturally during play. It's a good idea to keep talking to the other players and the GM as you begin adding history to your character. Revisit the Party Goals, your personal Goals, and even distinguishing marks and Skills. (Where did you get that scar? Who taught you to fire a gun?)

Think about what the GM and other players said they wanted the focus of the game to be. Create a character who has 'bought in' to the group and is invested in the other characters — it can be frustrating for a GM and the other players to have to try and drag a character along who isn't interested, so create a character who is motivated! Think of one of the many popular superhero mash-up movies — lots of disparate characters with their own motivations, but when the chips are down they're there for one another. That's the type of party you should aim to create.

If these questions aren't enough, you can type 'character questionnaire' or 'RPG character questionnaire' into your favourite search engine and find dozens more.

Ten Questions

One tried and trusted method for adding depth to your character comes from answering a series of questions about them; below are ten questions for you to answer. Feel free to answer some, all, or none. If, when answering these questions, you stumble across an answer that changes something fundamental about your character that would affect their Attributes, Skills, or Talents, go ahead and change it (and let the GM know!). Many GMs like to weave their player's backstories into their campaign, so be sure to share your answers with your GM.

If you answer these questions, you will have a well fleshed out character, but with plenty of room to grow. You now know who your character is, it remains to be seen who they will become.

Where are you from?

Are you a native to Aqshy, the Realm of Fire? Do you hail from the wild lands of Ghur? Did you grow up in one the newly formed cities of Order like Excelsis or Hammerhal, or did you grow up on the frontier fighting for your life? See **Chapter 8: The Mortal Realms** for more information on each of the eight realms, or **Chapter 9: The Great Parch** for a detailed look at the lands of Aqshy.

What is your family like?

You can choose who stands beside you as you venture into the Mortal Realms, but you can't choose your family. What was your family life like as you were growing up? Were your parents kind and caring, or neglectful? Do you have any siblings, or even children? Maybe your family weren't your blood but were still your kin. Where are your family now? Would they be happy if you just showed up unannounced or would they kick you out?

What was your childhood like?

Children are often blessedly unaware of the events going on around them but the violence and danger of the Mortal Realms is not something so easily ignored. Did you spend your childhood running from the cannibal hordes or were you cloistered in the relative

Connections

1D6	1	2	3	4	5	6
1	____ has seen the tattoo of Slaanesh on my chest.	___ and I took down a Grunta together.	I heard ___ questioning their beliefs.	___ bested me in an arm wrestling match.	I hired ___ to help me with a job.	___ abandoned me when things went bad.
2	When drunk, ___ suggested we steal the Admiral's Frigate. I'm not sure if they were joking.	___ and I are in competition for most hellspawn killed.	___ and I made a mistake. I don't want to talk about it.	___ and I have a song we sing. No one else appreciates the lyrics.	I carry something of ___'s, and they have something of mine.	___ punched me in the jaw once. I woke up a few hours later.
3	___ knew my parents.	___ and I grew up together.	___ owes me money.	___ has something I want.	I shared a secret with ___.	I trust ___ with my life.
4	I owe ___ my life	___ and I have a secret handshake.	I owe ___ money	I saved ___'s life.	I saw __ die.	I know who ___ really is.
5	___ hired me to help them with a job.	I found ___ trying on my hat one night.	___ shared a secret with me.	___ has seen me at my worst.	___ and I have matching tattoos.	I read ___'s journal. It was... unsettling.
6	I saw ___ cleaning a rusty knife one night.	___ found me face down in a gutter.	___ and I spent an entire night talking and sharing stories.	___ is teaching me to speak their language.	I have a scar from __. I'm 99% sure it was an accident.	I've promised to return ___'s body home, when the time comes.

safety behind city walls? Did you have a lot of friends or did you spend your time alone, studying or practicing what would become your craft? Was everything gifted to you or did you need to fight for every scrap you had?

WHY AND WHEN DID YOU LEAVE HOME?

At some point you had to leave home. For some this is a moment of growth as they are waved off to go in search of glory. For others it is a time of shame as they are banished from their homelands, never to return. Too many have had to flee out of necessity and watch from a distance while their home burned.

WHO'S YOUR GREATEST ALLY OR BEST FRIEND?

Someone has been there through thick and thin, with a shoulder to cry on or to lend a blade. Who would you go to in your time of utmost need? Did you fight alongside them years ago? Or grow up in the ash-covered slums of Hammerhal together? Perhaps they are a mentor who stepped in and plucked you from obscurity? The bonds of friendship forged in the Age of Sigmar are as strong as sigmarite, and someone out there is a true ally.

WHO'S YOUR WORST ENEMY OR BITTER RIVAL?

You don't have to look far in the Mortal Realms to find someone (or something) that wants you dead. But for some people it's personal. This person has wronged you in some way, or you've wronged them. Perhaps they were a former ally who betrayed you, or a partner you left to die. Whoever it is they want to see you disgraced, dead, or both.

WHAT IS A SECRET NO ONE ELSE KNOWS?

Even those claiming to be an open book have secrets. You have something hidden away that no one else knows (or at least you hope so). It could be the true story of what happened to your missing parents, or the theft of precious realmstone from a doddering old wizard, or the secrets of what you had to do to survive in the wild. Whatever it is, you would rather it stayed buried and forgotten.

WHAT IS YOUR WORST FEAR?

Fear is a constant in the Mortal Realms — fear of starvation, fear of death (and undeath), or fear of what lies beyond the walls of the city. There is something you are afraid of, something that creeps into your thoughts in that moment just before you lay your head down to rest, something that makes your skin crawl and leaves a sick feeling in your gut. Maybe you have a fear of creeping insects? Maybe you fear the ocean itself, and the horrors that lie beneath? Or maybe it is not death you fear, but the rebirth you must be forced to endure in the God-King's name.

There are numerous creatures that thrive on fear, or spells that manifest your worst nightmares. Answering this questions can provide huge inspiration for the GM. Assuming you're willing to share your answer!

WHAT DO YOU DESIRE MOST?

Our desires can drive us to do great and terrible things. A desire for companionship sees the birth of a family. A desire for safety can see a city grow from nothing. A desire for order and control can reshape the realms themselves. What is it your character desires? Do they long for ur-gold? For precious realmstone? Or for the lost secrets of the Age of Myth? If your character could have anything at all, what would it be?

The answer to this question will likely inform your **Personal Long-term Goal.**

WHY ARE YOU DOING THIS?

It takes a very particular type of person to venture out into the Mortal Realms and confront the forces of Chaos, Death, and Destruction. This is one of the most important questions you will answer. It is what makes your character different to those that happily accept their lot in life. It is, in essence, what makes you a player character and not an NPC.

Melee Attacks, page 146

What is it that has driven you to this life? Are you on a holy crusade, chosen by the God-King himself? Are you fleeing from something worse, making this life seem safe by comparison? Are you doing this out of necessity, for something you or your people need to survive? Was this a life you chose or was it thrust upon you? If you are Soulbound, why did you choose to entwine your souls with others in service to the gods? Did you make a pact for riches or your greatest desire, or for more altruistic reasons?

8) FINISHING TOUCHES

Now that your character is fully fleshed out, the last thing to do is to work out a few small calculations. Once these are complete, you're ready to play!

Ranged Attacks, page 146

MELEE

- Your **Melee** represents how formidable an opponent you are in hand-to-hand combat. When you make a **melee attack**, your Melee is compared to your opponents Defence to determine the Difficulty Number for the attack. If you are evenly matched, the DN for the attack is 4. If there is a difference in your abilities, the DN changes accordingly.

- To calculate your Melee, add your Body plus your level of Training in the Weapon Skill. Check the result on The Ladder (see overleaf) and note this on your character sheet under the .

Example: *Marie is playing Vel Arturious, the valiant Knight-Questor. To calculate her Melee, Marie adds Vel's Body (4) to her Training (1) in the Weapon Skill, for a total of 5. She consults The Ladder and sees this gives her a Melee of* ***Good****. She notes this on her character sheet and moves on.*

ACCURACY

Your **Accuracy** represents your accuracy and ability with ranged weapons. When you make a **ranged attack**, your Accuracy is compared to your opponents Defence to determine the Difficulty Number for your attack. If you are evenly matched, the DN for the attack is 4. If there is a difference in your abilities, the DN changes accordingly.

- To calculate your Accuracy, add your Mind plus your level of Training in the Ballistic Skill. Check the result on The Ladder (see below) and note this on your character sheet under the .

Example: *Marie now wants to calculate Vel's Accuracy with ranged weapons. Vel has Mind (2) and has no Training in the Ballistic Skill. She consults The Ladder and sees this gives her an Accuracy of* ***Poor****. She notes this on her character sheet and decides it's probably best for Vel to trust in her Questor Warblade in battle and leave guns to her companions.*

THE LADDER		
Total	**Rating**	**Explanation**
11-12	Extraordinary	You have an almost supernatural talent for the task.
9-10	Superb	Few in all the realms can match your skill or ability.
7-8	Great	You excel at the task.
5-6	Good	You are well-trained and have a natural gift for the task.
3-4	Average	You have some training or natural affinity in that area.
1-2	Poor	You are inexperienced or particularly inept.

THE LADDER
During the course of play, many situations, Talents, and Spells can change these ratings. It is recommended that you mark your starting ability with a tick ✓ and any temporary change with a cross ✖

Defence

Your **Defence** represents how hard you are to hit, and how adept you are at avoiding danger in combat. During combat, the GM will use your Defence to determine the DN for attacks made against you. For more information on Defence, see page 145.

- To calculate your Defence, add your Body plus your level of Training in the Reflexes Skill. Check the result on The Ladder (see below) and note this on your character sheet under the . Certain equipment, such as **shields**, modify your Defence.

***Example**: Marie calculates Vel's Defence. Vel has Body (4) but no Training in the Reflexes Skill, giving her a total of 4. She consults The Ladder and sees this gives her a Defence of **Average**. However, Vel carries a heavy sigmarite shield emblazoned with the hammer of Sigmar. The shield increases her Defence by one step, for a final Defence of **Good**.*

Armour

Your **Armour** is determined by the armour you are **wearing** and represents the damage you can shrug off each time you are hit. When you are hit, you reduce the amount of Damage you would take by your **Armour**. Some Talents and spells can increase or decrease your Armour, and certain weapons can ignore or even break your armour.

***Example:** Vel is wearing Questor Warplate, giving her an Armour of 3.*

For a list of armour see page 104

Toughness

Your **Toughness** represents the amount of Damage you can take before you start suffering Wounds.

- Your Toughness is equal to Body + Mind + Soul

Talents, spells, magic items, or your Species can increase your Toughness. For more on Toughness and Damage, see page 151.

Shields, page 104

***Example:** To calculate Vel's Toughness, Marie adds her Body (4), Mind (1), and Soul (3) together, giving her a Toughness of 8.*

Wounds

When your Toughness has been reduced to 0 and you take further Damage, you suffer a Wound. Wounds represent serious injuries that can become life threatening. Your character can only take a certain number of Wounds before being overwhelmed and pushed to the brink of death. For more on Damage and Wounds, see page 149.

Sylvaneth cannot wear armour but have a natural Armour of 2.

Your character sheet has a section called the Wound Track. This shows the maximum Wounds you can suffer as well as any current Wounds.

Dealing Damage, page 150

Duardin gain +2 to their maximum Wounds, giving them two additional spaces on their Wound track.

SO TOUGHNESS AFFECTS WOUNDS? Though the calculation for your Wounds is similar to Toughness, it is important to note that you do not divide Toughness by 2 when calculating Wounds. Wounds and Toughness are calculated independently, as some Species, Talents, and spells may affect one but not the other.

- Your maximum Wounds are equal to Body + Mind + Soul, divided by 2, rounded up.

Once you've calculated your maximum Wounds, leave that many spaces on the Wound Track free and shade in the rest. Most starting characters have four spaces for Wounds. For more information on Wounds, see page 151.

Example: *Marie once more adds Vel's Body (4), Mind (2), and Soul (3) together, giving her a total of 9. She divides this by 2, giving her 5. This means she has 5 spaces open on the Wound Track. She shades in the remaining spaces and moves on to the next step.*

Initiative

Your **Initiative** determines the order you act in during combat, with the highest Initiative acting first. Your Initiative is equal to your Mind plus your level of Training in the Awareness and Reflexes Skills. For more on Initiative and turn order, see page 135.

Variant rules for Initiative can be found on page 298.

Example: *Marie is calculating Vel's Initiative. Vel has Mind (2), and no Training in Awareness or Reflexes. Her Initiative is 2.*

Natural Awareness

Your **Natural Awareness** represents your inherent perception of the world around you. It is your ability to detect subtle changes in the environment, spot something from the corner of your eye, or overhear whispers as you walk through a crowded room.

Natural Awareness functions as 'assumed successes'. It means that on a typical Mind (Awareness) Test you would expect to achieve that number of successes. This is useful for spotting hidden items or locations without actively searching, and also determines the **Complexity** of the Test for anyone trying to sneak past you.

Common Tests, page 125

- Your Natural Awareness is equal to your Mind plus your level of Training in the Awareness Skill, divided by 2, rounded up.

For more information on Natural Awareness and Opposed tests, see page 126.

Example: *Vel's Mind is 2 and she has no Training in Awareness, which gives her a Natural Awareness of just 1.*

Mettle

Your **Mettle** is your drive to succeed and your will to survive. It represents your fighting spirit and the well of reserves you can tap into when things look their worst. Mettle is a finite resource that is used to fuel a number of Talents, such as Miracles, and is used during combat to take extra actions.

- Your Mettle is equal to your Soul divided by 2, rounded up.

For more information on Mettle, see page 129.

Example: *Vel is a holy warrior and loyal servant of the God-King Sigmar, and has Soul (3) to reflect this devotion. Marie divides Vel's Soul by 2, giving her a Mettle of 2 after rounding up.*

FINISHED!

Your character and party are finished and you're ready to play! Now get out there and explore the Mortal Realms. But, in Sigmar's name, watch your back!

ADVANCEMENT

Just like real people, characters change and grow based on their experiences. Over the course of play the GM will award you **Experience Points (XP)** for completing Short and Long-term Goals, both your own and those of the party. You can use this XP to grow and improve your character in different ways, such as learning new Skills, acquiring Talents, or improving Attributes.

The cost to improve the various abilities of your character are listed below.

Example: *Over the course of her adventures, Vel has earned 15 XP from completing personal and Party Goals. Marie feels Vel's spirit has grown stronger, and spends 7 XP to increase her Soul from 3 to 4. Next she decides to improve her Skills. She increases her Training in Weapon Skill from 1 to 2, which costs her 2 XP, and takes her first level of Focus in Might, for another 1 XP. This leaves her with 5 XP. Marie decides that Vel has grown more street smart from her time with the Soulbound, and takes Training (1) in both Guile and Intuition for a total of 2 XP. Lastly, Marie decides to spend 2 XP on the Hard to Kill Talent. She banks the remaining 1 XP to use at a later date.*

EXPERIENCED HEROES
Some groups may wish to start with even more abilities than the characters outlined in **Chapter 3: Archetypes.** If your group and GM agree to it, the GM can award everyone bonus starting XP to purchase new features using the Advancement costs listed here.

ATTRIBUTES

Increased Attribute	Incremental Cost	Total
From 1 to 2	2 XP	2 XP
From 2 to 3	5 XP	7 XP
From 3 to 4	7 XP	14 XP
From 4 to 5	9 XP	23 XP
From 5 to 6	11 XP	34 XP
From 6 to 7	13 XP	47 XP
From 7 to 8	15 XP	62 XP

SKILLS

Training	Cost	Total Cost	Focus	Cost	Total Cost
1	1 XP	1 XP	1	1 XP	1 XP
2	2 XP	3 XP	2	2 XP	3 XP
3	4 XP	7 XP	3	4 XP	7 XP

TALENTS

New Talent	2 XP

CHARACTER SHEET EXPLAINED

Personal Details

This is where you fill in your character's personal details, such as their name, **Species** (see page 20), **Archetype** (see page 44), and physical appearance.

Attributes and Skills

You note your Attributes and Skills here. Your **Attributes** are determined by the Archetype you choose.

Your **Skills** can have both Training and Focus ranging from level 1 to 3. Each level of Training adds a die to your dice pool for Tests, each level of Focus adds +1 to a single die. More information on Training and Focus can be found on page 78.

Your **Natural Awareness** represents your inherent perception of the world around you. It is equal to Mind plus any levels of Training in Awareness, with the total divided by two.

Talents

Talents (page 82) are the unique abilities, tricks, and quirks you have learned throughout your life. Your Archetype lists a Core Talent and gives you a number of Talents to choose from. As you advance, you can spend XP to learn more Talents.

Goals and Connections

Goals are your character's ambitions in life. Short-term Goals are things you can conceivably achieve in the near future – a day, a week, maybe a month. Long-term Goals represent something your character hopes to achieve in the distant future – over the course of weeks, months, or their entire lifetime. You earn XP by achieving your Goals.

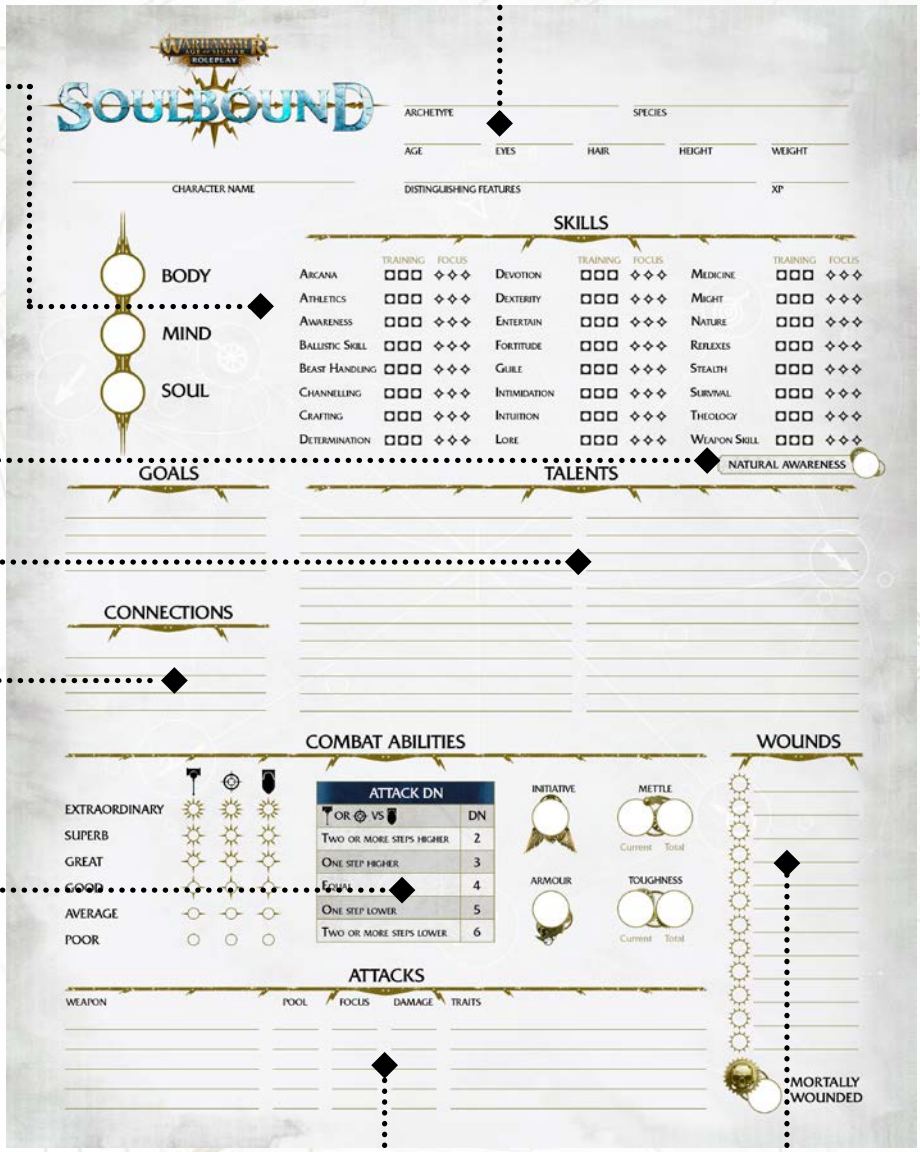
Connections are fragments of history and shared experiences that tie you to one or more members of the party. The Connections table on page 36 presents a list of sample Connections but you are free to create your own.

Combat Abilities

Here is where you note your combat abilities, including **Melee**, **Accuracy**, **Defence**, **Initiative**, and **Armour**. This section also includes a reminder for Attack DN when comparing Melee or Accuracy against Defence.

You also use this section to track your current and total **Mettle** and **Toughness**.

Rules for calculating Melee, Accuracy, Defence, Initiative, Toughness, and Mettle can be found on page 38. Armour can be found on page 104.



Attacks

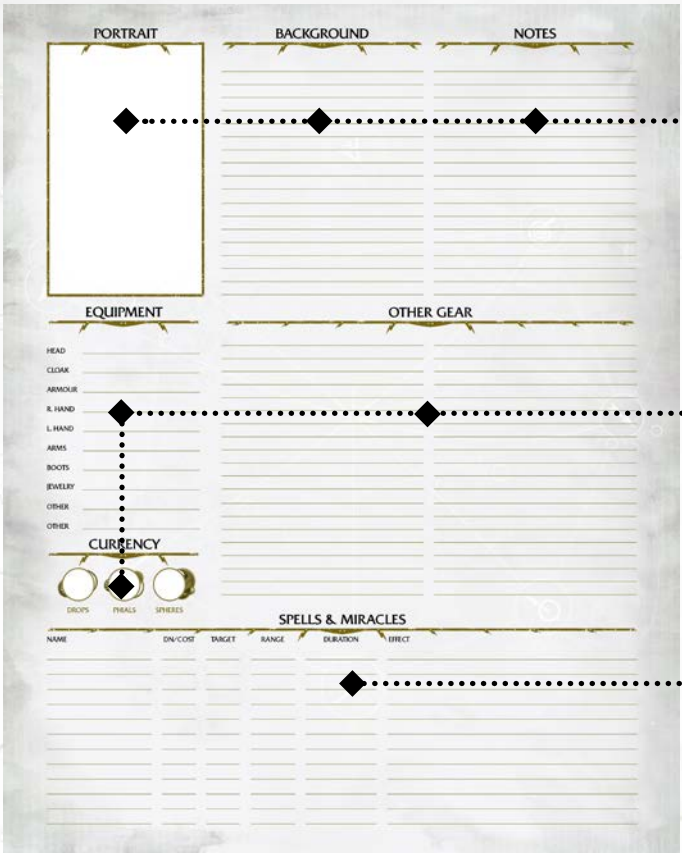
This is where you list your various attacks. You list the weapon, your total Attack dice pool, any Focus you have to modify the results, the Damage the weapon deals, and any Traits the weapon has.

A list of weapons and Traits can be found on page 102. The rules for resolving Attacks and dealing Damage can be found on page 145.

Wounds

This is your Wound track. To calculate your Wounds, add Body + Mind + Soul and divide the result by two, rounding up. The result is the amount of spaces you have on your track. The remaining spaces should be filled in. As you suffer Wounds, you will fill in spaces on your track. When all spaces are filled and you would suffer a Wound, you become Mortally Wounded. For more information see page 151.

CHARACTER SHEET BACK



Portrait, Background, and Notes

Here you can draw your character (or upload an image if you're using a digital character sheet), make notes on your character's background and history, and keep track of important information.

Equipment, Gear, and Currency

Equipment (page 99) is where you note what your character is wearing and any weapons they are wiedling. You can also keep track of any other gear they might have, either on their person or in storage.

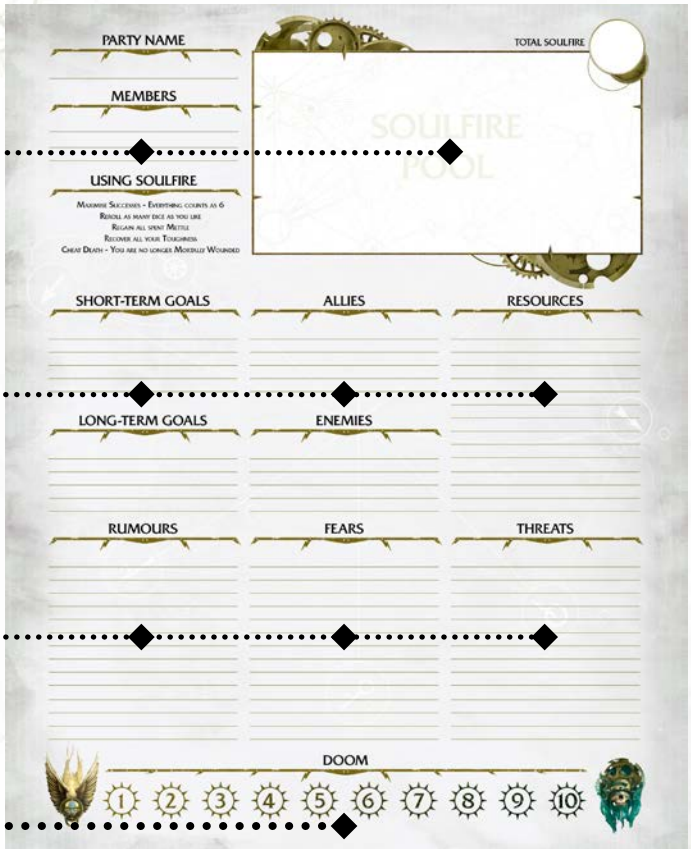
The Cities of Sigmar use Aqua Ghyranis as currency, which is measured in drops, spheres, and phials. For more information on Aqua Ghyranis, see page 100.

Spells and Miracles

If your character has the *Spellcasting* or *Blessed* Talents, you will have a number of spells or Miracles you know. You can track these here. Information on spellcasting and a list of spells can be found on page 265, and Miracles can be found on page 93.

PARTY SHEET

The Party sheet should be left in the middle of the table, in full view of all players.



Soulfire and Party Details

Total **Soulfire** is equal to the number of players, less any Stormcast Eternal characters. The box can be used to place tokens to track the shared Soulfire pool, such as those found in the ***Soulbound Starter Set***. For more information on Soulfire, see page 131.

The party can also choose a name, and should list the group's members.

Goals, Allies, Enemies, and Resources

Here you can note the party's Short- and Long-term Party Goals, as well as any allies or enemies you've made over the course of your adventures. You can also keep track of any shared party resources.

Rumours, Fears, Threats, and Doom

As you explore, you will come across **Rumours**. Some of these may prove to be nothing. But some can grow, spreading **Fear** throughout the Cities of Sigmar, before becoming a **Threat** to the people who live there. When a Fear escalates to a Threat, Doom increases by 1, so it is better to stop a Threat before it becomes a problem.

Doubt, selfishness, and fear are what once led the realms to the brink of destruction and ushered in the Age of Chaos. This encroaching dread is represented by **Doom**. Doom reflects a growing unease and tension in the world. Some creatures also gain bonuses depending on the level of Doom. For more information on Doom, see page 133.

3 ARCHETYPES

Your Archetype is who you are when you begin playing **Soulbound**. Whether it's your job, a calling, a military rank, or something more esoteric, your Archetype represents who you are when you first pick up the dice. Your Archetype is who you are now, but who, or what, you might become has yet to be decided.

This chapter presents 23 Archetypes for you to choose from. Archetypes are separated into the culture or faction to which they belong, and are preceded by detailed information into that culture's goals and ideals, society and structure, information about its peoples, and their relationship to the **Soulbound**.

ARCHETYPE FORMAT

Each Archetype is presented in the following format:

- **Name:** The name of the Archetype.
- **Summary:** A one-line summary of the Archetype.
- **Description:** A detailed description of the Archetype, what makes them unique, and why they might explore the realms.
- **Quote:** A quote about the Archetype.
- **Archetype Stats:** The starting Attributes, Skills, Talents, and equipment of the Archetype. These are explained in detail below.

The following sections explain the numbers and choices presented with each Archetype.

Attributes

Each Archetype lists your starting values in Body, Mind, and Soul. The starting Attributes listed in each Archetype represent the average values of a character of that type and reflect a competency in the areas that are most important to that Archetype. As mentioned on page 27, you can choose to swap the values of two Attributes if you wish.

Custom Archetypes

While we have tried to include Archetypes that appeal to all players, you may find that a certain Archetype isn't quite to your liking. If that's the case, speak to your GM. They may allow you to swap Skill or Talent choices, change starting equipment, or use a different Species. If you wish, you or your GM can also create entirely new Archetypes specific to your campaign (see page 296) or you can use freeform character creation (see page 295).

Species

Each Archetype lists a Species or offers a choice of Species. Your Species grants you a Species Bonus (see page 20). These bonuses are presented here again for ease of use.

- **Human:** You gain one additional Talent. This can be any Talent that you meet the requirements for from **Chapter 4: Skills and Talents**.
- **Stormcast Eternal:** When you die, you may be Reforged. See page 22 for more information.
- **Aelf:** You gain an additional 2 XP to spend on Skills during character creation. This XP must be spent on the same Skill.
- **Duardin:** Your maximum Wounds increases by 2, giving you two additional free spaces on your Wound track (see page 39).
- **Sylvaneth:** Your base Armour is 2. If your natural Armour is damaged, it regrows and is repaired after a Rest. You cannot wear armour, but your natural Armour can be reinforced using Ironbark Oil (see page 109).

A number of entries note a specific culture or faction along with the Species, such as Duardin (Fyreslayer) or Aelf (Daughters of Khaine). These are most often used for requirements for Talents (see page 82) and Equipment (see page 99).

Skills

Each Archetype lists a Core Skill as well as a number of other Skills to choose from. The difference in training, upbringing, and circumstances can vary wildly across members of an Archetype, but the Core Skill is something that each has in common. It is the baseline of competency for that Archetype and often the Archetype's other features and abilities build from that Skill. It is a Battlemage's ability to manipulate arcane energies through Channelling, the technological marvels of Crafting for the Endrinmaster, or the Knight-Questor's ruthless efficiency with their warblade through the use of the Weapon Skill.

- You begin play with Training (1) and Focus (1) in your Core Skill.

Gendered Archetypes

A few of the Archetypes presented in this chapter have gendered names, such as the Excelsior Warpriest and the Darkling Sorceress. Others come from a society where one gender is dominant over the other, such as the patriarchal Fyreslayers and the matriarchal Daughters of Khaine. These titles and cultures should not impact your enjoyment of the game. You are free to select any Archetype, regardless of how your character identifies. The presence of a female Battlesmith or a male Branchwych is an opportunity to tell unique and interesting stories, and this creativity and freedom in character expression should never be stymied.

Your Archetype also lists a number of other Skills to choose from, as well as an amount of XP. You can spend this XP to learn new Skills or to improve your Core Skill. The Skills listed are common among members of your Archetype but are not necessarily practised by each.

- You can spend XP to gain Training and/or Focus in new Skills or to further improve your Core Skill.

The cost to improve Skills is listed below. For more information on Skills, see **Chapter 4: Skills & Talents.**

SKILLS

Training or Focus	Cost	Total Cost
1	1 XP	1 XP
2	2 XP	3 XP
3	4 XP	7 XP

Talents

Like Skills, your Archetype grants you one or more Core Talents. These Talents are at the heart of what your Archetype can do and is often how others identify them — though two Stormcast Eternals may appear similar on the surface, there is a world of difference between a Knight-Questor bellowing a challenge to a Champion of Khorne and a Knight-Incantor summoning a maelstrom of magic to consume their foes. Some Archetypes have the same Core Talent, but how each Archetype manifests that power can vary greatly — the channelling and manipulation of arcane energies for a Branchwych, Battlemage, or Darkling Sorceress may be at odds with one another but at its heart it revolves around controlling and shaping the magical forces of the realms.

Along with your Core Talents, you can select a number of other Talents from a short list. These represent other abilities and features that are common among your Archetype. Some of these Talents may have requirements you must meet in order to select them, so be sure to look closely at each before choosing. The *Iron Will* Talent, for example, requires that you have Training (1) in the Determination Skill. Talents with a requirement outside of your Core Skill are noted with an asterisk (*). For a full list of Talents, see **Chapter 4: Skills & Talents**.

Some Talents, such as *A Warm Meal* and *Medic*, require equipment or tools to use the Talent. When you select these Talents during character creation, you automatically gain the necessary equipment. If you take the Talent after character creation, you must buy the equipment.

Equipment

Your Archetype lists your starting equipment. These are the things your character has on their person when they set out to face the dangers of the Mortal Realms. You start with at least one weapon or means of defending yourself and may also start with armour as well as supplies, trinkets, or heirlooms. All Archetypes start with some form of wealth to purchase additional equipment. A full list of items can be found in **Chapter 5: Equipment**.

FREE PEOPLES

The Free Peoples are made up of the descendants of those that fled to Azyr when the rest of the Mortal Realms fell to Chaos. Their ranks contain members of many folk — Human, Duardin, Aelven, and others. There are many factions found within the Free Peoples, some more powerful than others; the one force that unites them all is a hatred of the Dark Gods and all their works. Not all have faith in Sigmar, with a few, such as the Darkling Covens, regarding the forces of the God-King as allies of convenience. Nevertheless, all serve willingly under his banners, at least for now.

The Free Peoples have returned to the realms in the wake of Sigmar's Tempest, some to found and fortify the gleaming new cities first established by the Stormcast Eternals' conquests, while others attempt to reclaim what was once theirs, such as the Duardin Warden Kings who direct their folk in retaking the holds and territories of the long-dead Khazalid Empire. The Free Peoples' ranks have expanded with those courageous few who managed to survive the horrors of the Age of Chaos. Together, all live in hope and strive to bring about Sigmar's vision for what the Mortal Realms could be. For more on the Free Peoples, see page 191.

COLLEGIATE ARCANE

Legends tell that Humans first learned magic during the Age of Myth, when Sigmar's Pantheon stood united, and the Aelven god Teclis the Illuminator taught them how to craft spells from the eldritch energy of the realms. For countless generations, Human wielders of the arcane dedicated themselves to the pursuit of knowledge, creating a myriad of magical disciplines and foci with which to harness it.

All changed with the coming of Chaos. The towers of learning that had once stood throughout the Mortal Realms, for all their arcane might, fell, one by one, to the forces of the Dark Gods. The wizards that survived fled to Azyrheim, where they built the Collegiate Arcane with Sigmar's blessing, an institution dedicated to preserving the teachings of Teclis, and instructing new wizards. A Collegiate tower now stands in every Free City, housing wizards that fight with all their arts to safeguard the Free Peoples. For more on the Collegiate Arcane, see page 187.

DARKLING COVENS

The first Darkling Covens were formed by Aelven refugees that fled to Azyrheim when their empires fell to Chaos in Ulgu, the Realm of Shadow. These insular wizard-queens and their followers did not blend into Azyr's culture, instead forming their own hidden society and secret cults. They retained the knowledge of their terrible sorceries, performing dark rituals in the shadows of the Eternal City's gleaming towers, whilst carefully avoiding the attention of the Order of Azyr.

As the centuries passed, they spread their influence throughout Azyrheim, bribing or blackmailing powerful individuals, while securing the allegiances with subtle enchantments — many believe they have the largest spy networks in the Mortal Realms. The Darkling Covens now boast legions of ruthless warriors arrayed in pitch-black metals, who are as infamously grim of purpose as they are without mercy — each a killer, awaiting only their Sorceress' commands. For more on the Darkling Covens, see page 188.

DEVOTED OF SIGMAR

Folk throughout the Mortal Realms have faith in the God-King, but the Devoted of Sigmar, as many of the most devout of his followers are called, are made up of the fanatically loyal, with worshippers from Azyr thought to be the most zealous. Some of the Devoted dedicate their lives to inspiring others and preaching the Word of Sigmar, while the majority are of a far more warlike bent, as befits the followers of a martial god. So holy is their faith that their blood cleanses the taint of Chaos from the soil where it falls.

A few of the worthiest amidst the Devoted are empowered by the God-King for the purity of their faith. Their prayers heal injuries, steel the hearts of those about them to face impossible odds, and burn the enemies of Sigmar's folk, causing grievous wounds to the followers of the Dark Gods. For more on the Devoted of Sigmar, see page 190.

SCOURGE PRIVATEERS

Long ago, the Aelven ancestors of the Scourge Privateers controlled vast ocean-spanning empires, which they ruled from the deck of their titanic Black Arks.

Now, they are considered the greatest monster hunters on the Mortal Realms' seas, but they have not forgotten the glories that once belonged to their people. While the majority have allied themselves with the forces of Azyr for the time being, their Fleetmasters chafe under Sigmar's order and no few turn to piracy away from the prying eyes of others. Their wolfships are as swift and deadly as the warriors who crew them, all of whom excel at vicious close-quarters combat on both land and sea. Infamously ruthless, the Scourge Privateers are remarkably devoid of pity for their enemies and delight in unleashing terrible beasts they've dredged up from the depths of the oceans. For more on the Scourge Privateers, see page 195.

FREE PEOPLES SOULBOUND

There are songs as old as the Age of Myth still sung in the taverns of Azyrheim about the deeds of the Soulbound. There are many more about the Stormcast Eternals, but the memory for heroism is long in Azyr and the people have not forgotten the champions of old. To be elevated above all others and made a guardian of the Mortal Realms is an honour that most Free Peoples never dare to dream could be theirs. For those that follow Sigmar, it is often an easy choice, as their trust in the God-King is absolute and he personally asks them to take on the glories and burdens of being Soulbound. The other gods of Order also recruit champions from among the Free Peoples, for reasons as varied as the folk who bear the name. None are to be taken lightly though, for the gods choose only those worthy of being called 'hero'.

The Free Peoples honour the Soulbound as champions of the gods and treat them with a great deal of reverent respect. Few among them, save some scholars, truly understand all of the distinctions between Stormcast and Soulbound. In the eyes of most, all such beings are powerful beyond their ken and not to be trifled with.

Battlemage

You are a wizard of the Collegiate Arcane, trained to harness the magic of the realms to devastating effect.

Battlemages are exceptional mortals who can stand shoulder to shoulder with the Stormcast Eternals against the horrors of Chaos and hope to survive. These resilient few are trained in the arts of magic by the Collegiate Arcane. A Battlemage can hurl fire from their outstretched hands, banish daemons back into the aethyr with a word, or call a rain of comets from the Heavens with a gesture. The exact nature of their powers varies from mage to mage, and depends largely upon their school of learning, but each can focus the magical energy of the Mortal Realms to turn the tide of a battle. Unlike the intuitive spellcasters of the Eldritch Council or the divine gifts of the Sacrosanct Chambers, the powers of a Battlemage are hard-earned through a combination of practice and study, channelled through mystic foci and arcane phrasing, often requiring magical ingredients that can be all but impossible to procure. As a result, a Battlemage can be as gifted at creating arcane paraphernalia, such as wands and talismans, as they are at hurling spells.

To many Battlemages, becoming one of the Soulbound is simply another step on the path they were already walking. Members of the Collegiate already feel the energies of the Mortal Realms far more than most beings and many have already dedicated their lives to protecting others with their arts. Becoming Soulbound is an honour that merely formalises this calling. It takes years of study to learn to wield the powers of a single realm's magic and Grandmasters must know them all; no Human sage has ever objected to having a longer lifespan to study the arcane. Furthermore, the magic of the Collegiate Arcane is largely derived from the knowledge of those wielders of magic prescient enough to foresee the Age of Chaos and flee to Azyrheim before the closure of the Realmgates. Much lore was lost in the flight to Azyr and the long centuries since. A Soulbound Battlemage has many opportunities to learn much that has been forgotten. Likewise they can learn much from their fellow Soulbound, some of whom hail from rare disciplines unknown to the Collegiate.

'The best way to deal with a Battlemage is from a great distance, hopefully while they're occupied.'

— Seguin Reynar, former Freeguild Captain

1	4	2
BODY	MIND	SOUL

Species: Human

Core Skill: Channelling

Skills (9 XP): Arcana, Awareness, Channelling, Crafting, Determination, Dexterity, Guile, Intuition, Lore, Medicine, Reflexes, Theology

Core Talents: Spellcasting (choose), Unbind

Talents (Choose 2): Forbidden Knowledge, Iron Will*, Loyal Companion (choose), Unbreakable Spells, Witch-Sight

Equipment: Wizard's staff (Quarterstaff), Battlemage robes of your Lore (Light Armour), an arcane focus, a grimoire, an Aqshian coal, ink and quill, chalk, a number of small pouches with various oddities, and 185 drops of Aqua Ghyranis.

Black Ark Corsair

With salt water in your veins, you cross the hostile seas of the Mortal Realms in search of fortune.

The seas of the Mortal Realms are more than merely treacherous — they are sinks of primordial magic. Left over from the creation of the aethyric cloud, these tempestuous seas are home to the monstrous and the daemonic, and possessed of a wilful malevolence of their own. Only the hardiest and most desperate buccaneer would contemplate a life on the waves, but those that do would choose no other. By harsh necessity a corsair can fill about any role aboard a ship — just don't refer to them as a pirate, if you value your life. Most can stitch a wound or fix a mast if needed. All are skilled with sword and crossbow, and most can handle the war machines used for the corsairs' legendary beast hunts. Amongst their own, corsairs abide by a crude code of honour where ships are run on egalitarian lines. A corsair might justly claim themselves the freest of free peoples, but that does not mean that cold-blooded murder or trading in slaves is beneath them. The majority of corsair ships are aligned with the dreaded Scourge Privateers, but many captains chafe under even distant authority. Those foolish enough to operate independently may soon come afoul of the Black Ark Corsairs — sea-faring Aelves known to be the deadliest and most successful of all the corsairs.

'A dragon in Anvalor, you say? Try hunting Lurkinarth in the Searing Sea. It would have you and your dragon without needing to chew, and still have room in its gullet for a shipful of Aelves.'

— Captain Saelinér of the Grey Wake

The life of a corsair is not for the timid. Ships are sunk, captured, eaten, or impounded for reasons valid or made up, to say nothing of the vicious rivalries between captains and factions across the seas of the Mortal Realms. No wonder then, that corsairs tend to be tough and versatile souls, the sort who don't blink when faced with a hundred-foot behemoth of the unholy depths. A corsair's ruthless tenacity, capacity for swift violence, and knowledge of the seas, makes the best among them ideal Soulbound. For their part, every corsair knows it is good to have as many tricks up their sleeve as possible, and becoming Soulbound gives them an edge like no other.

3	2	2
BODY	MIND	SOUL

Species: Aelf

Core Skill: Weapon Skill

Skills (12 XP): Athletics, Awareness, Ballistic Skill, Beast Handling, Dexterity, Fortitude, Guile, Intimidation, Intuition, Medicine, Nature, Reflexes, Survival, Stealth, Weapon Skill

Core Talent: The Bigger They Are

Talents (Choose 4): Ambidextrous, Animal Friend, Fearless, Hunter, Opportunist, Relentless Assault, Silver Tongue

Equipment: Corsair armour (Medium Armour), a repeater handbow and cutlass (Sword) or two cutlasses, Sea-dragon cloak, a waterskin filled with strong alcohol, a trophy from a beast you've slain, and 45 drops of Aqua Ghyranis.

Darkling Sorceress

A master of enchantment and illusion, everyone else is a tool to satisfy your whim.

Few champions of Order are what the common folk of the realms would call 'good' but even amongst the ruthless Aelves of Ulgu the shadowy queens of the Darkling Covens are renowned for their heartlessness and casual cruelty. Through sorcery, manipulation, and dark charisma each Sorceress fashions their own vision of Order from the anarchy of the Mortal Realms, with themselves, of course, as a natural ruler. They are spymasters and manipulators of exquisite skill. Any being that a hero might encounter on their travels could be in thrall to a Darkling Sorceress. Even supernatural beings such as Stormcast Eternals and those already enslaved by Chaos are not immune to a Sorceress' bewitching powers but it is a desperate or spectacularly arrogant Sorceress who would risk ensnaring such a foe directly. Darkling Sorceresses greatly prefer successive smaller steps to the single, greater one, weaving their webs of intrigue from the safety of the shadows. Most would certainly never stoop to getting blood on their own hands when there are many others happy to take such risks for them, but there are always exceptions. A few Sorceresses cannot resist the allure of the war for the realms or the power to be gained by occasionally joining in the fray.

'I am asking nicely High Arbiter, but please don't mistake this for a request…'

— Lady Narathel, the 'Shadow Queen' of Anvilgard

The Darklings are near compassionless creatures, singularly lacking in empathy or conscience, and it is a rare Sorceress who takes on any task without the expectation that they will be enriched by it. There are exceptions though, for some can clearly see the need to safeguard the Mortal Realms, if only because their carefully spun webs of influence and power would mean nothing after a final victory for Chaos or Nagash's legions. For a Darkling Sorceress then, the decision to become Soulbound is likely calculated and selfish. There is true power in being Soulbound, the possibility of alliances normally unthinkable, and when a Sorceress needs a task performed properly, she has a group of useful foo… powerful compatriots about her to see it done herself.

1	3	3
BODY	MIND	SOUL

Species: Aelf

Core Skill: Channelling

Skills (9 XP): Awareness, Arcana, Channelling, Devotion, Guile, Intimidation, Intuition, Lore, Theology, Reflexes, Stealth, Weapon Skill

Core Talents: Spellcasting (Grey), Unbind

Talents (Choose 3): Alley Cat, Criminal, Master of Disguise, Silver Tongued, Vanish*, Witch-Sight

Equipment: Dark Leather (Light Armour), witchstaff (Quarterstaff), ebon dagger, a small bottle of a favoured scent, a disguise kit, two phials of basic poison, a parchment with a list of names and drops of blood next to each, and 220 drops of Aqua Ghyranis.

Excelsior Warpriest

You are a warrior-priest of the God-King, willing to do anything in the name of your divine liege.

The Mortal Realms are vast, and there are times when the high throne of Azyr can feel unreachable. The Excelsior Warpriest is the most zealous of Sigmar's devoted, gladly carrying the word of the God-King to places that have not felt the light of Sigendil in generations. The miracles that an Excelsior Warpriest can perform vary depending on the proclivities of the individual priest and, to a decidedly lesser extent, on the needs of the mission. With the power of faith alone a warpriest can heal the sick and the lame, but just as easily scour the life of the tainted, the possessed, and the wicked of spirit. While predominantly a product of the Sigmarite faith, the culture of Azyr has marched into the Mortal Realms with its armies and put down roots with its settlers. While the Excelsior Warpriests serve only the God-King, Hammerhall-Ghyra is known to harbour warpriests devoted to Alarielle, while groups dedicated to Tyrion the Blind King scour the hinterlands of Hysh.

'Kneel, and trust that Sigmar can tell the innocent from the guilty.'

— Ortam 'The Crimson Azyrite' Sallismar

Excelsior Warpriests have a sacred calling to deliver the light of their faith to the most desperate of places throughout the Mortal Realms, be it a destitute quarter of a mighty Free City in Aqshy or a lightless enclave hidden deep in Shyish. For them, to become one of the Soulbound is as much a terrible burden as the greatest of honours — both chosen for their stainless faith and condemned to never join their god in the afterlife. Those selected for the 'glorious burden' of being Soulbound tend to have strong personalities, coupled with unbreakable faiths.

2	1	4
BODY	MIND	SOUL

Species: Human

Core Skill: Devotion

Skills (7 XP): Determination, Devotion, Fortitude, Intimidation, Lore, Medicine, Might, Reflexes, Theology, Weapon Skill

Core Talent: Blessed (Sigmar)

Talents (Choose 4): Intimidating Manner, Iron Will*, Loyal Companion (Gryph-hound), Medic*, Sigmar's Judgement*, any Miracles of Sigmar

Equipment: Warpriest's vestments (Light Armour), a warhammer, a hand hammer, a Sigmarite Tome (Holy Symbol), a cloak, a bedroll, an apothecary's satchel, a storm lantern, a pipette, and 160 drops of Aqua Ghyranis.

Trade Pioneer

A natural adventurer, you brave the Mortal Realms in search of riches, glory, and knowledge.

The Mortal Realms are a vast and dangerous place. Folk that set out from the safety of protected cities do so only under great duress; travel is often a deadly undertaking. There are some that, despite the dangers, take on the Mortal Realms' perils, either to fill their own pockets or bring some glimmer of hope to their people. These stalwart souls frequently set out to re-establish the links that bind the far-flung civilisations of the Mortal Realms, forging new trade routes, seeking hidden Realmgates, and searching for lost knowledge. All too often they pit themselves against agents of Chaos, who seek to dismantle Sigmar's civilisations. This far-travelling lot have many titles: Far Travellers, Lore Pilgrims, Gate Seekers, and dozens more, but most are known as Trade Pioneers.

Adventurous Trade Pioneers often seek out storied places like the Hanging Valleys of Anvrok, the Living City, or the Hammerhand Coast, while some explore the dangers of the Mortal Realms with a scholary interest; no matter their purpose, Trade Pioneers always act on behalf of their people. These Trade Pioneers are often heralded as heroes, confronting the nightmarish dangers of the Mortal Realms, forging bonds between disparate people, and standing as a symbol of Order. Others, usually from meaner backgrounds, seek out lost centres of learning with the aim of looting their treasures, valuing profit first and foremost.

2	3	2
BODY	MIND	SOUL

Species: Any

Core Skill: Survival

Skills (12 XP): Any

Core Talent: Trader's Cache

Talents (Choose 4): A Warm Meal, Diplomat, Forbidden Knowledge, Loyal Companion (Mustori), Savvy, Scholar, Witch-Sight

Equipment: Traveller's gear (Light Armour), any Common melee weapon, any Common ranged weapon, one piece of Rare equipment, a tent, a blanket, 5 days rations, a backpack, and 55 drops of Aqua Ghyranis.

'It is said that all knowledge can be learned where the realms cease to be. I thought such a place a myth. The realms are vast, near infinite. I had travelled further than most can dream and never heard tell of any realm's edge, save in old texts that suggested it was naught but a story.'

— Sanasay Bayla, *On Realm's End*

For many Trade Pioneers, becoming one of the Soulbound is a dream come true. Serving as Soulbound encourages a Trade Pioneer's passions: travelling vast distances, seeking out and mapping far-flung places, finding lost knowledge, and promoting Order through trade. As experienced travellers, they are well aware that many of the places they dream of may already be consumed by Chaos or covered in tides of tireless bones and wailing spirits. Within the ranks of the Soulbound, they have the power and allies to overcome such threats. Trade Pioneers know that you can only profit and share knowledge if you survive — and the Soulbound are very hard to kill.

DAUGHTERS OF KHAINE

The Daughters of Khaine are the chosen warriors of the Aelven god of battle and bloodshed. Ruthless fanatics all, the Daughters of Khaine revel in slaughter. Led by their High Oracle, the legendary sorceress Morathi, who descends from the World-That-Was, the Daughters of Khaine spread forth from the Shadowlands of Ulgu to become one of the largest cults in all the Mortal Realms, second only to the worship of Sigmar.

The forces of the Dark Gods have no more passionate or determined foe than the Daughters of Khaine, whose Witch Aelves ritualistically bathe their blades in the blood of Chaos in every realm. Even so, they are all but shunned by many of their allies, distrusted for their terrible bloodthirst, their motivations questioned. While they do not say so within earshot of a Daughter of Khaine, most scholars and priests within the realms maintain that Khaine is dead, slain long ago. There are rumours, too, of snake-bodied mutants and other horrors lurking within the shadowy temples of Khaine.

Whatever the truth may be, none doubt their zeal or willingness to fight without mercy against the forces of Chaos and the Undead. For most folk, that's enough for now. For more information on the Daughters of Khaine, see page 189.

DAUGHTERS OF KHAINE SOULBOUND

Nearly all Witch Aelves that become Soulbound do so only because Morathi desired, or allowed, it. The High Oracle learned long ago that once one of 'her' Daughters of Khaine became Soulbound, they would swiftly become nearly impossible to control. Correspondingly, Morathi chooses Witch Aelves that she already deems too dangerous or useful to simply kill for the 'honour' of becoming Soulbound. Some were overly ambitious in a temple already filled with such, others simply yearned to be free, and a rare few might have begun to slip toward heresy, doubting the divinity of Khaine. Morathi often goes out of her way to maintain good relations with 'her' Soulbound, as she sees a great deal of value in powerful individuals willing to serve as neutral arbiters. Besides, a competent Soulbound serves as one more ambassador of her 'good intentions' to the other powers of Order.

Daughters of Khaine tend to regard a Soulbound 'sister' with caution. They know that they are very dangerous, but they are also forever outside the hierarchy of the temples, so not rivals anymore per se, and some are apparently favoured by the High Oracle. Then again, they are deeply connected to and regularly travel with 'outsiders' who should not be privy to the secrets of Khaine's temples. Thus, most sects go with 'respectful suspicion' when dealing with a Soulbound Daughter of Khaine.

Hag Priestess

The God of Murder is yours to invoke.

The priestesses of the Cult of Khaine are selected from the ranks of the Witch Aelves by Morathi herself. They are usually chosen as a reward for exceptional bloodthirstiness or zeal, but the goddess is not above ulterior motives in her selections. Those that survive the many trials which follow emerge hardened by the experience and suffused with a bloody zeal for the God of Murder that surpasses even that of their former sisters.

Through blood rituals and incantations the Hag Priestess is able to call down the wrath of Khaine and perform miracles in combat. Further, they are masters of poison, and most carry at least one treated blade secreted away somewhere at hand; they concoct an assortment of witchbrews and potions capable of driving a quiet mage to berserker fury or rendering an ally impervious to pain. Each Hag Priestess is amongst the few with knowledge of the dark rituals of rebirth and, beneath their apparent youth and beauty, might easily be an embittered crone many thousands of years old.

The culmination of a Priestess' training is to become a Hag Queen. In a hierarchy of near-immortals, opportunities for advancement are few, predicated on the death in battle, murder, or fall from grace of one's superiors. A Hag Priestess is nothing if not patient in her ambitions.

'Let every vein be opened. Let every throat be cut. By bloody Khaine, my master, everyone dies tonight.'

— Kellara, Hag Priestess of the Draichi Ganeth

To a Hag Priestess, becoming Soulbound is not unlike wielding a phenomenally powerful artefact with a blade for a handle — exhilarating, but painful. She becomes effectively immortal, no longer needing to perform tiresome blood rituals, and is granted the tremendous freedom to pursue her own interests and agendas far more than she ever could; however, Morathi did not construct a rigidly hierarchical society with the intention of allowing her priestesses to interfere with her plans. It is Morathi, alone, who grants a Hag Priestess the right to join the Soulbound — or pushes her to become such. While the High Oracle of Khaine often couches the responsibility of being Soulbound in glowing terms of 'glory' and 'noble burdens', she generally fails to mention that a Soulbound Hag Priestess is forever stripped of formal connection to any temple of Khaine. Now that she serves Khaine in 'another way' she is, effectively, exiled. While Morathi may well want to continue to work with her, she will never trust the Hag Priestess again, knowing that her connection to the realms, along with her fellow Soulbound, will invariably change her allegiances forever.

BODY	MIND	SOUL
2	2	4

Species: Aelf (Daughters of Khaine)

Core Skill: Devotion

Skills (7 XP): Awareness, Determination, Devotion, Dexterity, Guile, Intuition, Lore, Medicine, Reflexes, Stealth, Theology, Weapon Skill

Core Talent: Blessed (Khaine)

Talents (Choose 3): Backstab*, Fearless, Forbidden Knowledge, Night Vision, any Miracles of Khaine

Equipment: Ceremonial armour (Light Armour), sacrificial blade (Dagger), a bloodstained ritual chalice (Holy Symbol), a whetstone, manacles, pestle and mortar, and 280 drops of Aqua Ghyranis.

Witch Aelf

A bloodthirsty zealot of Khaine, you exist to nourish the bloody-handed god, one sacrifice at a time.

Few of the mortal races can match the Aelves in agility or grace, but there are few even amongst the Aelves who can rival the lethal sublimity of a Witch Aelf of Khaine. For them shedding blood is an ecstatic act, and even their combat exercises are imbued with the deadly seriousness of sacred rites. They dance at speed amidst their opponents, cutting with lethal abandon, leaving screaming foes, severed limbs, and spurting blood in their wake. Though most 'civilized' folk find the Khainites' practices deeply disturbing, there is no organisation outside of the Stormhosts of Azyr more fiercely opposed to the encroachment of Chaos and only a handful that can boast warriors so deadly. Temples to the Murder God can be found in most free cities, the most famous being run by the larger Khainite sects such as Hagg Nar, Khelt Narr, or Draichi Ganeth. There are, however, innumerable smaller sects, each with their own favoured way of giving proper honour to the God of Murder.

'I know they look cold now, son, but wait until that brayherd comes over the hill and the blood starts spraying — thank Sigmar they're on our side, and the captain put us on the other side of the battlefield.'

— Freeguild Sergeant Hallas Farrim

The lives of Witch Aelves are constantly directed by the senior members of their hierarchical temples and ultimately, by the whims of Morathi. To become Soulbound is to be set free. Some Witch Aelves embrace this newfound freedom, for there are certainly an unending series of opportunities to shed blood when one is Soulbound. Their new fellows may look warily upon a bloodthirsty Witch Aelf, but none questions their presence, as they are invariably more than deadly enough to justify their place. There is a price for their new state, though, that Morathi does not explain, beyond that which other Soulbound pay — loss of faith. Having an entwined soul, touching the energies of the Mortal Realms, feeling emotions alien to the brutal worship of Khaine — the few Witch Aelves that have ever been granted the honour of becoming Soulbound near invariably begin to question their faith. This is one of the main reasons that Morathi forever releases all Soulbound Witch Aelves from their former temples, declaring that they should use their newfound freedom to advance their faith, just before sending them off somewhere that is very likely to get them killed.

3	1	3
BODY	MIND	SOUL

Species: Aelf (Daughters of Khaine)

Core Skill: Weapon Skill

Skills (9 XP): Athletics, Awareness, Ballistic Skill, Devotion, Dexterity, Fortitude, Guile, Intimidation, Reflexes, Stealth, Theology, Weapon Skill

Core Talent: Blood Frenzy

Talents (Choose 4): Ambidextrous, Backstab*, Combat Ready, Contortionist, Graceful Landing, Relentless Assault, Vanish*

Equipment: Leather armour (Light Armour), two sacrificial blades (2 x Daggers), three phials of basic poison, a bottle of acid, and 220 drops of Aqua Ghyranis.

FYRESLAYERS

The fiery sons of Grimnir, the fallen Duardin god of battle, Fyreslayers are mercenaries without peer, famed throughout the realms for their willingness to take on any foe, so long as their price in gold is paid. They are not fickle in their allegiances, however. To a Fyreslayer, sworn oaths are unbreakable, and they would rather die than fail to keep a vow.

Fyreslayers eschew armour, trusting rather in blazing runes of eldritch power formed from ur-gold that are literally hammered into their skin. The secret of ur-gold is one the Fyreslayers have kept for millennia, but they seek it always and acquiring more drives many of their actions.

Fyreslayers gather in lodges led by a Runefather. The exploits of the eldest lodges are renowned even far beyond the ranks of the Fyreslayers. Though they have lodges in every realm, the Fyreslayers are native to Aqshy, and seemingly no fire, not even magma, can burn their blazing forms. For more information on Fyreslayers, see page 192.

FYRESLAYER SOULBOUND

Fyreslayers are generally reluctant to trust any outside their lodge, yet, to become Soulbound is to permanently weld one's life to a group of strangers, likely non-duardin even! Thus, all Soulbound Fyreslayers are already somewhat unusual in one way or another. Many have lost their lodge, or become estranged from it in one way or another. More than a few are grimnyn. Even so, becoming Soulbound is no small decision, for every Fyreslayer lives and dies by their oaths – and there are none mightier, or more binding, than those sworn on becoming Soulbound. The loss of ability to have children can be a heavy blow to the deeply patriarchal Fyreslayers – one that ensures that no ambitious Runeson ever even considers it. Yet, to many Fyreslayers, becoming one with the Mortal Realms after a mighty death does not seem so harsh of a fate, for is that not, in a sense, what happened to Grimnir himself?

Fyreslayers are seldom certain exactly how they should react to one of their own becoming Soulbound. While most accept that there is great honour, and potentially great glory, in taking up such a burden, they are somewhat suspicious of any Fyreslayer that serves a god other than Grimnir, and near invariably scandalized by the fact that Soulbound Fyreslayers generally do so without pay. Many Fyreslayers, knowing this about their people, often make it very clear to their would-be divine patrons and fellow Soulbound that they will be expecting remuneration of some kind, even if only in token form for the sake of appearances. Occasional assistance in acquiring ur-gold by their fellows will serve, chests of it handed over for services rendered is even better.

The Grimnyn

The unbreakable oaths of the Fyreslayers are legendary. There are few lengths they will not go to fulfil a vow and maintain their stubborn sense of honour. Their vows to their lodge, though, can fail through no fault of their own when a Runefather dies without declaring an heir. When this happens, the members of a lodge must decide upon a new leader, pledge themselves to another lodge entirely, or take the solemn oath that marks the path of the grimnyn. Grimnyn roughly translates from the Duardin tongue as 'fated wanderer'. Those that take the grimnyn oath leave hope behind them, seeking battle till they fall or a new destiny. Unlike Doomseekers (page 60), they are not entirely fatalistic, for what the grimnyn truly seek isn't death, it is purpose. As such, Fyreslayers chosen to be Soulbound are very often grimnyn.

Auric Runesmiter

You are a battle-priest of the Fyreslayers, the power of fire and earth are yours to command.

Though their god is dead, the power of the battle-priests of Grimnir is very real indeed. With their command over the earth's fire, a Runesmiter can melt stone, boil rivers, open tunnels through rock, or turn a weapon to molten slag in an opponent's hand. It is the Runesmiters that strike the burning ur-gold runes into the flesh of their fellow Fyreslayers and awaken the same amidst the fires of battle. They are deeply connected to their Shattered God, but also to the raging pulse of their ancestral homeland, Aqshy, and stranger still, to the eternal flames of Vulcatrix. The Zharrgrim, as the battle-priests of Grimnir are called, know that much of their power over earth and flame derives from the forceful merging of the energies of Grimnir and Vulcatrix amidst their mutual pyrotechnical death. All Fyreslayers have some sense for ur-gold, a tingling of the nose perhaps, an itching in their palms, but only a Runesmiter can pluck a single ur-gold coin from a chest full of base gold.

The Fyreslayers revere the Auric Runesmiters as living representatives of their god, who drive them on to glorious deeds in Grimnir's name. The Runesmiters join their fellows in the quest for ur-gold, but also strive to release its energy in battle, for only then do they honour the spirits of Grimnir and Vulcatrix both. A rare few Runesmiters may aspire to become a lodge Runemaster in their own right, but most, like their fallen god, are too addicted to the fury of combat.

> ***'Ong, tuk, strike the runes. Dwe, fut, axe and fist. Sak, siz, Grimnir comes!'***
>
> **— Runesmiter Solldun, Sepuzkul Lodge**

Few are the things that can draw a serving member of the Zharrgrim from their forge-temple and their lodge, for they are deeply connected to their fellow Fyreslayers. Still, these are strange times, the coming of the Arcanum Optimar and the Necroquake have altered much. The Zharrgrim find they have questions about what the troubled changing energies of the Mortal Realms portend for them and the Fyreslayers' quest for ur-gold. Such questions need answering for all lodges and thus, some Runesmiters agree to become Soulbound to find the answers they seek. Runesmiters readily accept the responsibility to safeguard the Mortal Realms, though many look to protect Aqshy first. So long as their fellow Soulbound are clear they occasionally have to help the Runesmiter acquire caches of ur-gold, a Duardin's oath is their bond, and they're as loyal to their Soulbound brethren as they are to their lodge, if they have one. Indeed, the connections caused by their soul-entwining are so profound that an Auric Runesmiter can channel some of their energies into their allies, almost as if they had ur-gold runes of their own.

BODY	MIND	SOUL
3	2	3

Species: Duardin (Fyreslayers)

Core Skill: Devotion

Skills (7 XP): Ballistic Skill, Beast Handling, Crafting, Determination, Devotion, Fortitude, Intuition, Might, Theology, Weapon Skill

Core Talents: Blessed (Grimnir), Sense Ur-Gold, Zharrgrim

Talents (Choose 2): Diplomat, Fearless, Guts*, any Miracles of Grimnir

Equipment: Any three ur-gold runes (see page 117), a runic iron and handaxe or a latch-axe (Greataxe), a Forge Key (Holy Symbol), enough ur-gold to forge one ur-gold rune, and 15 drops of Aqua Ghyranis.

Battlesmith

You are a master craftsman and a storyteller, inspiring those around you with your oratory and martial prowess.

Dusty tomes and cold stone cannot hold the burning history of a Fyreslayer lodge. No, such things are held within the living memory of a Battlesmith. It is their duty to recall the (often dizzyingly long) history of their lodge, including each oath sworn, battle won, honour debt unpaid, and the deeds of every Runefather to have borne the honourific 'Grimnir'. A Battlesmith memorizes their lodge's tangled web of oath debts, ancestral grudges, grand festivals, and occasionally contradictory customs by rote. Yet, they are just as often called upon to entertain a fyrd on a long march with a bawdy drinking song or a telling of one of their lodge's heroic sagas.

The creation of the effigies of Grimnir is the Battlesmith's most sacred duty. There are many aspects of the Shattered God, each with a subtly different meaning, and it is the responsibility of the Battlesmith to know them all. Only the most talented of a lodge's artisans are entrusted with such an honour. Within each lodge, these gifted warrior-smiths eventually form a community holding ancient forge knowledge. By the standards of most Human forge workers, a Battlesmith's skill with hammer and forge resembles something from the Age of Myth.

'We are the scattered embers of Grimnir's fire. Never doused. Never quenched. We fight. We burn. Blood and Gold! KHAZUK!'

— Broddur, Battlesmith of the Unbak Lodge

Few Battlesmiths have joined the Soulbound, for though they acknowledge the great honour, most hold that their place is clearly with a lodge and they're legendarily stubborn. Accordingly, Soulbound Battlesmiths are as rare as fresh water on The Great Parch, but just as welcome, for the memory of each Battlesmith holds some of the most useful histories and stories of what actually happened in the Mortal Realms during the Age of Chaos to be found anywhere. Such knowledge is nearly priceless to their fellow Soulbound. Before Battlesmiths agree to become Soulbound they often stipulate that they must occasionally be given leave to chronicle great events, recover (and approve the veracity of!) lost Duardin treasures, and bring the weight of their lore to mediate disputes between far-flung branches of their parent lodge. A Battlesmith's talents as a smith, an orator, and a warrior means their fellow Soulbound and Godly patrons generally agree to such conditions without hesitation.

2	2	3
BODY	MIND	SOUL

Species: Duardin (Fyreslayers)

Core Skill: Entertain

Skills (12 XP): Arcana, Athletics, Awareness, Ballistic Skill, Crafting, Determination, Devotion, Entertain, Fortitude, Guile, Intuition, Lore, Reflexes, Theology, Weapon Skill

Core Talent: Legendary Saga

Talents (Choose 4): Blessed (Grimnir)*, Bulwark, Eidetic Memory, Forbidden Knowledge, Guts*, Observant, Scholar

Equipment: *Rune of Iron Skin, Rune of Relentless Zeal,* any one ur-gold rune (see page 117), ancestral battleaxe, handaxe, icon of Grimnir, a palm sized nugget of ur-gold, and 95 drops of Aqua Ghyranis.

Doomseeker

Oathsworn to leave your home and never return, you travel the Mortal Realms in search of an epic death.

No Doomseeker ever speaks of what drove them to swear an oath so mighty to banish them from their lodge forever, for that is what the *barazakdum* — the doom-oath, entails. Duardin say that such oaths are sometimes made by warriors who disgrace themselves in battle, or survive when all their kin fall, or to atone for some crime. Others whisper that this is the fate of an Auric Runeson who fails to rise to Runefather, but refuses to bend the knee to a brother. Regardless of their reason, a Doomseeker sets forth to find a worthy ending, for those that swear the *barazakdum* have given up on redemption. They do not fear death, only further disgrace, and never back down from a confrontation without a good reason. The only true thing of all Doomseekers is that they had a life before they swore their dread oath. While their skills may have become rusty, a Doomseeker may still surprise their fellows with an unexpected musical talent, pausing to mend a broken wagon, or haggling with a street vendor like an experienced merchant.

4	1	2
BODY	MIND	SOUL

Species: Duardin (Fyreslayers)

Core Skill: Weapon Skill

Skills (9 XP): Athletics, Awareness, Ballistic Skill, Determination, Fortitude, Intimidation, Intuition, Might, Reflexes, Survival, Theology, Weapon Skill

Core Talent: Barazakdum, the Doom-oath

Talents (Choose 3): Battle Rage, Guts*, Hard to Kill, Intimidating Manner, Iron Stomach, Underdog

Equipment: Rune of Iron Skin, any one ur-gold rune (see page 117), any Common two-handed melee weapon or any two Common one-handed melee weapons, a memento from your home, a bedroll, a few shavings of ur-gold, and 110 drops of Aqua Ghyranis.

'You killed it! Who asked for your bloody help?'

— Lugash, son of no Runefather, scion of no lodge

Doomseekers that join the Soulbound don't abandon their oath to seek death, they simply prepare for an even mightier doom in a worthier cause than they reckoned. Doomseekers are readily convinced to become one of the Soulbound because it greatly strengthens them against glimmerlust, which all Fyreslayers, but especially those parted from their lodge, are wary of. Glimmerlust, the terrible hunger to seek greater power from fiery Grimnir, drives some Fyreslayers to hoard Grimnir's blessings, covering their bodies in ur-gold runes. The wisdom of the Zharrgrim helps hold glimmerlust at bay within the lodges, but Doomseekers are generally cut off from the Shattered God's warrior-priests and fear that they might disgrace themselves, degenerating into one of the dreaded Doomvarags, who prey on their fellow Fyreslayers for their runes. Soulbound Doomseekers find glimmerlust far easier to deal with, bolstered as they are by their fellow Soulbound and the energies of the Mortal Realms that flow within them.

IDONETH DEEPKIN

A whisper of a legend, the Idoneth descend from Aelven souls saved from the gullet of Slaanesh and re-cast in flesh by their first teacher, Teclis the Illuminator. They are flawed creations. Their pained dark-yearning souls shunned Teclis' light and fled to hide in the deepest, darkest places they could find — the ocean floors of the Mortal Realms. Their arcane skill allowed them to survive their inhospitable homes, but they soon discovered that their souls were broken, with only one in a hundred born with a powerful enough spirit to sustain life. They swiftly adapted to prey on the souls of others to replenish their own faltering life-forces.

Castes arose among the Idoneth, elevating the rare few born with full souls above those with diminished ones. Now, they raid the shores of the realms, using arcane arts to steal souls and memories, the better to hide their existence. For more information on the Idoneth Deepkin, see page 193.

IDONETH SOULBOUND

The Aelves of the Idoneth Deepkin are utterly reclusive, fearful of sensation, and actively hide from surface cultures on the bottom of the Mortal Realms' sea floors, even using arcane means to wipe their existence from the minds of other folk. Their entire society is based on preying on others for souls and they greatly mistrust all deities. Why then, would any Idoneth ever consent to becoming one of the Soulbound? Every Idoneth Deepkin, not just the flawed Namarti, but also even the 'fully-souled' Akhelians and Isharann, feel a yawning void in their spirit that nothing can truly fill, a legacy left over from their souls having been reclaimed from Slaanesh. They avoid sensation, because when they can feel anything, invariably the first thing they begin to feel is pain. Despite Him being 'gone', even the strongest-souled Isharann lives in constant fear that their soul could be corrupted or reclaimed by the Dark Prince of Chaos.

A Soulbound Idoneth's spirit is superlatively durable. An Idoneth whose soul has been entwined with other Soulbound and the energies of the Mortal Realms no longer fears its loss or that it may suddenly fade. The ancestral pain that haunts their race is but a shadow of a feeling for a Soulbound Idoneth. The deities of Order do not ask for a Soulbound Idoneth's faith or worship, only their obedience. In exchange, they are granted great power and freedom from pain. In their struggle against Chaos, the Soulbound Idoneth have access to many souls, both those of conquered enemies and fallen allies. For a few Idoneth, this is a bargain worth making, though most make a point of stating they will never serve Teclis the Illuminator directly.

The Idoneth mistrust even their own kind. The concept of binding themselves to a group including non-Aelves and leaving their isolation is near unthinkable, making Idoneth Soulbound rare and their fellows inclined to regard them as deranged; however, some of the most foresighted among the Kings and Queens amidst the Idoneth's enclaves recognize how much the Mortal Realms have changed. Ambassadors are called for, and so they give their reluctant blessings to Idoneth willing to become Soulbound.

Akhelian Emissary

You are a paragon of the Aelven arts of leadership and war.

The Akhelian are the warrior caste of the Idoneth Deepkin. Each is a consummate warrior, their souls' aptitude for warfare selected by the Isharann at a young age, and ruthlessly schooled in blademastery and statecraft in the *asydrazor* — an Idoneth school dedicated to honing military skills and leadership. Since their race's malformed birth in the deep oceans of the Age of Myth, the Idoneth have sought safety in isolation, but the shocks of the Necroquake and the incipient stirrings of their ancestral nemesis Slaanesh have compelled many Akhelian asydrazor to reconsider how much they emphasize a hitherto unvalued skill — diplomacy.

Bearing priceless talismans that make them shimmer within an ethersea cloak so their steeds can move and breathe freely on land, the Akhelian Emissary is the voice of the Deepkin in the Free Cities of Sigmar. For many, this is viewed as a punishment, and Akhelian commanders have rid their enclaves of nuisances by forging them into an Emissary. Others, however, particularly those whose enclaves have suffered under the resurgent perils of this new and uncertain age, treat their choice of Emissary with deadly earnestness, selecting only the paragons of Aelven virtues to represent their interests abroad.

Perhaps imparted by glittering memories of Teclis' own lost people, the Akhelians are some of the few brave enough to go into battle astride one of the powerful mounts the Idoneth have bound to them. Broken by the Idoneth Embailors, these mighty sea creatures are blinded by a helm and magically dominated to make them more pliable. The Fangmora, swift and deadly serpentine predators the size of horses, are the preferred mount of the Akhelians. Some aspire to one day master a Deepmare like the legendary High King Volturnos, but these monstrous scaled beasts are not so easily broken.

'I swear it is true! A sea-mist filled with phantoms and savage beasts crashed over our village. When it receded, only bodies remained — hollow shells with nothing left inside them!'

— Gassan, last surviving resident of Farwind before being taken to the gallows

An Akhelian Emissary exists in a uniquely perilous position, alone in a hostile environment, with little prospect of seeing their soul returned to their enclave's chorrileum in the event of their demise. Becoming Soulbound guarantees their soul's freedom from the predatory clutches of Slaanesh. And given that the Dark Prince eternally hungers for their souls, the promise of violent dissolution after death is not an unfair trade. As a result, in spite of the Deepkin's scarcity, Akhelian Emissaries are found amongst the Soulbound.

4	2	1
BODY	MIND	SOUL

Species: Aelf (Idoneth Deepkin)

Core Skill: Beast Handling

Skills (7 XP): Athletics, Beast Handling, Determination, Dexterity, Fortitude, Guile, Intimidation, Intuition, Reflexes, Weapon Skill

Core Talent: Loyal Companion (Fangmora)

Talents (Choose 4): Combat Ready, Diplomat, Fearless, Intimidating Manner, Mounted Combatant, Night Vision, Opportunist

Equipment: Akhelian chestplate (Medium Armour), a helsabre (Sword) and shield or voltspear (Pike), ethersea cloak, a necklace with a shard of seashell from your enclave, and 40 drops of Aqua Ghyranis.

Isharann Soulscryer

A diviner and an arcane tracker, by the light of their soul you hunt your quarry from across any distance.

A Soulscryer can see even in pitch darkness, able to travel across any distance and through any obstacle using the ethersea, if guided by the light of a single mortal soul. The Soulscryers are the navigators of the Idoneth Deepkin enclaves. To them falls the responsibility for guiding travellers through the whirlways, communicating with their fellow Soulscryers in distant enclaves, and divining the unfortunate targets of their Akhelians' raids. Many Soulscryers accompany the Idoneth phalanxes, guiding them unerringly towards the battlefield and, once there, singling out the strongest souls for plunder. Others are more circumspect, highly adept at divining the true nature of another being's soul — these Soulscryers mark young Idoneth as being Isharann or Akhelian. Soulscryers of a more aggressive character may, in time, find themselves drawn to the path of the Soulrender, a more combative breed of Isharann with the power of ripping a mortal's soul from their body.

'You cannot run from the Briomdar. Our Soulscryers could follow the soul of a fly through the Garden of Nurgle. And then guide a phalanx to retrieve it.'

— Lurien Soultaker, Akhelian King of Briomdar

1	2	4
BODY	MIND	SOUL

Species: Aelf (Idoneth Deepkin)

Core Skill: Devotion

Skills (7 XP): Arcana, Awareness, Beast Handling, Devotion, Intuition, Lore, Nature, Survival, Theology, Weapon Skill

Core Talent: Blessed (The Ethersea)

Talents (Choose 4): Eidetic Memory, Loyal Companion (Scryfish), Night Vision, Orientation, Witch-Sight, any Miracles of The Ethersea

Equipment: Mantle and robes (Light Armour), finger claws, dowerchime staff (Quarterstaff), ethersea cloak, cyfar compass (Holy Symbol), a waterskin of seawater, and 230 drops of Aqua Ghyranis.

The Idoneth are an insular people with little interest in material wealth or dealings with those from beyond their watery borders. However, many enclaves, particularly the outward-looking Ionrach and their descendants, see the benefit in maintaining limited relations with trusted allies and are careful to choose the appropriate 'ambassador' for such a duty. The Soulscryer's ability to divine the souls of others and maintain a magical connection with their home enclave makes them perfectly suited to such roles. These unique abilities also make Soulscryers exceedingly valuable Soulbound. Their ability to locate and track down a single soul from anywhere in the realms is a unique asset, one highly sought after by the few powerful and knowledgeable beings that know about their existence.

Isharann Tidecaster

A master of current and motion, you are a sorcerer of the Idoneth Deepkin.

The Tidecasters are perhaps the most vital of the Isharann fanes to the day-to-day survival of the Idoneth enclaves. It is their magic that enables the blending of air and sea into the phantasmal medium known as 'the ethersea', allowing Idoneth beasts to venture onto land and (rarely) for trusted representatives of surface nations to enter the realms below. It is their spells that make travel and war possible, hurling Idoneth phalanxes vast distances to strike at land, and even sending them up rivers and canals to strike deep into a continent's heart. Most Tidecasters specialise to some degree, something in their character drawing them to that aspect of the ocean that batters and destroys, or to that which obscures and protects. The power of all Tidecasters, however — and all Isharann to some degree — comes from the bitterness and spite they carry. A skilled Tidecaster can externalise this loathing to strike deep into a mortal's psyche, exposing their deepest terrors, or washing away their memories like silt on the tide.

'Oh, ware the day the fishing folk come, To no barrier will they concede, Their lures will entice both the strong and the frail, And lo will the good fishes bleed. They crave what's within, 'Neath flesh and 'neath bone, Sparing only the young, And when they grow old and grandchildren forget, That will be the day when they come.'

— The Sea Taketh, a folk song sung by the fishing communities of the Blackfire Bight

1	4	2
BODY	MIND	SOUL

Species: Aelf (Idoneth Deepkin)

Core Skill: Channelling

Skills (7 XP): Arcana, Beast Handling, Channelling, Determination, Devotion, Intuition, Lore, Nature, Reflexes, Survival

Core Talents: Spellcasting (The Deeps), Unbind

Talents (Choose 3): Arcane Discipline, Iron Will*, Loyal Companion (Spirit Guardian), Scholar, Unbreakable Spells, Witch-Sight

Equipment: Azure scales (Light Armour), pelagic staff (Quarterstaff), ethersea cloak, a carved Aelven rune meaning 'water', two watertight scroll cases, and 200 drops of Aqua Ghyranis.

A Tidecaster's ability to control the ethersea makes them uniquely suited as lone agents on land. Due to the Deepkin's aversion to outside contact, the solitary Tidecaster is generally an enclave's sole response to any Free City's plea for aid — their ally's disappointment lasting only until their foes' bodies start washing up. Soulbound Tidecasters allow their fellows to travel great distances at speed, to say nothing of the many rare and unusual magics at their disposal. Tidecasters are so desired that they often drive a hard bargain with any deity that tries to recruit them, demanding future aid for their enclave, access to lost lore, permission to track down Idoneth artefacts, and frequently, souls. It's a measure of their power and versatility that such bargains, as grim as they can be, have a chance of being met.

KHARADRON OVERLORDS

Bold Duardin who took to the air at the onset of the Age of Chaos to escape the depredations of the Dark Gods, the Kharadron Overlords are famously pragmatic privateers, ploughing the skies in wondrous airships born aloft by humming 'endrins'. They live by the Kharadron Code, a document describing the rules of war, commerce, and proper behaviour among ship's crews. The Code is firmly based in meritocracy, for the Kharadron state that both gods and kings failed them in the past, and now believe only in experience and proven success.

The Kharadron are of a scientific mind, believing in their technology over arcane forces. All of their tech, from their weapons, to the endrins that grant their ships invisible wings, are based on aether-gold, a near-miraculous gas they 'mine' from the sky. Kharadron airships set out from their six major sky-ports, seeking new opportunities for trade and wealth.

The Kharadron are honourable trade partners, but known for exploiting loopholes in their meticulous contracts in order to increase their profits, and are infamous for abandoning former allies once they can see no profit in defending them. For more information on the Kharadron, see page 194.

KHARADRON SOULBOUND

Kharadron become Soulbound for nearly the same reasons they do everything else: pragmatism and profit. The majority hold no particular allegiance to any gods; indeed, outside of the still faithful scions of Barak-Thryng many among them are apt to suggest that Grungni betrayed them. The Kharadron regard becoming Soulbound as making a choice to enter into a lifelong unbreakable contract. In exchange for loyal service, one gets a greatly extended lifespan, many opportunities for profit, and a substantial amount of glory along the way. There are also a few exceedingly useful esoteric bonuses as well. For example, working with aether-gold is exceedingly dangerous, as even a slight exposure to skin can cause a terrible maddening paranoia – an affliction that the Soulbound are immune to. Of course, with great rewards come commiserate risks, as is only proper. The Kharadron would have it no other way.

Kharadron seldom judge their fellows that become Soulbound beyond assessing what it has done for them and perhaps asking, "was it worth it?" The respect they are afforded is entirely based on what they've accomplished - in other words, no Kharadron is inclined to respect the Soulbound merely for being Soulbound.

Aether-Khemist

Part alchemist and part inventor, you seek aether-gold seams to bring prosperity to your sky-port and to further the knowledge of your Guild.

Aether-Khemists perform a vital function in Kharadron society: uncovering the secrets of aether-gold. Aether-gold, also called the Breath of Grungni, is the lifeblood of Kharadron society. This lighter-than-air metal is what holds their cities loft, fuels their skyships, and empowers most of their weaponry. Aether-Khemist's hold the closely guarded knowledge of how to find and follow veins of aether-gold, tracking their drift across the skies. An Aether-Khemist has received instruction from the Guild in a variety of devices that can not only locate but also gather and refine aether-gold, transmuting the caustic gas into a stable solid. Aether-Khemists learn to grade any find of aether-gold by smell, determining the quality of the strike and its potential for profit. Aether-Khemists are also inventors, continually developing new equipment and machines, frequently ones designed to facilitate the collection of aether-gold with greater efficiency.

'I'll tell you, lass, the hardest part of making a claim is keeping just enough fingers in the jar to get it quick but still have a big enough share to keep your beard clean.'

— Khudrukk Bronzehand of the Black Eagle

Aether-Khemists are unusual amidst their fellow Kharadron, in that they often seek to expand their own knowledge almost as much as they seek profit. While a rich voyage will increase their personal wealth, they often believe that only discovering new properties or potential new uses of aether-gold are truly worthy endeavours. Finding a new seam of aether-gold brings some marginal respect, but creating a new device that will progress their craft and impress their peers is the key to truly advancing their esteem within the Aether-Khemist Guild.

For Aether-Khemists becoming Soulbound is frequently simply the best pragmatic choice. Acquiring immunity to aether-gold induced madness for one who regularly handles it and constantly tinkers with devices that may break down and spew it about is, they argue, the most sensible course. The fact that they also gain access to a great deal of hidden, useful, and esoteric knowledge as well as the potential untapped resource of their fellow Soulbound are just additional incentives that sweeten the deal.

2	4	1
BODY	MIND	SOUL

Species: Duardin (Kharadron Overlords)

Core Skill: Crafting

Skills (9 XP): Awareness, Ballistic Skill, Crafting, Dexterity, Fortitude, Guile, Lore, Medicine, Nature, Reflexes, Survival, Weapon Skill

Core Talent: Aether-Khemists Guild Member

Talents (Choose 3): Acute Sense, Forbidden Knowledge, Iron Stomach, Medic*, Observant, Scholar

Equipment: Aether-Khemist's Rig (see page 116), a Khemist's Kit, a book filled with notes and formulae, 100D worth of materials for aethercrafting, and 85 drops of Aqua Ghyranis.

Endrinmaster

A genius of Kharadron endrincraft, you are a builder and an inventor, as well as a warrior.

The most mechanically inclined of the Kharadron are often apprenticed to the powerful Endrineer's Guild. Here they learn the arts of smithing, metallurgy, shipwrighting, and machining. Those of sufficient talent, determination, and skill to complete this educational undertaking find little shortage of employment in the sky-ports of the Kharadron or in the free cities of the realms. But for the bravest and the best, true wealth and glory can only be found aboard the Arkanaut sky-fleets. As chief endrineer on a skyship, they are responsible for every bolt and rivet from air-rudder to bowsprit and, most crucially of all, the technical miracle of the aether-endrin that keeps the Kharadron vessel aloft. A Kharadron Endrinmaster is no idle tinkerer however. The skies of the realms are every bit as perilous as its lands and its seas, and an endrineer does not choose such a life if they are not able and willing to fight. They are often seen clumping about the dockyards of free cities in full endrinharness, outfitted with a spectacular arsenal of aethermatic weaponry of their own design, which they are always happy to test.

All major sky-ports host Guild-sanctioned endrineering schools, and an Endrinmaster's outlook and reasons for agreeing to become Soulbound are likely influenced by the sky-port where they received their education. An Endrinmaster from Barak-Nar might become Soulbound out of a combination of profit and pragmatism, while one from Barak-Zon might be tempted by the strength to fight their enemies. All Endrineers sign ironclad contracts to protect the machines under their charge and the scientific lore with which they have been entrusted. In exchange for a greatly extended lifespan and aether-gold to help them fulfil their contract, many an Endrinmaster might similarly submit to becoming Soulbound. If that should also happen to help them acquire far greater wealth and knowledge, well then that is a loophole they are more than happy to exploit.

'It's an aethermight hammer, but I've made the odd tweak here and there. No, lad! You can't hold it. That'd be in direct violation of Artycle 7 Point 3 of my gunnery license from the Endrineer's Guild.'

— Brodrik Grundsson, Endrinmaster of the Thallazorn

2	3	2
BODY	MIND	SOUL

Species: Duardin (Kharadron Overlords)

Core Skill: Crafting

Skills (10 XP): Athletics, Awareness, Ballistic Skill, Crafting, Determination, Dexterity, Fortitude, Guile, Intuition, Might, Reflexes, Survival, Weapon Skill

Core Talent: Endrineers Guild Member

Talents (Choose 5): Combat Ready, Combat Repairs, Eidetic Memory, Iron Will*, Savvy, Scholar, Sleight of Hand, Tactician

Equipment: An Endrinmaster's Rig (see page 116), Endrineer's Tools, a selection of sketches for experimental devices, and 45 drops of Aqua Ghyranis.

Skyrigger

Harnessing the power of an aether-endrin, you fly above the land, employing aethermatic devices to ensure the profitability of your ventures.

Skyriggers are Kharadron who have mastered the use of a back-mounted aether-endrin. These fantastic devices grant the ability to fly through the air. Bulky, bulbous contraptions, the aether-endrins resemble what they are — miniature versions of the endrins that allow skyships to soar through the air. By adjusting the feed of aether-fuel, a Skyrigger can increase or decrease their altitude while venting aether-gas provides manoeuvrability. These mixtures are highly volatile as they are all derived from aether-gold; Skyriggers wear protective clothing and armour to guard against caustic discharges.

There are two distinct configurations within the Skyriggers: Endrinriggers and Skywardens. Endrinriggers act as mechanics for the aether-fleets of the Kharadron. Employing rivet guns, saws, hammers, and other specialised tools, Endrinriggers perform hazardous tasks by utilising their aether-endrins to conduct aerial repairs on skyships. Their duties are not for the faint hearted; Endrinriggers conduct their work under gruelling conditions with no time for errors, quickly weeding out any without the nerve for such heavy responsibility.

Skywardens on the other hand are an elite strike-force of shock troops rather than dedicated mechanics. They use the speed and agility of their aether-endrins for quick charges against an enemy, assaulting vulnerable targets before using their superior mobility to dart away unscathed.

'To float among the clouds is a wonder to be cherished. Almost as much as clapping eyes on a rich vein of aether-gold.'

— Durbaaz Grumm of the Iron Dragon

Like most Kharadron, Skyriggers are eminently practical. Their bravery is well sung amidst Duardin, but they take a massive risk every time they strap on an aether-endrin. Becoming Soulbound doesn't soften the blow from plummeting to the ground, but it does provide them with immunity to aether-gold madness and leads to many opportunities for wildly profitable ventures. The Kharadron have little use for gods, but they are always interested in profit, thus, when a Skyrigger is offered the chance for lucrative glory, their decision is a calculated one, but nearly always affirmative.

3	3	1
BODY	MIND	SOUL

Species: Duardin (Kharadron Overlords)

Core Skill: Ballistic Skill or Crafting

Skills (9 XP): Athletics, Awareness, Ballistic Skill, Crafting, Determination, Dexterity, Fortitude, Guile, Intuition, Reflexes, Survival, Weapon Skill

Core Talent: Endrineers Guild Member or Hit and Run

Talents (Choose 4): Combat Repairs*, Demolitions Expert*, Endrineers Guild Member*, Fearless, Hit and Run, Quick Reload, Savvy

Equipment: Endrinrigger's Rig or Skywarden's Rig (see page 116), any Common melee weapon, two aetheric grenades or skymines, a lucky charm, and 25 drops of Aqua Ghyranis.

STORMCAST ETERNALS

After being forced to retreat to Azyr during the Age of Chaos, Sigmar, in the greatest secrecy, began recruiting the bravest souls he could find: mortal champions who defied Chaos to the last, snatching them from the Mortal Realms at the moment of their deaths. With the help of the Duardin Forge God Grungni, the souls were remade, an excruciating process by which they were torn to shreds, then reformed, their entire being now imbued with celestial energy. The resulting champions were as much magic as they were flesh — stronger, faster, more resilient than any mortal. They were no longer mortal, they were Stormcast Eternals, the God-King Sigmar's vengeance upon the Dark Gods made manifest.

With the coming of Sigmar's Tempest, Chaos tasted defeat for the first time in an age. Now, the Stormcast battle across all the Mortal Realms, falling and returning, over and over again to fight once more. For more information on the Stormcast Eternals, see page 196.

REGARDING THE SOULBOUND

When one or more Stormcast are found among a group of Soulbound, there is invariably a reason for it. Sometimes, a Stormcast is assigned to assist them in a specific quest, or they have been asked to aid the Stormcast in some fashion. Others have been paired for a specific purpose of the God-King's, though Sigmar seldom discloses all of his reasoning or plans. A Stormcast may be told that they are intended to mentor a group of Soulbound, offering them assistance, or advice. Another may be assigned to spy upon a band that Sigmar is wary of. The trusted scholars of Azyr have reason to believe that a few Stormcast, in danger of losing themselves to Reforging, may have been set among lively groups of Soulbound specifically to build new memories outside of endless deaths, the better to tether them to life.

Stormcast Eternals have wildly varying viewpoints on the Soulbound, many of which are somewhat tinged by how often they've worked alongside them, if ever. Some regard them as fellow heroes, without reservation. Others are wary of them, asking that if they were such great heroes, why weren't they made Stormcast? This is typically countered by their fellows noting that the God-King himself has championed the existence and usefulness of the Soulbound, regularly acknowledging them as being capable of many epic feats that the Stormcast would be hard pressed to accomplish. In particular, the Soulbound are far more skilled at moving among the regular folk of the Mortal Realms and acting with greater subtlety than the Stormcast Eternals can ever manage. Ultimately, each Stormcast decides for themselves what they think about the Soulbound, though all are far more inclined to trust a given Soulbound that they know Sigmar chose personally.

The Stormcast & the Soulbound

The Stormcast Eternals are heroes, one and all, chosen by the God-King Sigmar from amidst the bravest and most worthy of those who opposed Chaos in life. Their spirits are taken to Sigmaron in Azyr, where they are Reforged on the Anvil of Apotheosis, imbued with the celestial lightning of the heavens. Those that survive the Reforging leave their frail former selves behind and emerge in tall, imposing new forms clad in gleaming sigmarite to wage war across the Mortal Realms against the forces of Chaos, rampant destruction, and undeath.

The soul of every Stormcast is forever changed by their Reforging, bound to a different destiny than it once bore. The same is true of every Soulbound, but the process they undergo, and the price they pay, is very different. No Stormcast can ever become Soulbound, nor can any Soulbound ever become a Stormcast Eternal. The souls of these varied champions are all remade stronger, bound to mighty arcane energies, but in completely separate and irreconcilable fashions. Stormcast Eternals are theoretically immortal: every time they die, their blazing souls return to the heavens to be Reforged anew. When one of the Soulbound meets their end, theirs are frequently deaths of great glory, but when they fall, they fall forever, their blazing spirits explode into scintillant motes of energy that return to the Mortal Realms.

Knight-Azyros

A herald of Azyr, you bring Sigmar's light to the lower realms.

A Knight-Azyros wields the power and majesty of Sigmar. Each knight bears a lantern — a reliquary that holds a single beam of Azyr's light. It is said that the light is Sigmar's gaze, and so Knight-Azyros are routinely dispatched to the darkest reaches of the Mortal Realms. With the light of Azyr, a Knight-Azyros can mend wounds, sniff out unholy magic, and burn the flesh from the impure. All Knights-Azyros are warriors, first and foremost, but many perform vital roles as ambassadors and peacemakers, flying on swift wings between the free cities and beyond the territories of Order. Others sit as inquisitors or judges alongside the Lord-Veritants, bringing Sigmar's wisdom to bear in cases too thick with the taint of Chaos for mortal officials.

A Knight-Azyros has unparalleled freedom to pursue missions given by a Lord-Aquilor or Lord-Celestant. They are often dispatched as envoys or heralds, sent to speak with allies or negotiate with kingdoms reticent to accept the assistance of Azyrites. They are called into the darkness that occludes Sigmar's sight or to sit in judgement in difficult cases where their keen insight is most welcome. When a Knight-Azyros travels with Soulbound, they may have been sent to act as a group's more 'diplomatic face' in an otherwise hard-edge bunch with a knack for stirring up trouble — something Soulbound excel at. Some Knight-Azyros request the ongoing assistance of the Soulbound to deal with particularly difficult or involved assignments of their own.

'It was as though the light of all the stars that ever were had been focused onto this patch of the Sea of Bones, and for a moment, for one divine moment, we felt the eyes of the God-King upon us all.'

— Lord-Relictor Ramus, Hallowed Knights

3	2	4
BODY	MIND	SOUL

Species: Stormcast Eternal

Core Skill: Devotion

Skills (7 XP): Athletics, Awareness, Determination, Devotion, Intimidation, Intuition, Medicine, Reflexes, Theology, Weapon Skill

Core Talent: Blessed (Sigmar)

Talents (Choose 3): Diplomat, Iron Will*, Medic*, Scholar, any Miracles of Sigmar

Equipment: Sigmarite plate (Medium Armour), starblade (Sword), dagger, celestial wings, celestial beacon (Holy Symbol), and 85 drops of Aqua Ghyranis.

Knight-Incantor

You are a warrior-mystic, a holy crusader with the storms of the Celestial Realm at your fingertips.

The Knight-Incantor is both an able warrior and a potent sorcerer. It is their duty to attend to the Anvil of Apotheosis, whereupon all Stormcast Eternals are Reforged. Standing with a coterie of their fellow Knights-Incantor, they sing the Celestial melodies that will soothe the confused and traumatised souls of fallen Stormcast. The ability to manipulate the raw fury of celestial energy is a Knight-Incantor's most powerful weapon. All Knights-Incantor were sorcerers in their mortal lives, or at least possessed some innate magical talent, but beyond that their backgrounds differ enormously. A Knight-Incantor is as likely to feel at home in a dusty library in one of the free cities as they are exploring the ruins of an ancient Seraphon star temple or incinerating the slaves of Chaos with blessed lightning.

Every Knight-Incantor holds a sacred duty that compels them to seek out the deepest and darkest corners of the Mortal Realms. Few Stormcast Eternals discuss the secret even amongst themselves, but the process of Reforging fallen souls upon the Anvil of Apotheosis is flawed, and becoming more so with each new Striking that Sigmar commits to the Anvil. It is the task of the Knight-Incantor to scour the Mortal Realms for the knowledge, artefact, or science that might reverse or allay this flaw. While a Knight-Incantor may be dispatched to a Free City to assist Sigmar's mortal citizens against spiritual or arcane threats from Chaos, unquiet Spirits, or a predatory Endless Spell, their true calling is to save their brethren and fix the Reforging process. Sigmar has set a few Knight-Incantors to travelling with Soulbound because they will invariably advance their endless quest on their travels. Whether or not the Soulbound are made aware of the Knight-Incantor's true purpose depends on both the Stormcast's instincts and how much the God-King trusts the group. Most Soulbound are unlikely to ask too many questions of a Knight-Incantor, being more than happy to have a powerful immortal wizard at their side.

'That you have never heard of us does not mean we have been hiding. We seek not the foe in the open field, but a more insidious opponent — one we have not successfully defeated.'

— Knight-Incantor Miska, Anvils of the Heldenhammer

3	4	2
BODY	MIND	SOUL

Species: Stormcast Eternal

Core Skill: Channelling

Skills (7 XP): Arcana, Beast Handling, Channelling, Crafting, Determination, Intuition, Lore, Medicine, Theology, Weapon Skill

Core Talents: Spellcasting (Celestial), Unbind

Talents (Choose 2): Forbidden Knowledge, Iron Will*, Potent Spells, Scholar, Witch-Sight

Equipment: Sigmarite plate (Medium Armour), incantor's staff (Quarterstaff), dagger, tabard of the Sacrosanct Chamber, grimoire, scroll case, and 240 drops of Aqua Ghyranis.

Knight-Questor

You are a champion of the Celestial Realm, charged with a holy duty by the God-King himself.

Even amongst the glittering exemplars of Sigmar's Stormhosts, the Knight-Questor stands above and apart. They are solitary heroes, able and willing to spend centuries if need be braving the darkest horrors of the Mortal Realms in pursuit of their quest. The geas that drives each Knight-Questor varies, but rules them utterly. It could be as simple as slaying a Chaos champion, delivering an arcane seal to a Fyreslayer lodge, or retrieving a mythic weapon. It could equally, however, be something as inscrutable as claiming the talon of some ancient godbeast lost in the searing ash deserts of Aqshy. The ways of the God-King are not easily divined, and it is not the place of mere servants to try. Although often solitary, a Knight-Questor often finds themselves in the company of fellow adventurers — for as long as their quests align.

The Knight-Questor is (quite literally) born for the life of an adventurer, blessed with the finest armour and weapons from the forges of Sigmaron and whatever esoterica their unique quest might demand. No commander, mortal or otherwise, has the authority to order a Knight-Questor from their course and even the commonest Freeguild officer knows better than to try. If a Knight-Questor should ever complete their quest, it is possible they are reassigned to their former position within the Stormhosts. However, it is more common for a Knight-Questor to emerge triumphant from their quest, a new commandment from the God-King already guiding their next steps. When a Knight-Questor is found amidst Soulbound, it means one of two things: their quest is directly related to the protection, assistance, or monitoring of the Soulbound, or their mission has encountered such unassailable difficulties that the Soulbound have either been assigned, or decided, to help the Knight-Questor.

'Sigmar has named me Knight-Questor. I am above such authority now, beholden only to the geas he has placed upon me to find the Skaven's leader and show him the God-King's justice.'

— Knight-Questor Hamilcar Bear-Eater

4	2	3
BODY	MIND	SOUL

Species: Stormcast Eternal

Core Skill: Weapon Skill

Skills (7 XP): Athletics, Determination, Fortitude, Intimidation, Lore, Might, Reflexes, Survival, Theology, Weapon Skill

Core Talent: Heroic Challenge

Talents (Choose 3): Bulwark, Combat Ready, Diplomat, Guts*, Intimidating Manner, Underdog

Equipment: Sigmarite warplate (Heavy Armour), choose a questor warblade (Sword) and shield or any two-handed melee weapon, a cloak, a small pendant bearing the mark of your previous Stormhost, and 65 drops of Aqua Ghyranis.

Knight-Venator

A lord of the skies, you are an expert archer who strikes from above.

With eagle-sharp senses and a swiftness no mortal without the blessing of wings can rival, the Knight-Venator takes mastery of the bow to supernatural extremes. The arrows of a Knight-Venator are things of powerful magic, handcrafted by the Six Smiths of Sigmaron and appearing in the quiver as quickly as they can be loosed. Trackers, hunters, and scouts in their mortal lives, each Knight-Venator is expected to show mastery of their immortal gifts by finding and bonding with a Celestial star-eagle. These immortal birds hunt the aethyric clouds high above the Broken World at the heart of Sigmaron, and are said to be the avian avatars of the stars themselves. Fiercely intelligent and ancient in their own right, these birds are capable of communing telepathically with the Knight-Venator. The knight often finds themselves heeding the calls of their divine familiar as the other way around.

'In another life, the Knight-Venator had been hetman of a mountain tribe. He had called himself King in the Sky, and had made allegiance with the birds of the air for tales of the world below his fastness. It had been the star-eagle, Nubia, who had come to him in that bygone age to warn him of the dawning of the Age of Chaos…'

— scratched onto the walls of the Winter Fastness of the Astral Templars

Individual Knights-Venator are expected to operate outside of their Vanguard Chamber, far from the direct chain of command, for years at a time. Their unique skills make them excellent advance scouts and they often serve as the first strike that heralds a Stormcast Eternal invasion into a Chaos-controlled region of the Mortal Realms. Some Knights-Venator use their skills to act as messengers, bounty hunters, and, on rare occasions, assassins.

Knights-Venator that travel with Soulbound are generally with them to act as a scout or guide into unknown and dangerous territory. A group of Soulbound asked to capture or kill a particularly dangerous target may be sent a Knight-Venator as an assistant or backup for their mission, or vice-versa.

3	3	3
BODY	MIND	SOUL

Species: Stormcast Eternal

Core Skill: Ballistic Skill

Skills (9 XP): Athletics, Awareness, Ballistic Skill, Beast Handling, Determination, Dexterity, Guile, Nature, Reflexes, Stealth, Survival, Weapon Skill

Core Talent: Loyal Companion (Star-eagle)

Talents (Choose 3): Combat Ready, Fearless, Hunter, Orientation, Star-fated Arrow, Vanish

Equipment: Sigmarite plate (Medium Armour), realmhunter's bow (Bow), a quiver and arrows, storm gladius (Sword), celestial wings, and 90 drops of Aqua Ghyranis.

SYLVANETH

Bound to one another by the Spirit Song of their Mother Goddess Alarielle, the Sylvaneth are fierce spirits of nature, the guardians of the natural cycles of life throughout the Mortal Realms. They are the folk of the wood and wild places, though they are native to Ghyran, they are dedicated to cleansing all the realms of taint.

The Sylvaneth's allies frequently find them unpredictable and ofttimes frightening, as they are driven only by their concern for the natural order and will turn on any they think endangers it. They have long been embroiled in what was once a seemingly hopeless war against the forces of Nurgle, who had all but overthrown the Realm of Life; however, with the coming of Sigmar's Tempest and the triumphant rebirth of Alarielle as a goddess of war, the Sylvaneth have resurged, newly empowered, and have driven the Plague God's troops back across all of Ghyran. For more information on the Sylvaneth, see page 197.

SYLVANETH SOULBOUND

To Sylvaneth, joining the ranks of the Soulbound is a solemn and terrible burden, but also a great gift. Sylvaneth are cultivated towards a specific purpose within their enclave. From their first conscious thought, they are all deeply aware of their defined role. To become Soulbound then, ironically, is to be set free. Connected to outsiders and invariably sent far from their home groves, for the first time, they get to see the beauty of the realms and finally begin to glean an understanding of the ways of other folk that ever eludes them, otherwise. Their freedom comes at a terrible cost – the lamentiri of Soulbound Sylvaneth, overwhelmed by the new energies that course within them, are invariably destroyed. Some continually grow anew, only to crumble to dust as they mature. Others flare for a time, then flicker, and fall away, as small motes of fire. However they appear, the lamentiri of the Soulbound can no longer hold the ancestral memories each Sylvaneth bears and is meant to return to their groves to be replanted with their death, arising within a new generation of soulpods. Their memories, their part of the Spirit Song, are lost forever when they die.

Alarielle, alone, heart and soul of her people, presumes to ask a Sylvaneth to become Soulbound, for no other deity would dare. She asks rarely, for every time, the decision of which child to lose is excruciatingly painful and nearly breaks her heart. Indeed, the rare few that know of such matters quietly suggest the Everqueen prefers to choose a human or Aelven follower rather than ask one of her Sylvaneth. Sometimes, though, only one of her firstborn children will do and invariably, they say yes.

The Sylvaneth never presume to question why one of their fellows became Soulbound – the Everqueen asked it of them, that is enough to know. They treat them with a great deal of reverence and are far more inclined to regard Soulbound of other folk entwined with a Sylvaneth with unusual favour they seldom accord outsiders.

Branchwych

Attuned to the sacred life magic of the forests, you employ druidic practices to defend the natural order.

Branchwyches are mystics of the Noble Spirits entrusted with the most sacred of roles, for they watch over the cycles of life and death. They are the guardians of the soulpod groves, weaving their spells to nurture the spirits growing within, ensuring they are in harmony with the Spirit Song and ready for their role within their enclave. Theirs is the sombre responsibility to collect the fallen, for they are the receivers of the dead. Employing their greenwood scythes, they collect the lamentiri of fallen Sylvaneth Noble Spirits from the battlefield. They bear the lamentiri back to the soulpod groves, planting them anew and allowing the souls and memories of the dead to continue within new generations of Sylvaneth. This grave responsibility takes its toll on Branchwyches. Among the Sylvaneth, they are infamously quick-tempered and far swifter to act on their keen intuition than wait for the counsel of others.

Every Branchwych is cultivated to serve as a custodian for her enclave and their entire purpose is to ensure the continuance of the Sylvaneth life cycle. For a Branchwych to leave her enclave behind is nearly unthinkable, and only Alarielle can set them on the path of becoming one of the Soulbound. The Everqueen keeps her own counsel on why she chooses a given Branchwych for the 'honour' — what is known is that she tells each Branchwych that their responsibility hasn't truly changed, it has only grown, for their remit is to safeguard the life cycle of all Sylvaneth, and the entirety of the Mortal Realms. Branchwyches make powerful Soulbound for they are endowed with considerable affinity for life magic, and are regarded with reverence by other Sylvaneth, who always seek to assist them. They are reluctant to form deep bonds with others, knowing they will inevitably pass, but those they come to care for, they love unreservedly.

'I was there at your beginning. I shall be there for your end. This is my promise and my purpose.'

— Shaniir, Warden of the Greenbriar

2	4	2
BODY	MIND	SOUL

Species: Sylvaneth

Core Skill: Channelling

Skills (7 XP): Awareness, Arcana, Beast Handling, Channelling, Crafting, Lore, Nature, Medicine, Theology, Weapon Skill

Core Talents: Spellcasting (Jade), Unbind

Talents (Choose 2): Animal Friend, Loyal Companion (Bittergrub), Medic*, Weapon Weave, Witch-Sight

Equipment: Greenwood scythe (Greatscythe), a fragment of cyclestone from Ghyran, and 310 drops of Aqua Ghyranis.

Kurnoth Hunter

A defender of the natural order, you wield bow, sword, and scythe to oppose all who threaten the Sylvaneth.

The Kurnoth Hunter is a Free Spirit cultivated by Alarielle as one of her elite warriors. Their purpose is to hunt down those who threaten the natural order. The Kurnoth Hunters are well equipped and able to move swiftly and silently across the land. They are formidable opponents, much larger than a dryad and with a body encased in thick, armour-like bark. The Kurnoth Hunter is more than simply a soldier, however. The hunter stalks the Sylvaneth's enemies with determined resolve, biding his time until he is certain of success. Many times their hunts take them far beyond the boundaries of an enclave, well into enemy lands. Yet nothing stays a Kurnoth Hunter from their task, for it is a sacred trust bestowed on the Kurnoth Hunter and one in which they cannot waver.

Each Kurnoth Hunter possesses some of the wrath of the hunter god Kurnoth. While they venerate Alarielle as the mother goddess, they also worship Kurnoth as spirit father, a duality of devotion that makes most other Sylvanth suspicious. It is not helped that the Kurnoth Hunter is unique compared to their fellow Sylvaneth. While even the great Treelords display a capriciousness at times, a Kurnoth Hunter has a mindset of intense focus. Their spirit is calm and stoic, meeting ordeals with a fatalistic acceptance. They are cautious in their dealings, always calculated towards the purpose they are focused upon.

'The song of your doom was written by your deeds. There is no pleasure in destruction, only necessity.'
— Thornheart, Far-Stalker of Bramblegrip Enclave

Accustomed to ranging far from their enclaves, Kurnoth Hunters are more familiar with outside threats than other Sylvaneth, and more adaptable in their methods to protect the natural order. This is likely one of the reasons why a Kurnoth Hunter tends to be among Alarielle's first choices when it is necessary for a Sylvaneth to become Soulbound. To a Kurnoth Hunter, the change from their former existence is not so large — they have interesting new hunting partners and their hunts will simply range farther, while involving far greater challenges than previous ones. Their fellow Soulbound, though, often have a great effect on Kurnoth Hunters, exposing them to thoughts and feelings that would never have occurred to them before their souls became entwined with others. Many Kurnoth find their outlooks change and not always in positive ways.

4	3	1
BODY	MIND	SOUL

Species: Sylvaneth

Core Skill: Ballistic Skill or Weapon Skill

Skills (6 XP): Awareness, Ballistic Skill, Beast Handling, Fortitude, Might, Nature, Reflexes, Stealth, Weapon Skill

Core Talent: Ancestral Memories

Talents (Choose 2): Animal Friend, Bulwark, Hail of Doom, Hunter, Loyal Companion (Quiverling)

Equipment: Greatbow (Bow), choose a Greatsword or Greatscythe, and 280 drops of Aqua Ghyranis.

Tree-Revenant Waypiper

You are a warrior-spirit of the living wood, and woe betide any who trespass on the sacred forests.

The Tree-Revenants are the lethal foot soldiers of the Sylvaneth glades, the standing army of the war-groves. Outside of battle they tend to be sombre beings, with impenetrable customs that no creature not of sap and heartwood could hope to understand, but which to the Tree-Revenant mean everything. Each Tree-Revenant carries in their heartwood the echoes of the warrior lives that preceded it, borne through the generations, soulpod to soulpod, blending with and shaping much of the spirit's martial style and personality. Seldom does a Tree-Revenant encounter a situation that they have not, somewhere in their ancestral memory, faced and overcome a hundred times before. This spiritual lineage, it is believed, roots all Tree-Revenants with the Protectors of myth, divine guardians whom the Tree-Revenants purport to resemble and seek to honour through adherence to custom and acts of selfless valour.

Attuned to the realmroots of the wyldwood through the divining songs of their waypipes, the Tree-Revenant is able to stalk the spirit paths, allowing them to move unseen wherever living things grow, and strike wherever an enemy might hide.

'Stay your claws if that is what the song in your heartwood commands. Know that mine bids me to slaughter.'

— Llaethorn of the Gnarlroot Grove

When a Tree-Revenant becomes Soulbound, it is the ending of a line of martial spirits that may well stretch back to the Age of Myth. Forever cut-off thereafter from the soulpod groves of their Glade, their lamentiri are burned away when their spirit is entwined with that of their fellow Soulbound and the energies of the Mortal Realms. To become Soulbound for a Tree-Revenant, then, is to embrace an inevitable final death, yet many do so willingly. While not mindless servants, to a Tree-Revenant the Everqueen's request may as well be a command. Others find the temptation to think and act of their own will to be reason enough, as might the opportunity to escape from past lives or memories of darkness. For many, however, there is simply acceptance that becoming Soulbound is the single greatest act they can perform in defence of the realms they cherish, and for such a gift no price is too high.

4	2	2
BODY	MIND	SOUL

Species: Sylvaneth

Core Skill: Weapon Skill

Skills (7 XP): Awareness, Athletics, Entertain, Fortitude, Nature, Intuition, Intimidation, Reflexes, Survival, Weapon Skill

Core Talent: Martial Memories

Talents (Choose 3): Acute Sense, Combat Ready, Fearless, Hunter, Observant, Opportunist

Equipment: Any Common melee weapon, waypipes, and 280 drops of Aqua Ghyranis.

4

SKILLS AND TALENTS

Day to day life in the Mortal Realms is a constant struggle for survival, and those who can not only survive but who can excel are truly exceptional. If you hope to face the challenges of the Age of Sigmar, you need all of your Skills and Talents at your disposal. Broadly speaking, Skills represent more mundane activities, such as climbing or firing a gun, whereas Talents are unique abilities and features that only a select few can utilise. To learn more about how Skills and Talents are used in play, see **Chapter 6: Rules.**

SKILLS

Skills represent a level of expertise and training in a particular area, such as climbing, using firearms, or arcane knowledge. Characters can be **Untrained**, have **Training**, or have a **Focus** in a Skill.

UNTRAINED

A character who is Untrained in a Skill has no formal training or experience with that Skill but can still give it a shot. If you are Untrained in a Skill, use your base Attribute value to determine your dice pool when making a Skill Test.

TRAINING

A character who has Training in a Skill has received a measure of formal instruction or has an inherent affinity for that Skill. They are still prone to some errors in technique, but are far more adept than most.

Having Training in a Skill adds an additional die to your dice pool when making a Test with that Skill. You can have Training in a Skill up to three times, with each level granting an additional die. This reflects you honing your abilities to allow you to accomplish even greater feats. This is shown as Training (1), Training (2), or Training (3). Gaining Training in a Skill or increasing your level of Training costs XP, which is explained on page 41.

***Example**: Cassus, a Knight-Venator, is firing her bow at a fleeing Tzaangor to take it down before it can return with reinforcements. She has Body (3) and one level of Training with the Ballistic Skill, giving her a dice pool of 4d6 against a DN of 4. Cassus rolls, getting 2, 2, **4**, and **5**, achieving two successes.*

FOCUS

A character who has Focus in a Skill has dedicated considerable time and energy to using that Skill. They have learned the correct techniques and best practices to ensure a certain level of success when using the Skill, and are less likely to make mistakes.

Having a Focus in a Skill grants you a +1 bonus to the result of a single die when you make a Test. You can have Focus in a Skill up to three times, with each Focus granting an additional +1 bonus. These bonuses can be applied to the results of separate dice, or combined into a single bonus for one die. Each level of Focus is shown as Focus (1), Focus (2), or Focus (3). Gaining Focus in a Skill or increasing your level of Focus costs XP, which is explained on page 41.

Out Of The Way, Fool!

As an option, the GM can decide that characters who are not Trained in a Skill can't attempt a Test. This most often comes into play for Tests relating to specialised knowledge, such as Arcana or Lore, but GMs may extend this to any Test.

However, should the GM allow Untrained characters to attempt a Test and they succeed, be sure to prompt the player to come up with an interesting in-character reason for why their Duardin Doomseeker has intricate knowledge of the workings of the Collegiate Arcane.

***Example:** Cassus has rolled to hit the fleeing Tzaangor, getting a result of 2, 2, **4**, and **5**. This gives her two successes. However, Cassus also has Focus (2) with the Ballistic Skill, meaning she can increase two separate results by 1 each, or a single result by 2. She decides to apply both bonuses to a single die, increasing one of the results of 2 to a **4**. This gives her a total of three successes. Her arrow flies through the air, piercing the escaping Tzaangor through the back of the head and out of its eye. It drops to the ground, dead.*

SKILL LIST

This section lists all of the Skills in **Soulbound**. Included is an explanation of each Skill, along with the Attribute it is most often associated with. The suggested Attribute is just that: a suggestion. At times your GM may ask (or you may request) that you make a Test using an unusual pairing of Skills and Attributes. That is perfectly acceptable, and even encouraged! The Attribute associated with each Skill is a guideline, not a rule. Feel free to change and mix and match in a way that best suits your group, and feels right for the situation.

ARCANA (MIND)

The Arcana Skill represents knowledge of eldritch and obscure, mystic lore. You know of the art of spellcraft, the might of arcane artefacts, the secrets of realmgates, the perils of predatory living spells, and the complex interactions of the energies of the Mortal Realms. You may also know something of the daemons of Chaos, perhaps far more than you would like.

ATHLETICS (BODY)

Your ability to run, climb, jump, swim, and perform other physical activities. Those who have Training or Focus in Athletics tend to show more grace or power in their movements. Athletics Tests are generally only made when the outcome is in doubt or circumstances make the situation more challenging.

AWARENESS (MIND)

You use the Awareness Skill to perceive the world about you, using your natural senses — sight, touch, hearing, smell, and even taste. Your GM will often call for a **Mind (Awareness) Test** to see if you perceive something that has been hidden, such as a dangerous trap or hidden passage.

Particularly aware individuals are far swifter to react in combat. See **Initiative** on page 135.

BALLISTIC SKILL (BODY)

The Age of Chaos unleashed such horrors upon the Mortal Realms that many learned early on that it was far better to attack from a distance. This Skill denotes your expertise for fighting at range. There are countless ranged weapons across the Mortal Realms, from simple throwing blades to the complex war engines of the Ironweld Arsenal.

BEAST HANDLING (SOUL)

The Mortal Realms are filled with a myriad of creatures ranging from the noble Gryph-hounds, to the mighty flame-spewing Magmadroth. Those adept with Beast Handling know how to make friends with animals, calming, or directing them as needed. This Skill also covers tending to and caring for creatures should they be wounded or take sick.

CHANNELLING (MIND)

The Mortal Realms are permeated with raw magical energy, which often flows in erratic patterns that not even the gods claim to understand entirely. This Skill indicates how readily you can direct the arcane energies of the realms to cast spells. There are countless magical traditions and while the life-affirming mystic enchantments of a Branchwych may look very different from the potent curses of a Darkling Sorceress, both are drawing on their skill in Channelling when they use their respective arts. For more on spellcasting, see page 265.

CRAFTING (MIND)

Your ability to make anything from practical objects to works of art. Most types of crafting requires tools and materials of some sort, but not always. Time spent varies wildly depending on what you attempt to make and just how well-crafted you want it to be. Those with Training in Crafting range from artists to endrineers, whereas those with Focus have likely been taught a specific trade or crafting skill set.

A number of crafting Endeavours can be found in **Chapter 7: Between Adventures.**

DETERMINATION (SOUL)

The measure of one's will. Determination allows you to press on to achieve your goals in the face of defeat and despair. Those with a great deal of Determination stoically face hardships that could crush lesser spirits and refuse to back down, even against terrible odds.

Determination Tests are used to defy anguish and resist supernatural fear. Individuals with Training or Focus in Determination have forceful wills and are not easily swayed from their chosen course.

DEVOTION (SOUL)

Your ability to call upon your god's power. While most folk have faith in a deity, your fervour invokes the blessings and wrath of your god, directly manifesting mystical effects.

How readily you can call upon your god's might, and just how powerful the response to your entreaties may be, is measured by your skill in Devotion. Those with Training in Devotion often feel a powerful spiritual calling they cannot ignore, which may even direct them to act at times against their will, whereas those with Focus have specifically been taught the practices most pleasing to their deity.

DEXTERITY (BODY)

Your deft hands let you perform sleight of hand tricks, palming objects to conceal them, and other feats of legerdemain. Thieves and engineers alike practice this skill, for the dextrous can readily learn to handle both the most sensitive of devices and pick even the subtlest of locking mechanisms.

When used to hide items to deceive or misdirect others, Dexterity is opposed by Awareness.

ENTERTAIN (SOUL)

Entertain represents your ability to delight and amuse other folk. Some use the spoken word to tell stories or jokes, others sing or perform on stage. Those with Training in Entertain tend to have big, inviting personalities. Focus in Entertain indicates specific education, such as time spent with an acting company, having been taught to play an instrument, or singing lessons.

FORTITUDE (BODY)

The landscapes of the Mortal Realms are harsh and unforgiving. Fortitude is used when you must endure deprivation and adversity, such as pressing on across a hostile desert with limited water supplies, or staying upright despite being poisoned. Those with great Fortitude can more easily resist illness, especially useful when fighting the minions of the Plague God.

GUILE (MIND)

Your ability to act charming in order to convince others to see things from your viewpoint, or failing that, to lie convincingly to get your way. Great proficiency in Guile indicates a cunning mind, one swift to employ clever stratagems, and unexpected ruses as necessary. Those with Training in this Skill are often naturally devious, whereas Focus means you've been specifically taught how to use rhetorical devices, or perhaps various grifts and cons, in order to manipulate or deceive others.

Guile is frequently opposed by Intuition if it is used for dissembling behaviour or blatant lies.

INTIMIDATION (SOUL)

You use this Skill to forcefully impose your will on others, though the nature of your coercion is up to you. Some attempts at intimidation are threats which rely on direct physical force, or more often the implicit promise thereof, whereas others merely hint at the consequences of defiance, or suggest the target's friends and loved ones could suffer if they don't comply.

INTUITION (MIND)

Intuition is the ability to sense the ambiance of an environment and feel the tension if something is wrong, or out of place. Successful Intuition Tests can give you information about an area beyond that which you merely see. Intuition reads people as well as places, hinting at possible deceit. Those with Training or Focus in Intuition have learned to look for the subtle movements that betray a liar — a tic in their face, uncertain posture, fleeting glances towards what they are concealing, and so forth.

LORE (MIND)

The Mortal Realms are vast beyond measure, with more knowledge than any single mind can contain. Much of the history of the Age of Myth was lost or distorted beyond recognition during the Age of Chaos. This Skill lets you recall useful information from a combination of history and legend, traveller's tales, and fragments of local wisdom. Characters with Training or Focus in Lore are either scholars or have a love of learning beyond most folk, and are well versed in stories from throughout the realms.

MEDICINE (MIND)

Medicine encompasses your ability to heal others and your knowledge of drugs and treatments. Successful Medicine Tests allow you to treat injuries, diagnose illnesses, and tend *naturally* occurring diseases — the gifts of Grandfather Nurgle require arcane intervention. Having Training or Focus in Medicine implies a formal education, though that can vary from having learned at the foot of a skilled shaman to time spent at a learning institution to become a doctor.

MIGHT (BODY)

Might represents your ability to perform heroic feats of strength, such as lifting great weights, smashing through doors, or catching a falling portcullis and holding it long enough for your friends to pass under it. Characters with Training in Might may well be supernaturally strong. Focus in Might means that you've specifically learned how to leverage your power to direct it most effectively.

NATURE (MIND)

This Skill indicates how much you know about the native flora and fauna of the Mortal Realms. You are familiar with many beasts and plants, knowing which ones are harmless, useful, or likely to kill you. Those with Training or Focus in Nature may have had formal study or may simply feel a great attunement to the realms, instinctively knowing many things as true, without understanding how they know. Note that in the Mortal Realms, many 'natural' things have fantastic qualities, produced from the magical energies that suffuse the realms. Others have been twisted and warped by Chaos, and are anything but natural.

REFLEXES (BODY)

Reflexes represents the speed and skill with which you move yourself out of harm's way. Successful Tests of your Reflexes allow you to dodge unexpected dangers like crumbling hillsides, hurling boulders, spring-loaded traps, and such. Training in the Reflexes Skill affects your Defence and Initiative.

STEALTH (BODY)

Stealth is your ability to slink about quietly and keep to the shadows to remain unseen. Those with Training or Focus in Stealth are particularly good at going unnoticed, even in plain sight, and are adept at causing distractions to draw attention away from themselves or have learned to read the body language of others, predicting their movements to stay out of view.

SURVIVAL (MIND)

The lands of the Mortal Realms are wildly varied, containing every type of terrain conceivable and some seemingly impossible. This Skill is the measure of your ability to stay alive while travelling through the deadly wilderness of the realms.

You use Survival Tests to survive in the wild, hunting, foraging, finding shelter, and navigating when you have to travel long distances. Those with Training or Focus in Survival keep a practiced eye on the weather, watching for the signs of the passage of game or dangerous beasts, and are accomplished trackers.

THEOLOGY (MIND)

This Skill encompasses your knowledge of the many religions and spiritual practices of the Mortal Realms. Many hold that those with Training or Focus in Theology bear a heavy burden for their wisdom, for while they know many wondrous stories of the Gods, they also know many terrible truths about the Gods of Chaos, and their daemonic legions. For every glorious paean to Sigmar they've heard, they also recall an unsettling screaming exultation to Khaine, or a demented Loonsong sung to the Bad Moon. The truly faithful are vessels for the gods, granting the god insight and power over the realm in which they reside.

WEAPON SKILL (BODY)

You use this Skill to fight in close combat. The martial nature of the Age of Sigmar demands almost everyone have some sort of skill in wielding a weapon, though they may be limited to merely brandishing a club. Weapon Skill covers many forms of martial expertise, from your bare hands to obsidian daggers and hooked swords to the bewildering aethermatic weapons of the Kharadron.

TALENTS

While Attributes represent your raw potential, and Skills represent your training and expertise, Talents are the unique abilities, tricks, and quirks you have learned throughout your life. Your Archetype gives you a number of Talents to choose from, and you can spend XP as you advance to learn more Talents. Each Talent costs 2 XP, and some Talents can be taken multiple times.

REQUIREMENTS

A number of Talents have requirements, such as Species or culture, a particular level of Training or Focus, or even an Archetype. You must meet these requirements in order to learn the Talent. At the GM's discretion they can allow you to take a Talent even if you do not meet the requirements. This is best used when a Talent requires a particular Species, culture, or Archetype, rather than a Skill or Attribute.

A WARM MEAL

Requirements: Cooking utensils, ingredients

There is nothing quite like the comfort of a warm meal amongst allies and friends to bolster the spirit. If you have suitable ingredients and tools, when you take a Rest you can spend some time cooking a hearty meal for you and your companions. At the end of the Rest, the Binding recovers 1 Soulfire.

ACUTE SENSE

Requirement: Training (1) in Awareness

One of your senses is highly developed, allowing you to spot what others might miss. Choose one from sight, sound, touch, taste, and smell. When making an Awareness Test using that sense, the dice gained from Training is doubled.

Additionally, the GM may allow you to make Awareness Tests that others can not, such as to smell poison in food or to see things beyond other's sight.

AETHER-KHEMISTS GUILD MEMBER
Requirement: Duardin (Kharadron Overlords), Training (1) and Focus (1) in Crafting

You are a member of the Aether-Khemists Guild. You studied alchemical science and learned the secrets of manipulating aether-gold in one of the great sky-ports of the Kharadron. You can take the *Aethercraft* Endeavour to create aetheric devices. See page 156 for more information.

ALLEY CAT
You know your way around the labyrinthine streets of the great Cities of Sigmar — most of which are built along similar lines despite their disparate environs. You have Advantage on Opposed Tests when attempting to hide in a city or when searching for someone. Additionally, you naturally know which streets and pathways to take and can never become lost while in a city.

AMBIDEXTROUS
You are equally skilled at manipulating objects and wielding weapons in any hand. When you are dual wielding (see page 148) and make an Attack, add 1d6 to your total dice pool before splitting the dice for each weapon.

ANCESTRAL MEMORIES
Requirement: Kurnoth Hunter

You can draw upon the memories and experiences of your Sylvaneth ancestors and learn from them. When you complete a Rest, you gain Training (1) or Focus (1) in one Skill of your choice, or increase your Training or Focus in a Skill you already have by 1, to a maximum of 3. You retain this benefit until you finish a Rest, at which point you can choose a new Skill or keep the Skill you already have.

ANIMAL FRIEND
You have a natural affinity for animals and they tend to like you. You have Advantage on Opposed Tests when trying to get an animal to follow your commands or earn its trust. Additionally, you naturally know what an animal wants or what might be causing it stress or harm.

ARCANE DISCIPLINE
Requirement: Focus (1) in Channelling

You have learned to control and shape your most deadly spells to avoid your allies. When your spell targets a Zone, you can choose a number of targets equal to your Focus in Channelling to be unaffected by the spell.

BACKSTAB
Requirement: Training (1) or Focus (1) in Stealth, a *Subtle* weapon

You know how to strike swiftly and quietly. If you make an Attack with a *Subtle* weapon and the target is unaware of you, the attack deals double Damage and ignores Armour.

BARAZAKDUM, THE DOOM-OATH
Requirement: Doomseeker

You have sworn the Barazakdum, the Doom-oath. As you grow closer to death, you draw upon the power of your ur-gold runes to ensure victory or to be consumed in a blaze of glory. Whenever your Toughness is at 0, Damage from your attacks is doubled. This is done before subtracting your target's Armour from your Damage.

BATTLE RAGE
You are consumed with rage and hurl yourself wildly into battle. You care little for your own safety and aim to cause as much harm as possible to your enemies. As a Free Action, you can choose to reduce your Defence a number of steps to increase your Melee an equal number of steps. Your Battle Rage, and the changes to your Defence and Melee, last until the start of your next turn.

BLESSED (CHOOSE)
Requirement: Training (1) and Focus (1) in Devotion

Where others may worship a god, you are one of the truly devoted. For your devotion and piety you have been blessed with a fraction of your god's power. When you select this Talent, choose the god that has shown you favour and choose 1 Miracle. Miracles are explained on page 93, and for more information on the gods and religions of the realms see **Chapter 10: Religion and Belief.**

BLOOD FRENZY
Requirement: Witch Aelf

You give yourself over to the blood frenzy, each slash of your blade and drop of blood spurring you on to more bloodshed. On your turn, if you make a melee Attack and deal Damage, your Melee increases one step for your next Attack. Your Melee continues to increase for each subsequent Attack, as long as you continue to deal Damage. Your Melee returns to normal at the end of your turn. This Talent has no effect when attacking Undead or creatures that do not bleed.

BULWARK
You are a stalwart defender, able to hold off hordes of enemies at once. If two or more enemies are within Close Range of you at the start of your turn, your Defence increases one step. This benefit lasts until the start of your next turn.

COMBAT READY
You are always ready for a fight and never caught off-guard. You gain a +2 bonus to your Initiative and can never be Surprised in combat. You can take this Talent multiple times, gaining an additional +2 bonus each time.

COMBAT REPAIRS
Requirement: Training (1) in Crafting, smith's tools or endrineer's tools.

You may attempt to repair an ally's Armour in combat. The DN for the Test depends on the rarity of armour (see page 101), and your familiarity with the material:

- **DN 4:1:** Familiar with the material or the armour is Common.
- **DN 5:1:** Unfamiliar with the material or the armour is Rare.
- **DN 6:1:** Unfamiliar and the material is unique or magical, such as Sigmarite or the natural armour of the Sylvaneth.

If you succeed, you restore 1 Armour for each success, up to the Armour's original rating. This cannot increase Armour above its maximum. The repairs are temporary and last only until the end of combat, at which point any patchwork pieces fall away or the armour becomes too painful to wear.

CONTORTIONIST
You can bend and twist your limbs in ways others can't comprehend. You have Advantage on Opposed Tests when attempting to escape someone's grasp or slip away from them, such as when grappled (see page 143). Additionally, you can fit into unusually small or cramped locations, such as narrow pipes or containers.

CRIMINAL
Laws are more of a set of guidelines than rules to you, and you are not above stealing to get what you want. You have Advantage on Opposed Tests when attempting to steal from someone or when trying to go unnoticed during illicit activities. Additionally, you are adept at finding the right kind of wrong people and can easily track down havens of criminal activity such as illegal fight clubs or black market dealers.

CRUSHING BLOW
Requirement: Body (3), a *Crushing* weapon

You strike blows with such ferocity that they daze your opponent. If you get a 6 on an attack with a *Crushing* weapon against a Large or smaller creature, the target is *Stunned* until the end of their next turn.

DEMOLITIONS EXPERT
Requirement: Focus (1) in Crafting

Through clever augmentation of explosive devices, shouted warnings, and sometimes sheer luck, you can protect your allies from your combustive carnage. When you use an explosive or weapon with the *Blast* Trait, you can choose a number of targets equal to your Focus in Crafting to be unaffected by the blast.

DIPLOMAT
Your soothing words and natural empathy allow you to calm others when things grow tense. You have Advantage on Opposed Tests when attempting to resolve a conflict, gauge other people's moods and intentions, and tell if people are lying. Additionally, you are well thought of and respected, and most people act courteously even if they don't particularly like you.

EIDETIC MEMORY
You can recall moments from memory with near perfection. You have an almost faithful mental image of an event or memory. You can recall all of the major elements of the memory (landmarks, number of people, and so forth) but may need to make a Test to remember the minutiae of the event (faces, numbers or graffiti on walls, words on a scroll, and so on). The Skill used and the DN of any such Test is determined by the GM.

ENDRINEERS GUILD MEMBER
Requirement: Duardin (Kharadron Overlords), Training (1) and Focus (1) in Crafting

You are a member of the Endrineers Guild. You studied artifice and metalwork in one of the renowned Endrineering Academies of Kharadron sky-ports. You can take the *Endrineering* Endeavour to forge aetheric devices. See page 156 for more information.

FEARLESS
You refuse to be ruled by fear. Whenever you would become *Frightened* due to failing a Test or are magically influenced to act against your will, you can immediately make a DN 6:1 Mind (Determination) Test to resist the effects.

FORBIDDEN KNOWLEDGE
Somewhere along your journeys you have acquired ancient or lost knowledge. It can be in the form of a book or scroll you carry, something you learned or witnessed, or an artefact that allows you to see things others can not. Whatever the case, the knowledge is powerful — and dangerous.

When you select this Talent, choose a Skill from Arcana, Lore, or Theology. When you make a Test relating to the chosen Skill, the dice gained from your level of Training are doubled. However, if you fail the Test, your carelessness brings something dark into the world. Doom increases by 1 and, at their discretion, the GM may introduce future plots and adventures caused by your reckless use of this forbidden knowledge.

You can take this Talent multiple times, selecting a new Skill each time.

GRACEFUL LANDING
You can control your momentum when you fall from a great height, allowing you to mitigate the worst of the damage. Any time you fall from a height, you can make a Body (Athletics) Test to try to avoid taking Damage. The Difficulty of the Test is equal to 1 per 10 feet fallen, up to a maximum of 6 (for example, if you were to fall 30 feet, the Difficulty is 3). If you succeed on the Test, you reduce the Damage by the number of successes.

GUNSLINGER
Requirement: Training (1) and Focus (1) in Ballistic Skill

You are practiced at using a gun or ballistic weapon in each hand, making you even more deadly. While wielding a ranged weapon in each hand, your Accuracy increases one step.

GUTS
Requirement: Training (1) in Fortitude

You're as tough as they come and your body can withstand more punishment than most. You gain +1 Toughness for each level of Training in the Fortitude Skill.

HAIL OF DOOM
Requirement: Training (1) or Focus (1) in Ballistic Skill, a ranged weapon

You rain down a hail of projectiles on the enemies around you. Choose a Zone within your weapon's range and make a DN 4:1 Body (Ballistic Skill) Test. Each enemy in that Zone must make an Opposed DN 4:1 Body (Reflexes) Test. On a failure, the target suffers Damage equal to the difference in successes. If a target wins the Opposed Test, they take no damage.

HARD TO KILL
You don't die easy. The first time you fail a Death Test in combat, you do not increase the DN. The next Test you fail increases the DN as normal.

HEAVY HITTER
Fists, feet, face — it doesn't matter, they're all weapons to you. Your experience in unarmed combat means you know how to hit hard and make it really hurt. Your Unarmed strikes deal 1 + S Damage and have the *Crushing* Trait, and they lose the *Ineffective* Trait.

HEROIC CHALLENGE
Requirement: Knight-Questor

You call out a challenge to one of your enemies, demanding they face you. As an Action, choose a creature within Medium Range. If the creature attacks any target other than you, its Melee and Accuracy decrease one step. If the target is a spellcaster, the Complexity of any offensive spells that do not target you or your Zone increases by 1 Additionally, your Melee increases one step when attacking the target of your challenge. This effect lasts until the end of combat.

HIT AND RUN
You strike fast and then dash away, avoiding retribution. Once per turn, if you deal Damage with a melee attack, you can move to an adjacent Zone as a Free Action.

HUNTER
You're an experienced hunter and know how to track your prey. You have Advantage on Opposed Tests to track, find, trap, or hunt creatures. Additionally, you can choose one of the following types of terrain: Desert, Forest, Grassland, Mountain, Tainted Lands (those touched by Chaos or Death), Tundra. While travelling through that terrain you can find a relatively secure place to rest, and can not be Surprised while resting there.

IMMENSE STRIKES
Requirements: Body (4), a *Two-handed* melee weapon

You put all of your strength into your attacks. You deal +1 Damage with melee weapons with the *Two-handed* Trait.

IMMENSE SWING
Requirements: Body (4), a *Two-handed* melee weapon

You swing your weapon in great sweeping arcs. Two-handed melee weapons you wield gain the *Cleave* Trait.

INTIMIDATING MANNER
People tend to not mess with you, due to your intimidating manner. You have Advantage on Opposed Tests to threaten, intimidate, and start arguments. Additionally, people often leave you alone even when you are somewhere you don't belong for fear of angering you.

IRON STOMACH
Alcohol, noxious fumes, poison, and other toxins don't have much effect on you. You double the dice gained from Training in Fortitude for any Tests to resist poison and disease.

IRON WILL
Requirement: Training (1) in the Determination Skill

You are able to shrug off punishment through sheer force of will. You gain +1 Toughness for each level of Training in the Determination Skill.

LEGENDARY SAGA
Requirement: Duardin (Fyreslayer), Training (1) in Entertain

You recall the legendary tales and sagas of the Fyreslayers, inspiring all around you. As an Action, you can make a Soul (Entertain) Test to chant one of the sagas listed below. The effect lasts until the start of your next turn.

- **Saga of Condemnation (DN 6:1):** You recount the tale of a spellcaster who was foolish enough to stand against the might of Grimnir's chosen. The Complexity of any spell cast by an enemy with Long Range increases by 1.

- **Saga of Enmity (DN 5:1):** You recount the tale of a victory over a seemingly insurmountable foe. Any ally that starts their turn in your Zone and can hear you increases their Melee and Accuracy one step until the start of their next turn.

- **Saga of Grimnir (6:1):** You recount the tale of Grimnir's epic battle with Vulcatrix, and tell of how the Shattered God will one day return. Any ally that starts their turn in your Zone and can hear deals additional Damage on melee attacks equal to your successes on this Entertain test.

LOYAL COMPANION (CHOOSE)
You have a familiar or pet that serves as your loyal companion. This is usually an animal, but can be a spirit or even a mechanical construct. When you take this Talent, choose from one of the companions below.

Your companion gains a bonus to their Toughness equal to your Soul. On your turn, you can use an Action to direct your companion to Move and take an Action, such as attacking or using one of its Traits. Companions do not have their own Initiative and only act if instructed to. If your companion dies, you can take the *Train Companion* Endeavour to spend time between adventures bonding with a new companion. Statistics for your companion can be found in **Chapter 13: Bestiary.**

Some of these are restricted by your Species or culture.

- Bittergrub (Sylvaneth)
- Drillbill (Kharadron)
- Efreet
- Fangmora Eel (Idoneth Deepkin)
- Gryph-hound (Free Peoples or Stormcast Eternals)
- Horse
- Mustori
- Quiverling (Sylvaneth)
- Scryfish (Idoneth Deepkin)
- Spirit Guardian
- Star-eagle (Stormcast Eternal)

MARTIAL MEMORIES

Requirement: Tree-Revenant

You draw on the memories of the Protectors of ancient days, tapping into centuries of experience. At the start of combat, choose one of the following effects:

- **Memories of War:** Your Melee increases one step for the duration of combat.
- **Memories of Defiance:** Your Defence increases one step for the duration of combat.
- **Memories of Dawn:** You act first every round for the duration of the combat, even if other abilities or spells would allow another creature to act before you.

MASTER OF DISGUISE

Requirement: Disguise Kit

You have a talent for appearing to be who you are not. You can alter your voice, speech patterns, affectations, body language, and appearance to appear to be someone else. You have Advantage on Opposed Tests to disguise yourself or appear to be someone else.

Additionally, when you take this Talent, you create an alternate persona, complete with their own name, appearance, and acquaintances. You can spend your next downtime between adventures to build and reinforce this persona, using the *False Identity* Endeavour. Work with the GM to build out this new persona and what you hope to use it for.

MEDIC

Requirement: Training (1) and Focus (1) in Medicine, suitable tools and supplies

You know how to correctly treat and bandage wounds to ensure a quick recovery. Depending on your culture or Species you may use herbs and salves, strange alchemical concoctions, or simply needle and thread.

Instead of taking a Rest, you can choose to spend the length of the Rest treating one ally's Wounds. You do not gain the benefits of the Rest. You can only treat one Wound at a time, so if the ally has multiple Wounds you must tell the GM which Wound you are treating. To adequately treat the Wound you must succeed on a Mind (Medicine) Test. The DN of the Test is determined by the type of Wound you are trying to treat

- **Severe Wound**: DN 4:2
- **Deadly Wound**: DN 4:3

If you succeed on the Test, the ally's Wound severity reduces two steps instead of one at the end of the Rest. This means a Severe Wound is completely healed, and a Deadly Wound is reduced to a Minor Wound. If you fail the Test, your ally's Wounds do not heal at all. Your failed attempts to heal them means they do not gain the benefits of a Rest.

MOUNTED COMBATANT

Requirement: Training (1) or Focus (1) in Beast Handling

You and your mount have learned to move and strike as one. When mounted, your Melee increases by one step.

NIGHT VISION

You can see well in the dark. You do not suffer Disadvantage on Tests relating to sight in low light or darkness.

OBSERVANT

You have a keen eye and are always aware of your surroundings. You have Advantage on Opposed Tests to spot hidden enemies, and your Natural Awareness increases by 1. Additionally, you do not suffer a penalty to Defence when attacked by a hidden creature (see **Attacks While Hidden**, page 146).

OPPORTUNIST

You refuse to let your foes get away unscathed. Once per round, you can immediately make an Attack when an opponent attempts to move away from you.

ORIENTATION

You are easily able to orient yourself, even in unfamiliar surroundings. You can naturally sense the thaumaturgical waves of the Mortal Realms, and always know which way is coreward (towards the centre of the realm) and which way is edgeward (towards the edge of the realm). You can never become lost, except through powerful magic or divine intervention.

PATIENT STRIKE

You wait until the right moment to strike. You can choose to delay your turn and act last in the Initiative, and your Melee and Accuracy increase one step. When it is your turn, you can Move, take Actions, and spend Mettle as normal. At the beginning of the next round, you return to your original place in the Initiative.

PIERCE ARMOUR

Requirement: Training (1) in Awareness, a *Piercing* weapon

You can spot gaps and weak points in an enemies armour. You ignore a point of Armour for every 6 on an Attack with a *Piercing* weapon.

POINT BLANK RANGE

Requirement: Training (1) and Focus (1) in Ballistic Skill

You always bring a gun to a knife fight. You suffer no penalty to Accuracy when using a ranged weapon at Close Range.

POTENT SPELLS

Requirement: Training (1) and Focus (1) in Channelling

Your spells are more potent and harder to resist. When a creature must make a Test to resist the effects of one of your spells, the number of successes required increases by 1.

QUICK RELOAD

You are practiced at reloading cumbersome weapons. You ignore the *Reload* Trait on any weapon you use.

RELENTLESS ASSAULT

Requirement: Training (1) and Focus (1) in Weapon Skill

Where others use a shield, you believe the best form of defence is a deadly offence. While wielding a melee weapon in each hand, your Melee increases one step.

RENDING BLOW
Requirement: Body (3), Focus (1) in Might, melee weapon

Your heavy strikes are enough to sunder armour. When you make a melee attack, you can choose to sunder the target's Armour instead of dealing Damage. The Armour is reduced by your successes on the Attack, up to a maximum of 1 plus your Focus in Might. For example, if you had Focus (2) in Might, the maximum you could reduce Armour by is 3. The target's armour is permanently damaged and must be repaired.

SAVVY
You are adept at striking deals, haggling, and navigating the cutthroat world of business. You have Advantage on Opposed Tests when bargaining with merchants or brokering contracts. Additionally, if you attempt to bribe someone and fail, they are less likely to take it poorly or report you, likely brushing it off.

SCHOLAR
You have spent years studying a particular area of lore and knowledge, such as history, biology, one of the sciences, or the realms themselves. Choose the focus of your study. You double the dice gained from Training in Lore for Tests concerning the chosen subject.

SENSE UR-GOLD
Requirements: Duardin (Fyreslayer)

You are able to sense the presence of ur-gold, a magical gold that is said to contain a fraction of the Shattered God, Grimnir. You can make a DN 4:1 Soul (Awareness) Test to detect the presence of ur-gold nearby, If you fail the Test or there is no ur-gold within 1,000 feet, you sense nothing. If you succeed and the ur-gold is within 1,000 feet, you know the general direction to its location. If it is within Medium Range, you know its location to within a few feet. If it is within Short Range, you know its exact location.

SEVER
Requirement: Training (1) in Medicine, a *Slashing* weapon

You sever your enemies' tendons and muscles, preventing them from escaping. If you get a 6 on an Attack with a *Slashing* weapon, the target is knocked *Prone*. Additionally, any time they Move for the remainder of the combat, they suffer 1 Damage. This Damage ignores Armour.

SHIELD MASTERY
Requirement: Training (1) and Focus (1) in Weapon Skill, Training (3) and Focus (3) in Reflexes

You have mastered the use of a shield. When wielding a shield, your Defence increases by one additional step.

SIGMAR'S JUDGEMENT
Requirement: Training (1) and Focus (1) in Theology

You have spent your life hunting the daemons and heretics that plague the Mortal Realms. Your Melee and Accuracy increase one step when the target of your attack is a Daemon or servant of Chaos.

SILVER TONGUE
You have a way with words and can be very persuasive. You have Advantage on Opposed Tests when attempting to persuade, deceive, or seduce others. Additionally, you are quick to make friends and people often remember you fondly after you've gone, and greet you warmly when you return.

SLEIGHT OF HAND
You have deft hands. You can dance a coin along your knuckles or slip your hand into someone's pocket without them noticing. You have Advantage on Opposed Tests to distract, misdirect, and to steal or hide small objects. Additionally, even if you are thoroughly searched and disarmed you are able to hide a palm sized object *somewhere* on your person…

SPELLCASTING (CHOOSE)
Requirement: Training (1) and Focus (1) in Channelling

You have studied one of the Lores of Magic and are able to shape the arcane energy of the realms into powerful spells. When you gain this Talent, choose one of the Lores of Magic listed below. You learn the spells *Arcane Bolt* and *Mystic Shield,* and can choose 4 more spells from the Common Spell list and your Lore's spell list. For more information on Spellcasting, see **Chapter 11: Magic.** For information on learning new spells, see page 158.

AMBER
Dominant in Ghur, Amber magic is wild and untamed. Its lore concerns the hunter and the hunted, the beast and its prey, and the feral aggression of nature.

AMETHYST
The magic of Shyish is grim, centered upon endings and death. It hovers over battlefields and cairns, a chill hue full of doom and inevitability.

BRIGHT
The magic of Aqshy is one of flames and burning passions, of fireballs and fury. Bright magic shimmers like a heat haze and smoulders like burning coals.

CELESTIAL
The magic of Azyr dissipates and drifts. It holds the power of the unknown, of prognostication, of storms, and of the stars themselves.

GOLD
Gold is the heaviest of all magical hues, and its lore concerns metallurgies and transmutations. Gold magic radiates strongly from the realm of Chamon.

GREY
The Grey magic of Ulgu is found in shadow and mist, a trickster force that fuels illusions and lies. Its lore is phantasms, ruses, and hidden meanings.

JADE
The life forces of Jade magic are strongest in Ghyran. Its energies wax and wane in cycles. It is a magic of growth, healing, and the power of nature.

LIGHT
The Hyshian Lore of Light concerns illumination and purity, symbolism and learning. Its power banishes shadow and reveals truth — it eternally opposes Grey magic.

THE DEEPS
Requirements: Aelf (Idoneth Deepkin)

The Lore of the Deeps is an eldritch magic unlike any wielded by the other wizards of the Mortal Realms. It reflects the abyssal depths of the seas as well as the dark corners of a living being's psyche.

LEARNING ADDITIONAL LORES OF MAGIC
The Lores of Magic are so eldritch and volatile that it is rare for an individual, particularly Humans, to control more than one — but not unheard of. A few gifted spellcasters are known to have been able to control and blend multiple Lores of Magic, though it takes incredible power and dedication.

You can take this Talent multiple times, choosing an additional Lore each time. There are requirements for each additional Lore, as well as an XP cost (this is in addition to the standard 2 XP for learning a new Talent). When you take this Talent to learn an additional Lore, you learn one new spell of that Lore.

LEARNING ADDITIONAL LORES

Lores	Requirement	Additional XP Cost
Second	Training (2) or Focus (2) in the Channelling Skill	+2 XP
Third	Training (2) and Focus(2) in the Channelling Skill	+3 XP
Fourth	Training (3) or Focus (3) in the Channelling Skill	+4 XP
Fifth	Training (3) and Focus (3) in the Channelling Skill	+5 XP
Sixth	Mind 6	+6 XP
Seventh	Mind 7	+7 XP
Eighth	Mind 8	+8 XP

Example: *Ímren, the Isharann Tidecaster, has Training (1) and Focus (1) in Channelling, and begins play with the* Spellcasting (The Deeps) *Talent. After earning 6 XP, she wants to learn an additional Lore, using Light magic to counter-balance her eldritch spells. However, before she can learn her second Lore she must have Training (2) or Focus (2) in Channelling. Ímren decides to gain Training (2) in Channelling, which costs her 2 XP. She now meets the requirements to take a second Lore. She spends another 4 XP to take the* Spellcasting (Light) *Talent (2 XP for purchasing a Talent, plus an additional 2 XP to take a second Lore).*

Later, after earning some more XP, Ímren wants to learn a third Lore. To meet the requirements she must have Training (2) and Focus (2) in Channelling. She already has Training (2), so she spends 2 XP to gain Focus (2) in Channelling. To learn a third Lore, she must spend 5 XP (2 XP for purchasing a Talent, plus an additional 3 XP to take a third Lore). Ímren spends the necessary XP and takes Spellcasting (Amethyst) *to tap into the Lore of Death.*

STAR-FATED ARROW
Requirement: Knight-Venator

You draw an arrow and whisper the name of a powerful foe, sealing their fate. As an Action, choose a creature you can see within Long Range. The next ranged Attack you make against the target ignores Armour.

STRONG SOUL
Requirement: *Blessed (any),* Training (2) in Devotion

Your faith in your god gives you strength, pushing you far beyond your limits. To calculate Mettle, you add your Soul plus your level of Training in Devotion and divide the result by two.

TACTICIAN
Your military acumen allows you to find tactical openings for your allies to exploit. As an Action, choose an ally within Medium Range. The target can make an Attack against a creature of your choice if they are able to do so and have a suitable weapon prepared. If they Attack, they add a number of bonus dice to their dice pool equal to your Mind. A creature can only benefit from this Talent once per round.

THE BIGGER THEY ARE
You've spent your life fighting things considerably bigger than you, and know exactly how and when to strike. Your Melee is considered one step higher when fighting beasts or creatures whose size is Large or greater.

TRADER'S CACHE
Requirement: Trade Pioneer

You have supplies and staches hidden in various locations throughout the Mortal Realms, giving you access to just the right thing at the right time. Make a DN 4:1 Mind (Survival) Test and note the number of successes. This is your Trader's Cache, which represents your cache of trade goods, weapons, and tools.

After you make a Test of any kind, you can choose to expend a number of successes from your Trader's Cache to add an equal number of successes to the result. Additionally, when bargaining or trading you can spend successes to declare you have just the item the other party is interested in. Depending on the rarity of the item, the GM may require you to spend multiple successes from your Trader's Cache (2 for a Rare item, 3 or more for an Exotic item).

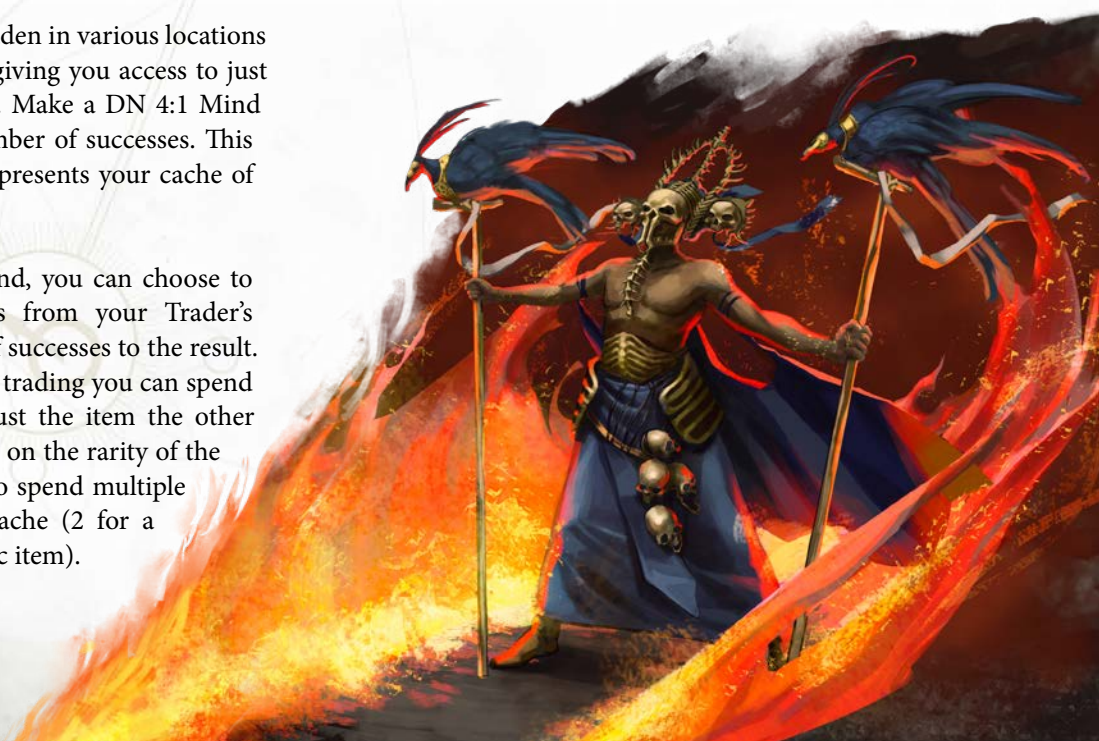
You can replenish your Trader's Cache when you Rest in a city or between adventures (see page 155). If doing this between adventures, you can do this in addition to any other Endeavours you take. The maximum number of successes in your cache is equal to your Mind plus any levels of Training in the Survival Skill.

UNBIND
Requirement: Training (1) and Focus (1) in Channelling

You have learned to quickly unravel the winds of magic and can unbind spells before they take effect. When a creature you can see within Long Range casts a spell, you can spend a point of Mettle to attempt to unbind it. This requires a Mind (Channelling) Test. The Difficulty of the Test is equal to the Difficulty of the spell, and the Complexity is equal to the total successes the caster achieved. If you succeed, the spell is unbound and has no effect. If you fail, the spell takes effect as normal.

Example: *The party is confronted by a Chaos Sorcerer and its followers. The Chaos Sorcerer casts Daemonic Power, a spell that infuses its allies with daemonic essence. Daemonic Power is DN 5:2 and the Chaos Sorcerer gets a 2, 3, 3,* ***5****,* ***6****, and* ***6****. It successfully casts the spell and gets one additional success, for a total of three successes.*

Ímren declares that she is spending a point of Mettle to attempt to use Unbind on the spell before it can take effect. Daemonic Power has a Difficulty of 5, and the Chaos Sorcerer got 3 successes, so the DN to unbind the spell is 5:3. Ímren makes a DN 5:3 Mind (Channelling) Test. She rolls 1, ***5, 5, 6****, and* ***6****, getting a total of four successes. Ímren successfully unbinds the spell and it has no effect.*



UNBREAKABLE SPELLS

Requirement: *Spellcasting (any)*, Focus (1) in Channelling

Your spells are not so easily broken. You weave the Lores of Magic into a tightly bound chain of indecipherable eldritch power. If a creature attempts to unbind or disrupt your spells, the Complexity of the Test increases by 1 per level of Focus you have in Channelling.

Example: *Ímren casts Cloying Sea Mists, which is DN 5:3. The Chaos Sorcerer she is facing attempts to use Unbind on the spell before it can take effect. Ímren achieved four successes on her Channelling Test, so the Chaos Sorcerer must make a DN 5:4 Mind (Channelling) Test to unbind the spell. However, Ímren also has the Unbreakable Spells Talent and Focus (1) in Channelling. This increases the Complexity to unbind the spell by 1. The Chaos Sorcerer must now pass a DN 5:5 Mind (Channelling) Test to unbind Ímren's spell.*

UNDERDOG

You fight better when backed into a corner. If two or more enemies and no allies are within Close Range of you at the start of your turn, your Melee increases one step. This benefit lasts until the start of your next turn.

VANISH

Requirement: Focus (1) in Stealth

You are able to blend in with your environment and go unnoticed. You can attempt to hide even when there is no cover or shadows.

WEAPON WEAVE

Requirement: Branchwych

You are able to use your magical loom to weave and shape plants into deadly weapons and other items. When you take a Rest, you can spend time creating a facsimile of a weapon from roots, vines, and fauna. Make a Soul (Crafting) Test, with the DN based on the weapon you are trying to create.

- **DN 4:1:** Any Common Subtle melee weapon or a holy symbol of Alarielle.
- **DN 5:1:** Any Common one-handed weapon or a Shield.
- **DN 6:1**: Any Common two-handed weapon or a Bow.

Between adventures you can take the *Magical Weapon Weave* Endeavour to further hone the weapon, imbuing it with magical energy.

Gifts of the Sylvaneth

It is rare for Sylvaneth to share their creations with others – receiving such a weapon is a special gift. It is so rare in fact that Sylvaneth have been known to attack non-Sylvaneth seen wielding weapons woven by their kin. It is for this reason that a Branchwych will often inscribe a mark or pattern to identify the weapon as a gift so as not to raise the ire of their kin.

WITCH-SIGHT

You are gifted with the ability to 'see' the magical energy that permeates the realms. For some, this manifests as coloured waves or motes of light in the air. Others perceive the thaumaturgical energies of the realms as distinct frequencies or musical notes, or as a scent in the air, or a touch on the skin.

Most wizards and spellcasters have some minor form of Witch-Sight, but you have trained yourself to discern the patterns and motes of magical energy around you. At the GM's discretion you can use this ability to track and follow the flow of magic, though the realms are so pervasive with magical energy this can prove quite difficult. In fact, Witch-Sight can also be almost blinding in areas rich with magic, such as the edge of a realm or when staring directly at a piece of realmstone.

Despite this, this ability can prove highly effective in mapping magical ley-lines or tracking down powerful spells and artefacts. Spell Hunters have even been known to enlist people gifted with Witch-Sight when hunting an Endless Spell.

ZHARRGRIM

Requirement: Duardin (Fyreslayers), *Blessed (Grimnir)*, *Sense Ur-gold*

You are one of the Zharrgrim, the priests of the Fyreslayers who lead the search for Grimnir's remains. You have mastered the secrets of forging ur-gold runes and can take the Forge Ur-Gold Rune Endeavour. See page 157 for more information.

MIRACLES

Miracles are unique Talents gifted to those who are truly devoted to their god. When you first take the *Blessed* Talent you can choose one Miracle to learn from the list of Universal Miracles or the Miracles of your chosen god. After this, each new Miracle costs 2 XP to learn.

Unless otherwise stated, using a Miracle requires the **Use a Talent** Action (page 145). Miracles are presented in the following format:

- The name of the Miracle.
- **Cost:** Some powerful Miracles require both an Action and Mettle to activate. This lists the Mettle cost for any such Miracles.
- **Target:** Who the Miracle affects. This is You (if it targets you), a number of targets, or a Zone.
- **Range:** The range at which the Miracle can be cast. This is Self (if it affects or is centred on you), Close Range, Short Range, Medium Range, or Long Range. See page 139 for more on ranges.
- **Duration:** The duration of the Miracle. This is Instant, a number of rounds, or Sustained (if the spell can be maintained, usually at a cost). At a minimum, Miracles that can be Sustained last until the start of your next turn.
- The description of what the Miracle does.

Universal Miracles

Some Miracles are universal and can be gifted by any god. You can learn any of the following Miracles.

DIVINE POWER

Cost: 1 Mettle
Target: A spell you can see
Range: Long
Duration: Instant

You tear apart a spell's magical energies using your holy devotion. You can attempt to unbind a spell within Long Range, using Devotion instead of Channelling. See *Unbind* on page 91 for more information.

HEALING SPIRIT

Target: Zone
Range: Self
Duration: Instant

The power of your god washes over you and your allies and heals your injuries. Make a DN 5:1 Soul (Devotion) Test. You and allies in your Zone recover 1 Toughness per success.

When you use this Miracle, you can choose to spend a Mettle to add your Soul to the amount of Toughness recovered.

INSPIRE ZEAL

Target: 1
Range: Medium
Duration: Sustained

You call upon your god to guide the blows of an ally. Choose an ally within Medium Range. Their Melee and Accuracy increase one step until the start of your next turn.

On your turn, you can spend 1 Mettle as a Free Action to sustain this effect.

REVITALISE

Target: 1
Range: Close
Duration: Instant

Your holy touch burns all malady and sickness from the body. A creature you touch within Close Range immediately removes one Condition it is suffering from.

When you use this Miracle, you can choose to spend a Mettle to cure the target of all Conditions.

SHIELD OF FAITH

Target: 1
Range: Medium
Duration: Sustained

You beseech your god to protect your comrades. Choose an ally within Medium Range. Their Defence increases one step until the start of your next turn.

On your turn, you can spend 1 Mettle as a Free Action to sustain this effect.

Miracles of Alarielle

Alarielle, the Goddess of Life, has gifted you a portion of her vitalising power, allowing you to tap into the essence of life itself. You must have the *Blessed (Alarielle)* Talent to choose these Miracles.

Balance of Nature

Target: 1
Range: Close
Duration: Instant

You can heal the wounds of another by taking on a portion of their suffering. A creature you touch can reduce the severity of one Wound. In exchange, you must take a Minor Wound or increase the severity of a Wound you already have.

Children of Alarielle

Target: Living creatures within range
Range: One Zone per success
Duration: Sustained

You can sense the presence of all living creatures nearby. You can make a DN 5:1 Soul (Awareness) Test to sense the presence of living creatures nearby. On a success, you know the exact location of all creatures within Short Range. Each additional success increases the range that you can sense creatures by one Zone. This Miracle does not sense the presence of Undead, Daemons, or other unnatural creatures.

On your turn, you can spend 1 Mettle as a Free Action to sustain this Miracle.

Natural Selection

Target: You
Range: Self
Duration: Sustained

The Everqueen grants you a boon, allowing you to alter your form to perfectly adapt to your environment. When you use this Miracle, you can choose to change your form in one of the following ways.

- **Acute Sense:** One of your senses becomes heightened. You gain the *Acute Sense* Talent (see page 82).
- **Claws:** The bones in your fingers and your nails elongate and harden into claws. Your claws deal +S Damage, and have the Piercing and Slashing Traits. Additionally, you can use your claws to climb. You gain +1d6 to Tests made to climb.
- **Gills, Webbed Hands and Feet:** Small slits appear in your neck and you feel a change in your chest. You gain gills, allowing you to breath underwater. You must submerge yourself in water within one minute or you begin to suffocate. Along with gills, webbing grows between your fingers and toes making it easier to swim. You gain +1d6 to Tests made to swim.
- **Night Vision:** Your eyes change, altering and adapting to the darkness. You gain the *Night Vision* Talent (see page 88).
- **Wings:** Huge, beautiful green-feathered wings grow from your back, like those of the Everqueen herself. You gain the ability to fly at Normal speed.

On your turn, you can spend 1 Mettle as a Free Action to sustain this Miracle.

Verdant Growth

Target: Zone
Range: Long
Duration: Permanent

You infuse the earth with the essence of life, causing plants in an area to grow and bloom. This can be used to bolster crops and revitalise a land tainted by Chaos. You can also choose to shape the growth into simple structures, such as growing winding roots and vines into a ladder or small bridge, or creating cover for you and your allies. In combat, these simple structures can form bridges between Zones, or can be used to give one Zone the *Cover* Trait (see page 137).

The plants and wildlife created by this Miracle are permanent but will decay naturally if left unattended in an inhospitable environment.

Wrath of the Everqueen

Cost: 1 Mettle
Target: Zone
Range: Medium
Duration: Sustained

The wrath of the Everqueen is terrible to behold, and many cower in her wake. You draw upon a semblance of this fury to assault your foes, lashing them with thorny vines

and wicked barbs. Choose a Zone within Medium Range. That Zone gains the *Difficult Terrain* and *Minor Hazard* Traits (see page 138). Additionally, creatures entering or starting their turn in the Zone must make a DN 6:1 Body (Might) Test or be *Restrained* until the start of their next turn.

When you use this Miracle, you can choose to spend an additional Mettle to increase the Complexity of this Test by 1, to DN 6:2. On your turn, you can spend 1 Mettle as a Free Action to sustain this Miracle.

Miracles of the Ethersea

The Idoneth Deepkin have no need of gods, having forsaken their creator Teclis centuries ago. Instead, they put their faith in the unknowable eldritch power of the Ethersea, trusting in it to guide and protect them. You must have the *Blessed (Ethersea)* Talent to choose these Miracles.

Dash upon the Rocks

Target: Zone
Range: Long
Duration: Instant

You summon a tidal wave of the ethersea to wash away your foes. Choose a Zone within Long Range. Each creature in that Zone must make an Opposed Body (Athletics) Test versus your Soul (Devotion). Creatures who fail the Test take Damage equal to the difference and are knocked *Prone* and washed into an adjacent Zone. Idoneth Deepkin and other sea creatures are unaffected by this Miracle.

When you use this Miracle, you can choose to spend a Mettle to violently pummel your enemies with pounding waves, dealing additional Damage equal to your Soul.

Diviner of Truth

Target: 1
Range: Short
Duration: Instant

You look upon another's soul and lay bare the truth of who they are. Choose a creature within Short Range and make a Soul (Devotion) Test opposed by the target's Soul (Determination). You learn one of the following pieces of information per difference in successes:

- One of their short-term goals.
- One of their long-term goals.
- A secret about them.
- Their greatest fear or greatest love.
- Their Toughness.
- Which of their Skills has the highest Training or Focus.
- A Talent or ability they have, chosen by the GM.
- If they have Mettle, and if so how much

If you try to use this again on the same creature, they gain Advantage on the Opposed Test as they instinctively close themselves off to you.

Favourable Tides

Target: You
Range: Long
Duration: Instant

A crashing wave of the Ethersea surrounds you and sweeps you up, bearing you to a new location. The wave can move you to any point within Long Range. You cannot be targeted by attacks during this movement, and suffer no effects from Environmental Traits.

Seeker of Souls

Target: 1
Range: Long
Duration: Hours equal to successes

No creature in the Mortal Realms can hide from you, as you can see their very soul. You can scry the souls of each creature within Long Range, regardless of cover or concealment. Choose one creature you have scried and make a DN 4:1 Soul (Devotion) Test. For a number of hours equal to your successes, you and your allies have Advantage on any Opposed Tests to track, spot, or otherwise seek the target, and the target's Defence decreases one step when targeted by you or an ally. Additionally, the target gains no benefit from cover or from being obscured for the duration of this effect.

SHATTER SOUL
Target: 1
Range: Medium
Duration: Sustained

You shatter a creature's soul, breaking their spirit. Choose a target within Medium Range. The target must make an opposed Soul (Determination) Test versus your Soul (Devotion). On a failure, the target's Soul is reduced by an amount equal to the difference in successes. If the target has Mettle, it is immediately reduced to 0. The target can not recover Mettle as long as you sustain this Miracle.

On your turn, you can spend 1 Mettle as a Free Action to sustain this Miracle.

Miracles of Grimnir
You are one of the Zharrgrim, a battle-priest of the Shattered God Grimnir. You must have the *Blessed (Grimnir)* Talent to choose the following Miracles.

CAUTERISE
Target: 1
Range: Close
Duration: Instant

You tap into the smoldering fire of Grimnir to heal your allies. Make a DN 4:1 Soul (Devotion) Test as you place the Forge Key or other holy symbol of Grimnir on a wounded ally. They recover Toughness equal to 1 plus the number of successes.

When you use this Miracle, you can choose to spend a Mettle to add your Soul to the Toughness recovered.

MAGMIC TUNNELING
Cost: 1 Mettle
Target: You
Range: Long
Duration: Sustained

You command the stone to allow you and your allies passage. If you are standing upon or touching a stone surface, you can command the stone to give way before you. Choose a point within Long Range that is connected by stone. You create a tunnel between the points wide enough for a Large-sized creature to move through, which becomes a new Zone. As part of using this Miracle, you can choose to use your Move to automatically reach the point at the end of the tunnel. Any allies in your Zone can spend a Mettle to follow you.

On your turn, you can spend 1 Mettle as a Free Action to sustain this Miracle. If you do not, the tunnel collapses and returns to normal.

RUNIC EMPOWERMENT
Cost: 1 Mettle
Target: Zone
Range: Self
Duration: Sustained

You raise your weapons and intone a sonorous chant, hardening the skin of your allies. You and allies in your Zone gain +1 Armour until the start of your next turn.

On your turn, you can spend 1 Mettle as a Free Action to sustain this Miracle.

SEARING HEAT
Cost: 1 Mettle
Target: A metal object you can touch
Range: Close
Duration: Instant

You cause a metal object you touch to melt and turn to liquid. The metal can be a weapon, a piece of armour, a large chest, a metal door, or a section of a ship's hull. When you release your touch, the metal solidifies into whatever shape it has taken.

In combat, you can use this Miracle to render nonmagical metal weapons and armour useless. To do so, choose a creature and declare what metal object of theirs that you are targeting, then make an Attack as part of using this Miracle.. The creature's Defence is one step higher for the purposes of this Attack as you are trying to target a specific item. The attack deals no Damage but melts the object. Weapons targeted by this Miracle can still be used as Improvised Weapons, but Armour is effectively destroyed. The creature loses any benefit they gained from wearing the armour.

When you use this Miracle, you can spend an additional Mettle to heat the metal as it is destroyed, dealing Damage equal to your Soul to the creature holding or wearing the object.

VOLCANO'S CALL

Cost: 2 Mettle
Target: Zone
Range: Medium
Duration: Sustained

You cause the ground to crack and sunder as molten lava erupts from the earth. Choose a Zone within Medium Range. The Zone immediately becomes a *Deadly Hazard* (see page 138). When a creature enters the hazard for the first time or starts its turn there, it takes 5 Damage. Flying creatures are unaffected unless they touch the ground.

On your turn, you can spend 1 Mettle as a Free Action to sustain this Miracle.

Miracles of Khaine

Through Morathi, you serve the Lord of Murder Khaine, soaking the realms in blood in his honour. You must have the *Blessed (Khaine)* Talent to choose these Miracles.

BLOOD BINDING

Target: 1
Range: Short
Duration: Rounds equal to difference in successes

The blood of fools is easily manipulated. You twist the blood of a creature within Short Range, bending it to your will. Choose one of the following effects. The target must make an Opposed Test determined by the effect versus your Soul (Devotion). The effect lasts a number of rounds equal to the difference in successes.

- **Warm the Blood:** You stir the blood of the target, inspiring desire within them. The target must succeed on an Opposed Soul (Determination) Test or be *Charmed*.
- **Chill the Blood:** You chill the blood of the target, causing them to cower in fear from you. The target must succeed on an Opposed Mind (Determination) Test or be *Frightened*.
- **Halt the Blood:** You forcefully halt the blood flow of the target and freeze their muscles. The target must succeed on an Opposed Body (Determination) Test or be *Restrained*.

DANCE OF DOOM

Target: 1
Range: Short
Duration: Sustained

You imbue an ally with a hint of Khaine's spirit, driving them to slaughter. Choose an ally within Short Range. Their Speed becomes Fast and they can take one extra Action on their turn.

On your turn, you can spend 1 Mettle as a Free Action to sustain this effect.

RED MIST

Cost: 1 Mettle
Target: 1
Range: Long
Duration: Sustained

You draw forth the blood of your enemies, shaping it into a red mist. Choose a creature you can see within Long Range. The creature must make an DN 4:1 Body (Fortitude) Test opposed by your Soul (Devotion). On a failure, the creature takes Damage equal to the difference in successes as their blood is ripped from their body through hundreds of tiny cuts. This Damage ignores Armour. Additionally, the Zone the creature is occupying becomes *Lightly Obscured* (see page 138) by a mist of blood until the start of your next turn.

On your turn, you can spend 1 Mettle as a Free Action to sustain this mist. When you do so, you can choose to move the bloody mist to an adjacent Zone.

RUNE OF KHAINE
Target: Any *Piercing* or *Slashing* weapon
Range: Close
Duration: Instant

You inscribe the Rune of Khaine on a weapon, sharpening its edge the better to spill blood. Choose a weapon within Close Range that you are or an ally is wielding. The first time that weapon deals Damage in the next minute, it deals additional Damage equal to your Soul.

When you use this Miracle, you can choose to spend a Mettle to empower the Rune of Khaine, causing it to deal additional Damage equal to twice your Soul instead.

TOUCH OF DEATH
Target: 1
Range: Medium
Duration: Rounds equal to difference in successes

You mark an enemy for death as a gift to the God of Murder. Choose an enemy within Medium Range and make a DN 4:1 Soul (Devotion) Test. The target's Defence is decreased one step for a number of rounds equal to your successes.

Miracles of Sigmar
You serve the God-King Sigmar, who forged the Stormcast Eternals and threw back the forces of Chaos to usher in the Age of Sigmar. You must have the *Blessed (Sigmar)* Talent to choose these Miracles.

BOLSTER FAITH
Target: Zone
Range: Self
Duration: Sustained

Stormwinds rise and swirl around you but you remain a beacon of calm to your allies. Any allies in your Zone suffering from the *Charmed* or *Frightened* Conditions immediately recover, and all allies in the Zone are immune to being *Charmed* or *Frightened*. Additionally, enemies must make a DN 4:1 Body (Athletics) Test opposed by your Soul (Devotion) to enter the Zone, as they are buffeted and pushed back by howling stormwinds.

On your turn, you can spend 1 Mettle as a Free Action to sustain this effect.

CELESTIAL STRIKE
Target: You
Range: Self
Duration: Instant

You raise your weapon to the heavens, calling down celestial power to wreath it in lightning. The first time you deal Damage with this weapon in the next minute, the creature becomes *Stunned* until the start of your next turn.

GOD-KING'S ASPECT
Cost: 1 Mettle
Target: 1
Range: Long
Duration: Sustained

Your appearance shifts to resemble Sigmar Heldenhammer himself. Choose a Daemon within Medium Range. The creature's Melee, Accuracy, and Defence are decreased one step until the start of your next turn.

On your turn, you can spend 1 Mettle as a Free Action to sustain this effect.

LIGHT OF SIGMAR
Cost: 1 Mettle
Target: Zone
Range: Self
Duration: Instant

You draw upon the holy, searing light of Sigmar to burn your foes. Make a DN 5:1 Soul (Devotion) Test. Enemies in your Zone suffer 1 Damage per success.

When you use this Miracle, you can choose to spend a Mettle to have the Damage ignore Armour.

UNBURDEN THYSELF
Target: 1
Range: Short
Duration: Instant

Your holy words implore others to speak plain and true. Choose a creature within Short Range. They must make an Opposed Soul (Determination) Test versus your Soul (Devotion). If you succeed, the creature must truthfully answer a number of questions equal to the difference in successes. Additionally, the target feels better for speaking truly and is more amicable towards you. You have Advantage on any Opposed Tests for social interactions with the target for the rest of the day.

5

EQUIPMENT

Though the heroics of the Stormcast Eternals and the armies of Azyr have done much to drive back the forces of Chaos, the Age of Sigmar remains an incredibly dangerous time. The Mortal Realms are filled with beasts, abominations, roving bands of cannibals, and worse. Anyone who would dare venture from the comfort and protection of civilisation must be well armed and armoured if they hope to return alive.

This chapter presents rules for weapons, armour, and all manner of equipment that a hero will need to face the dangers of the Mortal Realms. You will also find information and prices for everyday things such as food, lodging, transport, as well as information on more exotic and eclectic purchases.

Starting Equipment

The equipment you receive from your Archetype is enough to begin your adventures, but you may wish to purchase additional items. During character creation you can use any wealth gained from your Archetype to purchase Common and Rare items at the listed price. However, once you begin play, the prices and availability may change, so buy what you need while you can.

WEALTH AND COMMERCE

Sigmar's return brought a semblance of civilisation to the Mortal Realms. The surviving remnants of the cultures and clans that were crushed or consumed by the Ruinous Powers have found shelter in the Cities of Sigmar alongside the people of Azyr who came looking for a new life. With more people came demand for food, raw materials, and even luxury items. Commerce and trade grew quickly with networks of merchants, traders, and suppliers all vying for attention.

Currency

Much commerce in the Mortal Realms is done through bartering and trade. However, as the cities of Sigmar have risen, currency has begun to be used more and more. Initially coin was trialed as a form of currency, but with the Kharadron Overlords having almost total control over the Spiral Crux of Chamon — where precious metals are commonplace — the idea was soon abandoned (much to the Duardin's annoyance). Today, a steady form of currency exists in Aqua Ghyranis, the life-giving water from Ghyran. The magically infused water is kept in glass phials, spheres, flasks, or special reinforced kegs.

The most common units of currency are:

- **A Drop (1D):** A single drop of Aqua Ghyranis, usually measured with a pipette.
- **A Phial (1P):** A small glass phial of Aqua Ghyranis, usually about an inch tall. These come in various shapes and sizes, with more elaborate designs used by the rich to flaunt their wealth. Each phial contains about 10 drops of Aqua Ghyranis.
- **A Sphere (1S):** A palm-sized orb of Aqua Ghyranis. These are usually corked or stoppered, but some twist open or require a small hole to be drilled to release the water inside. Each sphere is equal to 10 phials or 100 drops of Aqua Ghyranis.

The cost of items in this chapter is the average cost across the Cities of Sigmar. Depending on where you are and who you are dealing with, these prices may fluctuate.

Other Currency

Though Aqua Ghyranis is becoming more popular as a standard currency, other cities, realms, and cultures have their own forms of currency, such as the Glimmerings found in Excelsis in Ghur – slivers of the Spear of Mallus which grant minor prophetic visions. Mages and nobles can often agree upon a value for realmstone – raw magical energy in crystallized form. An ounce of pure realmstone would be worth a handful of spheres of Aqua Ghyranis to the right buyer.

Otherwise, realmstone has largely been rejected as a currency due to its unpredictable nature, supposed side effects, and the superstition surrounding it. However, realmstone is highly prized by traders and spellcasters. For more on realmstone, see page 262.

AQUA GHYRANIS

Aqua Ghyranis is taken from the sacred waters of Verdia in Ghyran, much to the anger and disapproval of many hard-line Sylvaneth. The water is suffused with the pure life energy from Ghyran and fosters growth and healing in all living things.

Aqua Ghyranis is highly prized across the Mortal Realms, but nowhere more so than Aqshy. The Realm of Fire, more than any other, was devastated by the Age of Chaos. Blood soaked into the earth, lakes and rivers dried up, and the land was utterly tainted by Chaos. By using Aqua Ghyranis, the lands of Aqshy have seen a rebirth. Plantlife has returned, animals are healthier and more plentiful, and crops can be grown in the once barren land.

Aqua Ghyranis can be used in the following ways:

- A sphere of Aqua Ghyranis can purify the land in a Zone, removing any taint of Chaos or other unnatural force.
- A sphere of Aqua Ghyranis can be used to accelerate growth in a Zone, per the *Lifebloom* spell (page 278).
- You can consume Aqua Ghyranis to heal your body. Each drop of Aqua Ghyranis restores 1 Toughness; a phial restores 10 Toughness and removes one Condition; and a sphere of Aqua Ghyranis restores all Toughness, removes all Conditions, and allows you to clear one space on the Wound track.

Trade

Despite the rise in popularity of Aqua Ghyranis as currency, barter and trade is still used throughout much of the Mortal Realms, including many of the Cities of Sigmar. All manner of items are traded, with values changing depending on who is buying and selling. The inhabitants of the Mortal Realms have drastically different needs that reflect the uniquely strange nature of each realm. The Auroch breeders of Ghur's heartlands barter their fattened steer for metal from the Kharadron traders of the Spiral Crux. With only decayed and fragile wood to work with, the craftsfolk of Athanasia in Shyish must trade with The Great Parch of Aqshy for strong sun-blasted timber. Meanwhile the people of The Great Parch rely on the steady supply of grain, meat, and Aqua Ghyranis that flows from Ghyran through the Stormrift Realmgate.

Most of the time you can resolve bartering through roleplaying, with parties trading items of roughly equivalent value. If one of the items is in particular demand, the value can be considered double or even triple its usual worth. Likewise, if an item is unwanted or in abundance, the perceived value is halved.

Availability

Supply and demand fuels trade. For this reason, each item in this chapter lists its availability: Common, Rare, Exotic, or Special.

- **Common:** Common items are readily available in all major cities, and can usually be found in some minor settlements and outposts.
- **Rare:** Rare items can usually be found in a city if you know where to look or have a contact. You may need to wait a while, but you should be able to get your hands on them if you have the money. There is a chance you will find Rare items outside the Cities of Sigmar, but it is very slim.
- **Exotic:** Exotic items are very hard to find. They are perhaps made of a rare material, have unusual properties, are some sort of delicacy, or are restricted or outright banned. To find an exotic item you will likely need a contact, who in turn will have to have the item shipped especially.
- **Special:** Special items are unique in some way. They may be one of a kind, a lost artefact from the Age of Myth, or even a gift from a god. Purchasing one of these items is almost impossible.

Depending on where you are, some items can be harder or easier to come by so their availability may change.

WEAPONS AND ARMOUR

Despite the surge of civilisation in the Mortal Realms, nowhere is truly safe. Savage creatures wander the lands intent on purposeless war, spirits of the dead rise to claim the souls of the living, and the Ruinous Powers continue their machinations towards the destruction of all things. As a consequence, most mortal folk stay armed and armoured — even within the walls of the Cities of Sigmar.

This section details weapons, armour, and equipment needed to survive in the Mortal Realms.

WEAPONS

Due to the abundance of metals from Chamon and the loose allegiance between the forces of Order, weapons are plentiful and relatively affordable across much of the Mortal Realms. There are hundreds of unique designs across a multitude of cultures, but broadly they all do the same thing — kill.

The table opposite shows the most common weapons found in the realms, their price, rarity, damage, and any Traits they have. Damage shown as '+ S' means the weapon deals additional Damage equal to the number of successes achieved on the attack. The weapons are divided into Melee Weapons and Ranged Weapons. Melee Weapons are used at Close Range and use the Weapon Skill for attacks, while Ranged Weapons are used to attack targets at a distance and use the Ballistic Skill for attacks.

A Sword By Any Other Name

Each Archetype lists your starting weapons and armour. Many of these are described as the Archetype or their culture would refer to them, such as the Sacrificial Dagger of the Witch Aelf or the Ancestral Battleaxe of the Doomseeker. However, these are just descriptions and have no mechanical bearing. The Witch Aelf's sacrificial blades work the same as a Darkling Sorceress's ebon dagger, and the Battlesmith's ancestral battleaxe is still a battleaxe – albeit with a unique history. Some weapons, however, are special or rare, and are listed as such in this chapter.

Sigmarite Weapons and Armour

Stormcast Eternals' equipment is made from sigmarite, a magical metal that is shaped and forged by Grungni and the Six Smiths in Azyr. The weapons, armour, and shields of Stormcast Eternal characters are made from this magical metal. Rather than listing duplicates of each item in the following tables, players creating a Stormcast Eternal should add the *Sigmarite* Trait to their weapons and armour. All sigmarite equipment has an availability of Special.

MELEE WEAPONS

Name	Cost	Availability	Damage	Traits
Unarmed	–	N/A	+ S	Ineffective
Improvised Weapon	–	N/A	+ S	Ineffective, Crushing/Piercing/Slashing
Battleaxe	135D	Common	1 + S	Slashing
Club	8D	Common	+ S	Crushing, Subtle
Dagger	20D	Common	+ S	Piercing, Subtle, Thrown (Short)
Finger Claws	35D	Rare	+ S	Piercing, Slashing, Subtle
Greataxe	250D	Common	2 + S	Slashing, Two-handed
Greathammer	260D	Common	2 + S	Crushing, Two-handed
Greatscythe	280D	Rare	1 + S	Cleave, Slashing, Two-handed
Greatsword	265D	Common	2 + S	Slashing, Two-handed
Halberd	290D	Rare	1 + S	Piercing, Rend, Two-handed
Handaxe	25D	Common	+ S	Subtle, Slashing, Thrown (Short)
Hand Hammer	22D	Common	+ S	Subtle, Crushing, Thrown (Short)
Javelin	45D	Common	+ S	Piercing, Thrown (Medium)
Pick	130D	Common	1 + S	Piercing
Pike	190D	Common	2 + S	Piercing, Reach, Two-Handed
Quarterstaff	18D	Common	1 + S	Crushing, Two-handed
Runic Iron	320D	Exotic	1 + S	Piercing, Rend
Spear	180D	Common	1 + S	Piercing, Thrown (Short)
Sword	150D	Common	1 + S	Slashing
Warhammer	140D	Common	1 + S	Crushing
Whip	120D	Rare	+ S	Reach, Restraining, Slashing

RANGED WEAPONS

Name	Cost	Availability	Damage	Traits
Blunderbuss	180D	Common	2 + S	Loud, Range (Medium), Piercing, Spread, Two-handed
Bow	50D	Common	1 + S	Range (Long), Subtle, Piercing, Two-handed
Great Crossbow	250D	Rare	1 + S	Penetrating, Piercing, Range (Long), Reload, Two-handed
Hand Cannon	340D	Exotic	2 + S	Close, Loud, Piercing, Range (Short)
Hand Crossbow	35D	Common	+ S	Close, Piercing, Range (Medium)
Net	45D	Common	–	Range (Short), Restraining
Pistol	65D	Common	1 + S	Close, Loud, Piercing, Range (Medium)
Repeater Handbow	60D	Common	+ S	Close, Piercing, Range (Medium), Spread
Repeater Pistol	95D	Rare	1 + S	Close, Loud, Piercing, Range (Medium), Spread
Rifle	210D	Common	2 + S	Loud, Piercing, Range (Long), Two-handed

ARMOUR					
Type	**Cost**	**Availability**	**Requirements**	**Benefit**	**Traits**
Light	120D	Common	–	1 Armour	Subtle
Medium	200D	Common	Body (2)	2 Armour	–
Heavy	350D	Rare	Body (4)	3 Armour	Loud
Shield	180D	Common	–	Defence increases one step	–

Armour

Armour is almost as commonplace as weaponry in the Mortal Realms, though it is eschewed by some in The Great Parch due to the often intense heat. Armour can be restrictive and uncomfortable, but has saved many a mortal life. Armour is typically made from leather, chain, or metal plates.

Soulbound uses three broad categories of armour: **Light, Medium,** and **Heavy**. As well as wearing armour, characters can also wield a shield for increased Defence.

- **Light:** Light Armour is usually made from leather or padded materials. It is often soft and flexible and can be worn by anyone. Light Armour provides 1 Armour when worn.

- **Medium:** Medium Armour is typically made from chain links or small metal plates overlaid on leather. It is a little more difficult to move in and requires a certain amount of coordination to fight in effectively. Medium Armour provides 2 Armour when worn.

- **Heavy:** Heavy Armour is most often made from a combination of heavy plates, chain links, and leather, all overlaid to provide optimal protection. It is cumbersome to wear but often worth the burden. Heavy Armour provides 3 Armour when worn.

- **Shield**: Shields are made from all manner of materials, from banded wood, to solid steel, to sometimes even stone and stranger materials. A shield requires one free hand to use and increases your Defence one step.

The Armour table above shows the benefit gained from the armour, its price, availability, any requirements to wear the armour, and Armour Traits it may have. You can wear armour if you do not meet the requirements, but your Speed and Defence are reduced one step.

'It's a little tight…'

There are differences in general shape and physique of each Species, but for the most part you should be able to find equipment to fit your character. However, at the GM's discretion they can decide that finding weapons and armour suitable for a particular Species is more difficult. This will likely come into play with Stormcast Eternal characters and Kurnoth Hunters due to their sheer size. If the GM decides to do this, they can increase the rarity of an item one step (Common to Rare, Rare to Exotic, etc.). Likewise, any armour or weapons you find on your adventures may require the hand of a skilled smith to adjust them to fit your character.

Weapons and Armour Traits

Many weapons and armour have special properties, known as Traits. These are listed below.

Aetheric

Aetheric equipment is powered by aether-gold. These weapons and armour are almost exclusively of Kharadron design. See page 110 for more information.

Blast

Blast weapons damage all creatures in a Zone. These are usually explosive devices, such as grenades or mines. A *Blast* weapon lists the Damage it deals in parentheses, i.e. a Blast (2) weapon deals 2 Damage to every creature in the Zone when it detonates.

CLEAVE
Cleave weapons can be swung in sweeping arcs, damaging multiple foes. When attacking with a *Cleave* weapon, each result of 6 on your attack roll deals 1 Damage to all other enemies within Close Range.

CLOSE
Ranged weapons with the *Close* Trait can be used to attack enemies in Close Range without suffering a penalty to Accuracy.

CRUSHING
A *Crushing* weapon is heavy and solid, and deals bludgeoning blows to enemies. This Trait has no effect by itself but is useful for Talents such as *Crushing Blow.*

DEFENSIVE
A *Defensive* weapon can be used to parry and deflect incoming attacks. Your Defence increases one step when using a *Defensive* weapon.

INEFFECTIVE
Ineffective weapons were not created for combat. These are often improvised weapons, such as a table leg or a butter knife, or unarmed attacks. When attacking with an *Ineffective* weapon, the target's Armour is doubled. Additionally, you can only deal Minor Wounds with *Ineffective* weapons.

LOUD
Loud equipment makes a lot of noise when it is used, such as firing a gun or moving in Heavy Armour. A weapon with the *Loud* Trait alerts everyone within Long Range of your presence when used to make an Attack. Armour with the *Loud* Trait gives Disadvantage on Body (Stealth) Tests.

MAGICAL
Magical equipment has been imbued with arcane power or created using magical means. *Magical* equipment is unaffected by spells and effects that would transmute it, such as the *Fool's Gold* spell. *Magical* weapons are useful against creatures who are resistant to mundane weapons.

PENETRATING
A *Penetrating* weapon is created to pierce armour. *Penetrating* weapons ignore 1 point of Armour.

PIERCING
A *Piercing* weapon has a sharp point or tip, and is used to stab and skewer enemies. This Trait has no effect by itself but is useful for Talents such as *Pierce Armour.*

RANGE
A weapon with the *Range* Trait can be used to make ranged attacks using Body (Ballistic Skill). Ranged weapons list their range in parentheses — *Range (Short)*. See page 146 for more on ranged attacks.

REACH
A *Reach* weapon can attack any target in your Zone without needing to move. *Reach* weapons can also be used with the *Opportunist* Talent when a creature moves out of your Zone.

RELOAD
Most ranged weapons do not need to be reloaded, as it is assumed you reload them between turns. However, weapons with the *Reload* Trait take longer to reload, requiring an Action. Taking the *Quick Reload* Talent allows you to ignore this Trait.

Ammunition
Soulbound does not require players to track ammunition for most ballistic weapons. However, if your group prefers to do so, a quiver of 20 arrows or case of 20 bolts costs 10D, 10 bullets costs 15D, and a horn of fingerbite gunpowder costs 40D.

REND
A *Rend* weapon can destroy nonmagical armour. When attacking with a *Rend* weapon, each result of 6 on your attack roll removes 1 point of Armour. The armour is destroyed *after* the attack, so the target gets its usual Armour bonus when determining Damage from your attack. The target's armour is permanently damaged and must be repaired.

Example: *Malgra uses their Aethermatic Saw to attack a Blood Warrior, dealing 4 Damage. The Blood Warrior has Armour 3, so they only suffer 1 Damage. However, since the Aethermatic Saw has the* Rend *Trait and Malgra got a 6 as part of the attack, the Blood Warrior's Armour is permanently reduced by 1, to 2.*

RESTRAINING
A *Restraining* weapon constricts an enemy's movement in some way. When a *Restraining* weapon deals Damage to a Large or smaller creature, the target is *Restrained*. Unless otherwise stated, the creature can use an Action to free itself from its bindings.

SIGMARITE
Sigmarite equipment is forged from magically infused metal mined in the realm of Azyr. The magical nature of *Sigmarite* weapons means they are particularly suited to fighting creatures who are resistant to mundane weapons, such as Chainrasps and other spectres.

Sigmarite equipment is particularly resistant to being damaged, destroyed, or altered. Whenever *Sigmarite* equipment would be targeted by a spell or effect that would transmute it, such as the *Fool's Gold* spell or the *Searing Heat* Miracle, the equipment is unaffected. Additionally, Sigmarite armour can't be Damaged by a weapon with the *Rend* Trait, unless the weapon also has the *Magical* Trait.

SLASHING
A *Slashing* weapon is sharp and typically bladed, and is used to slash enemies. This Trait has no effect by itself but is useful for Talents such as *Sever*.

SPREAD
Ranged weapons with the *Spread* Trait can hit multiple targets. When you attack a creature using a *Spread* weapon, any creature within Close Range of the target takes half Damage. If a creature in the area of effect has a higher Defence than the target of the attack, they can make DN 4:1 Body (Reflexes) Test opposed by your attack roll to avoid taking Damage.

SUBTLE
Subtle equipment is easily concealed or goes unnoticed. A *Subtle* weapon is usually small, light, easily hidden, or looks like an everyday tool. *Subtle* weapons can be used with the *Backstab* Talent. Armour with the *Subtle* Trait can pass for everyday clothing or is easily covered with clothes or a cloak.

THROWN
A melee weapon with the *Thrown* Trait can also be used to make a ranged attack by throwing it. *Thrown* weapons list the range they can be thrown at in parentheses — *Thrown (Short)*. See page 146 for more on ranged attacks.

TWO-HANDED
A *Two-handed* weapon is large and requires two hands to wield.

OTHER EQUIPMENT

This section contains information on a variety of equipment found in the Mortal Realms, including adventuring gear, aether-powered Kharadron devices, and Fyreslayer ur-gold runes.

Adventuring Gear
The Adventuring Gear table presents a list of useful equipment for exploration and survival in the Mortal Realms. This section describes a number of unique pieces of equipment, or equipment with special rules.

ACID
This corrosive liquid is held in a small glass bottle. You can make a ranged attack to throw the bottle, which shatters on impact, at a creature within Medium Range. The acid deals 3 Damage to the target and 1 Damage to anyone within Close Range of the target.

APOTHECARY'S SATCHEL
An apothecary's satchel is a leather case containing medical supplies, such as bandages, scissors, salves, rubbing alcohol, and splints. An apothecary's satchel can be used with the *Medic* Talent (see page 87) to speed recovery. Each apothecary's satchel has 3 uses, after which the supplies must be replenished.

AQSHIAN COAL
These small palm-sized pieces of cracked red coal contain a tiny fraction of emberstone (see page 263). They are warm to the touch and give off an orange-red glow. An Aqshian coal can light one Zone, causing an area that is Heavily Obscured by darkness to become Lightly Obscured, and a Lightly Obscured area to become well-lit.

ARCANE FOCUS
An arcane focus allows a Human to channel their sorcerous powers into spells. Arcane foci typically take the form of orreries, etheric lenses, masks, orbs, hourglasses, wands, or other objects the wizard has a particular affinity for.

BANDOLIER
A bandolier is a leather belt worn across the waist or chest. It contains about a dozen small loops or compartments that can hold objects, such as bullets, stakes, knives, or phials of Aqua Ghyranis.

CELESTIAL WINGS
These wings are made of pure celestial energy and gifted to those Stormcast that rely on speed and mobility. They are fitted to *Sigmarite* armour and can unfurl and blaze with celestial power at the wearer's command, granting them a fly Speed of Normal.

CLIMBING GEAR
Climbing gear contains pitons, spikes that can be fitted to boots, and a harness. Using climbing gear grants +2d6 to Tests made to climb.

CROWBAR
Crowbars can be used to pry open doors and containers. Using a crowbar grants +1d6 to Tests where the crowbar's leverage can be applied.

DIVINATION PLATE
Sometimes called a 'proof plate', these clear glass discs have become essential as Aqua Ghyranis has risen as a form of currency. The plate is infused with the Light magic of Hysh and etched with divination runes. It has runnels on its surface to evenly distribute liquid poured onto it.

When a drop, phial, or other container of Aqua Ghyranis is placed on the plate's surface, the runes glow with a bright light. If the Aqua Ghyranis has been diluted or is simply regular water, the runes glow only faintly or not at all. Large barrels containing Aqua Ghyranis often have similar runes etched into their surface, causing the barrel to give off a perpetual glow to mark the legitimacy of its contents.

ETHERSEA CLOAK
An ethersea cloak appears as roiling waves falling from the wearer's shoulder and causes the air to fill with the smell of seawater. Created by the Isharann Tidecasters of the Idoneth Deepkin, an ethersea cloak surrounds the wearer in the aura of the ethersea, allowing land dwelling creatures to breathe and move underwater as if they were on land, and sea creatures to 'swim' through the air as if underwater. If the wearer is mounted, such as upon a **Fangmora** (page 305), the mount gains the benefit of the ethersea cloak.

GLASS SPHERES AND PHIALS
These reinforced glass containers are used for storing Aqua Ghyranis to be used as currency.

GRAPPLING HOOK
This piece of hooked metal can be attached to a rope. When secured in place, it aids climbing. Using a grappling hook grants +1d6 to Tests made to climb.

GRIMOIRE
A grimoire is used by a spellcaster to track arcane notes and spell formulae. They are larger than a typical book, usually leather-bound, and banded with metal. Many spellcasters use mundane and magical locks to secure their grimoire.

HOLY SYMBOL
The people of the realms regularly adorn themselves with the iconography of their chosen deity. Priests, clerics, and holy-warriors brandish these symbols as weapons against the horrors they face.

ICON OF GRIMNIR
These iconic standards bear the visage of Grimnir and are carried into battle to inspire Fyreslayer warriors. Each icon is crafted by the Battlesmith who carries it and only falls when there is no life left in the Battlesmith to hold it aloft.

ADVENTURING GEAR

Item	Cost	Availability	Item	Cost	Availability
Acid (bottle)	55D	Rare	Ink (pot)	18D	Common
Apothecary's Satchel (3 uses)	90D	Common	Ironbark Oil (5 uses)	90D	Exotic
Aqshian Coal	160D	Exotic	Lantern	25D	Common
Arcane Focus	150D	Exotic	Lantern (storm)	40D	Common
Backpack	20D	Common	Lock	10D	Common
Bandage	2D	Common	Lockpicks	25D	Common
Bandolier	12D	Common	Magnifying Glass	30D	Common
Barrel (empty)	30D	Common	Manacles	80D	Common
Bedroll	10D	Common	Oil (1 litre)	15D	Common
Bell	3D	Common	Paper (10 sheets)	2D	Common
Blanket	4D	Common	Perfume	30D	Rare
Book	6D	Common	Pestle and Mortar	22D	Common
Bottle (empty)	2D	Common	Phial (empty)	1D	Common
Candle	1D	Common	Pipette	5D	Common
Celestial Wings	N/A	Special	Poison (Basic, one dose)	55D	Common
Chain (8-foot)	50D	Common	Pouch (empty)	2D	Common
Chalk	1D	Common	Quill	3D	Common
Chest (empty)	80D	Common	Rations (5 days)	15D	Common
Climbing Gear	185D	Rare	Rope (50-foot)	10D	Common
Cloak	6D	Common	Saddlebags	45D	Common
Cloak (heavy)	14D	Common	Saw	12D	Common
Clothes (common)	9D	Common	Scroll Case (empty)	8D	Common
Clothes (fine)	30D	Rare	Sea-dragon Cloak	260D	Exotic
Crowbar	4D	Common	Shovel	9D	Common
Cup	1D	Common	Sling Bag (empty)	15D	Common
Deck of Cards	3D	Common	Smoking Pipe	2D	Common
Dice	2D	Common	Soap (bar)	10D	Rare
Divination Plate	210D	Rare	Sparker	65D	Rare
Ethersea Cloak	N/A	Special	Spices	40D	Rare
Flask (empty)	7D	Common	Spike	5D	Common
Glass Sphere (empty)	2D	Common	Spyglass	110D	Rare
Grappling Hook	20D	Common	Tarp	18D	Common
Grimoire	42D	Rare	Tent	85D	Common
Hammer	3D	Common	Tongs	10D	Common
Hip Flask (empty)	4D	Common	Torch	1D	Common
Holy Symbol	25D	Common	Waterskin (full)	25D	Common
Hourglass	85D	Common	Waypipes	N/A	Special
Icon of Grimnir	N/A	Special	Whetstone	60D	Common

IRONBARK OIL
The Ironbark were the first of the Sylvaneth Glades to settle in Chamon, the Realm of Metal. There they learned to draw precious minerals from the earth, hardening their bark and giving them a metallic sheen. Ironbark oil is a creation of an astute Kharadron who thought to recreate this process and trade it with Sylvaneth in other realms.

Ironbark oil is painted onto a Sylvaneth, temporarily hardening their bark. The oil increases a Sylvaneth's natural Armour by 1. This effect lasts for one day, after which the oil must be applied again. Each pot of Ironbark oil contains enough oil for 5 applications.

LOCK
A basic lock requires a DN 6:1 Body (Dexterity) Test with lockpicks to unlock. Alternatively, the lock can be broken with a DN 6:1 Body (Might) Test.

LOCKPICKS
Lockpicks can be used to unlock doors and locks by making a Body (Dexterity) Test.

MANACLES
Manacles can be placed on a creature's wrists and ankles to restrain them. A creature bound in this way is *Restrained* until they freed. Breaking the manacles requires a DN 6:2 Body (Might) Test, while unlocking them requires a DN 6:1 Body (Dexterity) Test with lockpicks.

POISON
As an Action, you can apply one dose of poison to a *Piercing* or *Slashing* weapon. Alternatively, poison can be hidden in food or a drink. A basic poison is listed here, but many more unique and deadly poisons exist.

BASIC POISON
The target must make a DN 5:1 Body (Fortitude) Test or become *Poisoned*. The effect lasts for one day.

PIPETTE
A pipette is a small dropper used for measuring Aqua Ghyranis. These are common in the poorer districts of the Cities of Sigmar or with particularly frugal merchants.

RATIONS
Rations are used when travelling long distances when access to fresh food is uncertain. They consist of dried meat, dried fruit, or long-lasting saolbread from Ghyran.

SEA-DRAGON CLOAK
The Black Ark Corsairs fashion these cloaks from scales harvested from the mighty Sea-dragons that lurk in the oceans of the Mortal Realms. The scales are woven into the fabric and the cloak can be drawn tightly around the wearer to provide additional protection from missile fire. While wearing a Sea-dragon Cloak, your Defence is one step higher when you are targeted by a ranged attack.

SPARKER
A sparker is a small, handheld cogwork device that creates a small spark, useful for starting fires or lighting candles or pipes.

SPICES
Life in the realms is filled with danger, fear, and suffering, so people have to find joy in the small things. These spices are collected from across the realms and include dawnspice, daggerbite, and powdered gheist-chilies. They can be used to add more flavour and character to a meal.

SPYGLASS
A spyglass uses a series of lenses to allow the user to see a great distance away. Using a spyglass grants +1d6 to Awareness Tests to see faraway objects and creatures.

WAYPIPES
Waypipes are magically resonant instruments that allow the Sylvaneth to travel the spirit paths and realmroots hidden beneath the earth.

You can use an Action on your turn to make a Soul (Entertain) Test to play the waypipes, choosing one of the following effects:

- **Walk the Spirit Paths (DN 4:1):** You instantly appear at any point within Long Range. The location at which you appear must be on solid ground.

- **Stalk the Realmroots (DN 5:1):** You lurk in the realmroots, appearing to strike when your enemies least expect it. You disappear into the earth, becoming imperceptible. At the start of your next turn, you can appear at any point within Medium Range. Your Melee increases one step on your next attack.

Kharadron Equipment

The Kharadron Overlords wield some of the most advanced equipment in all of the Mortal Realms. By combining engineering and the magical properties of aether-gold, they have become one of the most advanced civilisations in the realms. Their airships are equipped with powerful artillery and their infantry, the Arkanaut Companies, wield deadly weapons and are equipped with miniature endrins that allow them to fly.

The Endrineering Guilds throughout the Kharadron sky-ports constantly develop new technology. Some share it willingly with the other sky-ports, while others covet it for their own. The schematics for new aethermatic devices can demand huge sums of money, and corporate sabotage and espionage is more common than many admit. For this and other reasons, it is rare for the Kharadron to sell their equipment to anyone outside their culture.

This section contains descriptions of the most commonly available Kharadron equipment and the typical prices within sky-ports and the Cities of Sigmar. Only Kharadron characters can purchase this equipment, and then only if they can find a supplier.

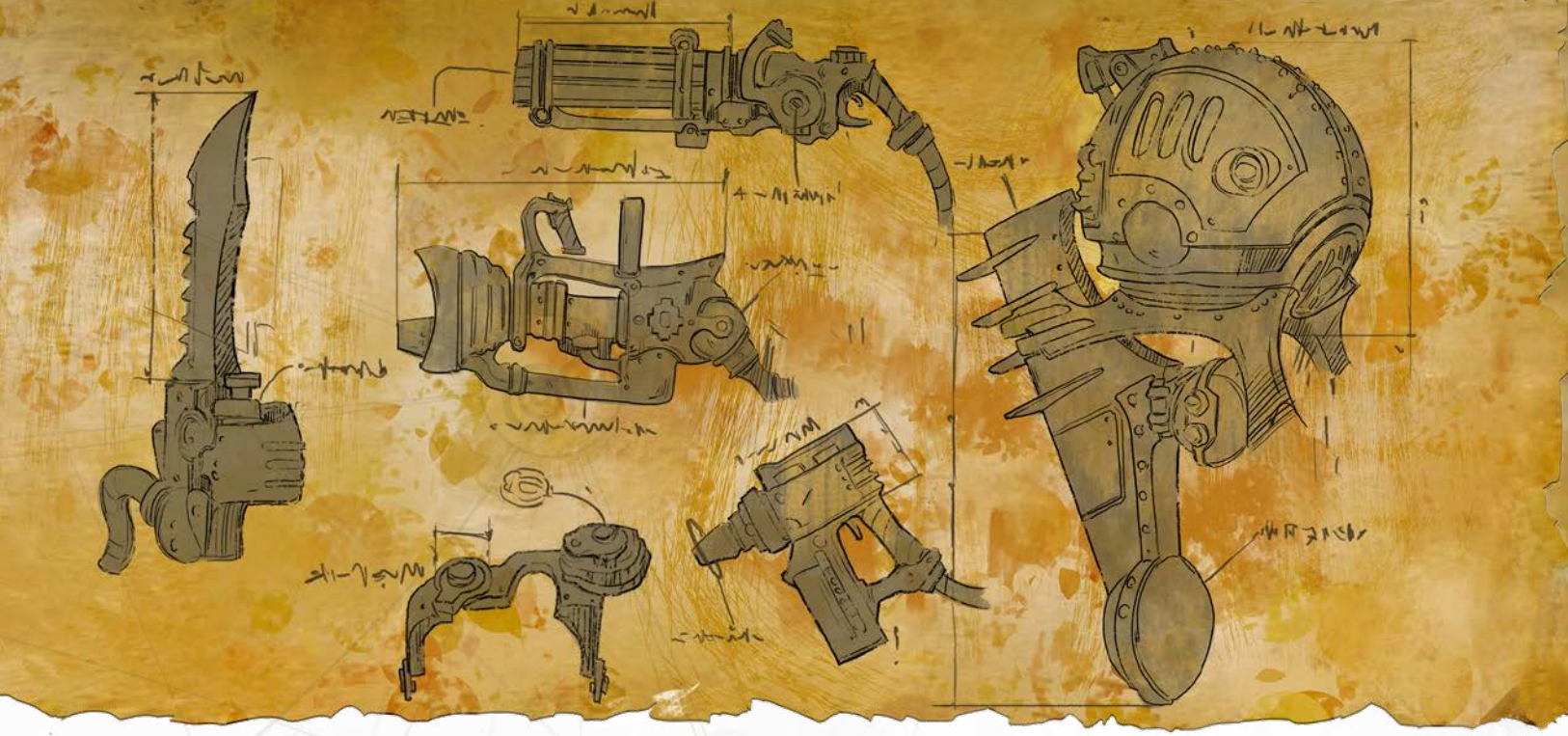
Everyone Has Their Price

It is almost unheard of for the Kharadron Overlords to sell their inventions to outsiders. However particularly unscrupulous Kharadron, such as the privateers of Barak-Mhornar, may be willing to sell for the right price.

If a non-Kharadron character can find someone willing to sell them Kharadron equipment, the price is usually three or four times what is listed in this section. The equipment is also often 'salvaged' and any identifying marks removed, the item made conspicuous by their absence. The character will also have to deal with questions from other Kharadron concerning where exactly they got the equipment – and Duardin are not exactly known for their calm temperament.

Aether-rigs

Most Kharadron equipment is aethermatically powered and requires a steady supply of aether-gold to use. To allow for this equipment to be used in the field, the Guild of Endrineers have developed Aether-rigs — flight suits that function as mobile power sources. These hefty suits consist of layers of padding for comfort and safety, and are equipped with harnesses, clips, cables, and sockets that can be modified to work with all aetheric devices.



Aether-rigs have a number of 'power ingots' — metal cylinders containing aether-gold — which serve as the power source for the Kharadron equipment. The power ingots and the Aether-rig work in unison to efficiently manage power usage, conserving energy when it is not required and harvesting microscopic amounts of aether-gold from the air where possible. By doing this the Aether-rig allows a Kharadron to deploy on missions without needing to worry about their equipment malfunctioning.

BASIC AETHER-RIG

The Basic Aether-rig is the standard amongst the Kharadron. It has a moderate supply of aether-gold and provides basic protection against attacks. It comes in a variety of colours and styles.

The Basic Aether-rig has six aetheric power ingots, giving it a Power Capacity of 6. This means that the total Power Consumption of the devices installed on the rig can not exceed 6 (see **Aetheric Devices** overleaf for more information). The power supply can be improved by installing the *Expanded Power Supply*. Additionally, the Basic Aether-rig provides 1 Armour. This can be improved by installing *Arkanaut Armour*.

The Basic Aether-rig has enough power for one adventure, usually 3 to 5 game sessions. After that, you must take the *Regular Maintenance* Endeavour (page 158) to resupply and maintain your Aether-rig. If you do not take this Endeavour, the Power Capacity decreases by 1, which may mean some of your equipment stops functioning. This continues between each adventure that you do not take the *Regular Maintenance* Endeavour.

AETHER-GOLD

Aether-gold is a magical substance found as vapour in the skies of the Mortal Realms. The Kharadron process aether-gold and use it to power their airships, weapons, and innumerable other devices. Each morning scores of prospectors leave the sky-ports to mine aether-gold and search for new veins. Since the events of the Necroquake, known as the *Garaktormun*, or the Great Gale of Death by the Kharadron, mining aether-gold has become even more important and all the more cutthroat.

The aetheric disturbance brought about by the Necroquake wreaked havoc on once-stable veins of aether-gold, sweeping lucrative pockets of aether-gold completely off course and wiping out hundreds of guilds and companies. Now dozens of Kharadron Admirals race to reclaim these lost veins, drawn by the promise of wealth and power.

KHARADRON EQUIPMENT

Name	Cost	Availability	Damage	Traits
Aether-endrin	600D	Exotic	–	–
Aetheric Grenade	85D	Exotic	–	Aetheric, Blast (2), Loud, Range (Medium)
Aetheric Lenses	250D	Exotic	–	–
Aethermatic Saw	350D	Exotic	1 + S	Aetheric, Loud, Rend, Slashing
Aethermatic Volley Gun	800D	Exotic	2 + S	Aetheric, Loud, Piercing, Range (Long), Spread, Two-handed
Aethermight Hammer	680D	Exotic	3 + S	Aetheric, Crushing, Loud, Two-handed
Arkanaut Armour	220D	Exotic	–	–
Atmospheric Anatomiser	340D	Exotic	–	–
Atmospheric Isolation	160D	Exotic	–	–
Roar of Grungni	180D	Exotic	–	–
Basic Aether-rig	350D	Exotic	–	–
Drill Launcher	650D	Exotic	2 + S	Aetheric, Blast (2), Loud, Piercing, Range (Long), Reload, Two-handed
Replacement Head	110D	Exotic	–	–
Endrinharness	500D	Exotic	–	–
Expanded Power Supply	250D	Exotic	–	–
God's Eye	410D	Exotic	1 + S	Aetheric, Penetrating, Range (Medium)
Grapnel Launcher	180D	Exotic	+ S	Aetheric, Loud, Range (Long), Restraining, Slashing, Two-handed
Heavy Instruments	220D	Exotic	1 + S	Aetheric, Crushing
Quadbreather	180D	Exotic	–	–
Rapid-fire Rivet Gun	160D	Exotic	1 + S	Aetheric, Loud, Piercing, Range (Medium), Spread
Skyhook	210D	Exotic	+ S	Aetheric, Loud, Penetrating, Piercing, Range (Long), Two-handed
Skymines	160D	Exotic	–	Aetheric, Blast (4), Loud, Range (Short)
Vulcaniser Pistol	240D	Exotic	1 + S	Aetheric, Loud, Piercing, Range (Medium), Rend

AETHERIC DEVICES

This section provides information on a number of Kharadron devices, weapons, and armour, though many more exist.

Aetheric devices are presented in the following format:

- The name of the device.
- **Power Consumption:** If the device must be installed in an Aether-rig, this lists how much power the device consumes. Your total Power Consumption cannot exceed the Power Capacity of your Aether-rig.
- **Requirements:** Any requirements to use the device, such as other equipment or certain Attributes or Skills.
- **Crafting:** The DN to craft the device using either the *Aethercraft* or *Endrineering* Endeavours, as well as the cost of the materials required.

AETHER-ENDRIN

Power Consumption: 1
Crafting: *Endrineering* Endeavour, DN 5:6, requires 300D worth of materials.

These portable back-mounted Aether-endrins are small versions of those used to keep aloft Kharadron cities and

ships. They are bulbous metal spheres filled with aether-gold to keep the wearer aloft. Kharadron in a sky-fleet often hitch themselves to vessels with Skyhooks in order to conserve fuel.

An Aether-endrin grants a Fly (Normal) Speed.

AETHERIC GRENADE

Crafting: *Aethercraft* Endeavour, DN 4:7, requires 45D worth of materials.

Aetheric Grenades are like handheld versions of the artillery used by Kharadron sky-fleets. The energies within are highly volatile, so the grenades are fitted with heavy metal plates and bolts. Once the pin is pulled, the bolts release and the wielder has only a few seconds to throw it before it explodes.

AETHERIC LENSES

Power Consumption: 1
Crafting: *Aethercraft* Endeavour, DN 5:5, requires 125D worth of materials.

Aetheric Lenses were created by the Guild of Endrineers to help identify and root out the new and deadly threats the Kharadron face. The lenses improve the wearer's natural sight and grant enhanced visual fidelity when inspecting objects from a great distance. The wearer can also see the composition of natural and magical elements in the air and can even see through the hull of a ship.

Aetheric Lenses grant the wearer *Witch-Sight* per the Talent, and grant an additional 1d6 to any Mind (Awareness) Tests. Additionally, the lenses allow the wearer to see through solid surfaces up to 5 feet thick.

AETHERMATIC SAW

Power Consumption: 1
Crafting: *Endrineering* Endeavour, DN 4:6, requires 175D worth of materials.

Aethermatic Saws are handheld automatic saws. They are most often used by Endrinriggers to quickly remove damaged parts of a ship's hull before using their Rapid-fire Rivet Gun for repairs. However, the Aethermatic Saw can be deadly in combat, cutting through an enemy's armour with ease.

AETHERMATIC VOLLEY GUN

Power Consumption: 2
Crafting: *Endrineering* Endeavour, DN 4:8, requires 400D worth of materials.

The Aethermatic Volley Gun is one of the most popular weapons amongst Skywardens and Arkanaut Companies. This large gun is fitted with a sight and stabiliser, and has rotating barrels that can decimate multiple foes at a time.

AETHERMIGHT HAMMER

Requirement: Endrinharness
Power Consumption: 1
Crafting: *Endrineering* Endeavour, DN 4:8, requires 340D worth of materials.

Aethermight Hammers take the destructive martial force of a warhammer and enhance it with engineering and science. They are huge and deadly, with cogwork mechanisms and pistons worked into their design for spectacular impacts. Aethermight Hammers are so heavy that they require an Endrinharness to wield.

ARKANAUT ARMOUR

Power Consumption: 1
Crafting: *Endrineering* Endeavour, DN 4:6, requires 110D worth of materials.

Named for the Arkanaut Companies that make up much of the Kharadron sky-fleet's infantry, these heavy armoured plates can be fitted to a rig to provide extra protection. Aether-gold helps to lighten the weight of the armour, offering protection without sacrificing mobility.

Arkanaut Armour grants 1 Armour when fitted to an Aether-rig. Multiple pieces of Arkanaut Armour can be fitted to a rig, increasing the Armour gained by 1 each time. Each additional piece of Arkanaut Armour increases Power Consumption by 1.

ATMOSPHERIC ANATOMISER

Power Consumption: 1
Crafting: *Aethercraft* Endeavour, DN 4:7, requires 340D worth of materials.

An Atmospheric Anatomiser is a hand-held apparatus that connects to a large back-mounted device which serves as a mobile science lab. The Anatomiser can syphon and vacuum gas in the air, which is fed to the back-mounted device that then distills, modifies, and recirculates the gas back through the Anatomiser. The wielder can control this process using a myriad of dials, valves, and levers.

The Atmospheric Anatomiser is primarily used to harvest and assess airborne resources. However, it can also be used to boost the effectiveness of nearby *Aetheric* weapons. Additionally, the Anatomiser can be modified to suck away an enemy's breathable air, or unleash a deafening blast of poisonous gas (see below). The Atmospheric Anatomiser has the following property:

- **Aetheric Augmentation:** As an Action, you can use the Atmospheric Anatomiser to spray a cloud of golden vapour. This vapour grants +1 Damage to all *Aetheric* weapons in your Zone. This effect lasts for 3 rounds and persists even if the weapon is removed from your Zone.

ATMOSPHERIC ANATOMISER: ATMOSPHERIC ISOLATION

Requirement: Atmospheric Anatomiser
Power Consumption: 2
Crafting: *Aethercraft* Endeavour, DN 4:8, requires 80D worth of materials.

This modification for the Atmospheric Anatomiser allows you to vacuum up breathable air in an area, causing creatures to suffocate. As an Action, choose a Zone within Medium Range. Each creature in that Zone must make an Opposed Body (Fortitude) Test versus your Mind (Crafting). Creatures who fail the Test take Damage equal to the difference. This Damage ignores Armour.

ATMOSPHERIC ANATOMISER: ROAR OF GRUNGNI

Requirement: Atmospheric Anatomiser
Power Consumption: 2
Crafting: *Aethercraft* Endeavour, DN 4:9, requires 90D worth of materials.

This modification for the Atmospheric Anatomiser allows you to use an Action to unleash a deadly blast of poisonous gas. Choose a Zone within Medium Range. Each creature in that Zone must make an Opposed Body (Fortitude) Test versus your Mind (Crafting). Creatures who fail the Test take Damage equal to the difference and are knocked *Prone*. Additionally, any creature who fails the Test is *Poisoned* until the start of your next turn.

DRILL LAUNCHER

Power Consumption: 2
Crafting: *Endrineering* Endeavour, DN 4:13, requires 325D worth of materials.

The Drill Launcher is a handheld version of the drill cannons found aboard Kharadron Gunships. It can be used in melee to skewer enemies or fired as a projectile.

When used as a ranged weapon, the Drill Launcher bores into an enemy, dealing 2 + S Damage before detonating. The resulting explosion deals 2 Damage to every creature in the Zone, including the target of the initial attack. The head of a Drill Launcher must be replaced after every use. When used as a melee weapon, the Drill Launcher deals 2 + S Damage and has the *Aetheric, Piercing,* and *Two-handed* Traits. If a drill head is not installed, the Drill Launcher is instead considered an Improvised Weapon with the *Crushing* Trait.

DRILL LAUNCHER: REPLACEMENT HEAD

Crafting: *Endrineering* Endeavour, DN 4:7, requires 55D worth of materials.

These drill heads can be loaded into a Drill Launcher. They have a hard metal outer shell, but their core is filled with volatile aetheric energy. On contact with the enemy, the outer shell shatters, causing the aetheric energy within to violently explode. Due to the size and weight of the drill head, it is usually only possible to carry one spare at a time.

ENDRINHARNESS

Power Consumption: 2
Crafting: *Endrineering* Endeavour, DN 4:10, requires 250D worth of materials.

The Endrinharness is an aether-powered device worn across the chest and back that enhances the wearer's strength. The Endrinharness was developed by the Guild of Endrineers with the specific purpose of allowing the wearer to wield one of the monstrous Aethermight Hammers.

The Endrinharness grants +1 Body when worn.

EXPANDED POWER SUPPLY
Crafting: *Aethercraft* Endeavour, DN 5:6, requires 125D worth of materials.

This large power pack can be installed on an Aether-rig to improve its Power Capacity by 1. An Aether-rig can only have two Expanded Power Supplies installed at a time.

GOD'S EYE
Power Consumption: 2
Crafting: *Endrineering* Endeavour, DN 5:7, requires 205D worth of materials.

The 'God's Eye', as it has been dubbed, is a device common to all Endrinmasters. It is a lens-array fitted to a helmet, capable of emitting powerful energy beams that can melt metal. Though the God's Eye was originally developed as a hands-free welding tool, it has found a secondary use on the battlefield as a deadly weapon.

GRAPNEL LAUNCHER
Power Consumption: 1
Crafting: *Endrineering* Endeavour, DN 4:6, requires 90D worth of materials.

The Grapnel Launcher is loaded with a three-pronged grapnel attached to a strong, flexible metal cable. The grapnel can also be fired to hard-to-reach locations to aid climbing, or used in combat to ensnare foes.

When attached to a secure location, the Grapnel Launcher grants an automatic success on any Tests to climb. Additionally, when fired at an enemy the Grapnel Launcher's thick cable entangles the target, causing them to become *Restrained* until they use an Action to free themselves. While you have a creature *Restrained* in this way, you cannot attack with the Grapnel Launcher.

HEAVY INSTRUMENTS
Power Consumption: 1
Crafting: *Aethercraft* Endeavour, DN 4:5, requires 110D worth of materials.

This handheld device can detect changes and fluctuations in air quality and are most often used in conjunction with the Atmospheric Anatomiser. The instruments automatically detect any harmful gases in the air, beeping in increasing frequency the more toxic the environment. Should the need arise, they also make an effective club to bludgeon your enemies.

QUADBREATHER
Power Consumption: 1
Crafting: *Aethercraft* Endeavour, DN 5:6, requires 90D worth of materials.

The Quadbreather apparatus is affixed to a Kharadron's helmet and allows them to 'smell' aether-gold in the air. It also filters out any toxins that may be harmful to the wearer.

The Quadbreather makes you immune to any airborne poisons, toxins, or illnesses. Additionally, while equipped with the Quadbreather, you can make a DN 4:1 Mind (Awareness) Test to detect the presence of aether-gold within 1,000 feet. If you fail the Test or there is no aether-gold within 1,000 feet, you sense nothing. If you succeed and the aether-gold is within 1,000 feet, you know the general direction to its location. If it is within Medium Range, you know its location to within a few feet. If it is within Short Range, you know its exact location.

RAPID-FIRE RIVET GUN
Power Consumption: 1
Crafting: *Endrineering* Endeavour, DN 4:6, requires 80D worth of materials.

Like many of the creations of the Guild of Endrineers, Rapid-fire Rivet Guns serve a dual purpose. Endrinriggers frequently wield these guns to conduct emergency repairs on the battlefield. They can also be used to spray oncoming enemies with high-powered rivets so you can conduct your repairs in peace.

SKYHOOK
Power Consumption: 1
Crafting: *Endrineering* Endeavour, DN 4:7, requires 105D worth of materials.

The Skyhook is an aether-powered harpoon. It has a solid steel tip connected to a strong, flexible metal cable. When a creature is hit with the Skyhook, the steel tip drives into their armour or flesh. The wielder can then flick a switch and cause the tip and cable to viciously recoil.

If the Skyhook deals Damage, you can use a Free Action to cause the cable to recoil. You can choose to be pulled to within Close Range of the target, or you can try to pull the enemy to you. If you try to pull the target to you, you must make an Opposed Body (Might) Test. If you succeed, the target is pulled to within Close Range of you and is *Prone*. If you fail, you are pulled to within Close Range of the target and are *Prone*.

SKYMINES

Crafting: *Aethercraft* Endeavour, DN 4:8, requires 80D worth of materials.

Skymines are favoured by the Skywardens of the Kharadron as a means of deterring pursuers. These mines can be released to float through the air, exploding in a devastating aetheric blast when a creature comes too close. Alternatively, they can be fixed with timed charges that detonate within a few seconds.

You can use an Action to place or release a Skymine. The Skymine can be tethered to the ground and hidden, or allowed to float in the air. If floating in the air, the Skymine remains in the Zone it was released unless forced to move by some external force (such as via a spell). When a creature comes within Close Range of the Skymine, it explodes. Alternatively, when you set the Skymine you can declare if it will detonate in one, two, or three rounds. At the beginning of that round, the Skymine explodes.

VULCANISER PISTOL

Power Consumption: 1
Crafting: *Aethercraft* Endeavour, DN 5:6, requires 120D worth of materials.

Vulcaniser Pistols are deadly short-range sidearms that fire superheated blasts of aether. Concentrated fire from a Vulcaniser Pistol is capable of reducing armour to slag.

SAMPLE AETHER-RIGS

The following sample rigs contain the typical loadout for the Kharadron Archetypes found in **Chapter 3**.

AETHER-KHEMIST'S RIG

- Basic Aether-rig
- Aetheric Lenses
- Atmospheric Anatomiser
- Heavy Instruments
- Quadbreather
- Choose the Atmospheric Isolation or Roar of Grungni modification for the Atmospheric Anatomiser

ENDRINMASTER'S RIG

- Basic Aether-rig
- Aethermight Hammer
- Arkanaut Armour
- Endrinharness
- God's Eye

ENDRINRIGGER'S RIG

- Basic Aether-rig
- Aether-endrin
- Aethermatic Saw
- Arkanaut Armour
- Rapid-fire Rivet Gun
- Choose the Aethermatic Volley Gun or Drill Launcher (includes one replacement head)

SKYWARDEN'S RIG

- Basic Aether-rig
- Aether-endrin
- Arkanaut Armour
- Vulcaniser Pistol
- Choose Grapnel Launcher or Skyhook
- Choose Aethermatic Volley Gun or Drill Launcher (includes one replacement head)

Fyreslayer Runes

The Duardin Fyreslayers charge into battle with blazing, golden runes embedded in their flesh. Most assume the golden runes are purely ceremonial, a way of honouring the lost Duardin god Grimnir. This is only part of the truth, for while the runes do honour Grimnir, they are far more. The Fyreslayers believe that when Grimnir was destroyed, his spirit was scattered across the realms in the form of gold. This 'ur-gold' is what Fyreslayer runes are made from.

Ur-gold contains a fragment of Grimnir's power. This power allows a Fyreslayer to accomplish incredible feats but harnessing the power of a god does not come without risk. It takes Duardin of incredible will and determination to control the gifts offered by ur-gold. Those not strong enough to master the power are consumed by it, burned up from the inside out and reduced to ash.

- You can have a number of active ur-gold runes equal to your Soul.
- If you have multiple active ur-gold runes of the same type, the effects are cumulative.
- Ur-gold runes are awakened in battle, and activate when determining Initiative. You do not gain the benefit from your ur-gold runes if you are Surprised (see page 135).

When an ur-gold rune has been used in battle and Grimnir's spirit has been released, the rune loses its luster and becomes inert. Fyreslayers typically leave these runes in place and simply have more runes hammered into their flesh. It is not uncommon for a veteran Fyreslayer to have dozens of ur-gold runes covering their body.

Fyreslayer characters begin with a number of ur-gold runes determined by their Archetype. Each ur-gold rune remains active for one adventure, usually 3 to 5 game sessions. After that, the rune becomes inert and you lose any bonus gained from it. You can take the *Grundtogg* Endeavour to have more ur-gold runes hammered into your skin.

A number of known ur-gold runes are listed below, but many more may exist.

Rune of Awakened Steel

When this rune is active, any weapon you wield has the *Rend* Trait.

Rune of Farsight

When this rune is active, your Accuracy increases one step.

Rune of Fiery Determination

When this rune is active, you gain one additional space on the Wound Track.

Rune of Fury

When this rune is active, your Melee increases one step.

The Shattered God

Ur-gold runes are forged by the Zharrgrim, the Fyreslayer priesthood, and hammered into the flesh in the ceremony of *grundtogg*. The Fyreslayers believe that the violence and exhilaration of battle releases Grimnir's spirit from the ur-gold runes; by gathering all the ur-gold from across the realms and harnessing its power in this way, their Shattered God will return.

RUNE OF IRON SKIN
When this rune is active, your Armour is 1. Each active *Rune of Iron Skin* increases Armour by 1. This rune has no effect if you are wearing armour.

RUNE OF RELENTLESS ZEAL
When this rune is active, you gain a bonus to Initiative equal to your Soul.

RUNE OF SEARING HEAT
When this rune is active, all of your attacks deal +1 Damage.

Grimnir Protects Me

Fyreslayers eschew bulky armour, believing that their devotion to Grimnir is enough to protect them. They often wear little more than a helmet, loincloth, leather girdle, and their beard. Should a Fyreslayer choose to wear armour, they would likely be derided by others of their kind.

ANIMALS, MOUNTS, AND VEHICLES

Name	Cost	Availability
Aurochs	800D	Rare
Barding (Armour 2)	2,000D	Exotic
Bit and Bridle	20D	Common
Cart	140D	Common
Coach	1,200D	Common
Coach, armoured	3,500D	Exotic
Feed (per day)	1D	Common
Horse, draught	550D	Common
Horse, riding	750D	Common
Horse, war	3,000D	Rare
Mule	200D	Common
Pony	250D	Common
Row Boat	450D	Common
Sailing Ship	90,000D	Rare
Saddle	200D	Common
Saddlebags	45D	Common
Stabling (per day)	6D	Common
Wagon	380D	Common

GOODS AND SERVICES

Despite the ever-present threat of Chaos and the risen dead at their walls, trade in the Cities of Sigmar must continue if the people of the Mortal Realms hope to survive. A variety of goods and services can be found in all major cities, some of which are presented below.

Animals and Vehicles
Mounts and beasts are important to a number of cultures in the Mortal Realms. The Fyreslayers ride hulking, scaled Magmadroth into battle, while the Stormcast Eternals bond with Gryph-Hounds and Gryph-Chargers of Azyr. These creatures are rarely seen in the Cities of Sigmar however, and would certainly not be for sale.

Instead, when they must go beyond the walls, the people of the Cities of Sigmar rely on fast horses and hope that they can outrun the marauders and spirits. These beasts are meticulously trained and wear heavy blinkers, hoping they are not spooked by the horrors they gallop towards.

Horses and other beasts can also be used to pull carts and wagons. Most such vehicles are slow and cumbersome, which can often mean death for anyone venturing beyond the walls. For this reason, some stubborn merchants have taken to creating armoured coaches in the hopes of safe travel. Unfortunately, such mundane measures pose little barrier to the spirits that haunt the realms. Now there is even talk of merchants studding their coaches with realmstone to fend off these spectres — though whether this is genius or stupidity remains to be seen.

River and sea travel is less common in the Mortal Realms but no less deadly. Pirates, monstrous sea creatures, and the restless dead have ushered many travellers to an untimely death.

FOOD AND LODGING		
Name	**Cost**	**Availability**
Ale		
Barak-Thryng Dark Ale (Kharadron), pint	10D	Rare
Bugman's XXXXXX (Kharadron), pint	14D	Exotic
Grumgar Brothers Pale Ale (Kharadron), pint	6D	Rare
Kezraak Stout (Kharadron), pint	8D	Rare
Magmalt (Fyreslayers), pint	8D	Exotic
Twin-tailed Ale, pint	3D	Common
Food		
Bread, loaf	2D	Common
Cheese hunk	5D	Common
Meal, inn	15D	Common
Meal, high-end	40D	Rare
Soup	3D	Common
Lodging (per night)		
Cot in a bunkhouse	10D	Common
Inn, common room	20D	Common
Inn, private room (sleeps two)	80D	Common
High-end private room (sleeps two)	200D	Rare
Spirits		
Glass	6D	Common
Bottle	55D	Common
Duardin Amberwhisky, dram	18D	Exotic
Wine		
Glass	5D	Rare
Bottle	18D	Rare

Food and Lodging

The variety of food and drinks available in the Cities of Sigmar varies greatly from city to city. The people of the realms are pragmatic, and use whatever they can. The people of Anvilgard rely on the huge beasts and fish hauled in by the corsairs, while the people of Hammerhal Aqsha and Hammerhal Ghyra trade meats, spices, and grain between the twin cities. These natural resources are augmented by traders from the Kharadron sky-ports or those settlers who have traveled from Azyr, bringing their own cuisine. The fruits and vegetables of each realm are shaped by that realm, from the spiked ashroot vegetables of Aqshy to the icy chill of the churl from Shyish. The variety and scarcity of ingredients mean that recipes and dishes are always changing.

Despite the chaos of the Mortal Realms, the demand for ale never changes. Both the Fyreslayers and Duardin have their own preferred tastes, and each makes powerfully strong beer — and often hoard it for themselves. The most common ale found in the Cities of Sigmar is made from local grains and filtered water. The taste changes from realm to realm, but is always known as Twin-tailed Ale.

Travel is rare in the Mortal Realms, so finding a place to rest can be difficult. However, most inns have one or two rooms for rent, or will let the heavily inebriated sleep it off in the common room. Many of the industrial areas of the Cities of Sigmar also have bunkhouses where workers can sleep between shifts. High-end establishments have decadent private rooms, but these are beyond the means of most people.

SERVICES		
Service	**Cost**	**Availability**
Passage on a boat (per week)		
Hammock	100D	Common
Shared Cabin (sleeps four)	250D	Common
Private Room (sleeps two)	500D	Rare
Coach		
Within a city	10D	Common
To a nearby settlement	500D	Rare
Armoured Coach	+500D	Exotic
Infirmary (per night)	100D	Common
Hireling		
Cook	140D	Common
Hunter	200D	Rare
Medic	180D	Common
Mercenary Veteran	180D	Rare
Scout	240D	Rare
Passage on a Kharadron skyship (per week)		
Hammock	500D	Common
Shared Cabin (sleeps four)	800D	Common
Shared Cabin (sleeps two)	2,000D	Exotic

Services

The people of the Mortal Realms have a broad range of skills, and you can purchase most for the right price. Ship captains, bodyguards, healers, and scouts can be found in all major cities.

Healing

You can pay 100D to spend the night in an infirmary. Here, trained medics care for your wounds and ensure a restful night's sleep. When you finish your rest, you recover two Wound spaces instead of one (see **Rest**, page 154).

Hirelings

You can hire NPCs to aid you in your tasks. These characters are controlled by the GM, but follow your direction unless it conflicts with their beliefs or breaks the terms of your agreement. Each hireling lists the cost per day, and their Attributes, Skills, and Talents. A hireling's Training and Focus in a Skill is noted in parentheses — +1d6 per level of Training and +1 per level of Focus.

Cook

Cost Per Day: 140D
Attributes: Body (1), Mind (1), Soul (1)
Skills: Crafting (+1d6, +1), Nature (+1d6, +1)
Talents: *A Warm Meal*
Notes: Carries a weeks worth of ingredients for preparing food.

Hunter

Cost Per Day: 200D
Attributes: Body (2), Mind (1), Soul (1)
Skills: Awareness (+1d6, +1), Ballistic Skill (+1d6, +1), Stealth (+1d6, +1), Survival (+1d6, +1)
Talents: *Hunter (choose terrain)*
Notes: Can provide enough fresh meat for up to 5 people a day.

Medic

Cost Per Day: 180D
Attributes: Body (1), Mind (2), Soul (1)
Skills: Medicine (+2d6, +2)
Talents: *Medic*
Notes: Will only spend a maximum of two consecutive nights tending to wounds before demanding rest.

Mercenary Veteran

Cost Per Day: 180D
Attributes: Body (2), Mind (1), Soul (1)
Skills: Weapon Skill (+2d6, +2)
Talents: *Bulwark* or *Underdog*
Notes: Loyally fights alongside the party. Wields either a Common weapon and shield, or a Common Two-handed weapon. Fyreslayer mercenaries demand to be paid in an equivalent amount of gold.

Scout

Cost Per Day: 240D
Attributes: Body (1), Mind (2), Soul (1)
Skills: Awareness (+2d6, +2), Stealth (+2d6, +2)
Talents: *Orientation*
Notes: Will thoroughly inspect an area before reporting back.

TRAVEL

Travel in the Mortal Realms is incredibly dangerous. The roads, airways, and seas of the Mortal Realms are so deadly that captains expect their passengers to defend themselves in an attack, and may be charged two or three times the standard rate if they cannot. Kharadron captains are also quick to note that they accept no responsibility for any injury, loss of limb, or undue death, pursuant to Artycle 6 of the Kharadron Code.

TOOLS AND KITS

The tools in this section help you to perform a task, usually through the use of Talents (see page 82) or Endeavours (see page 156).

- **Cooking Utensils:** This kit has everything you need to cook, including pots, pans, and various utensils. This kit is required for the *A Warm Meal* Talent.

- **Disguise Kit:** This kit contains powder, makeup, a few wigs, and soft putty that can be used to create facial prosthetics. This kit is required for the *Master of Disguise* Talent.

- **Endrineer's Tools:** These tools are a staple amongst the Kharadron Guild of Endrineering. This kit contains a variety of tools, screws, cogs, and spare parts. This kit is required for the *Endrineering* Endeavour.

- **Khemist's Kit:** This collection of scientific paraphenalia is used by the Kharadron Aether-Khemists to test, augment, and create aetheric concoctions and devices. It contains portable lab equipment and a number of essential tools. This kit is required for the *Aethercraft* Endeavour.

- **Smith's Tools:** This kit contains a variety of different shaped hammers, a number of molds, tongs, and safety equipment for handling liquid metal. This kit is required for the *Forge Ur-Gold Rune*, *Grundtogg*, and *Repair Equipment* Endeavours.

- **Surgical Instruments:** This leather case contains the instruments of a surgeon, and includes scalpel, scissors, surgical saw, forceps, and clamps. Using these instruments with the *Medic* Talent reduces the Complexity of the Test by 1. See page 87 for more information.

TOOLS AND KITS

Name	Cost	Availability
Cooking Utensils	30D	Common
Disguise Kit	85D	Common
Endrineer's Tools	400D	Exotic
Khemist's Kit	550D	Exotic
Smith's Tools	180D	Common
Surgical Instruments	220D	Rare

6

RULES

'The Code saved us, and made us what we are.'

— Grand Admiral Varsk Hunniger of Barak-Urbaz

Sitting down to play a roleplaying game is a completely unique experience. It involves you and some friends (or sometimes strangers!) gathering around a table to tell an incredible story of heroes exploring a fantastical world filled with gods and monsters. It is storytelling, acting, improv, art, gaming, and ritual all rolled into one. The rules provide a framework to build these stories upon, and the dice help provide the twists and turns.

Throughout this book we have advised that you only pick up and roll the dice when necessary. Roleplaying games often work best when everyone is in the moment and focused on the story, and sometimes picking up dice and looking down at a character sheet can break that immersion. At the same time, a lot of the fun of roleplaying games comes from the excitement and uncertainty of throwing dice and not knowing if you'll succeed, or seeing your character grow into something even the gods take notice of.

The dice and the rules are tools for you to use to create memories. They are little cuboid wildcards that can completely flip a story on its head, and turn a moment of crushing despair into one of joyous celebration.

The most important thing is to ensure everyone at your table is having fun. The rules are there to help with conflict resolution and deal with any issues that might come up at the table. If at any time you find the rules are getting in the way of the fun, toss them aside and get on with telling a great story. **Chapter 12: The Gamesmaster** goes into further detail on how a GM can use the rules to ensure everyone at the table has fun.

Help the GM Out

There are a lot of rules presented in this chapter, which can make it seem daunting. That is understandable, particularly for a new player, but even reading through this chapter once can be a great boon during play. The GM has a lot on their plate – they have to create an entire world for your characters to inhabit, filled with monsters, dangers, and other characters, all while keeping everyone at the table engaged and ensuring they are having fun. If you can help the GM out by familiarising yourself with the rules, they will greatly appreciate you (trust us!).

The core of **Soulbound** lies in Tests, so be sure to familiarise yourself with how they work. Also look through the **Combat** section, as that is often where the most questions arise. Lastly, be sure to familiarise yourself with your character's abilities – if you are a spellcaster, look through **Chapter 11: Magic** to learn how spells work; if you are Blessed by one of the gods, read up on how Miracles work (page 93). If you have Talents that inflict Conditions or have unique effects, familiarise yourself with those parts of the game.

The GM will do everything they can to make sure you have a good time, so be sure to know how your character works. It is your responsibility to make running the game as easy as possible for the GM, so help them out.

TESTS

Just as Sigmar's celestial stronghold was formed around Mallus, the remains of the World-That-Was, the heart of **Soulbound** revolves around Tests — a roll of the dice to see what the fates have in store. Plenty of rules are presented in this chapter, but the most important thing for you as a player is to understand Tests.

As you play **Soulbound**, your character faces uncertain challenges. Can you persuade the smirking corsair to grant you passage on her ship? Can you repair the frigate's endrins before it plummets from the sky? Can you cut down the slavering **Ghoul** before it consumes your ally?

Crypt Ghoul, page 334

A lot of the Actions you will undertake will succeed automatically; things like drawing your blade or climbing a ladder. For situations where the success of an Action is in doubt, or is opposed by another party, **Soulbound** uses **Tests**. A Test involves a player rolling dice to equal or exceed a **Difficulty Number (DN)** set by the GM. The DN consists of the Difficulty of the Test (the number you must equal or exceed to achieve a success) and the Complexity of the Test (the amount of successes you need to pass the Test).

Page 142 describes a number of Actions you can take in combat, many of which require a Test.

Tests are shown in the form **DN X:Y Attribute (Skill)**, where 'X' is the Difficulty of the Test and 'Y' is the Complexity, or the number of successes required to succeed. A Dexterity Test of Difficulty 4 and Complexity 2 is shown as **DN 4:2 Body (Dexterity);** a Channelling Test of Difficulty 3 and Complexity 4 is shown as **DN 3:4 Mind (Channelling).**

See page 265 for more on magic and Channelling.

The number of dice you roll when making a Test is referred to as your 'dice pool'. Your dice pool for a Test is determined by your Attribute Score plus your level of Training with the Skill being tested.

Remember, each level of Training adds an additional die to your dice pool, and each level of Focus allows you to add +1 to a die after it has been rolled.

There are a few different types of Tests in **Soulbound**:

- **Common Tests:** Common Tests, which we refer to simply as 'Tests', make up the majority of Tests you undertake in Soulbound. These are immediate tasks not directly opposed by another party, such as leaping over a gap.
- **Opposed Tests:** Opposed Tests involve you and another party in direct competition. To pass an Opposed Test, you need to achieve more successes than your opponent, with the Difficulty set by the GM.

- **Extended Tests:** Extended Tests happen over the course of days, weeks, or even months. They are tasks such as crafting a new endrin for your rig, learning a new language, or training a cantankerous Gryph-hound to obey your commands. Extended Tests work in the same way as regular Tests but require a greater number of successes than can be achieved in a single roll.

Page 297 presents optional rules for another type of Test called **Group Tests.**

DIFFICULTY

Difficulty reflects how hard a task is. It is the difference between climbing over a wall and scaling a cliff-face. Both of these involve climbing, but they vary greatly in difficulty.

The Difficulty of a Test is the number you must equal or exceed on a die for it to count as a success. Some tasks are relatively simple, such as jumping a gap or kicking down a door. These Tests usually require only 1 success. Other Tests may be more complex and require additional successes (see Complexity below).

Gryph-charger, page 305

Example**: Ímren, an Isharaan Tidecaster, is inspecting an ancient Agloraxian device buried deep underground. She wants to reactivate the device if possible. The GM decides that trying to use the device requires the Mind Attribute and the Arcana Skill. Knowledge of the **Agloraxian Empire** is hard to come by so the GM determines the Difficulty of the Test is 5. Since Ímren is essentially only flicking a switch, the GM determines that she only needs 1 success. With that decided, the GM tells Ímren she must make a **DN 5:1 Mind (Arcana) Test.

More information on the Agloraxian Empire and their history can be found on page 199.

*Ímren has Mind (3) and one level of Training in Arcana, so her dice pool for the Test is 4d6 (3 + 1). Ímren's player Nicola rolls and gets a result of 1, 3, 4, and **6**. She passes the Test, with one success (6). The GM tells her that she manages to find a delicate lever, which she can use to reactivate the device.*

COMPLEXITY

Complexity reflects how involved and complicated a Test is. It may require more time or involve a number of delicate procedures or intricate actions.

The Complexity of a Test is the number of successes you need to pass the Test. Complexity often comes into play for multi-part tasks, like picking an intricate lock; or

To Roll or Not to Roll?

Often, asking a player to roll dice to resolve an action may seem like you are playing the game 'the right way', but that is not always the case. The most important thing is that everyone at the table is having fun and telling a great story together, and if rolling dice does not achieve that, keep the dice in their tray.

Avoid 'Gotcha!' moments at all costs. If someone is playing a valiant Knight-Questor who served in the Vanguard Chamber in their Stormhost, do not make them roll to mount a trained **Gryph-charger** – their competency at this task is assumed. The story is not fueled by asking them to roll, and the most likely memorable outcome is that the player fails the roll and the spooked demigryph drags them for half a mile while their companions laugh at the knight's misfortune.

However, if the Gryph-charger is notoriously cantankerous and no other knight has tamed it and the player still wants to try to mount it, then it's time to break out the dice! If the player fails the roll then they are just another in a long line of failures, but if they succeed ,they have become special. They might earn the title 'Gryph-Breaker' and become known throughout the city. Knowing when and when not to roll is a skill you learn as you play, but before calling for a roll think about the potential outcomes. If you can't see a memorable moment for the character and player coming from the roll, then leave the dice where they lay.

DIFFICULTY NUMBERS EXPLAINED		
DN	**Difficulty**	**Example**
2:1	Very Easy	Climbing up onto a wall.
3:1	Easy	Climbing a tree.
4:1	Average	Climbing a rocky outcropping.
5:1	Hard	Climbing a rocky outcropping during a storm.
6:1	Very Hard	Scale a sheer cliff face made of smooth glass.

Advice for the GM on determining difficulty relative to a character's dice pool can be found on page 290.

for activities that happen over a longer period of time, like holding up a crumbling archway while your allies escape. A Test can have a high Complexity but a low Difficulty — searching a cluttered room is not difficult, it is just time consuming.

Example 1: *Ímren reactivates the Agloraxian device, which begins to rumble and hum. Malgra, a Duardin Skyrigger, begins investigating and discovers what appears to be an unstable aetheric core... and it looks ready to explode. Disarming the core isn't an easy task and Malgra doesn't have a lot of time. The GM decides this is a complex Test, and calls for a* ***DN 4:3 Mind (Crafting) Test*** *to disarm the bomb. Malgra has Mind (3) and has Training in the Crafting Skill, giving them a dice pool of 4d6. In order to succeed, they need to roll a minimum of 4 on 3 dice. Taking a deep breath, Malgra's player Elena rolls their dice. They get a result of 1,* ***4, 4,*** *and* ***5****, meaning they just barely get the 3 successes. The GM describes Malgra carefully removing the outer casing of the core and delicately severing cables and wires as they remove a glowing vial of aether from within.*

Example 2: *Unfortunately, disturbing the device has caused the ancient structure around the group to crumble. Malgra, Ímren, and their companions race for the exit, hoping to avoid being sealed inside a tomb. Vel Arturious, a Knight-Questor, reaches the exit first. She tells the GM that she wants to hold the archway up so that her allies can escape. The GM says that she must keep it up for 3 rounds while the others flee. The GM calls for a* ***DN 3:3 Body (Might) Test*** *– the task is not difficult (DN 3) but it does take time (3 successes).*

Vel has Body (4) and one level of Training in Might, giving her a dice pool of 5d6 (4 + 1). She rolls and gets a result of 1, 2, 2, ***5****, and* ***6****. An unlucky roll that gives her only 2 successes. Luckily, Vel also has a Focus in Might. This allows her to add +1 to the result of one of her die. She uses this to increase one of the results of 2 to a* ***3****. This gives her 3 successes, just enough to pass the Test. Her companions race by as she braces herself beneath the weight of crumbling stone. With everyone safely through, she releases the archway and sprints to safety.*

Common Tests

Most Tests in **Soulbound** are Common Tests. These involve things like attempting to pick a lock, singing a bawdy tune to entertain a group of weary soldiers, or lifting a fallen tree from atop an ally.

When you make a Test, the GM tells you the Attribute and Skill being tested, as well as the Difficulty and Complexity of the Test, known collectively as the Difficulty Number (DN). You gather a number of dice equal to the Attribute being tested, plus your level of Training with the Skill being tested.

Skills are not tied to specific Attributes, so you and the GM are free to mix and match depending on the situation. Certain combinations of Attributes and Skills are used more regularly however, such as Body (Might) and Mind (Awareness).

Other bonuses, such as from spells or Talents, may also modify the dice pool

Once you have created your dice pool, you roll to try to equal or exceed the DN of the Test. After rolling, you can modify dice based on whether you have a Focus with that **Skill**

- Each die that equals or exceeds the Difficulty of the Test counts as a success.
- If your total successes equal or exceed the Complexity of the Test, you succeed.
- If you achieve no successes or your successes are less than the Complexity, you fail the Test.

Opposed Tests

When two characters are in direct opposition, the GM calls for an Opposed Test. Opposed Tests are used when a character is trying to get the better of another character, like sneaking past a guard, fast-talking a cynical Witch Hunter, or trying to outrun a hungry Maw-Krusha.

When two characters take part in an Opposed Test, they both try to meet or exceed a DN determined by the GM, with whoever achieves the most successes winning the Test. On a tie, the defender wins or the Test is made again. The default DN of an Opposed Test is 4:1, though this can change if the circumstances benefit or hinder one party or another (see **Advantage** and **Disadvantage** below).

Example: *Ahnika, a Witch Aelf of the Daughters of Khaine, is trying to escape an enraged Skaven Rat Ogor. She darts through the doorway of a crumbled warehouse in the Anvilgard docks and slams the door behind her, trying to hold it closed. The Rat Ogor roars and starts smashing its fists against the door, splintering the wood. The GM calls for an Opposed Test between Ahnika and the Rat Ogor to see if Ahnika can hold the door closed.*

As neither side has Advantage or Disadvantage, the GM decides that this is a ***DN 4:1 Body (Might)*** *for both participants. Ahnika has Body (3) but has no Training in the Might Skill, giving her a dice pool of just 3d6. The Rat Ogor has Body (5) and has one level of Training in Might, giving it a dice pool of 6d6. Ahnika rolls and gets a result of 2,* ***4****, and* ***5****, giving her two successes. The GM rolls for the Rat Ogor and gets a result of 1, 3,* ***4, 5, 6****, and* ***6****, giving it four successes. The Rat Ogor wins the Opposed Test and smashes the warehouse door to pieces. Ahnika recoils from the splintering wood and starts running again.*

Advantage and Disadvantage

Sometimes during an Opposed Test one side may have a benefit or hindrance that the other doesn't. Such scenarios are called having **Advantage** or **Disadvantage**. If a character has Advantage in an Opposed Test, the Difficulty for the Test is reduced by 1 to DN 3:1. If a character has Disadvantage, the Difficulty is increased by 1 to DN 5:1. Extreme circumstances may increase or decrease the Difficulty by 2, but these are rare. This is known as **Greater Advantage** and **Greater Disadvantage.**

Example: *Ahnika has managed to put some distance between herself and the Rat Ogor, and quickly ducks into an alley to hide. The Rat Ogor catches up and starts sniffing around for the Witch Aelf. The GM calls for another Opposed Test.*

For this Test, the GM decides that Ahnika must use ***Body (Stealth)*** *and the Rat Ogor must use* ***Mind (Awareness)****. Ahnika has Body (3) and is Trained in Stealth, giving her a dice pool of 4d6. The Rat Ogor only has Mind 1 but is Trained in Awareness, giving it a dice pool of 2d6. Since the Opposed Test is taking place at night in the shadowy docks of Anvilgard, the GM declares that Ahnika has Advantage to hide and the Rat Ogor has Disadvantage to spot her. This means the DN for Ahnika is 3 and the DN for the Rat Ogor is 5.*

Ahnika rolls and gets a result of 2, ***3****,* ***5****, and* ***5****, giving her three successes (****3****,* ***5****, and* ***5****). The GM rolls for the Rat Ogor and gets a 1 and a 4, meaning it has gotten no successes. The Rat Ogor stomps away and continues its search, while Ahnika breathes a sigh of relief.*

Automatic Success

As we've mentioned before, sometimes there is no need to roll dice, but often it can be difficult to determine when that point is. Introducing automatic successes can speed up play and remove unnecessary rolling. If a character is under no time pressure and there is no penalty for failure, you can allow for an automatic success.

You can also judge that a character automatically succeeds based on their dice pools. Multiply the Difficulty of the Test by the Complexity; if the character's dice pool is greater than the total, they automatically succeed.

Though Advantage and Disadvantage often go hand in hand, it is not always the case. Certain circumstances may only affect one party, such as running on slippery ground, being partially blinded, being on higher ground, or having access to the right equipment. It is up to the GM to decide when best to implement Advantage and Disadvantage.

In truly exceptional circumstances, the DN of an Opposed Test may begin at DN 6:1. If a character participating in such a Test has Disadvantage, the Difficulty can not go above 6. Instead, the Complexity increases and the DN becomes 6:2

NATURAL AWARENESS

Sometimes characters may be in opposition without realising it. This most often comes into play when a character is sneaking past a creature that is unaware of their presence, or when a character is trying to lie to someone. In such cases, a character's Natural Awareness comes into play.

As with an Opposed Test, the GM determines the Difficulty of the Test based on the circumstances and environment. The opponent's Natural Awareness is then used to determine the Complexity of the Test. To do this, the GM totals the number of dice that the opponent would roll for an Opposed Test and divides the total by 2, rounding up. Each creature in the **Bestiary** already has their Natural Awareness calculated.

Chapter 13: Bestiary, page 300

Example: *Darach, a Kurnoth Hunter, is travelling through the Bright Mountains to rejoin his allies in Brightspear. During the trek he comes across the hulking, scaled form of a Magmadroth. The beast is resting, but still aware of its surroundings. Darach has suffered a number of wounds, so Darach's player Adnan decides it is better to try to sneak past.*

Normally this would be an Opposed Test, but since the Magmadroth is not actively searching for Darach, the GM decides to use the Magmadroth's Natural Awareness. The Magmadroth has a Natural Awareness of 2 (Mind (1) + Training (2) in Awareness, divided by 2). Since neither side has Advantage or Disadvantage, the Test is ***DN 4:2 Body (Stealth).***

Other examples of natural or passive Skills include natural Intuition to detect lies, or passive knowledge Skills, such as Arcana, Lore, Nature, or Theology to notice things in the environment.

*Darach is ready to sneak past the creature. He has a dice pool of 4d6 (Body (3) + Training (1) in Stealth). He rolls and gets 2, 2, **4**, and **6**, giving him two successes — just enough to pass the Test. Darach sneaks past the hulking beast and continues his journey to Brightspear.*

Extended Tests

Some tasks, such as crafting a suit of aetheric armour or fostering a network of informants, can take weeks or months to accomplish. For tasks with little time pressure but that require focus and dedication, the GM can have characters make an Extended Test.

For an Extended Test, the number of successes is far greater than the player could hope to achieve in a single roll (usually between 10 and 20). The process for making an Extended Test is as follows:

- **Time Required:** The GM determines the amount of time required to complete the Test.
- **Number of Successes and Frequency of Tests**: The GM determines the total number of attempts you can make. If you have not succeeded after making all of your attempts, the Test is a failure. The GM also determines how often you can attempt a Test, which can be hourly, daily, weekly, or even monthly.
- **Determine DN:** The GM determines the Difficulty and Complexity of the Test. A good measure of how difficult a Test is is to divide the total number of successes required by the number of attempts allowed. For example, achieving 16 total successes in 4 attempts means you would need an average of 4 successes per attempt, which would be very difficult. However, achieving 16 successes over 8 attempts requires only an average of 2 successes per attempt, which is far easier.
- **Determine Skill(s):** The GM determines what Attributes and Skills are pertinent to the Test. This is usually the same Skill for each attempt, but the GM may decide that other Skills come into play over the course of the Test. For example, using Lore to research a new endrin, then using Guile to haggle for parts, and lastly using Crafting to complete the work.
- **Other Factors:** There may be other factors to consider before attempting an Extended Test. For example, making a new endrin for your flight suit would require a lot of raw materials, as would forging a new blade; building out a spy network would require you to be in a relatively populated area; and rooting out heretics amongst the well-to-do of Hammerhal demands resources to grease a lot of palms. The GM should make these factors clear before characters begin the Extended Test, and state how and when players can make an attempt.
- **Determine Success:** Each time you make an attempt in an Extended Test, make a note of any successes you achieve. Continue adding successes together over the course of the Test until you meet or exceed the threshold set out by the GM. If you fail to meet the threshold in the number of attempts allowed, you fail. You lose any resources consumed during the Test and may incur other penalties the GM deems appropriate.

A number of Extended Tests are presented in the **Endeavours** section in **Chapter 7: Between Adventures.**

Degrees of Success

Sometimes it may be important to know not only if a character succeeds, but how well they succeed. To determine the degree of success for a Test, you count the additional successes above what you needed to succeed. The GM decides if you gain an additional benefit.

***Example:** The party has come across a ruined fortress from the Age of Myth, but it has been desecrated with bloody effigies and half-*

It can be fun to narrate your own successes, especially if you do particularly well. Many GMs encourage players to describe the circumstances of their success and propose a benefit. This can be a great way to share in the storytelling of your game. As always, the GM has final say on the benefit a player receives.

DEGREES OF SUCCESS		
Successes	**Result**	**Example**
Equal to DN	Pass	You complete the task. No more, no less.
1-2 greater than DN	Minor Benefit	You complete the task, and gain a minor benefit. This could be completing with flair, learning additional information, or gaining a bonus die on a future Test relating to the task.
3+ greater than DN	Major Benefit	You complete the task, and gain a major benefit. This could be completing the task much quicker than expected, uncovering previously lost or secret information, or gaining a bonus die on Tests relating to the task for the next 24 hours.

eaten corpses. Something is not right. Darach gestures to his allies to wait while he creeps forward to investigate. After making a Stealth Test to sneak closer, the GM asks for a ***DN 4 Mind (Awareness)*** *Test to see what is going on. Darach rolls his dice pool of 4d6 and gets* ***4, 5, 6****, and* ***6*** *— an impressive success! This gives Darach 3 more successes than he needed to pass the Test, and the GM declares that he gets a major benefit for his success. The GM describes servants of Chaos, Bloodreavers, lurking and moving about the ruined fortress. However, Darach's impressive roll has allowed him to spot something else: an unattended back entrance, perfect for an ambush. He gestures to the rest of the group forward, and they move closer to ready a surprise for the vile Bloodreavers.*

METTLE

Even prior to becoming Soulbound there was something deep within you that drove you to keep fighting when others would turn and flee. This strength of spirit is known as Mettle. Mettle lets you push yourself beyond your limits and allows the **blessed** to call upon their god's power.

In **Soulbound**, Mettle is used to take additional Actions in combat and to fuel Miracles and certain Talents.

- Your maximum Mettle is equal to your Soul divided by two, rounded up.
- You **recover** one Mettle at the start of your turn, up to your maximum.
- Certain factors, like spells and Talents, can increase or decrease your maximum Mettle.

Talents and Miracles that utilise Mettle are most often used in combat, though can be used outside of combat should the need arise. This section focuses on how Mettle works in combat.

An optional rule for **Heroic Mettle** can be found on page 298. This rule makes it more challenging to recover Mettle.

The *Blessed* Talent can be found on page 83.

Using Mettle

Your Turn, page 135

Attack, page 145

Zones, page 136

In combat, most characters can take an Action and Move on **their turn**. The Action is most often used to **Attack**, while Move is used to navigate the **Zones** of the battlefield. By spending Mettle, characters can take additional Actions in combat which allows for greater player freedom, creativity, and teamwork.

You are not the only one who can utilise Mettle. Some powerful enemies, such as the **Grey Seer** have a reserve of Mettle they can draw upon. For more on enemies with Mettle, see page 302.

Take an Extra Action

On your turn, you can spend Mettle to take an additional Action. When you do so, you can use any of the Actions listed in the **Actions** section on page 142.

Use a Talent or Miracle

Use a Talent, page 145

A number of Talents and Miracles have a Mettle cost listed in their description. This is the amount of Mettle you must spend in order to use that Talent. Most Talents are used on your turn and require you to take the **Use a Talent** Action while spending the requisite amount of Mettle.

Unbind, page 91

Some Talents, such as ***Unbind*** have a trigger that allows you to spend Mettle during someone else's turn to activate the Talent. If you have a Talent that allows you to do this, you may want to reserve some Mettle to use these abilities later in the round.

Double Your Training

When making a Test in combat, such as attacking or casting a spell, you can spend a point of Mettle to double the dice gained from Training in the Skill being tested. This is often useful when attacking an enemy with high Armour or when trying to cast a particularly difficult spell.

You can only use Mettle in this way in combat.

Example: *Vel is locked in mortal combat with a heavily armoured Blood Warrior. At this point in her adventures, Vel has spent XP to get Training (2) in the Weapon Skill. She decides to spend Mettle on her next attack to breach the Blood Warriors armour. The 2d6 she gains from Training (2) in the Weapon Skill are doubled to 4d6. With her Body (4) this gives her a dice pool of 8d6.*

Double Your Focus

After making a Test in combat, you can spend a point of Mettle to double the bonus gained from any Focus in the Skill being tested. This is useful when it is crucial you succeed on a Test, such as with a powerful spell.

You can only use Mettle in this way in combat.

Example*: Vel rolls to attack the Blood Warrior, getting 1, 2, 3, 3,* ***4, 5, 6*** *and* ***6*** *for a total of four successes. Rather than attacking again, Vel decides to spend her last Mettle to double her Focus (2) in the Weapon Skill. This gives her a total of +4 to share across the results. She decides to apply +2 to the 2, turning it into a* ***4****, and applies +1 each to change the 3s into 4s. This gives Vel a total of seven successes (1,* ***4, 4, 4, 4, 5, 6****, and* ***6****). With the additional 1 Damage from her Questor Warblade, she deals a staggering 8 Damage as she smashes through the Blood Warrior's armour.*

Mettle Outside of Combat

Characters regain one point of Mettle every turn, which means most characters will be back to their maximum Mettle in a few seconds. For this reason, tracking Mettle outside of combat is usually unnecessary. This also means that abilities and Talents that require Mettle to heal Toughness can be used freely outside of combat. This is fine! The characters you play in **Soulbound** are hardier than regular folk, and the ability to heal and shrug off injury and continue the fight is part of what makes them stand apart. If you would like to limit the use of Mettle, page 298 contains options for alternative ways of using Mettle in your game.

SOULFIRE AND DOOM

The Mortal Realms are a place of extremes — light and dark, life and death, order and chaos. The tumultuous history of the realms have seen a time of great enlightenment and hope brought about in the Age of Myth, as well as the blood-soaked years of violence and despair that reigned during the Age of Chaos. The Age of Sigmar sits on a knife-edge, and it remains to be seen how this era will be remembered — will it be a time of hope, when heroes rise to reclaim the realms and push back the hordes of Chaos; or will it be a time of despair, when fear rules and the lands are overrun by death?

As they explore the realms, the heroes face countless trials and tribulations. How they respond to these hardships is part of what sets them apart as extraordinary. They confront the vilest horror the realms have to offer, and still stand defiant. Eventually, however, such horrors and hardships take their toll. A single battle may not prove much of a challenge for a battle-hardened hero, but the accumulated injuries and wounds will eventually take their toll. The forces allied against the heroes are near endless, and there is only so much someone can take before they are overwhelmed.

To reinforce this struggle, **Soulbound** utilises two resources: **Soulfire** and **Doom**. Players use Soulfire, and Doom is important for the GM. Soulfire and Doom are tracked on the Party Sheet.

SOULFIRE

When Sigmar returned with his army of Stormcast Eternals to push back the tides of Chaos, hope was rekindled in the hearts or mortals. This hope and belief in a better future is epitomised by the Soulbound — a unifying force returned from the Age of Myth who represent what can be accomplished when the people of the Mortal Realms work together.

The Soulbound's spirits grow stronger as their souls are entwined, creating something greater than the sum of its parts. This powerful bond is represented by **Soulfire**.

Soulfire is a force that the Soulbound utilise in times of need. It reflects the Soulbound's unwillingness to flinch in the face of seemingly insurmountable odds and their ability to draw on one another's strength. In **Soulbound**, Soulfire is a shared resource between the players. Players can spend Soulfire to

- Achieve maximum successes on a Test instead of rolling. (Every die counts as a 6.)
- Reroll as many dice as you like after attempting a Test.
- Recover all your Toughness.
- Regain all spent Mettle.
- Cheat death, allowing you or an ally to recover from being **Mortally Wounded.**

Only members of the Binding can use Soulfire. Non-Soulbound party members, such as Stormcast Eternals, can not use Soulfire.

Exceptional situations, powerful artefacts, and magically infused locations may also allow for unique uses of Soulfire.

Death Test, page 152

USING SOULFIRE

Soulfire lets you draw on the strength of your allies. It represents you pulling on the strands of their souls where they are entwined with your own and harnessing their essence to help you succeed.

To use Soulfire, you must first declare that you are doing so and how much Soulfire you intend to spend. The rest of the Binding must then agree to allow you to spend the Soulfire.

If the Binding disagrees and won't allow you to spend Soulfire, you have two choices: you can assent to the Binding's wishes, or you can ignore them and spend the Soulfire regardless. If you do so, **Doom** increases by 1. This reflects you drawing on the spirit of your unwilling allies and using their strength without their consent.

When you spend Soulfire you can use one of the following effects.

Using Soulfire without consent can create difficult situations for players, both in and out of the game. If it would do so with your group, disregard the rule altogether and require the Binding's consent every time Soulfire is used.

Doom, see page 133

MAXIMISE SUCCESSES

You can spend a Soulfire to succeed on any Test, giving yourself the maximum number of successes possible. You must use this effect before you roll for a Test. Instead of rolling, you are considered to have achieved a 6 on every die in your dice pool.

Double Your Training, page 130

You can not spend Mettle to **double your Training** when you use this effect.

Example: *Ímren is attempting to cast* Cloying Sea Mists, *a powerful spell of The Deeps that is DN 5:3. She wants to maximise her success to ensure that the Orruks rampaging towards her collapse into a nightmarish sleep before they can reach her and her allies. Ímren has Mind (4) and Training (2) in Channelling, giving her a dice pool of 6. She asks the group if she can spend Soulfire to maximise her successes, to which they happily agree. Ímren spends the Soulfire instead of rolling, giving her a result of* **6, 6, 6, 6, 6, 6** *— six successes. The Orruks have little chance of passing the Test, and Ímren smugly smirks to herself.*

REROLL DICE

Only members of the Binding can benefit from this effect. It can not be used to allow non-Binding members, such as Stormcast Eternals, to recover from being Mortally Wounded.

You can spend Soulfire to reroll as many dice as you like for a Test. To do so, declare that you wish to reroll your dice and spend 1 Soulfire. You can then reroll any of the dice used in the initial Test, including any bonus dice you may have had from spells and Talents.

Example: *Malgra has found an ancient relic from the Age of Myth, a strange nine-sided puzzle box engraved with patterns that seem to move and shift. Malgra wants to try to unlock the device, hoping that they can learn from its inner workings. The GM tells them it will be a* ***DN 5:3 Mind (Crafting) Test*** *to unlock the puzzle box. Malrgra rolls their dice pool of 4d6 (Mind (3) and Training in Crafting), but gets 1, 1, 2,* ***5*** *— only one success. With the Binding's permission, Malgra spends 1 Soulfire to reroll the three failed results. This time they get 2,* ***5,*** *and* ***6.*** *The 3 total successes mean Malgra passes the Test. After some fiddling the puzzle box pops open, but Malgra and their allies will wish they had never tampered with it…*

REGAIN METTLE

Soulfire can be used to regain any spent Mettle. To do this, declare that you wish to use 1 Soulfire to regain Mettle. Assuming the Binding agrees, you immediately regain all spent Mettle up to your maximum.

RECOVER TOUGHNESS

You can draw on the strength of the Binding to help you keep fighting. As an Action on your turn, you can spend 1 Soulfire to recover all of your Toughness.

CHEAT DEATH

The Binding can channel Soulfire into a dying ally, returning them from the brink of death. As an action on your turn, choose a Mortally Wounded member of the **Binding** within Close Range, including yourself, and spend 1 Soulfire. The target is revitalised by the spirit of the Binding and is no longer Mortally Wounded. They recover half of their total Toughness, but retain any Wounds they have suffered.

Example: *Malgra lays dying. Their flight suit has been sundered and ripped apart by Tzeentchian horrors and they are fighting for their life. Xan races to their side, trying to mend the wounds. He sees that Malgra is moments from death and decides to spend Soulfire to keep them alive. Malgra recovers half their Toughness and they are no longer dying. Malgra's Wound Track is still full, so they will need to be careful for the rest of the fight.*

TRACKING SOULFIRE

Party Sheet, page 345

The party's current and maximum Soulfire is tracked on the **party sheet**.

- Your Binding's maximum Soulfire is equal to the total number of player characters, less any Stormcast Eternal characters.

Leaving a Binding alive is rare, but it is possible. For more information, see page 34. For advice on new characters joining a Binding, see page 289.

- If a character ever **leaves the Binding**, the Binding's maximum Soulfire decreases accordingly.

- If a new character is woven into the Binding, the maximum Soulfire increases.

Player's can track the current Soulfire on the party sheet but it is recommended to use tokens such as those found in the **Soulbound Starter Set.**

RECOVERING SOULFIRE

Soulfire is a powerful force, but it is not unlimited. The spirits of the Soulbound can only be stretched so thin before they must recover. Accomplishing their goals, rest, and witnessing the difference they are making in the realms can all help bolster the spirit of the Soulbound.

Soulfire can be recovered in the following ways:

- If the Binding achieves a Short-term Party Goal, recover 1 Soulfire.
- If the Binding achieves a Long-term Party Goal, recover all Soulfire.
- If the Binding's maximum Soulfire ever increases, recover all Soulfire.
- If a member of the Binding takes the ***Recuperate*** **Endeavour** recover 1 Soulfire.
- If the Binding takes the ***Bond*** **Endeavour**, recover all Soulfire.
- If a party member makes a **Last Stand,** recover all Soulfire.

At their discretion, the GM may decide that certain acts might warrant the recovery of Soulfire. Such acts are smaller in scale. These are often acts of kindness, nobility, or loyalty that, while they did not change the realms for the better, had a profound effect on an individual or small group of people.

INCREASING MAXIMUM SOULFIRE

The Binding's maximum Soulfire is usually equal to the number of party members, less any Stormcast Eternals. However, some deeds are so great that they profoundly change those involved and the world around them. The heroes in **Soulbound** set out to alter the world, to reshape the Mortal Realms and make them a better place for all peoples. Eventually, they may even succeed.

If the party accomplish some great task, the GM may reward them by permanently increasing the Binding's Soulfire. To warrant this reward, the task must improve the lives of those in the Mortal Realms. It can be deeds such as banishing the forces of Chaos from a besieged city, creating a safe trade route between settlements, or reclaiming a lost artefact from the Age of Myth that will help in the fight against Chaos and Death. Whatever it may be, this event has strengthened the Binding, and solidified their belief that they can make a difference in the Mortal Realms.

Whenever maximum Soulfire increases, recover all Soulfire.

DOOM

The people of the Mortal Realms have suffered long years of torment at the hands of the forces of Chaos, and such pain is not easily forgotten. The flame of hope is a fragile thing, and though there is belief that Sigmar's Storm and the return of the Soulbound will bring a better future, a sick feeling remains that all of the fighting is for nothing.

Recuperate, page 158

Bond, page 156

Last Stand, page 154

Doubt, selfishness, and fear are what once led the realms to the brink of destruction and ushered in the Age of Chaos and many believe it will soon happen again. This encroaching dread is represented by **Doom**.

Unlike Soulfire, Doom is not a resource to be spent. Instead, the GM uses it to track the growing unease in the Mortal Realms. While the Soulbound are a force for good, their very presence draws powerful enemies to them. **The Blood God** seeks only slaughter and death, and sends his forces to kill and be killed by the Soulbound; **The Undying King** sees the Soulbound as an abomination resurrected from the Age of Myth and does everything in his power to wipe them from memory; and all the while **The Greenskin God**, sends his howling servants to join in the violence and destruction.

Khorne, page 248

Nagash, page 232

Gorkamorka, page 236

EFFECTS OF DOOM

As fear, envy, doubt, and anger take hold of the people of the realms, the forces of Chaos, the Legions of Nagash, and the Greenskin Hordes are bolstered. They feed on this unease, revelling in it, and growing more bold as it goes unchecked.

For more advice on using Doom to describe the world, see page 292

Doom is used in two ways in **Soulbound**. Firstly, the GM can use Doom to gauge the current state of the world and describe it accordingly. If Doom is low, they can describe the world in mostly positive terms: people go about their lives, trying to improve their lot without harming their neighbour. As Doom grows, the GM might describe more instances of bickering in the streets, or violence in darkened alleyways. When Doom escalates further, the GM can describe people living on a knife edge, blatant theft, and bloody violence in the streets. Doom serves as a useful tool for the GM to help colour the world.

Using Soulfire, page 131

Flee, page 143

Retreat, page 144

Rumours, Fears, and Threats, page 294

The second use of Doom has a more direct effect on the game. As Doom grows, some enemies become more powerful. They may gain additional armour, make extra attacks, or gain access to powerful abilities. Growing Doom directly impacts how dangerous the Mortal Realms become; it is in the party's best interest to keep it from spiralling out of control.

TRACKING DOOM

Doom represents the physical and psychological toll that has been exacted on the party during their adventures, and the effect of the forces of Chaos, Death, and Destruction on the Mortal Realms. Doom is tracked on the party sheet.

- Doom starts at 1. This reflects the ever-present threat of Chaos and other malign forces. Doom can never fall below 1.

There are a number of ways to increase or decrease Doom.

INCREASING DOOM

Despite their greatest efforts, the party will eventually fail, falter, or be killed. When this happens, the realms grow a little darker and Doom grows.

Doom can increase in the following ways:

- If a party member dies, Doom increases by 1.
- If a member of the Binding **uses Soulfire** without the Binding's consent, Doom increases by 1.
- If a party member **Flees**, Doom increases by 1.
- If the party fails a **Retreat**, Doom increases by 1.
- Each time a **Fear** escalates to a **Threat** , Doom increases by 1.

The GM may also increase Doom if the party fails a task or allows a great calamity to come to pass, perhaps through inaction. To warrant this increase, the event must negatively alter the lives of the people of the Mortal Realms — the loss of a burgeoning settlement or allowing a powerful artefact to fall into enemy hands. Whatever it may be, the event has gravely altered the realms and caused the party's bonds to fray.

DECREASING DOOM

No matter how bleak things look, there is always a flicker of hope. The forces of Chaos can be defeated, the undead legions can be returned to their graves, and the Greenskin tide can be pushed back.

Doom can decrease in the following ways, but can never be reduced to less than 1:

- If the Binding's maximum Soulfire increases, Doom decreases by 1.
- If the party takes the ***Cleanse Corruption*** **Endeavour,** Doom decreases by 1.

Cleanse Corruption, page 156

- If a Stormcast Eternal party member is **Reforged**, Doom decreases by 1.
- If the party stop a **Threat**, Doom decreases by 1.

COMBAT

The Age of Sigmar is a time of upheaval. Sigmar's Storm may have driven back the forces of Chaos for now, but the unholy armies of daemons and corrupted mortals still lie in wait. Worse still, the effects of the Necroquake reverberate throughout the realms as the dead rise from their graves to feast on the living. This section provides rules for engaging in combat in **Soulbound**.

The Flow of Battle

Combat in the Mortal Realms is violent, chaotic, and bloody. To help make sense of this chaos, **Soulbound** organises combat into a cycle of **rounds**. A round represents roughly 6 seconds of in-game time. During a round, each participant takes a **turn**, acting in order of **Initiative**. Once everyone has taken a turn, the next round begins. Combat continues in this way until one side is victorious.

TURN ORDER

In combat a moment's hesitation can spell disaster — being first to act is crucial. To help determine the order of combat, each participant has an Initiative, found on your character sheet or the bestiary entry. The character or creature with the highest Initiative acts first, followed by the next highest, and so on until everyone has taken a turn. Players are responsible for their character's Actions on their turn, and the GM controls any enemies or NPCs. If multiple combatants have the same Initiative, you can do the following:

- If player characters have the same Initiative, they can decide at the start of combat who acts first. They then act in that order for the rest of the battle.
- If a player character and an enemy have the same Initiative, the player character acts first.
- If two NPCs have the same Initiative, the GM decides at the start of combat who acts first. They then act in that order for the rest of the battle.
- Alternatively, the combatants can make an opposed Mind (Awareness) Test to see who acts first.

For ease of play, it is recommended that you sit around the table in order of your Initiative, with the player with the highest Initiative to the left of the GM and the player with the lowest Initiative to the right.

Reforging, page 22

Rumours, Fears, and Threats, page 294

Options for other methods of Initiative are presented on page 298.

SURPRISE

Unseen assassins, raids in the black of night, and roadside ambushes are a common occurrence in the Mortal Realms. If you have the element of surprise, you get a special surprise round where only you can act. If multiple participants benefit from surprise, they act in order of Initiative.

During a surprise round, you can only take a single Action. You can not use Mettle to take additional Actions, but you can spend Mettle to fuel Talents or other abilities as part of your Action. You can't spend Mettle to double your Training or Focus.

Once the surprise round is over, combat follows the Initiative order as usual.

YOUR TURN

When combat erupts, a cool head can be more valuable than a sharp blade. Knowing how and when to act, when to fight, and when to run is what separates the victorious from the vanquished — and often the living from the dead.

The GM describes the world around you — where everyone is, the sounds and smells, and any unique features or hazards of the terrain — and it is up to you to decide what to do.

On your turn, feel free to ask for more details that could shape your Actions: Is there any cover around? What is within arms reach that I can throw? How hurt do they look? These kinds of questions help to paint a more vivid picture of the world and will fire your imagination with new ideas as you act.

On your turn, you can **Move** and take an **Action.**

MOVE

For the most part, the exact distance you can move doesn't matter. On your turn, simply declare how far you would like to move and the GM will tell you if you can reach it this turn. You can decide to Move before or after taking an Action, and can also break up your movement to allow you to Move, take an Action, then Move again. If you need to cover more ground on your turn, you can use your Action to **Run**. Activities such as climbing or jumping a long distance require an Action and, depending on the circumstances, the GM may ask that you make a Test to see if you succeed.

Run, page 144

For more information on moving in combat, see **Distance and Movement**.

Range and Movement, page 139

Bring it to Life

Describing your actions in combat gives you a chance to bring the scene to life. You don't need to be as formal as saying *'I use my Move to get close to the ghoul and use my Action to attack.'* Instead try to be more evocative – this is your chance to temporarily take the GM's mantle! You might instead say *'My boots pound in the muddy earth as I charge at the twisted ghoul, swinging my warblade in an arc to take its head off!'* Most GMs love having their players get involved and share the responsibility of painting the world, so don't be afraid to have some fun.

ACTION

Your Action is what your character does this round of combat. It can be swinging your hammer at an enemy, casting a spell, hiding, taking a moment to survey your surroundings, or anything else you can think of. The Action you take is limited only by your imagination, your character's capabilities, and the world around you.

When it is your turn, describe what you want to do. The GM tells you if your Action requires a Test to accomplish, and then narrate the results together. You can also decide to spend Mettle to take additional Actions.

The most common **Actions** in combat are listed on page 142, and using **Mettle** is explained on page 129.

FREE ACTIONS

Some of the things you'll do during combat do not require an Action. This includes actions such as drawing your weapon, reloading a gun, opening a door, drinking an elixir, or moving anywhere in **your Zone.**

Distance and Movement

In combat, knowing the position of your allies and enemies helps you gauge the situation and make vital decisions. Tracking exact position and distance with a lot of combatants can often be cumbersome, so to handle this **Soulbound** uses abstract **Zones** and **Ranges.**

ZONES

Fights can break out in all manner of places, from taverns, to underground ruins, to vast open plains. Whatever the battlefield, **Soulbound** divides these areas into Zones. Zones have no set size or shape, and are formed along natural divides or breaks in the environment such as walls, doors, or trees. The GM can also use the height or depth of an environment to create Zones, such as the decks on an airship or a deep charnel pit in the ruins of a desecrated fortress. Likewise, the sky above the battlefield may be one or more Zones if there are flying combatants.

Most battlefields have at least two Zones, with complex environments having many more. It is possible to create new Zones or destroy existing ones during combat: an overzealous Aether-Khemist might blast a hole in the side of a building, turning two small Zones into one large one.

The GM can declare that certain Zones have different effects, such as difficult terrain, poisonous spores, or a Defence bonus from cover. Example Environmental Traits are listed below.

POSITION

Using Zones means that players don't need to concern themselves with exact positioning and can immerse themselves in the action and drama of battle. However, some groups like to have a visual aid during play, particularly if there are a lot of combatants. You can do this by using a sheet of paper to roughly mark out Zones, while tokens can be used for character position; or you can use a dry-erase board or battlemap, with miniatures for characters and enemies.

SIZE

Each creature in **Soulbound** has a size, which represents the approximate amount of space it occupies. Size is not an exact representation of a creature's physical dimensions, but a representation of the overall space it occupies and needs to act effectively. Size usually has **no effect** on combat but may become pertinent during roleplaying and exploration (such as squeezing into a space others can not). The exception to this is creatures who are Enormous or larger, as noted below.

ENVIRONMENTAL TRAITS

Battles are rarely fought on flat even terrain. Most battlefields are riddled with obstacles and hazards that affect the combatants and influence the outcome. To create interesting combat, some Zones should have one or more of the following Environmental Traits. Environmental Traits affect an entire Zone.

COVER

Ancient ruins, great fallen trees, and even other creatures can provide cover, making targets more difficult to hit. There are two types of cover: **Partial Cover** and **Total Cover.** A target can only benefit from one type of cover at a time.

A target has Partial Cover if at least half its body is blocked by an obstacle. The target's Defence increases one step when targeted by ranged attacks. Additionally, creatures hiding in a Zone with the *Partial Cover* Trait have **Advantage** on Opposed Tests to be detected.

A target has Total Cover if most or all of its body is blocked by an obstacle. The target's Defence increases two steps when targeted by ranged attacks. Additionally, creatures hiding in a Zone with the *Total Cover* Trait have Greater Advantage on Opposed Tests to remain unseen.

DIFFICULT TERRAIN

The Mortal Realms are filled with strange and unusual landscapes, some of which are difficult to traverse. Heavy snow, tangled roots, and murky swamps all make movement more difficult.

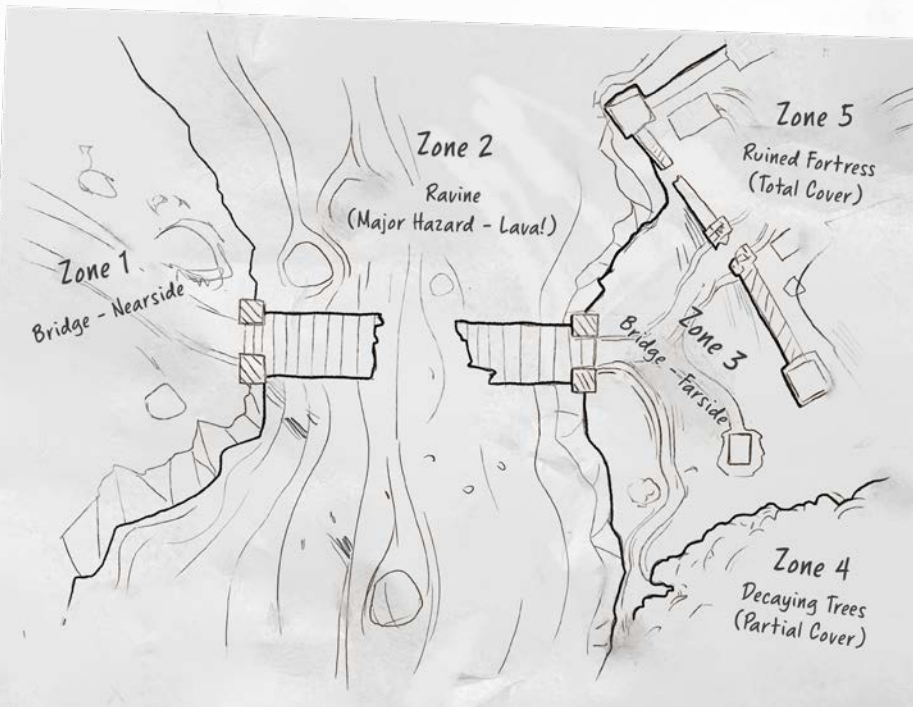
Beginning your turn in an area of difficult terrain reduces your Speed one step, to a minimum of Slow. Fast creatures move at Normal Speed, Normal creatures move at

If you and your group prefer a more exact form of distance and movement, page 298 presents optional rules for exact speeds and ranges, and rules for playing on a grid using miniatures.

Advantage and Disadvantage, page 126

Run, page 144

One exception to this is the Talent *The Bigger They Are* (page 91), which makes you more effective against larger creatures.



Slow Speed, and Slow creatures continue to move at Slow Speed.

Moving into an area of difficult terrain uses any remaining movement you have. You reach your destination, but you must use the **Run** Action to move further, such as to an adjacent Zone.

Run, page 144

The Difficulty of Body (Reflexes) Test increases by 1 while in difficult terrain.

HAZARD

Hazards are dangerous effects in the environment. A burning building, poisonous spores, or the strange crystalline grass of Hysh are all Hazards. There are three types of Hazards: ***Minor Hazards***, ***Major Hazards***, and ***Deadly Hazards.***

A *Minor Hazard* causes small wounds or discomfort. These are things such as thorny branches or a small fire. When a creature enters the Hazard for the first time or starts its turn there, it takes 1 Damage.

A *Major Hazard* causes serious injury. These are things such as poisonous spores or the boneshard hail of Shyish. When a creature enters the Hazard for the first time or starts its turn there, it takes 3 Damage.

A *Deadly Hazard* causes near fatal injury. These are things such as boiling lava or falling into the acidic silver rivers of Chamon. When a creature enters the Hazard for the first time or starts its turn there, it takes 5 Damage.

INTERACTIVE OBJECTS

Interactive objects are anything a creature can interact with, such as doors, windows, levers, or torches. They provide colour to the scene but may also affect the environment. Turning a valve might cause steam to vent and fill the area, making it *Heavily Obscured* (see below); or throwing a flaming torch into a tangle of dry roots might set them alight, creating a Hazard.

OBSCURED

Poor light, heavy rain, and thick smoke can all affect a creature's vision, making it hard

SIZE

Size	Example	Height or Length	Additional effect
Tiny	Efreet, Mouse, Scryfish	Up tp 2 feet	–
Small	Bittergrub, Grot, Star-eagle	Up to 4 feet	–
Medium	Aelf, Duardin, Human, Stormcast Eternal	Up to 8 feet	–
Large	Dankhold Troggoth, Kurnoth Hunter, Gryph-charger, Rat Ogor	Up to 15 feet	–
Enormous	Jabberslythe, Maw-Krusha, Magmadroth, Terrorgheist	Up to 30 feet	Occupies an entire Zone. Enemy creatures can not end their turn in the same Zone as this creature unless mounted on it or climbing atop it. Enormous creatures can make melee attacks into adjacent Zones, and creatures in adjacent Zones can make melee attacks against the creature.
Monstrous	Harkraken, Mega-gargant, Megalofin	30 feet+	As Enormous, but occupies two or more Zones.

to gauge their surroundings or even see their allies. Zones can be either ***Lightly Obscured*** or ***Heavily Obscured***.

A Zone shrouded in mist or shadow, or illuminated by only faint light, is *Lightly Obscured*. While a creature is in the Zone, the Difficulty of Mind (Awareness) Tests that rely on sight are increased by 1, and opposed Mind (Awareness) Tests are made at Disadvantage. Similarly, any creature making an Opposed Test to see a creature in the Zone has Disadvantage on the Test.

A Zone covered in thick smoke or shrouded in complete darkness is *Heavily Obscured*. Creatures in the Zone are effectively ***Blinded***.

RANGE AND MOVEMENT

The distance between two points is of vital importance in combat: where you can move and how far you can shoot will affect a lot of the decisions you make. In **Soulbound**, these distances are relative to the Zones on the battlefield. There are five ranges:

- **Close Range** is anything within arms reach of a character. When you make a melee attack, manually manipulate an object such as a door or crank, or inspect an object, you are at Close Range.
- **Short Range** represents anything within the Zone you currently occupy (typically between 15 to 30 feet). Moving to any spot within Short Range is a Free Action.
- **Medium Range** represents any Zone adjacent to your current Zone (up to around 50 or 60 feet). Moving to a point within Medium Range requires the use of your Move.
- **Long Range** represents a location or target two Zones away from your current Zone (up to 100 feet or more). To move to a point within Long Range, you must use your Move and take an additional Action to Run.
- **Extreme Range** is anything outside Long Range, and is three or more Zones away from your current Zone. Extreme Range is rarely used in combat and is most often employed as a narrative device by the GM to describe characters or objects a great distance away.

The ranged weapons listed on page 103 each have a range, shown as Short, Medium, or Long. Ranged attacks are explained in detail on page 146.

MOVING IN COMBAT

In combat, you can break up your movement in a variety of ways. For example, you can use a Free Action to move to a target within your current Zone (Short Range) and make an attack, and then use your Move to move to a point in an adjacent Zone (Medium Range). After this, you can spend a Mettle to either make another attack or to take the Run Action to move to the next adjacent Zone. By combining your Move, your Action, and spending Mettle, you and the other combatants can move quickly about the battlefield to create a dynamic, action-packed fight scene.

In **Soulbound** there is no penalty for moving away from an enemy. However, some enemies may have special abilities that allow them to attack a character that moves away from them. Similarly, player characters can take the *Opportunist* Talent (see page 88).

Blinded, page 342

Example: *Vel is trying to stop two Clanrats from escaping, but the skittering Skaven have scattered in different directions. On her turn, Vel uses a Free Action to run up to the Clanrat in her Zone and then uses her Action to attack, easily cutting the creature down. She chases after the remaining Skaven, using her Move to race into an adjacent Zone. The Skaven is quick however, and has already moved away. Vel decides to spend a point of Mettle to take the Run Action, following it into the next Zone. She has 1 Mettle left, which she uses to quickly dash up and cleave the creature's head from its body. It took her Move, Action, and 2 Mettle, but Vel has managed to stop the Skaven from escaping to warn their allies.*

Run, page 144

Prone, page 342

Move, page 136

SPEED

The rules for moving between Zones assumes an average movement speed for all creatures. However, there are a wide variety of beasts and monsters in the Mortal Realms, some of whom are slow and lumbering, while others move at terrifying speed. Some spells may also affect a character's movement speed. To assist with managing these variances, **Soulbound** uses three different movement speeds:

- A **Normal** movement speed is the assumed average speed for all player characters. Creatures with a Normal speed can use a Free Action to move anywhere within their current Zone (Short Range), and can use their Move to move to an adjacent Zone (Medium Range).

- A **Fast** movement speed is the quick movement often seen in the skittering of Arachnarok Spiders or the celestial speed of a Gryph-charger. Creatures with a Fast speed can use a Free Action to move anywhere within their current Zone (Short Range), and can use their Move to move up to two Zones away (Long Range).

- A **Slow** movement speed is the slower than average speed often seen in the lumbering gait of a large beast or the unsteady shuffle of a rickety skeleton. Creatures with a Slow speed must use their Move when moving anywhere within their current Zone (Short Range). To move to an adjacent Zone (Medium Range) they must use the **Run** Action.

OTHER KINDS OF MOVEMENT

Journeying through the Mortal Realms often involves more than just walking. Characters may need to climb, crawl, or swim, or find themselves flying, using mounts, or inside vehicles.

BEING PRONE AND STANDING UP

In battle, combatants often find themselves lying on the ground, whether through choice or force. When on the ground, you are ***Prone***.

Willingly falling *Prone* is a Free Action. Standing from *Prone* requires the use of a **Move.** To move while *Prone* you must crawl (see below).

CLIMBING, CRAWLING, SWIMMING, AND SQUEEZING

When you are climbing, crawling, swimming, or squeezing into a tight space your Speed is reduced one step, to a minimum of Slow. At the GM's discretion they may require a Test to succeed, such as Body (Athletics) Test to climb a slippery cliff face or swim against a strong current.

FALLING

Tall spires, great floating earth motes, and flying machines abound in the Mortal Realms, meaning the risk of falling is great. On impact, a falling creature suffers 1 Damage per 10 feet fallen and is knocked *Prone*. For short controlled falls (up to 30 feet) the GM may decide that a successful Body (Athletics) or Body (Reflexes) Test reduces the Damage suffered by the amount of successes.

FLYING

There are many creatures and beasts in the Mortal Realms that can fly. Some of the mortal species have also mastered the skies — combat can often take place high off the ground.

Normal movement rules apply when flying, but use a Speed determined by the mode of flight. Flight usually occurs using either a mount or a piece of **equipment**. The equipment or mount's Speed replaces your usual movement speed when you are in flight. If the equipment is removed or rendered inoperable while you are in flight, you immediately begin falling (see above). Similarly, if the mount you are riding is knocked prone or you are unseated, you fall. Flying mounts follow the same rules as regular mounts (see below).

Such as the celestial wings of a Knight-Venator, or a Skyrigger's aether-endrin. See page 107 and 112 respectively.

JUMPING

Your jumping ability is determined by your Body.

You can make a standing vertical leap up to a number of feet equal to your Body. This height is doubled with a short run up preceding the jump.

You can make a standing long jump a number of feet equal to your Body x 2. The length is doubled with a short run up preceding the jump.

If the distance or height you are trying to jump is greater than you can normally achieve, the GM can ask for a Body (Athletics) Test to see if you succeed.

MOUNTS

Mounted combatants are a common sight in the realms. The Stormcast Eternals charge into battle astride great **Gryph-charger**s, while the Akhelian's of the Idoneth Deepkin attack mounted on the predatory **Fangmoras**. Standing against them are Orruks mounted on monstrous **Maw-Krushas** and hungry ghouls clinging to the skeletal **Terrorgheist**.

A willing creature of one size larger than you and with the appropriate anatomy can serve as a mount. Mounts use the following rules:

- To mount a creature you must use your Move.
- Dismounting is a Free Action unless you are secured to the mount, such as with a harness. In such cases, dismounting requires an Action.
- When you Move while mounted, you use the mount's Speed in place of your own.
- If your mount is moved against its will, you must succeed a Body (Reflexes) Test or fall *Prone* within Close Range of the mount. If you are secured to the mount, you automatically succeed this Test.
- If your mount is knocked *Prone*, you can make a Body (Reflexes) Test to leap from its back and land on your feet within Short Range of the mount. If you fail the Test, you fall *Prone* instead. If you are secured to the mount, you automatically fail this test. If a flying mount is knocked *Prone*, you and the mount begin to fall.
- Attackers can choose to target either you or your mount.
- A controlled or trained mount acts on your Initiative. You can use an Action to direct your mount to use a Trait, or take an applicable Action from those listed on page 142.
- An intelligent or untrained mount acts on its own Initiative and is free to move and act how it wishes.

The Runefathers of the Fyreslayers ride huge scaled **Magmadroths** (page 310) into battle but no-one in their right mind would try to control a Magmadroth found in the wild!

Gryph-charger, page 306

Fangmora, page 305

Maw-Krusha, page 311

Terrorgheist, page 335

VEHICLES

Travel through the Mortal Realms is incredibly dangerous. The use of Realmgates is closely controlled so those who would dare travel outside one of the bastions of Order must utilise other means. Travel by air can be one of the safer options though often requires a deal with a Kharadron captain, and they are known to be shrewd and meticulous negotiators. If flight isn't an option, travellers may seek passage on an Ironweld cogfort — an immense mechanical construct that functions like a small city on wheels or piston-powered legs.

There are no rules for these types of large vehicles, they simply function as locations that happen to be moving. Smaller personal vehicles, such as a gyrocopter, are treated as a controlled mount.

If increasing the target's Defence would not affect the DN of the Test, such as if their Defence is already two steps higher, the GM may rule that a character can not use the Called Shot Action.

Actions

Sometimes, despite your best efforts, an encounter is destined to end in violence. This section provides a number of Actions you can take on your turn. You may also gain new Actions from your Archetype, Talents, or from magical items and gear.

Attack

When you swing your hammer, fire your pistol, or hurl an aetheric grenade, you are taking the **Attack** Action. The Attack Action is, unsurprisingly, the most common Action in combat. By taking the Attack Action you make a Test to try to hit a target with a melee or ranged weapon. This Test is explained in detail in **Making an Attack** on page 145.

Charge

You throw your weight and momentum into a powerful attack. When you **Charge**, you can move as far as your Speed allows and make an attack. You cannot Charge an enemy in your Zone. You gain +1d6 to your dice pool for the attack, but your Defence is reduced one step until the start of your next turn.

Mounts, page 141

If you take the Charge Action while controlling a **mount**, you use the mount's Speed in place of your own, but you are still the one making the attack. Both you and your mount's Defence are reduced one step until the start of your next turn.

Example: *Darach is hunting down servants of Nurgle and has found a grotesque Plaguebearer lurking in the jungles outside Anvilgard. Darach decides to Charge the vile creature. Darach's dice pool when attacking with his greatsword is usually 4d6, but since he is charging it becomes 5d6. However, his Defence decreases from Average to Poor until the start of the next turn. He will be open to attack if he doesn't take out the Plaguebearer quickly.*

Called Shot

You are able to pick your shots, hindering your foes with each strike. When you make an attack, you can choose to aim at a specific area on your target. The target's Defence increases a **number of steps** determined by the hit location

- **Head:** Defence increases two steps. If the attack deals Damage, the target is *Stunned* until the end of its next turn.
- **Arms:** Defence increases one step. If the attack deals Damage, the target drops an item they are carrying, such as a weapon or shield.
- **Legs:** Defence increases one step. If the attack deals Damage, the target is knocked *Prone*.

Example: *Malgra is locked in air-to-air battle with a Tzaangor Shaman atop a Disc of Tzeentch. Malgra decides to try to cripple the Shaman's legs, hoping to knock it off the flying disc. The Shaman's Defence is usually Good, but since Malgra is targeting the creature's legs, its Defence increases one step to Great. Malgra manages to hit, dealing a total of 2 Damage, causing the Tzaangor Shaman to fall* Prone *and tumble from the Disc of Tzeentch.*

Defend

You act as a watchful guardian, protecting an ally or defending a location. When you take this Action, choose an ally within Close Range to **Defend**. Until the start of your next turn, any attacks or spells that target your ally target you instead. You use your Defence to resolve attacks, and you make any Tests to resist spell effects. Your ally is still affected by spells and effects that target your Zone. If more than one character is defending the same ally, their players can choose which character is the target of any attacks.

You can also use this Action to defend the Zone you are occupying. When you do so, you block, guard, or otherwise impede entry to the Zone, such as blocking a doorway or guarding a perimeter. Any creature

attempting to enter the Zone must use an Action to make a Body (Might or Reflexes) Test opposed by your Body (Might). If you are wielding a shield, you have Advantage on this Test. On a failure, the creature is barred from entering your Zone. On a success, you are pushed aside and the creature can enter the Zone. Allies can use the Help Action (see below) to assist in defending a Zone, granting +1d6 to the Test per assistant, and +1d6 per level of Training in Might the ally has.

DODGE

Some people say the best defence is a good offence. But those people are probably dead, with an Orruk axe embedded in their skulls. When you **Dodge**, you spend your turn trying to avoid harm. Until the start of your next turn your Defence increases by one step and you add 1d6 to your dice pool for Body (Reflex) Tests.

FLEE

Sometimes the ravages of battle can take their toll and you can simply no longer stand and fight. Rather than risk a meeting with the Undying King, you can choose to **Flee**. To do this, you must declare at the start of your turn that you intend to **Flee**. You spend both your Action and Move, as well as all of your current Mettle, to escape the battle. You are no longer involved in the combat and can take no further actions. You are removed from the Initiative and Doom increases by 1. Alternatively, the group can choose to **Retreat**, as detailed on page 144.

GRAPPLE

Instead of trying to deal damage, you can use an Action to attempt to **Grapple** and restrain a creature within Close Range.

You make a Body (Might) Opposed Test, resisted with either the target's Body (Might) or Body (Reflexes). If you succeed, the target is ***Restrained***. You can release the grapple at any time as a Free Action.

On their turn, the creature can use an Action to try to escape the grapple by repeating the Opposed Test.

HELP

Everyone needs a helping hand sometimes. When you take the **Help** Action, you assist an ally. The ally adds 1d6 to their dice pool for the next Test they make, plus an additional 1d6 per level of Training you have in the Skill used for the Test.

Alternatively, you can **Help** your ally to attack an enemy within Close Range of you. You distract, cajole, or otherwise unbalance the enemy in some way to aid your ally. If your ally attacks the target before the start of your next turn, they add 1d6 to their dice pool for their next attack plus an additional 1d6 per level of Training you have in Weapon Skill. Even if your ally is making a ranged attack, they add your level of Training in Weapon Skill as bonus dice, as you are distracting the nearby enemy with a melee weapon.

HIDE

Sometimes you just need to **Hide.** When you take the Hide Action, you are using the environment, terrain, and even other combatants to mask your presence. The GM will ask for a Body (Stealth) Test, modified by factors such as light, cover, or weather. You are hidden from any creature with a Natural Awareness lower than the number of successes rolled.

The benefits of attacking while hidden are described on page 146.

IMPROVISE

This list does not represent the limits of what you can do in combat. If you have a clever idea but don't see an appropriate Action listed, just Improvise! Tell your GM what you want to do, and they will tell you if it's possible and if you need to make a Test.

PARLEY

It is rare, but sometimes combat ends with a few choice words. Taking the **Parley** Action represents briefly ceasing hostilities to speak and use your presence to gain control of the situation in some way. This could be trying to intimidate a wounded enemy into fleeing, trying to calm a group of drunken revellers during a bar brawl, or trying to distract an opponent so you can sucker punch them and slip away.

Restrained, page 342

Persuasion is not mind control!

When you Parley, tell the GM what you are saying and what you hope to achieve. The GM determines the Skills used for an Opposed Test, such as Body (Intimidation) versus Soul (Determination) or Mind (Guile) versus Mind (Intuition). Everyone has their own wants and desires, and success doesn't necessarily mean you'll get the exact outcome you wanted, but you might be able to turn a deadly battle into a slightly less deadly conversation.

Range and Movement, page 139

REACT

Knowing how and when to act is vital during the milieu of battle. When you **React**, you prepare yourself to act when a specific event happens. You must declare the trigger for your reaction, and the action you will take when it happens. For example, you might say '*When the Orruk crests the hill I'm going to try to shoot it with my pistol*', or '*After Ímren casts her spell I'm going to run.*'

If the trigger for your reaction doesn't happen this turn, you can choose to proceed to the next round without taking an Action, or you can take a different Action but act last in the Initiative order for the rest of the combat.

RETREAT

Sometimes discretion is the better part of valour. If you feel that the tide of battle has turned against you and your allies, you can call for a **Retreat**. When you take the Retreat Action, your turn ends as you prepare to retreat to safety along with your allies.

At the start of each of your allies' turns, the GM asks if they are going to Retreat. If they agree, they join you in preparing for a safe retreat. If all of your allies agree to retreat, the group safely escapes the battle. The GM can decide to jump ahead in time to a point where you have reached a safe location or, for a particularly tenacious foe, call for a Test to escape the battle.

If you call for a Retreat and any member of your party refuses, you and any ally who chose to Retreat can decide to remain in the battle or continue the retreat. Regardless of whether you remain or retreat, the disharmony in the group increases Doom by 1.

RUN

Sometimes you just need to get somewhere quickly. The **Run** Action allows you to move to an adjacent Zone (any point within **Medium Range**). It is most often used in conjunction with a Move to allow a character to reach a location up to two Zones away.

SEARCH

When you take the **Search** Action, you take time to examine your surroundings, perhaps looking for a clue or an enemy who has slipped away. The GM asks for a Mind (Awareness) Test, setting an appropriate DN.

At the GM's discretion, you can also use Search to get a sense of your surroundings. This sometimes involves detecting the almost imperceptible hum of leylines and powerful magic, or trying to sense the nature of the energy in the world around you. In this case, the GM may ask for a Soul (Awareness), Mind (Intuition), or other such Test.

SEIZE THE INITIATIVE

Be first and be better. Sometimes foregoing an attack now can pay off later in the combat. When you **Seize the Initiative,** you do not act this turn but instead go to the top of the Initiative order at the start of the next round. You remain at the top of the Initiative order until someone else takes the Seize the Initiative Action to move ahead of you or another effect changes the Initiative order.

SHOVE

Sometimes you might want to make a little space to give yourself some breathing room. When you take the **Shove** Action, you attempt to push an enemy away from you.

The creature you are attempting to Shove must be within Close Range. To shove a creature, you must make an Opposed Test. You make a Body (Might) roll, resisted by either the target's Body (Might) or Body (Reflexes). If you succeed, the target is shoved away from you, and is no longer at Close Range.

USE AN OBJECT

Most of the time you don't need to use an Action to interact with or manipulate an object, like drawing your weapon, taking something out of your pack, flicking a switch, or opening a door. However, if something requires more time or is more complex, the GM may decide it requires an Action. In this case, you take the **Use an Object** Action.

USE A TALENT

The Mortal Realms are filled with larger than life heroes who are capable of performing incredible and varied feats. Many of these abilities take the form of Talents. On your turn you can take the **Use a Talent** Action to use one of your Talents. If a Talent requires the use of Mettle, such as a Miracle, you spend the Mettle when you take this Action.

MAKING AN ATTACK

When you are attacking an enemy you are doing everything you can to deal grievous bodily harm, and they are doing everything they can to avoid it. The steps for making an attack are as follows:

1. Using The Ladder, determine the DN for the attack by comparing your **Melee** or **Accuracy** to the target's **Defence.**
2. If you are making a melee attack, make a **Body (Weapon Skill) Test**. If you are making a ranged attack, make a **Body (Ballistic Skill) Test.**
3. Add all of your successes together to determine the **Damage** of the attack.
4. Subtract the target's **Armour** from the Damage.
5. The target suffers any remaining Damage.

MELEE, ACCURACY, AND DEFENCE

To reflect the deadly back and forth of combat, the difficulty to hit an opponent and for them to hit you changes depending on what you are fighting. The DN for an attack is determined by comparing either the attacker's Melee or Accuracy against the defender's Defence using **The Ladder**.

See page 38 for information on how to calculate Melee, Accuracy, and Defence

THE LADDER

The Ladder is used to determine your proficiency in each area of combat using 'steps'. When making an attack, the difference in steps between your Melee or Accuracy and your opponent's Defence determines the DN for the attack.

HITTING YOUR OPPONENT

In order to hurt someone, you first need to see if you can hit them. Like any other Test,

THE LADDER

Rating	Explanation
Extraordinary	You have an almost supernatural talent for the task.
Superb	Few in all the realms can match your skill or ability. You are exceptional.
Great	You excel at the task.
Good	You are well-trained and have a natural gift for the task.
Average	You have some training or natural affinity in that area.
Poor	You are inexperienced or particularly inept.

making an attack requires you to meet or exceed a DN. The **DN for Attack Tests** is determined by comparing your Melee or Accuracy with the target's Defence. The difference in steps on **The Ladder** sets the DN for the attack.

Attack Tests do not list a Complexity in their DN, as additional successes are used to overcome Armour and deal Damage

If you meet or exceed the DN for the attack, each success determines the Damage you **deal to your opponent.** If your opponent is wearing armour, the Damage they take is reduced by their Armour.

Dealing Damage, page 150

ATTACKS WHILE HIDDEN

Though some consider it less than honourable, attacking an unaware enemy can often result in a quick and brutal end. When you attack an enemy who is unaware of your presence, their Defence is considered Poor. After you attack and reveal yourself, the opponent's Defence returns to normal.

OPPOSED ROLLS
Some players prefer to use opposed rolls for attacking and defending. Options for **Opposed Attack Rolls** can be found on page 298.

MELEE ATTACKS

When you make a melee attack, you are attacking an enemy within Close Range. Melee attacks use handheld weapons such as hammers, swords, and axes. Some creatures may attack with claws, fangs, twisting tentacles, or some other body part.

To make a melee attack, take the following steps:

- Choose a target within Close Range.
- Compare your Melee with your target's Defence to determine the DN for the Attack Test.
- Make a Body (Weapon Skill) Test.
- If you succeed, deal Damage to the target.

Dealing Damage is explained on page 150.

Example: *Xan is facing off against a snarling Tzaangor in the ruins beneath the city of Brightspear. He lunges at the creature with his warhammer. Xan's Melee is Average and the Tzaangor's Defence is Average. Since they are equal, the DN for the attack is 4. Xan makes a DN 4 Body (Weapon Skill) Test, rolling 3d6 and getting 2,* ***4****, and* ***6****. His warhammer deals 1 + S Damage (S being the number of successes), for a total of 3 Damage.*

RANGED ATTACKS

When you make a ranged attack, you are using a ballistic weapon of some sort. This can be firing a pistol, loosing an arrow, throwing an axe or grenade, or otherwise launching a projectile at a target. Creatures and monsters of the Mortal Realms might hurl shards of bone, belch noxious gas, or shoot spines.

HITTING YOUR OPPONENT

Melee or Accuracy vs. Defence	DN	Example
Your Melee or Accuracy is two or more steps higher than the target's Defence.	2	Great Melee vs. Poor Defence
Your Melee or Accuracy is one step higher than the target's Defence.	3	Good Accuracy vs. Average Defence
Your Melee or Accuracy is equal to the target's Defence.	4	Good Melee vs. Good Defence
Your Melee or Accuracy is one step lower than the target's Defence.	5	Good Accuracy vs. Great Defence
Your Melee or Accuracy is two or more steps lower than the target's Defence.	6	Good Melee vs. Superb Defence

To make a ranged attack, take the following steps:

- Choose a target within your weapon's range.
- Compare your Accuracy with your target's Defence to determine the DN for the Attack Test.
- Make a Body (Ballistic Skill) Test.
- If you succeed, deal Damage to the target.

Dealing Damage is explained on page 150.

Example: *Darach sees Xan facing down against the Tzaangor and decides to attack the same foe with his bow. Darach's Accuracy is Good, while the Tzaangor's Defence is Average. Darach is one step higher than the Tzaangor, so the DN for the attack is 3. Darach makes a DN 3 Body (Ballistic Skill) Test and gets **3**, **4**, **5**, and **5**. His bow deals 1 + S Damage, for a total of 5 Damage.*

RANGE

Ballistic weapons have a range that indicates how far away a target can be before you start to suffer a penalty. The ranges are:

- **Short Range:** This is any target within the Zone you currently occupy.
- **Medium Range:** This is any target in your Zone or an adjacent Zone.
- **Long Range:** This is any target up to two Zones away.

Attacking a target one range beyond your weapon's range decreases your Accuracy by one step. Attacking a target two ranges beyond your weapon's range decreases your Accuracy by two steps.

Example: *Malgra is attacking with their rapid-fire rivet gun, which has a Medium Range. Their Accuracy is usually Average, but the target is at Long Range, so Malgra's Accuracy decreases one step to Poor. The target's Defence is Average, meaning the DN for the Test is 5.*

Ballistic weapons and their ranges are listed in **Chapter 5: Equipment.**

RANGED WEAPONS AT CLOSE RANGE

It often requires space and time to prepare a shot so **most ranged weapons** are not designed to be fired in close-quarters combat. If you make a ranged attack against a target within Close Range, your Accuracy is reduced **one step**.

A ranged weapon counts as an **improvised weapon** when used for a melee attack, such as hitting an enemy with the butt of your gun.

Ranged weapons with the *Close* Trait can be used at Close Range

The *Point Blank Range* Talent removes this penalty, see page 88.

Improvised Weapon, page 103

DUAL WIELDING

The *Ambidextrous* Talent (page 83) adds an additional die to your pool when attacking with two weapons

Some warriors often forego the use of a shield, and instead choose to wield a weapon in each hand.

If you are wielding a weapon in each hand, you are considered to be dual wielding. When you take the Attack Action while dual wielding, you attack with both weapons **simultaneously**. You can choose to attack a single target or two targets within range. This counts as a single attack when determining any bonuses, such as additional dice or the use of Focus and Mettle.

The *Relentless Assault* Talent (page 88) increases your Melee when attacking with two melee weapons

You can dual wield with both melee and ranged weapons.

ATTACKING WITH TWO MELEE WEAPONS

If you are wielding a melee weapon in each hand, you can attack two targets within Close Range. To make the attack, take the following steps:

- Choose two targets in Close Range.
- Create your dice pool as normal.
- Split the dice pool in two, declaring which pool of dice will be used to attack each target.
- Compare your **Melee** to each target's Defence to determine the DN for each attack.
- Roll to hit.
- Apply any Focus in Weapon Skill to the result of the dice. Focus can be split between the dice however you choose but is only applied once.
- Determine successes and Damage.

Example: *Vel is facing down a Bloodreaver and a Blood Warrior. In the chaos of the battle, she has lost her shield but Xan has tossed her his warhammer. She now has her warblade in her right hand, and Xan's warhammer in her left. She hurls herself at her enemies, aiming to end things quickly. Vel is dual wielding, so she uses her Attack Action to attack both enemies at the same time. Vel has Body (4) and Training (1) in Weapon Skill, giving her a total dice pool of 5d6. She splits her dice pool, declaring she will use 2d6 to attack the Bloodreaver with the warhammer, and 3d6 to attack the Blood Warrior with her warblade.*

Vel's Melee is Good. The Bloodreaver has an Average Defence, and the Blood Warrior has a Good Defence. This means the DN for the attack against the Bloodreaver is 3, while the DN for the attack against the Blood Warrior is 4. She rolls her dice pool of 2d6 for the warhammer and 3d6 for her warblade. The warhammer rolls a 2 and a ***5*** *for the attack against the Bloodreaver (1 success), and the warblade rolls a 3,* ***4,*** *and* ***6*** *for the attack against the Blood Warrior (2 successes).*

Vel has Focus (1) in Weapon Skill. She can use this to increase one of the dice by 1. She decides that the Blood Warrior is the bigger threat, and

THROW EVERYTHING!

Certain weapons, such as a Fyresteel Throwing Axe, are meticulously crafted and balanced to be thrown in combat. However, you can attempt to throw any melee weapon and even objects such as a helmet, chair, or ornament. When you throw a weapon or object that does not have the *Thrown* Trait, your Accuracy decreases one step when the target is within Short Range, two steps if they are within Medium Range, and three steps if they are at Long Range.

While it can be impressive to hurl your two-handed greathammer at an enemy, you might soon find you have no way to defend yourself. It's best to think before throwing your weapon and voluntarily disarming yourself!

uses her training to increase the result of 3 to ***4****. This gives her a total of 3 successes against the Blood Warrior. The GM calculates Damage as normal and the fight continues.*

ATTACKING WITH TWO RANGED WEAPONS

If you are wielding a ranged weapon in each hand, you can attack two targets within the weapon's ranges. To make the attack, take the following steps:

- Choose a target within range for each weapon.
- Create your dice pool as normal.
- Split the dice pool in two, declaring which pool of dice will be used to attack each target.
- Compare your **Accuracy** with each target's Defence to determine the DN for each attack. If a target is outside a weapon's range, normal penalties apply.
- Roll to hit.
- Apply any Focus in Ballistic Skill to the result of the dice. Focus can be split between the dice however you choose but is only applied once.
- Determine successes and Damage.

Example: *Malgra is hovering over the battlefield, held aloft by their aether-endrin. They spot two Bloodreavers rushing at Vel, one at Medium Range and one at Long Range. Malgra draws a pair of rivet guns and takes aim. Malgra has Body (3) and Training (1) in Ballistic Skill, giving them a dice pool of 4d6. Malgra decides to split the dice evenly, using 2d6 for each Bloodreaver.*

Malgra's Accuracy is Average and the Bloodreavers' Defence is Average. This should mean the DN for the attack is 4, however Malgra's rivet guns have a Medium Range and one of the Bloodreavers is at Long Range. This reduces Malgra's Accuracy to Poor for the attack against the Bloodreaver at Long Range. This means the DN to hit the Bloodreaver at Long Range is 5, while the DN to hit the Bloodreaver at Medium Range remains 4.

Malgra rolls 2d6 to attack the Bloodreaver at Medium Range and gets a 3 and a ***4*** *(1 success). They then roll the remaining 2d6 to attack the Bloodreaver at Long Range and get a 4 and a* ***5*** *(1 success). Malgra has Focus (2) in Ballistic Skill, so they can increase one die by 2 or two dice by 1. Malgra increases the 3 to a 4 for the attack on the Bloodreaver at Medium Range, giving them 2 successes. They then increase the 4 to a* ***5*** *for the attack on the Bloodreaver at Long Range, for another two successes. The GM calculates Damage as normal and the fight continues.*

The *Gunslinger* Talent (page 85) increases your Accuracy when attacking with two ranged weapons

ATTACKING WITH A MELEE AND A RANGED WEAPON

Attacking with a melee weapon in one hand and a ranged weapon in another works slightly differently to the methods described above. To make the attack, take the following steps:

- Choose a target within range for each weapon.
- Create your dice pool using *only* your Body.
- Choose one weapon to be the primary weapon for the attack and one to be the secondary weapon.
- Split your dice pool in two, declaring which pool will be used for the primary weapon and which will be used for the secondary weapon.
- Add additional dice to the primary weapon's dice pool for any Training with that weapon. The secondary weapon does not benefit from any Training you may have.
- Compare your Melee with the melee target's Defence to determine the DN for the melee attack.

AMBI-DICE-TEROUS
When you split your dice pools, it is advisable to roll one after another to make sure none of the dice get mixed up. Alternatively, if you favour speed and style, you can split the dice pool between your two hands and roll the two new pools simultaneously!

- Compare your Accuracy with the ranged target's Defence to determine the DN for the ranged attack. If a target is outside the weapon's range, normal penalties apply.
- Roll to hit.
- Apply any Focus for the primary weapon to *that dice pool only.*
- Determine successes and Damage.

Example: *Seeing the Bloodreavers surround Vel, Malgra decides to land and lend a hand. Malgra puts away one of their rivet guns and draws their aethermatic saw. Malgra now has their rivet gun in one hand and their aethermatic saw in the other.*

Malgra decides to use their Action to Attack with both weapons. They use their aethermatic saw to attack the Blood Warrior in Close Range, and their rivet gun to attack the onrushing Bloodreaver at Short Range.

Since Malgra is using a melee weapon and a ranged weapon, they must split their Body dice pool first. Malgra has Body (3), so they decide to use 2d6 for their melee attack against the Blood Warrior and 1d6 for their ranged attack against the Bloodreaver.

Once Malgra has split their Body dice pool, they must decide which is the primary weapon and which is the secondary. Since Malgra has no Training in Weapon Skill but does in Ballistic Skill, they decide to make the rivet gun their primary weapon. They add an additional 1d6 to the rivet gun pool, for a total of 2d6.

Next, Malgra must determine the DN for each attack. Malgra's Accuracy is Average and the Bloodreaver's Defence is Average, so the primary attack (the rivet gun) is DN 4. Malgra's Melee is also Average while the Blood Warrior's Defence is Good, so the DN for the secondary attack (the aethermatic saw) is DN 5.

Malgra rolls to hit the Bloodreaver with the rivet gun and gets a 1 and a **5** *(1 success). They then roll to hit the Blood Warrior with the aethermatic saw and get a 3 and a 4 (0 successes). Malgra's Focus in the Ballistic Skill can't improve the 1 on the ranged attack enough to make it a success, and they can't apply it to the melee attack as it is not the primary weapon. They have managed to wound the onrushing Bloodreaver, but the Blood Warrior is unhurt, and now Malgra is within striking distance of the crazed warrior…*

Weapons and the Damage they deal are found on page 103.

DEALING DAMAGE

Each weapon, damaging spell or Talent, and monster ability specifies the Damage it deals. Most **weapons** and damaging effects deal additional Damage equal to the number of successes rolled.

Damage is determined in the following order:

1. The successful attack or effect deals Damage.
2. The target reduces their Toughness by the total Damage minus their Armour.
3. If an attack reduces the target's Toughness to 0, any remaining Damage is converted to **Wounds** (see Wounds overleaf).
4. If the target has no spaces remaining to note Wounds, they are **Mortally Wounded.**
5. If the target recovers Toughness, this must again be reduced to 0 before they begin to suffer Wounds.

Mortally Wounded, page 152

Example: *The group has been ambushed while travelling through the Kindling Forest in Aqshy. As the rest of the group face down a swarm of Grots, Darach contends with an enormous Dankhold Troggoth.*

Darach attacks and hits the Troggoth, getting 2 successes. His Kurnoth Greatsword deals 2 + S Damage, so he deals a total of 4 Damage. The Troggoth's tough hide gives it a natural Armour of 2, meaning it takes only 2 Damage (4 – 2). The Troggoth's Toughness is reduced by 2.

Damage

The path of the Soulbound is not an easy one, and the risk of injury and death are an ever-present companion. Precautions such as wearing armour or donning a shield can help turn aside blades and arrows but they cannot save you forever. Minor cuts and bruises heal over time, but more grievous injuries require prolonged rest and recuperation or powerful restorative magic.

Toughness

Toughness represents a combination of your physical durability, mental resolve, and strength of will. It is your ability to shrug off injury and fight through the pain. Creature's with a higher Toughness can endure more Damage before they start to take Wounds.

- **Most** character's Toughness is equal to their Body + Mind + Soul.

Whenever you take Damage, that Damage is subtracted from your current Toughness. If your Toughness is reduced to 0, you begin to suffer Wounds instead. Until you recover some of your Toughness, all Damage you suffer is dealt as Wounds. Recovering Toughness is explained on page 154.

Most enemies only have Toughness and do not have a Wound Track. When these creatures are reduced to 0 Toughness, they die.

Example: *Darach is facing off against a towering Dankhold Troggoth. The Troggoth attacks Darach with its huge club, dealing an incredible 8 Damage. Darach, a Sylvaneth, has a natural Armour of 2, but still takes a punishing 6 Damage (8 – 2), reducing his total Toughness from 8 down to 2.*

Wounds

Even the most stalwart hero can't shrug off every blow and is eventually worn down. When a character has been beaten, cut, or burned more than they can withstand they begin to suffer Wounds. Wounds represent injuries endured in combat that can't be ignored.

- If your Toughness is reduced to 0, any remaining Damage is converted to Wounds.

- If you are at 0 Toughness and suffer Damage, it is dealt as Wounds.

Characters can suffer three types of Wounds:

- **Minor Wound**: If your Toughness is 0 and you suffer 1 Damage from a single source, you take a Minor Wound. A Minor Wound fills one space on the Wound Track.

- **Serious Wound:** If your Toughness is 0 and and you suffer 2–4 Damage from a single source, you take a Serious Wound. A Serious Wound fills two spaces on the Wound Track.

- **Deadly Wound:** If your Toughness is 0 and and you suffer 5 or more Damage from a single source, you take a Deadly Wound. A Deadly Wound fills three spaces on the Wound Track.

When there are no spaces left to note Wounds on your Wound Track, you are Mortally Wounded (see page 152). Recovering Toughness prevents you from taking any more Wounds until your Toughness is reduced to 0 again.

Example: *Darach is attacked again by the Dankhold Troggoth, which deals another 6 Damage. Darach's Armour reduces the Damage by 2 but he still takes 4 Damage. Darach only has 2 Toughness remaining, so his Toughness drops to 0. The remaining two Damage is dealt as a Serious Wound. He fills in two spaces on his Wound Track.*

Seeing his ally in need, Xan thrusts his hammer into the air and calls out to Sigmar, bathing Darach with a Healing Spirit. *Darach recovers 3 Toughness from the powerful Miracle. This means that the next time the Troggoth attacks, Darach will suffer Damage to his Toughness before taking any more Wounds.*

BETTER PART OF VALOUR!
If you are grievously wounded and fear you might not survive the battle, you can choose to **Flee** or **Retreat**, as outlined in the **Actions** section on page 142.

Talents such as *Iron Will* and *Guts* can increase your Toughness.

Some NPCs' and monsters' Toughness and Wounds work differently to those of player characters. See page 302 for more information.

Wounds are noted on the Wound Track on your character sheet.

The total spaces on the Wound Track are equal to your Body + Mind + Soul, divided by 2. Duardin gain two additional spaces due to their Species bonus.

SUFFOCATION AND DROWNING

Being unable to breathe can spell an early end. You can hold your breath for a number of minutes equal to 1 + your Body. When you run out of breath, are choking, or are denied air, you can survive a number of rounds equal to your Body. At the start of your next turn, you fill in all spaces on the Wound Track and become Mortally Wounded.

MORTALLY WOUNDED

Everyone must die one day, and for those facing the forces of Chaos and legions of the dead head-on, that day is often sooner than they'd hope. Heroes in **Soulbound** may frequently find themselves in a tug of war with the Undying King, with their soul as the prize.

If you suffer a Wound and do not have enough spaces remaining on the Wound Track, you become Mortally Wounded:

- Fill any remaining spaces on the Wound Track and mark the Mortally Wounded box on your character sheet.
- You gain the *Stunned* Condition.
- You can not recover Toughness while Mortally Wounded.
- At the beginning of your next turn, you must make a **Death Test.**

DEATH TEST

Whenever you start your turn Mortally Wounded, you must make a Death Test to see whether you are strong enough to cling to life or if you slip into oblivion.

A Death Test is unique in that there is no specific Attribute associated with it. Instead, the Death Test uses your highest Attribute — a strong constitution, unshakeable resolve, or sheer stubbornness can sometimes be enough to cling to life. There are no applicable Skills for a Death Test, though some Talents and other abilities may change this.

A Death Test is a DN 4 Test. The Complexity of the Test is determined by the severity of the Wound that caused you to become Mortally Wounded. The available spaces on the Wound Track prior to becoming Mortally Wounded do not matter — only the severity of the Wound is important.

- **Minor Wound:** DN 4:1.
- **Serious Wound:** DN 4:2.
- **Deadly Wound:** DN 4:3.

Example: *The Duardin Doomseeker Kraddock faces down a horde of Ghouls but is being overwhelmed. His Toughness has been reduced to 0 and he has already filled five spaces on his Wound Track, leaving him with only one space free. Another Ghoul attacks, dealing a Serious Wound. Kraddock does not have enough spaces to mark this on his Wound Track, so must fill the remaining spaces and mark the Mortally Wounded box. As it was a Serious Wound that caused him to become Mortally Wounded, he must make a* ***DN 4:2 Death Test*** *at the beginning of his next turn.*

Success

If you succeed on the Death Test, you have managed to cling to life. You are no longer Mortally Wounded and remove the *Stunned* Condition. Your Toughness remains at 0 and your Wound Track is still full, so if you take further Damage, you become Mortally Wounded again.

***Example**: Kraddock must make his first **Death Test,** which is **DN 4:2**. His highest Attribute is Body (4) so he rolls 4d6, getting a 1, 2, **5, 5** (2 successes). Kraddock passes the Test and is no longer Mortally Wounded and removes the* Stunned *Condition.*

Failure

If you fail a Death Test you edge closer to death. The DN of the Death Test increases by 1 but can never go above 6. If the DN would ever go above 6, you die. This usually means that if you fail a Death Test 3 times, you die.

***Example:** Kraddock is still surrounded by hungry Ghouls, who sense a feast is forthcoming. He manages to slay one but another leaps at him, dealing a Deadly Wound. Kraddock has 0 Toughness and no spaces for the Wound on his Wound Track, so once again becomes Mortally Wounded. His next Death Test is **DN 4:3** due to the severity of the Wound. He rolls 4d6 again, but only gets 1, 1, 3, and **4** (1 success). Kraddock fails the Death Test, so the DN increases by 1. On his next turn he makes a **DN 5:3 Death Test,** but fails again. The DN increases to **6:3**, and if he fails again, he will die.*

Damage While Mortally Wounded

If you suffer Damage while Mortally Wounded, the Complexity of the Death Test increases by 1. If the Complexity ever exceeds the number of dice in your dice pool for the Test, you immediately die.

***Example:** It is Kraddok's turn again and things look bleak. On his next turn he will have to succeed on a **DN 6:3 Death Test**, with a dice pool of just 4d6. But Kraddok doesn't get the chance to make the Test. On their turns, the Ghouls attack again. The Damage from the first attack increases the Complexity of the Test, making it **DN 6:4 Death Test**. The attack from the next Ghoul increases the Complexity again, making it **DN 6:5 Death Test**. Since Kraddock has only 4d6 in his dice pool and the test requires 5 successes, it is impossible to succeed on the Test.*

The ghouls leap onto Kraddok, tearing him apart in a frenzy of blood and gore. Kraddok's story is over and his player will need to roll up a new character.

Getting Help

You can also recover from being Mortally Wounded in the following ways. When this happens, you are no longer Stunned.

- An ally within Close Range of you can use an Action on their turn to make a Mind (Medicine) Test to help you. The DN of this Test is equal to the DN of the Death Test. If they succeed, you are no longer Mortally Wounded and recover 1 Toughness.
- If you are Soulbound, you or a member of the Binding within Close Range can spend a Soulfire to **cheat death**. You are no longer Mortally Wounded and recover half your total Toughness.

Using Soulfire, page 131

- As a Free Action, you can drink a sphere's worth (100 drops) of **Aqua Ghyranis**. You are no longer Mortally Wounded, recover all of your Toughness, and clear one space on your Wound Track. Alternatively, an ally within Close Range can use an Action to administer the Aqua Ghyranis.

Aqua Ghyranis, page 100

Beating A Dead Duardin

If a character falls in battle, most enemies will assume they are no longer a threat and will ignore them. Some creatures however, such as Ghouls, are consumed by hunger or rage and will continue to rip and tear until there is nothing left. As a GM, think about how an enemy would react. Are they intelligent? Will they ensure an enemy is dead, or will they focus on the next threat? Doing this reinforces that it is the enemies trying to kill the heroes, not the GM, and helps to build trust.

LAST STAND

As death looms, some heroes choose to sacrifice everything to save their allies. If you are Mortally Wounded, you can make a Last Stand. You choose to make a Last Stand on your turn *before* making a **Death Test**.

If you fail the final Death Test and die you can't make a Last Stand – it's too late, you're already dead!

To make a Last Stand, declare that you are doing so at the start of your turn before taking any Actions. When you make a Last Stand, the following happens:

- You are no longer *Stunned* and remove any other Conditions you may have.
- Your Mettle refills to its maximum.
- You are immune to all Damage, including environmental effects and hazards.
- Your Melee and Accuracy increase one step.
- Your Damage (including from spells and Miracles) ignores Armour.

When your turn ends, you die. However, instead of increasing Doom as usual (see **Death** below), the Binding's Soulfire refills to its new maximum as your allies are bolstered by your heroic sacrifice. Though they may mourn your loss, your spirit flows through them and they are buoyed by the selflessness of your act. Tales of your sacrifice may spread, galvanising the people of the realms as they remember the hero who gave everything for their allies.

Even though they are not part of the Binding, when a Stormcast Eternal makes a Last Stand the Binding's Soulfire is refilled. The Stormcast's heroic sacrifice fills their allies with hope and the resolve to keep fighting.

DEATH

When the difficulty of a Test would exceed 6, or the number of successes required exceeds the number of dice in your dice pool, you die. Your character's story is over and the world grows a little darker.

- When a player character dies, Doom increases by 1.

Page 289 has advice for GMs on introducing new characters to a Binding

Turn to page 19 to begin creating a new character. Work with the GM on the best way of **introducing this character**.

HEALING

There is only so much punishment a body can take before it begins to fail. Luckily, advanced medicine, strange elixirs, and powerful Miracles can heal a body from the brink of death. While the heroes in **Soulbound** are mightier than average mortals, they still require rest and recuperation. Magic spells, Aqua Ghyranis, and mundane healing can aid the body's recovery, but don't underestimate the benefits of a hearty meal and a good night's sleep.

You and your allies have a number of ways to heal wounds and recover from the ravages of the Mortal Realms.

TAKE A BREATHER

When you Take a Breather you spend ten minutes resting and recuperating. You sit and recover from a previous battle, take a drink or have some food, and gather yourself in preparation for the challenges ahead. When you are finished resting, your Toughness returns to its maximum.

REST

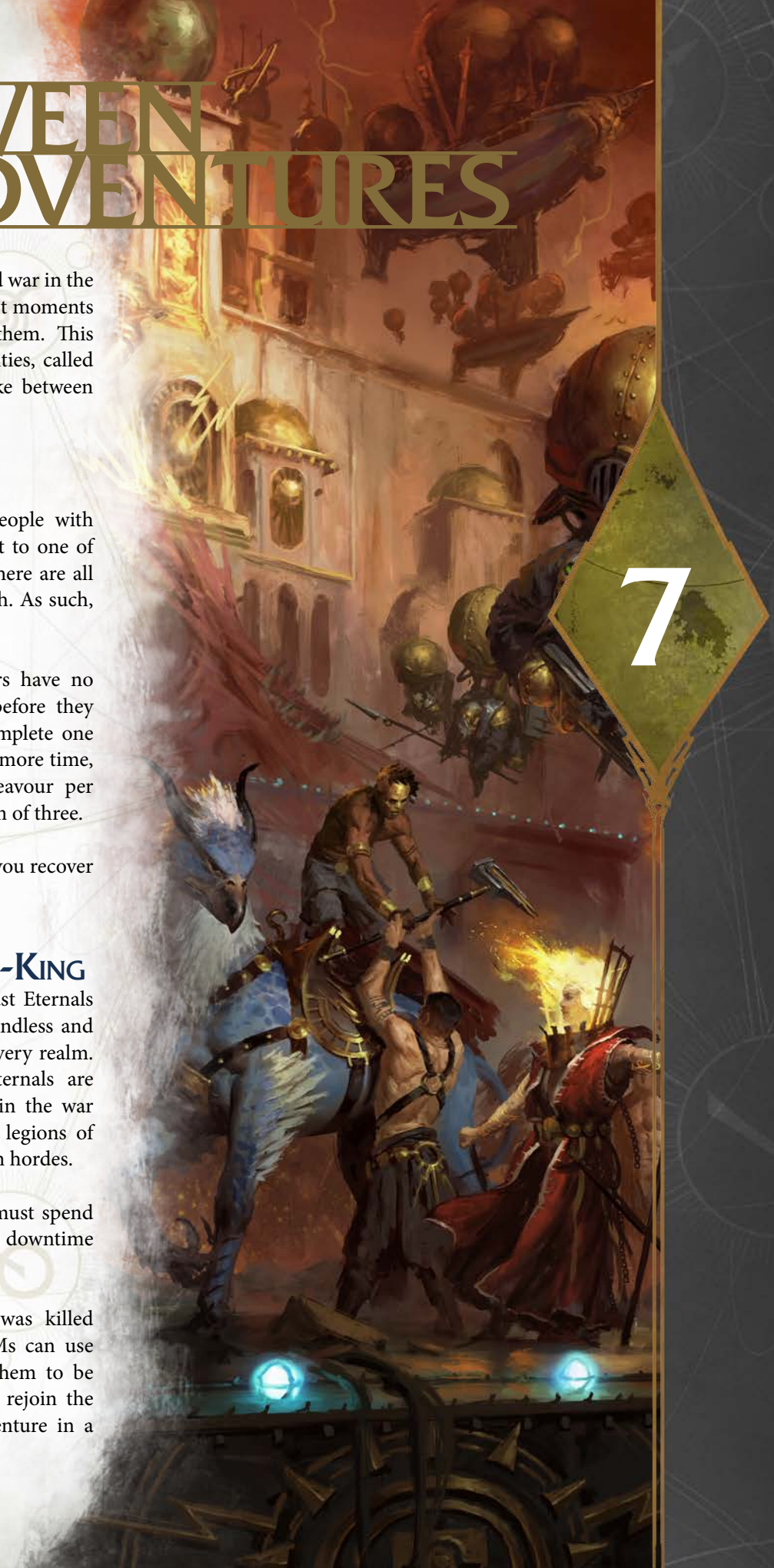
Taking a Rest represents bedding down for the night and getting some sleep (for those that do sleep). A Rest lasts for 8 hours, 2 hours of which you can use to prepare and eat a meal, study or read a book, or perhaps even hunt wild game.

At the end of a Rest, your Toughness returns to its maximum and your Wounds heal slightly. You can clear one space on the Wound Track.

BETWEEN ADVENTURES

The brief time between adventures allows you to heal your injuries. At the end of a period of downtime, you recover all Wounds.

BETWEEN ADVENTURES



7

There is little respite from horror and war in the Mortal Realms, but when those quiet moments do come, it is vital to embrace them. This chapter presents a number of activities, called Endeavours, that you can undertake between your adventures.

A Matter of Time

The Soulbound are not average people with normal lives. If they have been sent to one of the Cities of Sigmar, it is because there are all manner of problems to be dealt with. As such, what free time they have is limited.

Soulbound assumes that characters have no more than a week of downtime before they are called upon again. You can complete one Endeavour in this time. If you have more time, you can take one additional Endeavour per week of downtime, up to a maximum of three.

- At the end of your downtime, you recover all Wounds.

Servants of the God-King

There is no respite for the Stormcast Eternals — the God-King's enemies are boundless and wars are fought on every front in every realm. Between adventures, Stormcast Eternals are recalled to their Stormhost to rejoin the war against the servants of Chaos, the legions of Death, and the rampaging Greenskin hordes.

- Stormcast Eternal characters must spend the first Endeavour of each downtime returning to their Stormhost.

If a Stormcast Eternal character was killed during the previous adventure, GMs can use the time between adventures for them to be Reforged. This way, the player can rejoin the party at the start of the next adventure in a natural way.

ENDEAVOURS

Below is a list of Endeavours that your character can undertake. Some Endeavours have requirements that you must meet before taking them. If an Endeavour requires you to make a Test, you can not spend Soulfire or Mettle to alter your dice pool or the result.

Advancement

Soulbound allows players to spend XP at any time to advance their abilities. However, it is highly recommended to wait until downtime between adventures to spend XP. This way, a character acquiring new Talents and Skills makes more narrative sense and helps to retain immersion.

AETHERCRAFT OR ENDRINEERING

Requirements: Special

You spend your time creating a new aetheric device. Designing aetheric devices require mastery of either aethercraft or endrineering.

- **Aethercraft Requirements:** *Aether-Khemists Guild Member* Talent, Khemist's Kit, required materials.
- **Endrineering Requirements:** *Endrineers Guild Member* Talent, Endrineer's Tools, required materials.

Choose a device from those listed on page 112. Each device notes whether it requires *Aethercraft* or *Endrineering*, the DN, and the value of materials required.

Creating the device is an Extended Test (see page 128) requiring Mind (Crafting). Over the course of one week you can make 3 Tests to create the device. If you succeed, you have successfully created the device. If the device requires power from an Aether-rig, you can adjust the arrangement of devices in your rig as part of this Endeavour to install the new device.

If you do not successfully complete the Test, you have a number of options.

- **Keep Trying:** If you have another week of downtime, you can extend the Endeavour and make another 3 Tests to create the device, up to a total of three weeks (9 Tests).
- **Abandon Your Work:** You give up on your work, discarding the unfinished device. You can sell the materials for half the value that you bought them for.
- **Finish it Later:** If you have a secure location to store the device, such as a workshop or an ally's ship, you can leave your device unfinished and return to it later. Note any successes you have achieved for when you return to work.

BOND

The Binding uses downtime to bond, strengthening relationships and growing closer as a unit. This bonding can take the form of socialising, sharing histories, or assisting one another in some way.

This Endeavour must be taken by the whole Binding, excluding any Stormcast Eternal characters. When you complete this Endeavour, the Binding recovers all Soulfire.

Note that early in the game, when Soulfire is equal to the members of the Binding, this Endeavour is the equivalent to each member taking the *Recuperate* Endeavour. This Endeavour is most useful when Soulfire has increased beyond its starting value.

CLEANSE CORRUPTION

The Binding uses this time to root out corruption, stopping it before it can grow into something worse.

This Endeavour must be taken by the whole Binding, excluding any Stormcast Eternals that have returned to their Stormhost. When you complete this Endeavour, reduce Doom by 1, to a minimum of 1.

CONTACTS

You spend your time going out and meeting with the people of the city. Over the course of your downtime, you foster a new relationship with a useful contact. Work with the GM to determine the nature of the contact and what benefit they provide. They may be a scholar, a merchant, or a street urchin, or they could be someone more influential such as a high-ranking noble or even a Witch Hunter.

Your contact can prove useful during your adventures, and you can go to them for help. The contact does what they can to help you, within reason, but won't endanger themselves or their livelihood.

You can take this Endeavour multiple times, creating a new contact each time or strengthening an existing contact.

- When you strengthen a contact, you gain Advantage on all future Opposed Tests to convince the contact to assist you or the party.
- If the contact provides a service of some sort, such as a hireling (see page 120), their cost per day is halved.
- If the contact could help you with an Endeavour, such as a smith helping with *Repair Equipment,* their help grants two successes to your total number of successes for any Extended Tests.

CREATE SPELL

Requirement: *Spellcasting (any)* Talent

Many wizards believe the measure of a true spellcaster is not in the number of spells they can learn, but in what they can create. You spend your time in arcane study, working through confounding aetheric calculations, all in the hopes of creating and mastering a spell of your own.

The rules for creating spells can be found on page 283. When you undertake this Endeavour, you must make an Extended Test (see page 128) using **Mind (Channelling)** to create and memorise the new spell. The Difficulty of the Test is 5, while the Complexity is equal to the total cost of the spell's Aspects. Over the course of one week you can make 3 Tests to create the spell. If you succeed, you have successfully created and memorised the spell.

Example: *Nicola has undertaken the* Create Spell *Endeavor to create a new spell called* Death on Black Wings. *The total cost of the Aspects of the spell is 8. To successfully create and memorise the spell, she must pass an Extended Test of* ***DN 5:8 Mind (Channelling).***

CREATE WITCHBREW

Requirement: *Blessed (Khaine)* Talent

You use your time performing a blood ritual to create a potent witchbrew, which can be consumed to drive the imbiber into an ecstasy of destruction.

Creating the witchbrew is a **DN 4:8 Extended Test** (see page 128). Over the course of one week you can make 3 Tests to create the witchbrew. The first Test requires **Mind (Crafting),** while the last two Tests require **Soul (Devotion)** to correctly prepare the brew. If you succeed, you create three draughts of witchbrew.

WITCHBREW

When consumed, the witchbrew drives the imbiber into a frenzy, pushing them to fight against impossible odds and ignoring life-threatening injuries. The drinker's Melee increases one step for the duration of one combat, and they do not become *Stunned* when they are Mortally Wounded.

FALSE IDENTITY

Requirement: *Master of Disguise* Talent

You have a false identity that you have spent a long time cultivating. This alternate identity is complete with resources, allies, and associates. Work with your GM to build this persona and discuss what you would use it for.

When you take this Endeavour, you maintain your false persona and can gain minor benefits from consulting your network, such as steady income, access to rare equipment, reliable information, or a place to lay low for a while. Be warned, while leading two lives might double your resources, it also doubles the amount of people that want you dead.

FORGE UR-GOLD RUNE

Requirement: *Zharrgrim* Talent, smith's tools, ur-gold

You are one of the Zharrgrim and can undertake the holy task of forging ur-gold runes. To forge an ur-gold rune you need smith's tools, access to a forge, and ur-gold. You can forge one rune for every 3 pounds of ur-gold you have. The ur-gold must still be lustrous and imbued with Grimnir's essence. Inert ur-gold is useless for forging runes.

Depending on the amount of ur-gold you have, you can choose a number of ur-gold runes from those listed on page 117. Forging the runes is a **DN 4:8 Extended Test** (see page 128). Over the course of one week you can make 3 Tests to forge the runes. The first two Tests require **Body (Crafting),** while the last Test requires **Soul (Devotion)** to correctly prepare the runes. If you succeed, the runes are successfully forged. As part of this Endeavour you can perform the ceremony of *grundtogg* to embed one or more runes in your own flesh and that of any other willing Fyreslayer.

If you fail the Test, your forging is unsuccessful. However, the ur-gold used for the attempt is not lost and can be used in future Endeavours to forge ur-gold runes.

FORSAKE

Requirement: *Blessed (any)* Talent

For whatever reason, you have chosen to forsake your god in favour of another. When you undertake this Endeavour, you can choose to be Blessed by a different god. But be warned: gods do not take kindly to having their gifts spurned.

GRUNDTOGG

Requirement: Duardin (Fyreslayer)

Grundtogg is the Fyreslayer word for the ritual in which a Runesmiter hammers ur-gold runes into their bodies. It must be undertaken between adventures to replenish or replace inert ur-gold runes.

When you take this Endeavour, you seek out a Runesmiter to perform the ritual for you. If you are a member of a Fyreslayer Lodge, you likely return home to undergo the ritual. If you have no Lodge, such as a Doomseeker, you must seek out a Runesmiter willing to aid you. Soulbound Fyreslayers are greatly respected, and as such the Runesmiters who perform *Grundtogg* ask for no payment. However, most Fyreslayers will bring an offering of gold as thanks.

When you take this Endeavour, choose a number of ur-gold runes up to your Soul from those listed on page 117. The runes are hammered into your flesh and you gain their benefit for the following adventure.

LEARN SPELL

Requirement: *Spellcasting (any)* Talent

You spend your days meticulously studying a new spell, either through books or a willing teacher. When you take this Endeavour, you can learn a new Common Spell or a spell of any Lore you know. See page 267 for a list of available spells.

LOST LORE

You spend your time researching lost tomes, speaking to scholars, and gathering spoken tales of ancient times. As part of your research, you discover something thought lost forever. Work with your GM to determine a discovery — a magical artefact or weapon, some long-forgotten technology, a lost Stormvault — that suits the nature of your research. You know something important about what you are searching for, and its approximate location. What you do with this information is up to you. If you follow this trail and acquire what you seek, the GM may award you the *Forbidden Knowledge* Talent for free (see page 85).

MAGICAL WEAPON WEAVE

Requirement: *Weapon Weave* Talent

You further hone the weapons you have created using your magical loom. Choose one weapon created using *Weapon Weave*. You strengthen the weapon, imbuing every part of it with the verdant life magic of Ghyran. A weapon can only be imbued by this Endeavour once.

Enhancing a weapon is an Extended Test (see page 128) using **Soul (Crafting)**. The DN of the Test depends on the Trait you are trying to bestow. Over the course of one week you can make 3 Tests to enhance the weapon. If successful the weapon gains the selected Trait as well as the *Magical* Trait. If unsuccessful, the weapon remains as it was.

- **DN 4:6**: *Penetrating*
- **DN 4:6**: *Reach*
- **DN 4:8:** *Restraining*
- **DN 4:10:** *Rend*

RECUPERATE

You spend the entirety of your time recovering from your previous adventures and bolstering yourself for the challenges ahead. You fill your days with people and activities that remind you of why you fight. You might spend the time with friends and family, or in seclusion, meditating on your place in the world. However you spend this time, you are refreshed and prepared for your next adventure.

The Binding recovers 1 Soulfire.

REGULAR MAINTENANCE

The equipment and Aether-rigs of the Kharadron need regular maintenance to ensure they continue to function correctly. When you take this Endeavour, you perform regular maintenance on your equipment and replenish any diminished aetheric power ingots. If you do not take this Endeavour, the Power Capacity of your Aether-rig is decreased by 1 at the start of the next adventure, which may mean some of your equipment stops functioning.

REPAIR EQUIPMENT

Requirement: Smith's tools or currency to pay for repairs

Over the course of your adventures, your weapons and armour may become damaged. You use your time between adventures to repair your equipment, ensuring it is in top condition for the next battle. To repair your equipment, you need smith's tools and access to a forge or workshop. When you take this Endeavour, you seek to repair one piece of nonmagical equipment. This can be done in two ways. Firstly, you can find a suitable craftsperson to repair the equipment. When you do this, you must pay half the total value of the item (see page 102).

Alternatively, you can attempt to repair the equipment yourself. This requires an Extended Test using **Body (Crafting).** Over the course of one week you can make 3 Tests to repair the equipment. The DN based on the type of equipment is listed below.

- **DN 4:6:** Light Armour, or a *Subtle* weapon.
- **DN 4:7:** Medium Armour, a Shield, or a one-handed weapon.
- **DN 4:8:** Heavy Armour, or a two-handed weapon.

SEEK PAST LIFE

Requirement: Stormcast Eternal

Most Stormcast Eternals are concerned with battles just fought or still to come. However, in a quiet moment of reflection they may find themselves pondering their past life, or they may stumble across something that triggers a powerful memory.

When you take this Endeavour, work with the GM to discover something about your past life. This can be a small fragment of information, such as a favourite food, or something with more consequence, such as learning you still have a child somewhere in the realms. The discovery of something from your past life might change how your character acts or sees the world, so think of how you can roleplay this at the table.

SHOPPING

During your adventures you may come into some wealth, or find that you need to replace lost or broken equipment. When you take this Endeavour, you can purchase as many Common or Rare items as you have the funds for. Alternatively, you can spend your time trying to track down a piece of Exotic equipment. If you do this, your entire week is consumed with chasing leads, arranging meetings, and finally getting your hands on the item.

The GM determines the prices of any equipment based on where the downtime is occurring.

TRAIN COMPANION

Requirement: *Loyal Companion (any)* Talent

You spend your time with your loyal companion, training and bonding with them. When you do so, you can try to teach your companion a new Skill, or improve one of their existing Skills.

Training your companion is an Extended Test (see page 128) using **Soul (Beast Handling).** The DN of the Test depends on what you are trying to teach your companion.

- **DN 4:6:** The companion gains Training (1) or Focus (1) in a new Skill.
- **DN 4:8:** The companion's level of Training or Focus in a Skill increases from 1 to 2.
- **DN 4:10:** The companion's level of Training or Focus in a Skill increases from 2 to 3.

Over the course of one week you can make 3 Tests to train your companion. If successful your companions Skills improve. If unsuccessful, the companion has not been trained correctly and their Skills do not increase.

If your companion died in the last adventure, you can instead take this Endeavour to bond with a new companion. The companion can be of the same type or a different type, depending on those available to you (see page 86 for more information).

Further Endeavours

GMs and players can work together to create new Endeavours to suit their game and style of campaign. When creating a new Endeavour, keep it to an activity that can be completed in a week in a single location. If the Endeavour requires an Extended Test, it should be limited to 3 Tests total but can use any combination of Attributes and Skills.

8 THE MORTAL REALMS

'What do I see? How can I begin to tell you? Hope and despair. Wonders and atrocities. Triumphs and tragedies on a scale I can scarcely comprehend, with thousands of each happening every second of every day.'

— Sevantha Kost, Augur Sublime of Tempest's Eye

Know this then: in the Aetheric Void spin eight realms, collations of raw magical energy, each appearing, if one could view them with the eye of a god, as contained within a vast sphere. There are many domains and strange places beyond the eight Mortal Realms, but what lives, conquers and kills within each realm is both fascinating and frightening. Though they share many traits, each realm is unique, cast in the mould of the energy that most imbued its creation.

War rages across all the Mortal Realms, for the God-King Sigmar has sent forth his Stormcast Eternals to reclaim order and civilisation from the corruption of Chaos, and to safeguard his people from the terrors of the restless dead. He has been joined in this war by several of his allies of old and their followers. It is a war without respite, happening on countless fronts, for each realm is near infinite in size and all save heavenly Azyr are almost entirely held by the forces of Chaos and menaced by the scourge of the Undead.

This chapter provides a wealth of information for both the players and the GM. It includes detailed information on each of the Mortal Realms, the people who reside there, as well as what little is known of the maddening Realm of Chaos — a ninth realm which exists in the shadows of the other eight. (Additionally, information on each of the major factions of Order is presented from page 186 onwards.)

Players can read some or all of this chapter, but should at least familiarise themselves with their home realm and their faction or culture. The GM may wish to read this chapter thoroughly in order to get to grips with the scope and inner workings of the realms.

THE ANCIENT STRUGGLE

Though the Mortal Realms have spun for millennia, they are but the latest iteration of an ancient cycle. A new chapter in an old story — one with no end – an eternal struggle of Order and Chaos.

In the previous cycle, that which is now known as the husk-world of Mallus was vibrant with life. Peoples, and the gods born of their belief, flourished. Nations and empires rose in power and prestige. But as ever, where life prospered, so too did Chaos. Its power swelled, growing with each passing century, until at last a tide of madness poured forth. Despite the efforts of her inhabitants, Mallus was consumed by a storm of Chaos.

When the World-That-Was finally succumbed to the Ruinous Powers' entropic ravages it shattered to pieces. Its histories and peoples were lost to the cosmic tide, but its fragments, infused with the wild magics of previous cycles, grew and spread. Over time, they became the Mortal Realms as they are now known. One world became many. In these newly born realms, the echoes of that fallen world — and all of those that came before — persisted. Where once there was but one world, there are now eight near-infinite realms.

And once again, Chaos seeks to overwhelm all.

THE REALMS

'The Mortal Realms', as they are called by Azyrite scholars, were formed from the death-cry of the World-That-Was. Even as that ancient world crumbled, the magical winds that inundated it were expelled into the void. These magics coalesced about the fragments of Mallus, the core of that broken world, changing into something new — magic, concentrated and crystallised into landscapes of near infinite scope and grandeur.

In the unknown aeons that followed, eight new realms grew to replace the one that had fallen.

Azyr — the Realm of Heavens

Aqshy — the Realm of Fire

Chamon — the Realm of Metal

Ghur — the Realm of Beasts

Ghyran — the Realm of Life

Hysh — the Realm of Light

Shyish — the Realm of Death

Ulgu — the Realm of Shadow

These realms were formed from the raw energies of creation. No two realms are alike in appearance — the landscape of Chamon, for instance, swells and flows like liquid in an alembic; while Azyr is part of the glittering firmament above all realms. Regardless of their shape, each is infused with the magics that were the catalyst of their creation, down to the thinnest blade of grass. The farther one travels to the edge, the purer the expression of that realm becomes — no living being can survive at the edge of Shyish, while plants grow, bloom, decay and are reborn in a matter of moments at the rim of the Realm of Life. The edges of the realms are inimical to all that lives — even the gods themselves — and only the foolhardy attempt to travel there.

The realms are connected by a vast web of dimensional pathways known as realmgates. These realmgates bind the realms together in a cosmic pattern of such intricate complexity that even the wisest of sages and gods alike have yet to fathom its furthest extents. Azyrite texts that were ancient when Sigmar first walked the Realms seem to indicate that the realmgates were first formed by a race known as the Old Ones, progenitors of the enigmatic Seraphon. Far too many of the realmgates were twisted and corrupted by vile rituals and acts of great savagery during the Age of Chaos, rendering them treacherous to use, as they open pathways directly into the Realm of Chaos. Here resides the infernal pantheon known collectively as the Ruinous Powers, or the Dark Gods.

The Chaos Gods and their realm are one and the same, the embodiment of grievous sins given form, fuelled by the most savage of mortal passions, their violent energies wax and wane together.

The Realm of Chaos is a predatory dimension of hideously infinite scope, only tenuously linked to the rest of reality — a fortunate thing indeed, for what the Realm of Chaos touches, it inevitably corrupts. But like all predators, the ninth realm hungers, and only the lifeblood of the Mortal Realms will assuage that hunger.

'Some scholars hold that the Allpoints is the centre of the realmgates. This interstitial region that hangs in the aetheric emptiness between realms once held eight towering portals, and the means to reach every realm, or even those places that drift beyond the edges of the pattern…'

***— The Gates Open: A Return to the Mortal Realms,* by Ziony Merrebae**

Realmgates

The realms are of such near-infinite scope that a traveller might spend ten life-times journeying from the centre of one to its farthest edge. But within each realm are innumerable dimensional pathways known as realmgates. These realmgates form an unseen arterial network extending both within the borders of a given realm, as well as far beyond. They may connect points separated by oceans, or even by the aetheric void itself.

The most ancient of these pathways existed well before the first Human cities, with even the most recently discovered appearing to be ancient. Each realmgate is unique — some resemble nothing more than shimmering wounds in the fabric of reality, while others are immense portcullises of mystic iron or rune-etched stone. A few are humble things, hidden from the eyes of all but those who already know of their existence.

If there is a pattern to the realmgates' location, it's unknown even to the gods. Even their exact number is a mystery. In the Age of Myth, sages and adventurers by the score sought to map them, but few achieved any success and more fell to madness. What maps do exist are all but unreadable and almost completely unreliable. Nonetheless, these maps are highly prized by those who seek to use the realmgates for their own ends.

Of the known realmgates, many have been twisted by Chaos' corrupting influence, torn away from their original points, to be bent instead towards some part of the Realm of Chaos. Others have been sealed for unknown reasons by the enigmatic Slann, or even destroyed in their entirety. Those that remain are often fiercely contested, as during the Realmgate Wars, when Sigmar's armies sought to lay claim to those pathways that would best aid his attempts to throw back Chaos, and retake the Mortal Realms.

The Spread of Civilisation

The armies of Sigmar stride forth through the Gates of Azyr, striking out at all those who would seek to enslave the lower realms. The Stormcast Eternals spearhead this assault, targeting key locations such as realmgates, and claiming them in Sigmar's name. With a combination of divine might, peerless strategy and ruthless practicality, they drive back enemy forces and erect Stormkeeps, the first defences in their newly claimed territories.

The forces of the Free Peoples follow in their wake, raising their cities around the Stormkeep, the better to hold what the Stormcasts have taken. Duardin labour-clans raise walls and set foundations, as the engineering guilds of the Ironweld expand the defences. Entrepreneurs and merchants are the next to arrive. Forests are harvested, and precious minerals gouged from the earth, as more esoteric resources are exploited by those with the wherewithal to do so. As these bastions grow, adventurers and fortune-hunters flock to the region, further expanding the reach of civilisation. And so, step by step, the land is reclaimed.

Free Cities

During the Realmgate Wars, Sigmar's first strike was directed at the Gates of Azyr — the most vital of those realmgates connecting Azyr to the lower realms. Sealed by Sigmar long ago in order to preserve Azyr from the depredations of Chaos, these realmgates were to be his beachhead. At great cost, the Stormcast Eternals managed to wrest control of these realmgates and hundreds more from the forces of Chaos, hordes of Orruks, and the silent legions of the dead. The victorious Stormcasts erected their Stormkeeps around these reclaimed gates, so that those who followed would be protected from the horrors of the realms.

Colonists are sent from Azyr to take their places within the swiftly expanding defenses and work the fields of these rough-and-ready frontier settlements. As the years pass, what were once small settlements become cities of great size and grandeur. Of all the cities of the realms, the so-called 'free cities' — the Cities of Sigmar — number among

the most magnificent, as well as the most important. The largest of their number is Hammerhal, the Twin-Tailed City, which stretches between Aqshy and Ghyran. Every day hundreds of thousands of travellers, traders and pilgrims pass through these city's realmgates. The realmgates alone provide the means of transporting the sheer amount of resources required to wage a war across countless lands in multiple realms. Tens of thousands of troops, and the supplies necessary to provide for them in the field, travel via realmgates every hour of every day, moving from one theatre of war to the next.

The Founding of a New City

The cities of the realms come in all shapes and sizes, from Aqshian mountain-citadels like Tempest's Eye, to the haunting grandeur of the Phoenicium in Ghyran. But the free cities founded in the wake of the Realmgate Wars follow a pattern all their own — one devised by Azyr's greatest architects and engineers.

The founding of such a city often takes decades, if not longer, and requires the efforts of generations. This arduous process begins with the Stormcast Eternals and the fortresses they build around a newly liberated realmgate. These Stormkeeps are as varied as the warriors who construct them. Some are towering edifices, wreathed in lightning. Others are solid bastions, hidden behind screens of mystic flame. Whatever form they take, the Stormkeeps are the seed from which a city will eventually spring.

Once the Stormkeep has been erected, further defences are constructed — wooden palisades or earthen emplacements — by the newly-arrived engineers of the Ironweld, as well as the soldiers of the Freeguild regiments. These defences will be tested often in the months that follow, and will be reinforced as needed. With the defences up, the lands must be sanctified before the roots of the city can be laid. The Devoted of Sigmar begin to cleanse the lands of the taint of Chaos and undeath. Priests call out prayers to Sigmar as great lines of zealous Flagellants lash themselves with barbed flails, their faithful blood seeping into the earth and burning away the taint of Chaos. Any lingering taint is purified by agents of the Collegiate Arcane and the Stormcast Sacrosanct Chambers.

When the land has been sanctified, clearance is the next step. Trees are felled in their hundreds to make room for tents and barracks-halls, dams are built, irrigation trenches dug, and the ground is tilled and made ready for crops to be planted.

With the defences in place, and the ground cleared and sanctified, the foundations for the city can begin to be laid. This task falls to the hardy Duardin labour-clans, who are the next to arrive. Ironweld Engineers and Dispossessed begin construction of the city, often laying the foundations in the shape of a twelve-pointed star in honour of the God-King. Sluices of starwater, blessed metals, and even realmstone are channeled through the outer walls to provide protection against daemonic and ethereal incursion.

In a matter of months, the first stages of the city begin to take shape. Walls rise in concentric rings, spreading outwards from the Stormkeep. The first streets soon follow — wide thoroughfares, lined by statues of great heroes. Into this empty shell of stone and wood flow the first generation of settlers. Most hail from Azyr, but others may be from among the so-called 'Reclaimed' — those native peoples who've remained free of the taint of Chaos. In time, the streets ring with the sounds of new industry.

As its population increases, more ground is cleared and sanctified, and new walls raised. Inevitably, the demands of the population outstrip the city's resources. Slums gather along the outer walls like barnacles on the hull of a ship. These rookeries are protected by crude palisades and makeshift walls, raised by local magnates or even the secret masters of the city's growing criminal syndicates — another by-product of a swelling population.

Lost Gates

While Sigmar's servants have found and claimed many realmgates, many more remain lost. Far too many of these have been tainted by the touch of Chaos, twisted into nightmare portals of squirming flesh, or gnashing fangs, or perhaps worse, showing no outward signs of corruption at all. It is given over to the Stormcast Eternals to see to the cleansing or sealing of these tainted gates, before they can spew forth horrors undreamt.

But while many are corrupted, others are simply missing — destroyed in some ancient cataclysm, perhaps or hidden for dark purposes. The Greatfray of Beastmen known as the Darkwalkers are said to have secreted countless realmgates for their own twisted purposes and will lead Chaos forces through them when their sinister demands are met. Sigmar has dispatched entire armies to locate key missing gates, but the God-King is not alone in his quest. When word of a lost gate's possible location reaches them, organisations such as the Collegiate Arcane or the Order of Azyr hire explorers and adventurers to seek them out, hoping to exploit the realmgates for their own ends.

Malign forces also seek lost realmgates. The secretive Arcanite cults often employ catspaws to lay claim to rediscovered realmgates for Tzeentch's glory, and the Mortarch of Blood Neferata has agents who are constantly on the hunt for such undiscovered pathways.

Regardless of the nature of the hunters, when a realmgate is discovered, gods and mortals alike race to lay claim to it.

The Necroquake

The Necroquake was a cataclysmic event that devastated the Mortal Realms and was the culmination of millennia of planning by Nagash. During the Age of Myth, Nagash foresaw the betrayal by the other gods as they extracted a levy of souls — souls he believed were rightfully his as the ruler of Shyish.

The Undying King set a plan in motion. For century upon century, he sent countless Undead servants to extract single grains of Gravesand — the realmstone of Shyish — and return it to him and his Great Black Pyramid in Nagashizzar. Using this monumental magical force, Nagash planned to take control of Shyish utterly, reversing the flow of magic to the centre of the realm — to him. From there, he would conquer all life in the realms.

By the time the other gods realised what was happening, it was almost too late. The gods of Order and Chaos alike sent armies and servants to disrupt Nagash's plans, but all failed. It was a group of Skaven, lost and trapped in the pyramid, that inadvertently altered Nagash's grand spell. These creatures, a speck of Chaos amongst a maelstrom of death magic, altered the outcome. The tidal wave of magic proved too much for even Nagash to contain, and this fell power erupted like a shock wave across the Mortal Realms.

No realm, city, or people was left unaffected. Countless dead rose from their graves, reaping vengeance on the living as great gales of spirits, gheists, and banshees decimated the Mortal Realms in a night that would never be forgotten. The flow of magic was forever changed as sorcerers and spellcasters across the realms were consumed by the torrent of unrestrained magical energy. Terrifying living spells stalked the lands, turning people to ash and twisted the landscape in unnatural ways.

The Necroquake devastated an already weakened people. Entire cities were lost and those who remain must now try to survive in a world overrun by Chaos and Death.

Life in the Realms

Life in the realms is exceedingly diverse. Each is home to innumerable species, some of which are unique to the realm in question and found nowhere else in all of the cosmos. Others are found in every realm, without fail — rats, for instance. Regardless, all are adapted to thrive in their particular environment. This adaption might take the form of a change in hue, like the pallid colouration of the bone-blossoms of southern Shyish, or as complex as a specialised diet, as in the case of the aether-eaters of Chamon. Sometimes, however, it results in something monstrous — the great worms of Ghur, or the blazing Magmadroths of Aqshy, for instance.

This variance affects more than just flora and fauna. The realms are home to many different cultures, each greatly influenced by the realm of its birth. Tragically, countless more were lost forever during the Age of Chaos, leaving only traces behind, if even that. Only the strongest and farthest-reaching cultures, such as the mighty Amethyst Princedoms of Shyish, who once had an empire that stretched between realms through their well-defended Penultima realmgate network, managed to survive, though often greatly diminished, to the Age of Sigmar. Other surviving cultures from before the Age of Chaos were originally isolated ones, skilled at resisting invaders or they transformed themselves entirely during the dark years to survive the onslaught of the Ruinous Powers. Such people took up nomadic lifestyles in order to preserve something of their old ways and the lives of their people. In Aqshy, for instance, the ancient kingdom of Caldera dissolved into the fierce tribes that now occupy the Felstone Plains.

Unsurprisingly, many cultures in the Age of Sigmar worship, or at least give homage to, the God-King.

Daily Life

Daily lives in the realms are as varied as their peoples. There are commonalities, of course, especially amongst settled populations. Crops must be planted and harvested, bread must be made, streets patrolled, defences repaired, and so on. However, each realm poses its own unique challenges. In Ghyran, for instance, due to feral vegetation it is all but impossible to clear the land for any length of time making it difficult to plant crops. But when it is managed, such as through funnelling molten lava from Aqshy to burn away the vegetation, such fields inevitably yield far greater returns.

Conversely, Shyish's soil is all but leeched of nutrients, necessitating the cultivation of hardier, if somewhat tasteless strains of fruits and vegetables. Fishing and hunting are more common in Ghur and Aqshy, where animal life is plentiful, but the ground is harsh and unyielding. Chamon's mineral-rich soil produces strange varieties of vegetation, much of which is edible if properly prepared, but its animals are often toxic for anyone not native to the realm.

Other factors add to the difficulties of the common folk. The weather of Ghyran is fairly seasonal, but then, the seasons of the Realm of Life are myriad, and vary greatly even between neighbouring lands. The weather of Ghur is prone to shifting swiftly, with little warning, from light rain to heavy downpours. Massive dust storms, and worse, firestorms, often sweep the plains of Aqshy.

Acidic rains test the ingenuity of Chamon's inhabitants and the boneshard hail of Shyish can shred the soft flesh of the living in moments. Wildlife is another issue, no more so than in Ghur. The Realm of Beasts is home to some of the most dangerous predators in all of the realms, each fighting and evolving to ensure they are not at the bottom of the food chain, to say nothing of the land itself, which is equally voracious.

Travel, too, is an often deadly undertaking in the Mortal Realms. Due to the sheer size and scope of the realms, realmgates are considered the most effective means of long-distance travel but are often strictly controlled by the Stormcast Eternals. The average inhabitant of Hammerhal may spend their entire life in the shadow of the great Stormrift Realmgate and never step through it.

Journeying overland is the only choice for those who wish for a life beyond the walls of one of the great Cities of Sigmar. Such ventures however, often come to a swift and bloody end. The Mortal Realms are not a place for idle exploration — to travel by foot is to invite almost certain death. Instead, air-travel is favoured anywhere it is available and can be afforded. In most major cities berths aboard Kharadron vessels or private aether-craft can be had for the right price. Though the skies of the realms can often be as dangerous as travel by land, there is something to be said for the comfort of travelling on a ship loaded up with half a dozen aethershot carbines.

'If you're going out there you'll want a Duardin with some steel — a Fyreslayer with a big axe, or a Kharadron with a big gun. And you'll want about two dozen of them.'

— Cinders Woadwalker, Trade Pioneer of Bataar

Similarly, one can seek passage aboard more mundane ships, if you are willing to risk the dangers of the sea, whether that be the firestorms and boiling waters of Aqshy, the hungry monsters that stalk Ghur's oceans, or the fleets of pirates that haunt the coasts of Ghyran and Chamon.

Despite these difficulties, trade has slowly returned both within and between the realms. Canny merchants often pool resources in order to fund overland caravans escorted by dozens of Duardin Fyreslayers, or hire fleets to carry their goods from one market or port to another. Certain mercantile dynasties are known to conceal relatively safe routes of travel for their own benefit, and daring Trade Pioneers continually seek out new opportunities, better trade routes, and hidden realmgates.

WORK

Beyond the vast reaches of the realms controlled by the savage forces of Chaos, the majority of each realm's settled population live in a city, with a few brave souls residing in one of the new frontier settlements. On the coasts, these settlements often take the form of fishing villages or harbour-towns, where the inhabitants bring in nets of fish, eels and other aquatic creatures, or else provide transport up-river for cargo and passengers.

Further inland, the settlements might be logging camps, or mining towns, where the inhabitants clear-cut forests, quarry stone or dig for mineral resources. Such settlements exist in a state of near constant danger and all do their best to arrange the best security they can afford. For some, this involves hiring a small Freeguild or other mercenary force. Those with sufficiently valuable resources may enter into an arrangement with a Fyreslayer lodge or a trading contract with the Kharadron, who will forcefully protect their investments, though the wise read the fine print on such contracts carefully. Those that cannot afford any protection do not fare well when the cannibal raiders and voracious beasts that roam the Mortal Realms come calling.

Farming and herding occur in the majority of settlements, but strictly agrarian communities tend to exist only in the more settled regions of the realms, usually within one to two days travel of the nearest city or major outpost. Farms such as these feed the cities and can expect protection should trouble loom. The settlements most vital to the free cities are frequently protected by a large Freeguild, or one of the great armoured cogforts of the Ironweld Arsenal and its detachment of troops.

The actual output of such settlements varies greatly across the Mortal Realms. In parts of Chamon, oxide-hunting is a lucrative business, especially in the Shade Towns of Odrenn's Swarf Isles. In the Aqshian lands of The Great Parch, sulphur mining and obsidian gathering is more common, especially in areas of high volcanic activity. On the frontiers of Ghur, hunter-enclaves are common, as the pelts, teeth, bones and meat of the great herds of the grasslands like the Amber Steppes or the curious beasts of the Gnarlwood fetch good value in cities like Excelsis or Lentock. Such communities are also common in Chamon's southern reaches, where gigantic ferrosaurs are hunted for their polychromatic hides.

In the cities, there is much the same diversity. While shops, taverns, and hostelries are ubiquitous, certain cities have their own character. In Excelsis, for instance, the collecting and selling of prophecies is considered a respectable profession. In the Floating City of Bataar, night soil collectors find themselves in high demand, as the city's aerial gardens require a constant supply of compost. The bustling industry of the Kharadron's sky-ports are widely famed, with every one engaged in all manners of profitable business, from sky-fishing, to mercenary work, to beard-wax oil manufacturers.

ENTERTAINMENT

Despite the hardships, or perhaps because of them, the people of the realms find time to *live*. Companionship and

laughter defend the soul against the taint of corruption as much as a shield turns aside an axe. There are taverns and gambling dens in most sizeable settlements, as well as houses of ill-repute and fighting arenas. The bawdy houses of Excelsis and Hammerhal Aqsha are infamous throughout the realms, as are the many Duardin-owned taverns of Greywater Fastness. In Tempest's Eye, aerial racing and archery contests are popular entertainments, while playful singing competitions are prevalent throughout the villages and townships of the Jade Kingdoms.

Playhouses and public theatres, like the Silver Drake in Vindicarum, or the Court of Knaves in Anvilgard, are famous for the skill and wit of their performers. Elsewhere, troupes of entertainers, including actors, singers, acrobats and animal-trainers brave the dangers of the realms to travel between villages and towns. The most famous of these nomadic groups include Lord Hardwicke's Men, which boasts an impressive array of Azyrite beasts, and the Red Sisters, who are known throughout the realms for their acrobatic feats. In Ghyran, the wanderers known as the Ys bring with them dancing bears and performing Ghyrlions, as they travel ancient hidden paths in their covered wagons. In Aqshy, the bardic journeymen of the Hotspur Guild dare to travel The Great Parch, bringing news and songs to whatever settlements they pass through. So too do Shyish's Zirc nomads, who will tell fortunes to any who cross their palms with silver.

In the cities, there are also other, more exotic entertainments available. Light weavers of Hysh craft intricate works of art with an assemblage of cleverly designed mirrors for their audiences, while monks of the Flickering Fists will occasionally give public exhibitions of their skills on the streets of Lumnos and Steel Spike. Aelven shadow-dancers deliver seductive — or terrifying — routines at private performances for the wealthy. In the dream-dens of Bataar, one can buy the imaginings of strangers to enjoy for a night.

Survival

The people of the realms have had to continuously adapt to deal with the many threats they face. Day-to-day survival is difficult, even in the most civilised regions. Settlements and cities alike require stable ground, steady supplies of food and water, high walls and trained defenders, at the very least. Lack of even one of those things can lead to the demise of an entire town.

The wilderness beyond the walls is full of dangers. In the wake of the Necroquake, predatory spells endanger the lives of any who cross their path. Monstrous beasts like Gargants and Maw-Krushas, as well as Chaos-touched creatures such as Sphiranx and Jabberslythes, roam the forests and hills in ever-increasing numbers, to say nothing of the hordes of Beastmen that prowl the wilds.

Firestorms and searing winds are regular occurrences in Aqshy, while acidic rains and poisonous fogbanks are common sights in Chamon. In Ghyran, the vegetation grows so swift and thick that whole villages can vanish overnight, their sleeping inhabitants smothered by creeping stranglers or suffocated in dense clouds of pollen. In Ghur, the earth bucks and heaves like a wild beast, and savage storms lash the coasts. And in Shyish, eerie winds carry away the souls of the unwary.

In addition to the wildlife and the weather, rampaging hordes of Orruks and Ogors are irresistibly drawn to cities, as are the servants of the Dark Gods. Armies of Bloodbound and Rotbringers raze settlements and enslave entire populaces. Secretive cults devoted to Tzeentch or Slaanesh weaken the populations of the free cities from within, as the machinations of the verminous Skaven undermine even the largest settlements. As the effects of the Necroquake continue to reverberate through the fabric of reality, as vast numbers of spirits and restless corpses have begun stalking the realms.

Those who do not maintain a constant vigil don't long survive the dangers of the Mortal Realms.

Sustenance

Food is a necessity, regardless of where one is in the realms. Access to potential farmland and thriving populations of wild game, as well as a source of drinkable water, are important factors in determining the site of new settlements. When a city is built, its walls often encompass some form of farmland, whether it be communal vegetable allotments, orchards of native fruit, or as in the case of cities like Glymmsforge, access to a lake full of fish. As the city expands, so too do the demands of the growing population. Any patch of fertile soil is soon given over to some form of food production — native varieties of wheat, corn, rice, potatoes, and others.

Cities such as Hammerhal possess substantial farming suburbs and conurbations, commonly enclosed within the outermost walls. These local resources are frequently supplemented by trade. Kharadron aethercraft bring loads of grain daily to cities such as Anvilgard and Tempest's Eye. The mercantile conclaves of Hammerhal ship foodstuffs from one of the city's realms to the other, as well as throughout The Great Parch.

Aqshian delicacies such as salamander-meat are in great demand in the Jade Kingdoms, and the spice trade between Ghyran, Aqshy and Chamon is lucrative, with baskets of dawnspice, daggerbite, and powdered gheist-chilies appearing in larger markets with regularity.

Outside of the free cities, life is far more difficult. The many dangers of the wilderness ensure that successfully hunting meat or bringing in a harvest is arduous at the best of times. In Ghur, that which you intend to hunt for food may well hunt you in turn. Even in bountiful Ghyran, where food is usually plentiful, you must be wary of even the most delicious appearing fruit, for it may have been contaminated by the Plague God.

Many new settlements start out barely at subsistence level and often need to import goods for a time to become self-sustaining — if they survive that long. Fishing villages can be found along the coasts, the shores of lakes, and along some major rivers, but a variety of deadly predators hunt along the shorelines as well. While isolated farmsteads are not unheard of, most are clumped together for protection, as well as to share the workload. Harvests will be gathered for sale, or taken to grist mills. Markets are held weekly in the larger villages and towns, and it is to these that traders in rarer foodstuffs, including salt, some spices, dried meats and alcohol, flock.

SAFETY

The realms are a deadly place, even at the best of times. Freeguild units bolstered by heavily armed Ironweld Engineers make weekly trips between settlements immediately outlying the cities, providing relative protection to those foolhardy enough to travel. The seas about many city ports are watched by Scourge Privateers, who collect a hefty bounty on every sea-beast or pirate they slay. Professional spell-hunters stalk and capture the predatory magics that rampage across the landscape, often collecting their fees from the realmstone remains that such magics leave behind.

Stout walls, whether in the form of palisades or stone ramparts, are the most common method of defence for the majority of cities and towns. While the larger cities might have artillery emplacements manned by Ironweld gunners to defend the walls, smaller settlements often try to make do with volunteers skilled in archery. If they survive long enough, they frequently learn it is better to pay the price for Ironweld weaponry and training.

Freeguild regiments are often employed as de facto police forces by the Conclaves of Sigmar's cities and many small settlements. The Freeguilds regularly rotate their troops from those serving in active battle fronts to serve in the cities' garrisons to act as city watch. Such troops tend to be a combination of new recruits and older, tired veterans, alongside those who've suffered a debilitating injury, but are capable of recovery. They aren't elite soldiers, but they are armed and fairly well trained, which counts for much. Cities such as Greywater Fastness and Hammerhal also commonly employ sellswords and convicts to act as underjacks. Underjacks are often the first line of defence — or at the very least, an early warning system — against creeping threats from below, such as Grot infestations or Skaven swarms. So too, there are the pyre-gangs, who see to the quarantining and elimination of deadwalker epidemics that have arisen in the wake of the Necroquake. These groups are often accompanied by warrior-priests, professional exorcists and gheist-breakers, who are skilled at banishing the restless dead. The great free cities often have one or more Stormkeeps and can draw on the forces of the Stormcast Eternals when things are truly desperate; however, Sigmar's forces are often stretched thin and cannot always respond as quickly as one might think.

Such organisations are rare outside the cities, however, and the smaller towns and villages of the realms must make do with volunteers or contracted specialists. Most famed of all mercenary defenders are the Fyreslayers, but they do not come cheap and few small settlements can afford them for more than a specific limited engagement, such as to wipe out troublesome bandits, for instance. Help also comes from 'adventurers' — or their representatives — who can be found in many a watering hole and tavern. One such group are the so-called Hawthorns, a loose network of professional killers with a talent for rooting out and dispatching Soulblight vampires. Other such organisations include the Black Pipers, a guild of freelance underjacks, who specialise in the elimination of Skaven infestations, and the Folly, a travelling theatre troupe of Aelven acrobats and singers, who are experienced in exposing the activities of Slaaneshi cults. Aspiring wizards of the Collegiate Arcane are often employed by wealthy townships to see to their magical defences, as are Duardin runesmiths and Aelven mages. Many new enchantments have recently been introduced throughout the realms to help ward against the undead.

With such defences in place, the inhabitants of the cities and towns turn their attention to the day-to-day business of staying fed and keeping alive.

AZYR
THE REALM OF HEAVEN

'Azyr — the mountain's peak, and all that rises above.'

— Great Cities of Azyr, **by Ogwell Mancini**

Azyr, the Realm of Heavens, has as many names as the stars in its celestial canopy. Known as the Peerless Kingdom or the Fortress of the Lost by Humans, Bastion by the Duardin exiles of the fallen Khazalid Empire, and Hearth-Realm or Star-Throne by some of the Aelves, Azyr is the pinnacle of the realms. It is a realm where snowy mountain peaks scrape the Firmament, and shimmering auroras dance eternally on the horizon. Its days are brightly lit by brilliant Hysh which gleams nearby within the aetheric void. Its nights would be grim and flickering due to the burning orb of Mallus and the dark moon Dharroth, if not for the clear light of the High Star Sigendil, which shines on high above the God-King's mighty works.

Greatest of all cities in all the Mortal Realms is golden-spired Azyrheim — the stellar metropolis at the heart of the Realm Celestial. First and eternal, Azyrheim has grown steadily since its founding in the Age of Myth. Its citizens are a blend of the civilised and the barbaric, not unlike the God-King who rules them. Some of them trace their origins back to the oldest of humanity's great nations — and they are not alone in their claims to grand histories.

After the Battle of Burning Skies, Azyrheim took on refugees from across the Mortal Realms from every species and countless cultures as they poured into Azyr. All gathered beneath the God-King's aegis as he sealed the gates of Azyr against the forces of the Dark Gods. All the battered survivors brought their own fierce drives, not to conquer, but to reclaim that which had been stolen.

Since the unleashing of Sigmar's Tempest, Azyrheim has once more welcomed travelers from across the realms, though all are carefully vetted and watched for any trace of corruption.

The citizens of Azyrheim are like no others in the realms. On any street in the city, you will find tattooed warriors rubbing shoulders with perfumed aristocrats, who talk with scholars deeply learned in a staggering array of obscure lores, even as merchants haggle about them in a hundred dialects over beasts, produce, innumerable services, and more esoteric goods.

Far above Azyrheim spins the massive fortress-ring, the Sigmarabulum, around the husk of the World-That-Was. It holds the Vault Celestial, former home of the Pantheon of Order. Within it, the forges of the Six Smiths never fall silent, for it also contains the Anvil of Apotheosis where the Stormcast Eternals are painstakingly forged.

Of all the Mortal Realms, Azyr was least directly affected by the Necroquake, but its ramifications have been massive upon the folk of Sigmar. Still, none of them are daunted, for a single goal drives them all.

It's said that Azyr's strength lies not in its weapons or its skill at arms, but in its people.

'Burn brightly, and well.'

— Three Roads to Bataar, **by Sepho Tayn**

Known to many as 'the Bright Realm', Aqshy is a volatile land of raging passions and simmering aggression. Here the hammer of Chaos fell hardest, and most often. It's a realm ever in motion. From the Brimstone Peninsula to the Felstone Plains, Aqshy is a splintered realm, broken into dozens of continents over millennia. Like a spreading fire, it grows with every passing century, swelling to fill the limits of its realmsphere. Hot, gusting winds race eternally across dry grasslands and volcanic mountain ranges belch clouds of smoke. Still, one can also find snow-capped peaks in Cotha far to the north and sweltering jungles along the coast of the Searing Sea.

Since the coming of Chaos, hundreds of civilisations have fallen in the Bright Realm — among them the Arch-Domini of the Agloraxi Empire, the Kels of Ekran, and the Vitrolian vassal-kingdoms of Cinder. The few remaining tribes are scattered nomads or marauders, many of whom dedicated themselves to the Blood God when Sigmar abandoned them. The Flamescar Plateau's nomadic tribes and roving kingdoms try to carry on the ancient traditions of Aridian and Capilaria but few survived the fall of those lands to pass on their lore. Bataar: the Legendary Floating City — held aloft by magic and alchemy — rules the skies above the Ocean of Swords, a trader's armada and the last redoubt of a once great nation. On the boiling oceans, the Crescent Sea's buccaneer-lords gather their strength, preparing for the day they might reclaim the Shards.

New cities have arisen on the ashes of the old. Anvilgard, Tempest's Eye, Brightspear, and Hallowheart are all beachheads of Azyr's advance into The Great Parch, but Hammerhal Aqsha is the greatest of them. One half of the Twin-Tailed City, it's the largest of all Sigmar's cities, save Azyrheim and serves as the nerve-centre of Sigmar's efforts in the lower realms. Connected to its twin, Hammerhal Ghyra, by the massive Stormrift Realmgate, Hammerhal Aqsha is a heavily fortified metropolis. Towering bastions and numerous artillery batteries fixed on the wind-swept ashlands surround it. Mobile cogforts, manned by Freeguild soldiers and Ironweld personnel, roll through the ashen dunes, expanding the city's defensible perimeter at a steady rate.

The Calderan Horselords believe Sigmar's war against Symr, the First Fire, in the earliest days of the Age of Myth is the cause of Aqshy's splintered lands, while the Fyreslayers of the Vostarg lodge claim it's due to the reverberations of Grimnir's clash against the godbeast Vulcatrix. Whatever the cause, Aqshy remains a fractious and tumultuous land.'

— The Gates Open: A Return to the Mortal Realms, **by Ziony Merrebae**

Aqshy was the site of Sigmar's first strike against his ancient foes, and as such, it has long had a hold on the Azyrites's imagination. The merchant-

princes of Azyr and Shyish do daily battle over the firesilk trade with the Far Traders of Bataar, even as Kharadron magnates seek to buy up mining and territorial rights in newly reclaimed lands. Explorers, sages and treasure-hunters flock to Aqshy, seeking to claim not just its natural resources but more esoteric prizes lost in the dust and ash of fallen empires.

The sulphurous lands are home to more than just Humans, however. From placid Salamanders farmed in the humid lowlands to bellicose Magmadroths prowling the volcanic slopes, the Bright Realm is home to a diverse collection of creatures, clans and lost souls. The Fyreslayers are native to Aqshy, and many hundreds of lodges, including the Vostarg, the Volturung, and the Hermdar, remain scattered across the realm. Barak-Kol, the City of Ashes, a Kharadron trading post, floats above the Charrwind Coast, near Anvilgard. Many Dispossessed, including the Firewalk clans, have returned in recent years, seeking to reclaim their ancient holds. Others make new lives for themselves in the Caustic Peaks or the Bright Mountains, where new copper and silver mines can be dug to replace the old.

Aelven princelings have settled in cities such as Tempest's Eye, and the Skyhelm Peaks draw many in search of the eggs of Swiftfeather Hawks. Nomadic Wanderers haunt the Resinwood Coast, hoping to forge a new kingdom among the semi-fossilised forests there, even as they fend off the enraged Bloodbound tribes that claim the region as their own. An enclave of the enigmatic Idoneth Deepkin known as the Fuethán lurk in the waters off the Mordacious Sound, and are said to raid the coastlines there for souls and slaves alike.

Huge swathes of Aqshy are held by the forces of Chaos, and many of the lands of The Great Parch are heavily contested. The Goretide of Korghos Khul is an ever-present threat to all in the realm, with countless tribes of Bloodbound scattered across Aqshy. The Slaaneshi potentate, Havocwild, Headsman of Thurn, has left a wide trail of destruction from the Crackling Coast to the Riven Depths to please their absent god. The forces of Tzeentch seem determined to seize Aspiria from its legendary Bright Mages and the subtle war there never ceases. From the warrens beneath the Snow Peaks to the swamps of the Vitae Deltas, various petty Skaven warlords vie for influence, playing their verminous games of deceit and death, even as they wage war on the returning Duardin.

The servants of the Dark Gods are not the only threats to The Great Parch at large. South of the Leaping Tongues, the charismatic Ogor Firebelly known only as 'The Ashfoot' leads a massive warglutt on a hunt for the father of all Magmadroths, devouring any who crosses their path. The dreaded Wraith Fleet of the vampire corsair Varkos Varactyr has rampaged across Aqshy for thousands of years. With the coming of the Necroquake, Varactyr has begun regularly launching massive raids across The Great Parch — his spectral galleons striking settlements hundreds of miles from any sea in a storm of blood and terror. Despite the many threats and the internal divisions that plague it, Aqshy burns bright — an unfaltering flame, holding back an encroaching darkness.

Adventure Hook: To Catch a Rat

For the last few months, across The Great Parch, merchant caravans have been savagely ambushed by swift moving raiders of the loathsome ratmen known as the Skaven. At first deemed to be nothing more than the standard dangers of travelling across the Bright Realm, commanders in several free cities have been comparing notes and have discovered some startling patterns. The attacks have all been exceedingly well thought out, precise, and methodical – which is not, generally, the way of the Skaven. What is more, they've consistently hit caravans carrying equipment and supplies intended for the Ironweld Arsenal.

Cogsmith-Captain Honna Bromsdottir has concluded that the Skaven have somehow managed to place spies within one of the larger trading free cities of The Great Parch – most likely Hammerhal Aqsha, but also, potentially, Anvilgard or Tempest's Eye. To determine how and where the Skaven are getting their information, she intends to plant information about a false caravan. Unfortunately, someone will have to conduct the fake caravan in order to draw out a likely brutal attack by Skaven raiders and help Bromsdottir detect where the information leaks are actually coming from. Too much or too little security and the Skaven may well be suspicious. A disguised group of Soulbound, though, is perfect for her scheme.

CHAMON
THE REALM OF METAL

'In the Lands of Gold, men make wonders of dross, and dross of wonders.'

— The Auric Tiers: A Concise History of Azgal, **by Scalian Cohl**

Chamon — the Realm of Metal — where transience is the only certainty. A realm ever in flux, not simply expanding as Aqshy does, but swelling and shrinking with unseen cosmic tides. Unlike the other realmspheres, Chamon's many lands do not exist as anything resembling a central plane or disc. They are a series of wildly varied sub-realms which drift within Chamon's firmament, linked by portals and undiscovered mystical bonds.

Chamon's domains are imminently mutable, changing fleetingly, melding and breaking apart in a slow dance that has forced its inhabitants to continuously adapt. The lands that float closest to the verdant core, including the great Spiral Crux, have pure water and edible greenery. But the further away from this centre, the less habitable the realm becomes. Trees develop glinting, brassy or silvery bark, and water becomes acidic. Liquid gold rains from gleaming clouds, and the air becomes heavy with iron particles. Even the wildlife changes — shimmering flocks of metallic songbirds carve iridescent trails across the sky, as rust-furred predator-constructs stalk iron-limbed herd-beasts through copper grasses.

Opinions vary greatly as to reasons for Chamon's unique nature. The metallurgic sages of the Crucible Prongs claim that the realm's unpredictability is because of a natural entropic process. In contrast, the philosophers of Alum insist that Chamon is gripped by a celestial malady millennia in the making, and that it could be stopped or even reversed if the proper alchemical ritual is applied.

To survive their ever-shifting realm, Chamon's people learned long ago to adapt and embrace the unknown. Indeed, many learn to take advantage of the fluid nature of the realm. In the Swarf Isles, for instance, oxide-hunters scrape the air and the earth with alchemical nets, collecting the exotic hues that stain their surroundings. Amidst the heights of the Impassable Peaks, aether-merchants sift precious metals from the clouds, to be purified and sold on to foreign merchants. Professional beast-hunters stalk giant, ripple-scaled ferrosaurs in the humid jungles of the south, while pirates from Bandit's Point ply the Straits of Helsilver in craft cultivated from the shimmering reefs of coral that grow along the coast.

Whatever its cause, Chamon's changing nature appeals to the Chaos god Tzeentch, who chose the Realm of Metal for his fiefdom during the Age of Chaos. Chamonite, Chamon's quicksilver Realmstone, grants alchemical power to cause arcane transformation to any that can discern its secrets. Such a prize was irresistible to the Changer of the Ways. The signs of Tzeentch's influence are present throughout the outskirts of the realm, and despite the constant efforts of the forces of Order, continue to spread even within the central Spiral Crux.

Just prior to the Age of Chaos, much of Chamon's central lands were twisted and broken by a Godbeast called the Lode-griffon. The magnetic beast is thought to have been drawn by the masses of Chamonite, though many believe the Architect of Fate had a hand in its choice of lair. After numerous failed attempts to rid their lands of the Lode-griffon, nine aethermancers were sent to slay the beast. Unbeknownst to all, one of the aethermancers was one of the nine infamous Gaunt Summoner's of Tzeentch in disguise. While their ritual killed the Lode-griffon, its death scream tore open a portal to Tzeentch's realm. The resulting invasion of daemons tore the lands of the Spiral Crux apart. Many great kingdoms perished soon thereafter

as Tzeentch worked a mighty spell to rain transmutive warpfire from the skies. Unnatural things were born of that rain, and changed Chamon's lands forever.

The great kingdoms of the Spiral Crux fought for as long as they could, but many were broken by the machinations of Tzeench's servants — and a few by their own hubris. The rest went into hiding until the coming of Sigmar's Tempest. Not all survived, but remnants of the once great kingdoms still exist and have begun to reclaim their former glory in the aftermath of the Realmgate Wars. The alchemists of the Viscid Flux practice their mercurial craft again, while new clockwork automatons from Prosperis walk the streets of the free cities and the legendary bladesmiths of Odrenn sing once more over their liquid-core blades.

Many of Chamon's Duardin clans survived Tzeentch's onslaught by seeking sanctuary in the skies, abandoning the cursed daemon-haunted ground. These clans grew to become the technologically advanced Kharadron Overlords, one of the most potent political and military bodies in all of the Mortal Realms. Directed by their famous (or infamous) Code, the sky-ports of the Kharadron are governed by an Admirals Council made up of the most successful officers from their varied fleets, but ruled by their need for aether-gold. When the *Garaktormun* —'Great Gale of Death' — the Kharadron name for the Necroquake, swept over Chamon, the great aether-gold streams that the various sky-ports had laid claim to were utterly disrupted. While other folk may have been daunted, the Kharadron have freely embraced the Gorak-drek, the 'Great Venture' and, sensing new opportunities for profit and glory, have sailed into many skies formerly unknown to their air-ships in search of them.

Tzeentch, ever-greedy, has not loosened his grip upon the Lands of Gold. Teeming flocks of Tzaangor haunt the coasts and forests, and hordes of daemons claim the skies of the outer realm, waging an unending war with the Kharadron fleets. The newly-established cities are not free from the shadow of the Great Conspirator either, as Tzeentchian cults work to bring the newly established order crashing down.

Many who dare to travel to Chamon come to exploit the Lands of Gold's fabled treasures or reclaim that which was lost. Ironweld agents seek the ruins of Cypria, somewhere in western Chamon, the Collegiate Arcane have come to plumb the alchemical knowledge of the realm's metallurgic sages, and Dispossessed Duardin return to search for their ancestral holds, but seldom find naught but ash and ruin.

Most fortune-seekers find only death — consumed by daemons, warped by some piece of Chaos-touched landscape, eaten by shark-like birds that 'swim' through the air, or engulfed by burning fish that descend from flickering clouds. Since the coming of the Necroquake, deadwalkers haunt many of Chamon's realms, and plagues of tottering bloodless corpses have forced Vindicarum's authorities to quarantine that city's slums. The spirits of the fallen are said to gather in great numbers in shattered Anvrok, led by a being called the Silver Maiden. The Stormcast believe she is no friend to Nagash, indeed, some say that she may be what remains of the legendary blade smith, Celemnis, though that doesn't make her or her ethereal cohort any less deadly to outsiders. Much of Ayadah has been seized by the Gloomspite Gitz, who spill out into the surrounding lands in ever-increasing hordes. The Grots are led by the brilliant, but crazed, Skragrott, the self-titled Loonking. Skragrott rules a great and ever-increasing number of tribes from a lurklair beneath Skrappa Spill said to rival Hammerhal in size.

Despite Chamon's dangers, it's still thought to be a land blessed with riches. The majority soon learn that the Lands of Gold are fit for naught but desperate fools.

Adventure Hook: We Ale Fall Down

The dour traditionalists of the sky-port of Barak-Thryng are slow to ask for assistance, which is why their plea for aid is so unusual. The Kharadron frigate, *The Thirsty Pilgrim*, crashed in the Yhorn Mountains on the way to Barak-Urbaz. The fallen crew managed to send out a distress signal before they were cut off.

While the Kharadron are very worried for their people, they are even more concerned about *The Thirsty Pilgrim's* cargo. The frigate bore an entire hold full of the legendary Grumgar Brothers' Hoppery's just-released ale, Copper Fire. Brewmasters Kulrin and Vulrin Grumgar have already declared Copper Fire to be their masterpiece and it is widely anticipated throughout the Kharadron sky-ports. Unless something is done, the brothers' new fine, dark ale will soon be finding its way down the gullets of Grots and Troggoths, a concept so horrifying to them that it renders Duardin of all creeds near-speechless.

GHUR
THE REALM OF BEASTS

'In Ghur, you are either the feaster or the feast. And often both.'

— An Azyrite's Guide to Ghur,
by Carvaggian Phane

A contiguous landscape of jagged mountains, shadowed forests and vast expanses of savannah, Ghur is a realm of primordial majesty. Predatory and feral, the lands of the realm stalk one another like beasts, surveying travellers as prey. Landmasses continuously shift and prowl, the earth ruptures causing chasms to open and swallow everything for leagues, mountains duel with glacial slowness, grinding one another down, and each land will devour its neighbors, if it can.

Is it any wonder, then, that Ghur's native fauna is unlike any other in the realms? For here, every beast is both predator and prey. Great herds of Ghuroch, Thundertusks and woolly Shaghorns stampede across the plains, devouring the tough grasses and stripping the bark from the few trees. They, in turn, are hunted by roving packs of predators, such as Rock-lions, Mournfangs or Brachitors. These beasts are themselves stalked and slain by roving bands of Orruks, Beastmen, Ogors, Gargants, and the Human tribes that haunt the wildest reaches of the realm.

More than any other realm, Ghur is the land of the Orruk. Primitive tribes of Bonesplitterz hunt great beasts in the hills and plains, as armoured Ironjawz seek battle wherever it can be found. Many of the Ogor's Mawtribes call Ghur home, and their mawpaths carry them from the Heartlands to the realm's edge and back, stripping the 'Hinterlands' of life in their ravenous pilgrimage. Alfrostuns are the most feared of the Beastclaw Raiders, for where they travel follows the harsh bite of the Everwinter in their wake — a lingering season of cursed unnatural cold that can remain for centuries. Since the death of their sire, Behemat, many of the enormous Gargants of Ghur have grown smarter, fiercer, and far more inclined to pillage.

Many Human tribes live in Ghur, with settlements and kingdoms of all shapes and sizes dotting the ever-shifting realm. The hunter-tribes of the Great Coil regularly move vast haunches of meat via daring Trade Pioneers. The Treestriders of the Gnarlwood live and hunt high amidst the deadly questing branches of their perilous forest which holds strange species without number alongside valuable medicinal plants. On the Amber Steppes, the Vurm-Tai horse-nomads follow the great worms, plundering the detritus of the townships and cities left in their wake. The famed Crawling City rests atop the back of Shu'gohl, mightiest of the great worms, who has crawled across the Amber Steppes for generations uncounted. The folk of the Crawling City have endured the assaults of Chaos, Skaven infestations, and now, the imposition of foreign rule by newly-arrived Arzyrite administrators. Despite all, they have flourished into a prosperous mercantile hub.

Mightiest of Sigmar's cities in the Realm of Beasts is the great port city of Excelsis, on the Coast of Tusks. Excelsis is dominated by the massive Spear of Mallus — a mountainous shard of sigmarite from the World-That-Was which rises from the centre of the bay the city was built around. Its currency is based on chips of the prophetic stone called 'glimmerings' which can be used to glean flashes of prophetic insight and much of Excelsis' prosperity comes from reading current and future events derived from the Spear. Excelsis and its nearest neighbouring city, Izaland, are both home to thriving Aelven communities dominated by the Scourge Privateers. Ghur's monster-filled deeps provide excellent fodder for the corsairs to ply their bloody trade, and numerous fleets prowl the Coast of Tusks and the Clawing Sea.

The Dark Powers first came to Ghur via the gore-hunts of Human tribesfolk that worshipped masks of the Blood God. Khorne and the Horned Rat both found the Beast Realm to their liking, but the predatory realm has been far more of a challenge than either bargained for. Certainly, rampaging armies of Bloodbound have found blood and skulls aplenty in Ghur, with many tribes wholeheartedly turning to worshipping the Drinker of Souls. In jungles south of the Heartlands, warlords raised skull pyramids amidst the ruins of ancient kingdoms to the Blood God, and whole portions of the realm were overrun with colossal and ever-growing herds of Beastkin. The Skaven of Clan Rictus established hidden military outposts in many lands, the better to launch lightning raids for plunder and slaves. Yet, the Greenskin hordes and the other forces of Destruction, for all of their combative nature, hold savage Gorkamorka first in their feral hearts and have not, in the main, turned to Khorne. Chaos stalks the plains of Ghur, but is stalked in turn by everything in the realm, and its grip is far more tenuous here than the Dark Powers would ever admit to.

The situation has grown more volatile still, for with the coming of the Necroquake, the dead became as dangerous as the living – and Ghur can readily boast corpses in abundance. The Ossiarch Bonereaper legionnaires have set up their Ivory Citadel, but have suffered the indignity of having some of their members snatched up and taken away to become the fodder for gnawing beasts. West of the Heartlands, great, rotting flocks of corpse-birds have been spotted circling the ruins of forgotten cities of Lendu.

As if the folk of the Beast Realm didn't have enough to contend with, the predatory spells of Ghur are particularly deadly, apparently possessed of far greater sentience than such invocations show in other realms. Only the most skilled, or crazed, spell hunters risk Ghur's hinterlands in search of such.

Adventure Hook: Vast Recruit

The ever-changing predatory lands of Ghur occasionally succeed in slaying one of their own – such is the fate of the once-majestic mesa of fallen Donse. Crushed between the thriving land of Thondia to the north, where Excelsis lies, and the deadly lands of Andtor to the south, Carcass Donse is slowly being subsumed by its more vibrant neighbours. Legends along the Coast of Tusks indicate that the Gargants of Donse have long been dedicated foes of Chaos, but few would dare travel amidst the crumbling mesa to determine such a thing. Even so, a strange story is being told amidst the alehouses of Excelsis. It seems that a group of lost travellers was saved from a tribe of Chaos Marauders by a titanic Mega-Gargant wrapped in brilliantly coloured rags. After stomping the followers of the Dark Gods very, very flat, the huge being waved at the astonished travellers and introduced himself as Argol Brightfist. The Mega-Gargant cast a large thumb one direction saying, *'My home, Donse, that way,'* then pointed and stated, *'little'un city with the clever glowy rock that way,'* before departing.

There is no way of knowing if the Mega-Gargant would be willing to accept mercenary work for the free cities, but the potential value of such an incredible asset cannot be ignored in these dangerous times. The Grand Conclave of Excelsis needs daring agents to venture into the heart of Carcass Donse – the flora and fauna of which rangers say is very bizarre, ablaze with scintillant colours and strange properties, even for Ghur – in search of Brightfist, to see if he is willing to accept a generous supply of provender and hard liquor in exchange for a bit more directed Chaos crushing.

GHYRAN
THE REALM OF LIFE

'Ghyran's soil is fertile. As seeds of hope are planted, so too are those of despair.'

— Reflections of Elemental Truths,
by Yare of Demesnus

Known as the Jade Kingdoms, Ghyran is burgeoning with all forms of life. Gighemoths massive nearly beyond mortal reckoning bestride the lowlands, yet they are nothing in size compared to the nomadic sentient Wandering Mountains. Infinitesimal spores dance on the breeze, bringing swift growth to even the most inhospitable rocky isles.

Verdant and inexorable, Ghyran's growth is constantly creeping across the landscape. Forest canopies scrape the skies, with undergrowth so lush and fertile that traversing it is almost impossible for those that don't know the realm's ways. Clouds of insects can blacken the horizon, even as lumbering herds of Ghyroch cover the oceans of grass, grazing for as far as one can see. The air pulses with the very heartbeat of creation, and at the winds' turning, one can hear the roaring challenges of beasts, and all too often now, the creak of Sylvaneth War-groves on the march.

Unlike Chamon, where changeability is the only constant, Ghyran's lands follow their own unending cycle of seasons, which can vary across the realm and neighbouring lands. Life swells and abates continuously with the turning of dozens of potential seasons, each with its own place and purpose.

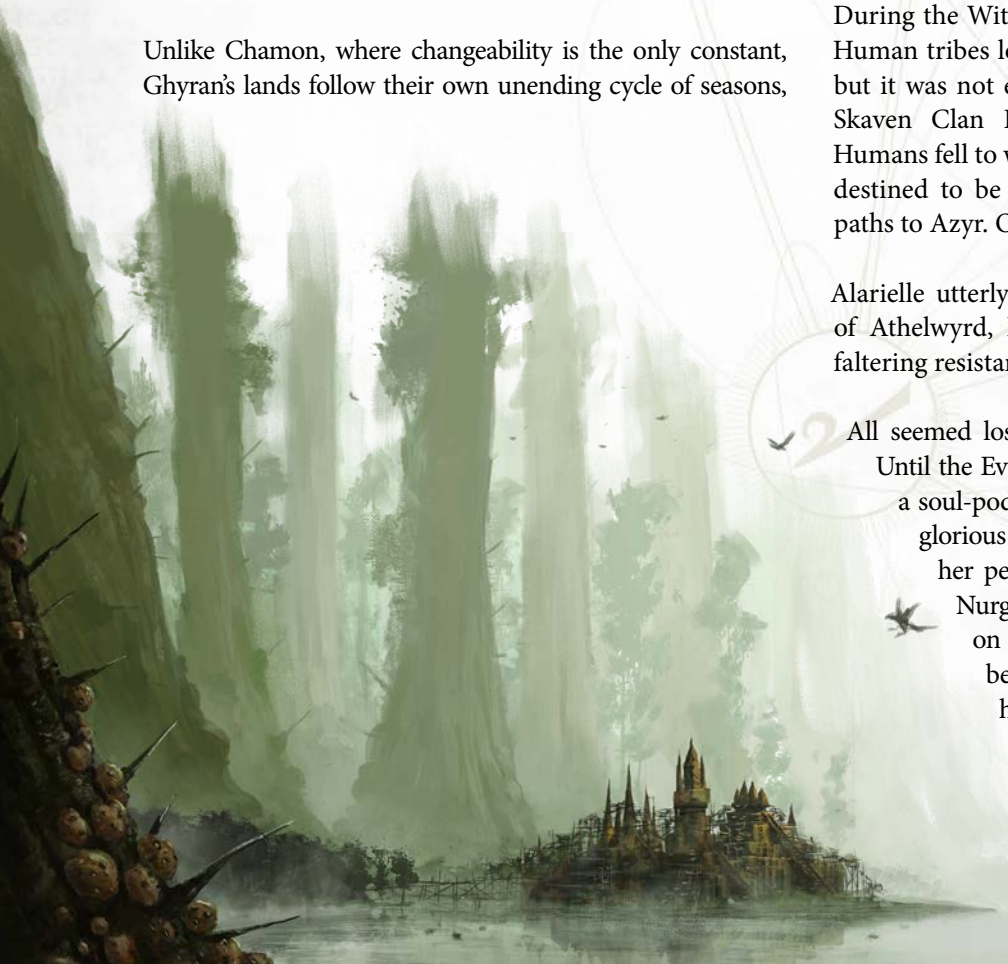
Alarielle, the Everqueen, has made her home within the Realm of Life since the Age of Myth. She has become all but one with the Jade Kingdoms, her own health waning and waxing with the realms. It is here where she planted the first seedlings of the Sylvaneth. Alarielle's firstborn spread throughout Ghyran in the Age of Myth, and both Ghyran and the Sylvaneth thrived. Until the Withering Season — the coming of the Plague, when the Chaos God Nurgle laid claim to Ghyran.

The endless cycles of life called to Nurgle. The Lord of Corruption desired Ghyran for his own. When the Dark Powers moved against the realms, Nurgle's forces besieged the Realm of Life and its harmonious cycle of rebirth was tainted by the abominable fecundity that is the Plague Father's 'gift'. Forests sloughed into miasmic marshes, mountains crumbled into festering sinkholes, and even the rain itself was tainted with disease.

During the Withering Season, the Sylvaneth, Aelves and Human tribes loyal to Alarielle, fought a gruelling battle but it was not enough. The Plague God's forces and his Skaven Clan Pestilens allies were unstoppable. The Humans fell to worshiping Chaos, or died, and the Aelves destined to be known as the Wanderers fled by secret paths to Azyr. Only the Sylvaneth remained.

Alarielle utterly despaired, retreating to the secret land of Athelwyrd, leaving the Sylvaneth to continue their faltering resistance alone.

All seemed lost. Until the coming of Sigmar's Tempest. Until the Everqueen's rebirth, where she emerged from a soul-pod steeped in heroes' blood and life-sap in a glorious new war form. Her song, rekindled, called her people to a Season of War. As the forces of Nurgle retreated, new settlements were raised on the Everspring Swathe, most prominent being Hammerhal Ghyra, the Realm of Life's half of the Twin-tailed City, and the three so-called Seeds of Hope: The Living City, the Phoenicium, and Greywater Fastness.



Hammerhal Ghyra is a magnificent city of gigantic terraces wrapped round a range of fertile mountains to form a staggeringly large series of concentric, arable fields. Vast beetles drag titanic plows through the rich soil and aid farmers in planting the lush ground. Enormous chains of ironoak reach up into the sky, where they hold mammoth drift-isles in place that regularly pour torrents of water down onto the rapidly growing crops below. The city proper is greatly decentralised, with portions of it existing on many different tiers. It is connected to Hammerhal Aqsha by the Stormrift Realmgate. In return for the rivers of lava that enable the city to burn off the fast-growing flora that threatens to overwhelm its defences, Hammerhal Ghyra provides its sister-city with a steady flow of foodstuffs and military support. Tension regularly festers between newly arrived Azyrites and the Sylvaneth, but for now at least, there is peace.

The Living City was the first of the three 'seeds'. Grown by Alarielle's hand, no other settlement represents the strong alliance between the Everqueen and Sigmar so well. The Living City dwells in perfect harmony with its surroundings. Here, Sylvaneth, Humans, Stormcast, Duardin, and Aelves live together and fight as one. The city's name is a true one — for it's a settlement of living wood, shaped stone, and oaken streets. Indeed, during one particularly famous battle, the city 'awoke' to crush besieging Chaos forces with its buildings and streets.

Phoenicium, the second seed, welcomes all folk, but has since become a stronghold of Aelven culture. It was not so much founded, as 'reclaimed'. Aelves of the Phoenix Temple discovered an ancient city covered in amber, at the foot of the tree-like Arborean Mountain. The magnificent phoenix children of the Ur-Phoenix flew over the trapped city tailing arcane energies that set it free.

Greywater Fastness is an industrial city, and though it is the final seed, it is ill-suited to Ghyran. Some of the best blackpowder weapons and artillery experts in all the realms come from it, but it has become a dark place. During the Season of War, its lords unleashed their gunpowder arsenals and powerful magics against an overwhelming murderous horde of the Plague God's forces, consisting of many cultists, daemons, and Beastmen without count. The seemingly unstoppable Chaos beasts were destroyed, but the land about the city was rendered uninhabitable. Now called the 'Ghoul Mere' it's a nightmare land stalked by vengeful and murderous tree-kin. Only delicate negotiations with Azyr ambassadors, and it is widely said, the Everqueen herself, prevented the inhabitants from starving to death as the Sylvaneth besieged it. There is now only a single safe road to Greywater Fastness and to step off it is to seek a swift demise.

Vast portions of Ghyran remain firmly in the clutches of the Dark Powers. In the eastern Swath, the land of Invidia is still Nurgle's own and the Blighted Duchies fester, as they have for centuries. Their rulers, the corrupted knights of the Order of the Fly, continue to launch pox-crusades in the name of the Lord of All Flies. In Humidia, far to the south, the Maggot Lords wage war on the encroaching frontier townships of Azyr. The Skaven of Clans Pestilens, have burrowed into many deep places of Ghyran, and continue to spread their loathsome diseases throughout the realm. Wherever Nurgle's power is pushed back, his rival Tzeentch delights in taking. Tzaangor war-flocks are now said to prowl the foothills of the Nevergreen Peaks, west of Hammerhal Ghyra. Strange cults proliferate within the Human cities, seeking to incite violence between natives and non-natives.

The Necroquake washed over Ghyran, as it did all places, but the undead cannot readily exist in the Realm of Life. Dark spirits haunt many places and remain a terrible danger, but corporeal undead tend to swiftly join the mulch and are subsumed back into the cycles of life. The Living Spells of Ghyran, though, are a menace most fervently hope to avoid.

Life finds a way. Ghyran persists, and the cycles of the many varied seasons continue.

Adventure Hook: Shifting Tides

High King Volturnos of the Ionrach has requested that some special ambassadors join him within his gleaming city Príom, beneath the waters of the Realm of Life's Maithnar Sea. Volturnos has asked for help in negotiating with representatives of the Dhom-hain Enclave. The Dhom-hain are a ferocious people and regularly ignore all others, even their own kind. Nevertheless, for the first time in long centuries, they're coming to discuss matters. The High King fears that long simmering feuds between the Dhom-hain and the Ionrach may hamper negotiations. Volturnos asks for ambassadors capable of earning the Dhom-hain's respect, for they will surely be sorely tested.

HYSH
THE REALM OF LIGHT

'The brighter the light, the greater the risk of blinding.'

— On the Tenth Paradise, **by Mazak of Ilumil**

Hysh is the dazzling sun of all other realms, save its shadowy twin, Ulgu, for their swirling dance effectively creates night and day for all Mortal Realms save Azyr. The light of Hysh is the illumination of both the realms and the spirit. It is a realm of swift, clear thought and inspiration, yet its purity can sear the mind to ash if gazed upon too long. The ten Paradises of Hysh were once each lands of pristine beauty, where symbolism and reality would intersect — reason and symmetry in seemingly flawless balance.

Perfection is a fleeting illusion.

In the Age of Myth, the Aelven gods Tyrion and Teclis awoke in Hysh. They found it beautiful beyond words, but lonely — for they journeyed long and found none, till mighty Sigmar happened upon them as he wandered the realms. Together, they helped found the Pantheon of Order, but sorrow was ever in the Twin God's hearts, for though a few Aelves dwelled in Azyr, most of their people seemed lost. Eventually, chance led them to Malerion and Morathi, and the four Aelven deities managed the impossible, trapping Slaanesh in the Uhl-glysh, the Hidden Gloaming betwixt Ulgu and Hysh. From the imprisoned Chaos god, they extracted the Aelven souls that the Pleasure God had greedily consumed after the end of the World-That-Was.

The first Aelven souls they pulled from Slaanesh were called the Cythai, but they were flawed. Teclis built the radiant city of Léiriú, intended as a place of reflection and healing, to comfort the Cythai, but they became withdrawn, carrying shadows within them that even Teclis could not penetrate. When he weaved spells to 'cure' them of their growing darkness, it killed some, and drove others mad. The Cythai fled, becoming the first of the Idoneth Deepkin.

Many years and greater understanding of the process eventually led to the most stable of all the Aelven folk retrieved from Slaanesh: the Lumineth. The Aelven Lumineth were a people of great refinement and advanced culture. They built nine Great Nations, each a hub of civilisation, art, and scholarship, filling all the Ten Paradises save scintillant Haixiah, whose glaring perfection mortal minds were not meant to endure. In central Xintil alone did any Humans found settlements and cities within Hysh. The Lumineth set about improving themselves, climbing the metaphoric ladder of a series of increasingly more difficult knowledge and spiritual tests of insight called the Teclamentari. Each Lumineth strived to better themselves and outpace their rivals with the most interesting new ideas, new works of art, new mystic insights. The secrets of aetherquartz, the realmstone of Hysh, were revealed to them by Teclis and they found that they could absorb the energies of Hysh while purging themselves of 'lesser' emotions, making them increasingly swifter of thought and action, beyond their former mortal limits. They built contemplative towers in which to perfect themselves, dazzling white towers that grew ever higher.

The natural competition between various luminaries and mystics turned rivalrous, growing progressively darker. Even bound, Slaanesh could still whisper to them and so he did. Whispers became slanders, slanders became outright attacks, and in a shockingly short time, all of the Great Nations fell into darkness. Spells never meant to be used were unleashed. The landscape of Hysh itself was tortured and broken. Daemons poured through the cracks the Lumineth carved into their realm.

Ocari Dara they call it, the Spirefall.

The Twin Gods saved their people and their realm, but it has taken centuries. Tyrion organised them even as Teclis walked far in spirit, searching for some way to save the Lumineth. He found it in the embodied spirit of Celennar, the glorious moon of Hysh. Teclis managed to commune with its spirit, an Aelementor, and brought it, along with its wisdom, back to Hysh. Teclis taught the repentant Lumineth how to contact the spirits of Hysh itself — its mountains, its rivers, its winds, its very sky — and to enter into spiritual pacts with them, learning their wisdom. Those that dedicated their lives to the Aelementors of Hysh became the Aelementiri, gaining great wisdom and supernatural abilities in the process. This was the Reinvention, which saved the Lumineth and Hysh both. Now the spirits of Hysh itself fight in embodied physical forms alongside the Lumineth when they go to war.

The Great Nations endure still, but even now, continue the great reclamation of Hysh from the daemons and the followers of the Chaos Gods that still fight across large portions of the Ten Paradises. The famed port city of Tor Xillion of the Zaitrec — a nation of exceedingly powerful mystics, stands broken but defiant, still besieged by a massive army of Chaos warriors. The artisans of Syar are second to none in all the Mortal Realms, capable of making magical trinkets of dazzling beauty and staggering power, and Trade Pioneers desperately search for safe routes to its wondrous markets. The Aelementiri of mountainous Ymetrica are warriors without peer, hard as the mountain spirits they deeply revere, and it is said there is never a time now when forces of Ymetricans aren't fighting somewhere in the Mortal Realms.

Embroiled as they were with the many battles across their realm, the Twin Gods could do nothing to help stop Nagash's Necroquake — though by signs and portents in Hysh, Teclis knew it was coming. Instead of sending troops, Teclis built special towers of aetherquartz that would help mitigate its damage. Even so, the dead rose across the Ten Paradises and only by the unity that they had achieved since the Reinvention did the Lumineth survive. The Arcanum Optimar has struck Hysh particularly hard, for while it has increased the Lumineth's already phenomenal magical abilities, it has also unleashed countless predatory spells of terrifying power to roam the Great Nations. The Lumineth now use grand rituals to brand mile long symbols into their realm, securing lands that were crumbling due to the damage originally caused during the Spirefall, now amplified by the Necroquake.

The Light of Hysh burns on and Teclis intends that it will soon burn elsewhere, despite what others may say or do, no matter the cost.

'There are new rumours on the winds of the realms. It's said that the divine twins, Lord Tyrion and Archmage Teclis, have had hard words with the God-King, and even now, are mustering their people to strike out at Chaos wherever they see fit, including in ostensibly untainted free cities.'

— from the personal diary of Lord-Arcanum Salonia Gravewing

Adventure Hook: For Art's Sake

Once every year in glorious Ar-Ennascath, the capital of Syar, a contest is held. It is a festival like no other in the Mortal Realms, a celebration of pure artistry, creativity, originality, and artisanry. The Syari invite all comers willing to dare the journey to the magnificent gates of Ar-Ennascath, for it is not an easy one. In their arrogance, the brilliant makers of Syar unleashed finely-wrought horrors upon their own lands – the devastation of which the proud nation has still not recovered from. The wastes of Syar are filled with predatory spells that lock unwary travellers in endless time loops, while portions of the land itself thirst for blood.

The greatly famed artisan Coradane of Azyrheim was personally invited to attend the festivities by no less than Teclis himself – a truly unprecedented honour. Coradane is a master in the crafting of fluid-metal creatures, each a wondrous pet, and a deadly weapon as necessary. Her crystalline invitation was marked with the Lumineth rune called *Senthoi* – a symbol that calls for unity and loyalty, but can also denote broken promises. Since Coradane is a known favourite of the God-King, she deems the invitation a message intended for him. Sigmar calls for a group of champions of sufficient skill to escort Coradane to Ar-Ennascath, attend the festival, and discern what message the Illuminator truly meant to send with his invitation.

SHYISH
THE REALM OF DEATH

'So much lost, remembered only by the dead.'

— *The Night Paths,* **by Palento Herst**

Shyish, the Realm of Death is a land of endings and silent decline, where the dead far outnumber the living. Shyish defies comprehension, for even knowledge has its ending there. If Azyr is the stars overhead, then Shyish is the tombs underfoot. The underworlds of Shyish were once nearly without number, each containing an untold number of souls. They were varied as Chamon's landscapes, but each was unique. Some the size of a single grave, others with landmasses equal to any in Aqshy or Ghyran. No more, for Dread Nagash intends to consume all.

Long ago Shyish's underworlds were vibrant; each having its own gods and culture of spirits. During the Age of Myth many were joined by the living, who raised their own kingdoms amidst the lands of the dead. This was a harmonious time before the Undying King changed the realm irrevocably. Not long after being awakened, Nagash set about his conquest of Shyish. Intent on becoming death itself, he slew many of the realm's lesser gods, consuming them in order to increase his own power. Some, he imprisoned within the lowest levels of the underworlds he controlled, trapping them in his Great Oubliette so that he could slowly drain off their power at his leisure. Some of the worshipers of the lost gods believe that their deity escaped Nagash's hunger, but if so, they remain hidden.

Nagash's actions warped Shyish's very essence, slowly but inexorably bending its energies towards him. Even so, new underworlds spring into being with unceasing regularity, and new gods with them. Belief is a fluid thing. The least deviation from or misunderstanding of ancient cultural practices can result in a new land crystallising at the realm's edge, populated by those who believed in it. Despite this, Nagash persists in his efforts to make the very essence of Shyish his to command. Long ago, he enacted a terrible plan, millennia in the making — and it was not stopped, merely slowed, by the coming of Chaos.

Nurgle came to Shyish seeking power over the cycles of life and death, even as Khorne sought eternal battles with dead heroes. Both were continually thwarted in their aims by Nagash's undead forces and the nature of Shyish itself. During the long years of Chaos' reign in the Prime Innerlands of Shyish and several seeming defeats, Nagash persevered.

In secret, his servants finished constructing the greatest of his Black Pyramids at the very heart of the Realm of Death. Malign portents flew on black wings from the Shyishan realmsphere, carrying the dolorous echoes of the pyramid's impending completion to every realm. But too late. Even as Sigmar's Tempest swept back the tides of Chaos, Nagash enacted a powerful ritual that threatened to shake Shyish apart. The monstrous pulse of this great work was felt in high Azyr, and even the realm of Chaos itself. In every realm, the dead awoke, crying out in fear and madness.

The ritual did not go as Nagash intended, perverted by a touch of Chaos introduced by the Skaven, or perhaps by the Changer of the Ways. Still, the Necroquake reshaped Shyish into something far more to Nagash's liking. The aetheric reverberations warped the spiritual landscape and the energies of the realm reversed, drawing inwards towards the new core — the Shyish Nadir — instead of pushing outwards, as they had since the dawn of its creation. This spiritual abyss

claws at every underworld and spirit in Shyish, dragging them down. Lesser underworlds crumble away to nothing, while larger ones maintain their coherency, if only barely. All are drawn towards the Nadir as it swells in size and potency, and Nagash's strength swells with it.

The war against Chaos continues, as does the struggle against *all* the living, for Nagash imagines the Mortal Realms covered in a single vast Necrotopia that is his alone to rule, where not even a mote of dust falls without his command — a nightmare for the Chaos gods who thrive on mortal passions. Long before the coming of Chaos, he ordered his Mortarchs, the Deathlords that serve his will, to establish their own kingdoms and to look beyond Shyish in preparation for future conquests. Neferata, the Mortarch of Blood, first of the Soulblight vampires, rules Neferatia, her self-named country. The reach of her influence extends beyond Nulahmia, her capital city, and her seductive servants stretch into nearly every realm. The massive empire claimed by the Ossiarch Bonereapers of Orpheon Katakros, Mortarch of the Necropolis, grows with every passing day. Mannfred von Carstein, Mortarch of Night, abandoned his great city of Carstinia, realising it was but a hollow echo of his lands in the world-that-was. Despising himself, hating the living, but also Nagash, whose chains he seeks to shake, Mannfred now roams Shyish, slaughtering as the mood takes him.

Within the Prime Innerlands, war rages since the advent of Chaos. In the Kingdom of Hallost, the Land of Dead Heroes, the forces of Chaos and Nagash are continually turned back, as they face an army of foes each worth a hundred warriors or more. But there's trouble within the ranks, for the worthies of Hallost discovered that the Storm King 'stole' some of their best to become Stormcast Eternals, and a few now name Sigmar 'the Betrayer'.

The land of Lyria sits on the edge of the Ossiarch Bonereapers' conquests, held back by the Azyrite council of Glymmsforge. The Zirc, Lyria's original nomadic people, try to ignore the war in their midst, continuing to trundle from the Cripple Coast to Satyr's End, as they have done for centuries.

In the city of Culghast the merchant-princes of the Obsidian Conclave scheme to tighten their control over the brisk lethwine trade. Profit motivates many trade consortiums to exploit the burgeoning desire for shadeglass and other Shyishan artefacts. Expeditions regularly set out from Culghast, seeking to plunder the ruins of Shadespire to the south, and what's left of the legendary Amethyst Princedoms to the west. Few ever return.

Folks do not rest easy here. Outnumbered by the dead, even in the Prime Innerlands, the mortals who reside in Shyish face threats from all sides. Deathrattle kingdoms rise among the ruined cities that they ruled in life, occasionally marching out against foes both real and imagined. Shoals of malign spirits drift across the realm in ever-increasing numbers, swallowing isolated towns and villages and even besieging cities. The cannibalistic Mordant clans swell in strength, glutting themselves on war's debris. Covens of Soulblight Vampires infiltrate the Human cities, insinuating themselves among the gentry. Warlords and Beast-kings assail the fiefdoms of the living and the dead, in the name of the Dark Powers. Countless warbands scour the realm, seeking ancient treasures and fresh combat amidst the necropoli.

With every passing day, the Shyish Nadir pulls more into its deadly grasp. Those who fight to keep faith and hope alive pit their wills against beings who would see death conquer all. In the Realm of Death, only those who embrace a defiant life have any chance at victory.

Adventure Hook: Into the Breach

During the Age of Myth, the Amethyst Princedoms was one of the mightiest empires in the Mortal Realms. Their lands were rich in rare minerals and precious gems, making the Princedoms the wealthiest of all of Shyish's Innerlands. However, many of the nobles of the Amethyst Princedoms fell at the Battle of Burning Skies and the kingdom fell to ruin.

The lands of the Princedoms remain in turmoil, with the forces of Chaos and the Undead a constant concern. Recently, Azyrite scholars have unearthed the lost, and thought destroyed, Eternis Gate Orrery – the projection orrery that mapped the whole of the Amethyst Princedoms vast realmgate network. Many of the realmgates may have been lost or, worse, corrupted, but the value of the rest is priceless. Some brave souls must start investigating the realmgates within the extended network to discover which still function and what is now on their other side, which are broken, and which must be reclaimed to ensure the safety of the rest.

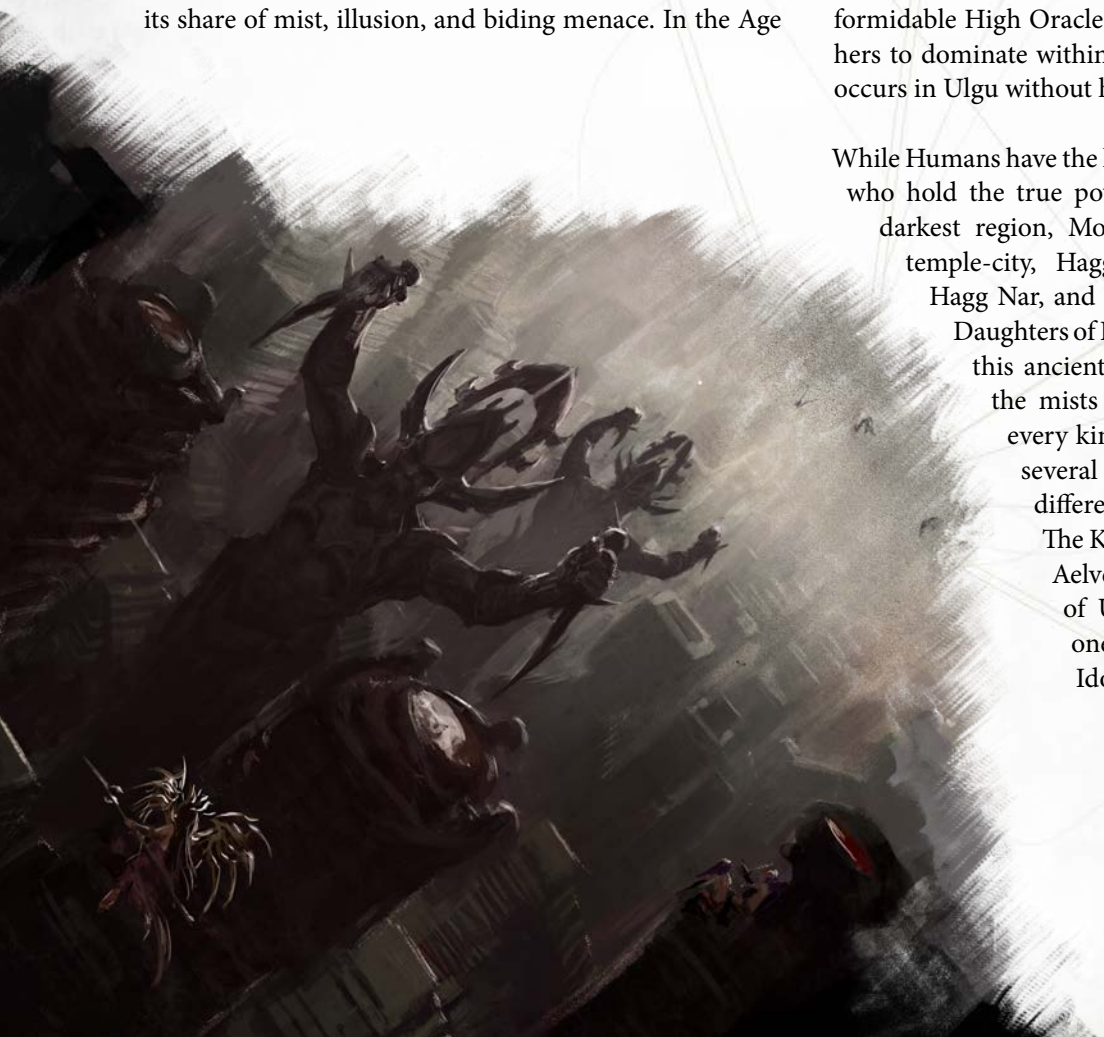
ULGU
THE REALM OF SHADOW

'Half-light, half-truth, half a life — that is the best you can hope for, here.'

— A 'Concise' History of the Thirteen Dominions, **by Kretedes Glymm**

Ulgu, the Realm of Shadow, is a place of secrets and lies, where the laws of logic hold little sway. Ulgu has many names, all of them false, for its true name defies pronunciation, save when the speaker is in shadow and whispers, but even that is suspect. 'Ulgu' is said by Darkling scholars to merely be a corruption of an ancient Aelven term for 'falsehood'.

Regardless, certain truths about the realm are known. The Grey Realm is locked in a parallel orbit with its sister-realm, Hysh. As a result, neither has night nor day — in Ulgu there is only an oppressive, omnipresent gloom, riven by deep oceans of shadow or pallid swathes of grey half-light. It is broken up into thirteen distinct regions — known as the Thirteen Dominions — each shrouded in its share of mist, illusion, and biding menace. In the Age of Myth, Ulgu was said to be a home of philosophers and dreamers, a sanctuary for those seeking a softer existence than in other realms, such as Ghur or Aqshy. Those days ended with the coming of Chaos. Ulgu is now the graveyard of armies — the scars of battle mark each of the Thirteen Dominions. The *Cathtrar Dhule* — the 'War of Shadows' — is the terrible guerilla conflict between the Daughters of Khaine and the followers of Slaanesh who have come to Ulgu following their missing god's spoor. It has never abated.



The Thirteen Dominions remain independent, and have never been permanently united. Each boasts a multitude of competing kingdoms. Webs of intrigue and political manipulation bind these principalities to one another, as scheming kings and cunning viziers vie for supremacy, even as they marshal their forces against invaders. Much of this is due to the wills of Malerion and Morathi. Secrets, conspiracies, and lies are as meat and drink to the Shadow King, who thrives on the quarrels of the Thirteen Dominions. Nor does the God of Shadow's mother, the formidable High Oracle of Khaine, desire any power but hers to dominate within the Realm of Shadow and little occurs in Ulgu without her knowledge or consent.

While Humans have the largest population, it is the Aelves who hold the true power. In the Umbral Veil, Ulgu's darkest region, Morathi set her first and greatest temple-city, Hagg Nar. From the shadows of Hagg Nar, and Morathi's endless ambitions, the Daughters of Khaine were born. Lithe and cruel, this ancient blood-cult has spread far from the mists of Ulgu since its creation, and every kingdom of the Grey Realm boasts several Khainite temples dedicated to different sects of the God of Murder. The Khainites, though, are not the only Aelves in Ulgu — within the inky seas of Ulgu lurk the dread Morladron, one of the grimmest enclaves of the Idoneth Deepkin.

The Human kingdoms of the realm are as varied as half-remembered dreams, but most are treacherous places, with swiftly changing rulers due to rampant assassination. Misthåvn, the so-called 'City of Scoundrels' is one of the most unusual of Sigmar's free cities. A port city formed by a massive collection of ships moored to the shores of Cape Tenebrax, the city can be moved across the Penumbral Sea, or even broken up into its composite ships, as necessary. The city is divided into 'armadas', many of which are commanded by cunning admirals or Scourge Privateer Fleetmasters. Every form of illicit or contraband goods, from the darkest of illusory magics, to narcotics, to stolen Chaos weapons, are said to trade hands in this den of vipers. City natives pride themselves on their dubious reputation and all but openly mock the decrees of Azyr.

With the thinning of the gloom, when Hysh is in ascendance and the routes into Ulgu are clear, armies of those enslaved by the Dark Gods hurl themselves into Ulgu in ever-increasing numbers. The servants of the absent Pleasure God desperately search for any trace of their missing deity — vast numbers disappear amidst the shadowed canyons, never to be seen again — only the echoes of their screams remain. The convoluted tangle of Thirteen Dominions politics is near irresistible to the Changer of the Ways and his cunning followers. The Tzeentch convocations of the Host Duplicitous and the Grand Cabal are said to have made a grand wager over how many kingdoms they can each destabilise.

Within the darkness of the Hushed Hills, a huge empire of Badsnatchers, spider-worshiping Grots, follow the arrogant Ogwotz Da Magnificent. The Badsnatchers make a point of stealing whatever each of their enemies' values most: lands, treasures, or even people. The Skaven are also in evidence, though mostly as an unseen rumour, for it is the stealthy Clan Eshin who dwell here. Tales of shade-scuttling hordes and black-clad assassin-rats abound on the coasts of the Penumbral Sea and the Akkan Princedoms. In Duskwall city, a bounty on Skaven tails was declared after one of its most prominent merchant-princes was found in his bed-chamber, partially devoured by vermin.

The effects of the Necroquake have done little to abate the *Cathtrar Dhule*, they've only caused hordes of ethereal undead to join in the constant frays. Despite Ulgu's dangers, many believe the risks are worth the rewards. The secrets of the Grey Realm are greatly desired by mages and scholars, especially those of the Collegiate Arcane, and numerous exploratory expeditions have been sponsored. Other excursions are said to be funded by Azyrheim's and Hammerhal's noble Aelven families, to find their lost kin, rumoured to be hidden somewhere in Ulgu. Most of these expeditions have failed, but scant few have returned to report as much. Of those who have survived, many claim that they were stalked and stymied even before they reached their destination.

Even with the coming of Sigmar's Tempest, Ulgu has changed little. Its borders remain as obscure as ever, and few can say what goes on there. Not even those who call it home.

Adventure Hook: Shadow Play

Only a fool would ever call the City of Scoundrels 'safe', but recent events have stoked tensions and made the already treacherous deck-streets of Misthåvn more dangerous still. Murder is a near-pastime in the Realm of Shadow and all too common within the dank holds, but something truly wicked is tearing people apart in the city. Corpses, ritualistically cut and flayed, have been found in improbable, and occasionally seemingly impossible, places. Some say the cuts closely resemble the work of various sects of the Daughters of Khaine, angering Misthåvn's resident Witch Aelves; others say Chaos, Vampires, or mutter old disturbing tales of the nameless things that are said to lurk within the depths of Ulgu.

Misthåvn is a rough place, but even still many that are faithful to Sigmar dwell in this troubled free city. Lord-Veritant Coldbyrne is hard pressed to police Misthåvn at even the best of times, and he deems that this new threat may be well beyond even his considerable skills. With tensions already running high and the various cut-throat factions sharpening their blades for imminent fighting in the streets, the Lord-Veritant needs help that fears neither the shadows of the City of Scoundrels, nor the terrors that may stalk within them.

THE REALM OF CHAOS

'Beyond the reality you know, beneath everything you believe, there is another existence. A plane of eternal madness and hungry monsters. Only the evil, the corrupt, and the insane seek to contemplate the Realm of Chaos, only the foolish dare to trespass upon its horrors.'

— High Magos Antonius Caracalla, executed for heresy

Beyond the eight Mortal Realms exists the Realm of Chaos — an infernal plane of daemons and Dark Gods. It is from this vast hellscape that the hordes of Chaos draw their strength and lay siege to the other realms. The fell magic that empowers Chaos sorcerers and witches has its beginnings here. The abhorrent mutations that afflict those corrupted by Chaos are manifestations of the malign power that saturates this realm. It is a place where all that is mortal is transformed, reshaped in body, mind, and soul by the Ruinous Powers. A domain where daemons can take form and persist without the limitations of host-bodies, sacrifices, and arcane rituals. Here is an existence where the most terrible nightmares are given shape and form.

Within the Realm of Chaos, each of the Dark Gods has their dominion. By far the largest is that claimed by the Blood God Khorne. His lands are a vast blood-soaked battlefield of brass and bone. Bands of mortals and packs of daemons wage ceaseless battle across this infernal land, their bloodlust celebrating Khorne's might. Here, in this land of war and slaughter the Brass Citadel rises. Standing at the centre of the Blood God's domain, this towering fortress is vast beyond measure, its highest towers reaching beyond the sky. The Skull Throne of Khorne stands at the core of the Brass Citadel, a colossal seat of brass that rests upon an ever-growing mountain of skulls.

The Garden of Nurgle is the domain of the Plaguefather. It is a diseased land filled with stagnant swamps, foetid jungles, and lakes of pus. Each part of the Garden is carefully tended by daemonic Plaguebearers, cultivating the raw materials from which Nurgle will brew new diseases. There are many corrupted realmgates within the Garden, dotting the pestilential landscape, each portal allowing Nurgle's infections to spread into the Mortal Realms. Many of these link the Realm of Chaos to Ghyran, the realm Nurgle covets the most. The Garden of Nurgle is frequently beset by incursions from the Crystal Labyrinth of Tzeentch. Spikes from the labyrinth penetrate the Garden and crystallise its surroundings. Nurgle's plague legions fend off these invasions, driving back the Tzeentchian daemons. But such victories are only temporary, and another intrusion soon manifests.

Tzeentch, the Changer of Ways, has turned his domain into an ever-changing land of mutation and madness. Mountains rise and collapse, rivers become plumes of feathered rock, sound becomes liquid and light shifts into odour. Nothing exists with permanence in Tzeentch's domain, even time unfolds with capricious randomness. One feature is endowed with more longevity than anything else: the Crystal Labyrinth. It is here, in this endless maze that Tzeentch plots his conspiracies, and manipulates both mortals and gods. The Labyrinth is always changing, sometimes appearing as a megalopolis of glass towers, crystal monoliths, and diamond bastions. At others it is a great jungle of ruby trees and gilded lakes. Only the essence of the place remains constant, for it is one with the Great Mutator.

Slaanesh's realm is divided into six domains, each of which was crafted to tempt mortals to their doom with ways as varied as there are sins. At the heart of the realm lies Slaanesh's pleasure palace, at the centre of which rises a sumptuously gilded, and empty, throne. Slaanesh's daemonic followers have broken into many factions in his absence. Some would take his place, some seek him out, and some merely await his return — but all remain impossibly seductive and equally deadly.

The Horned Rat too has its stronghold in the Realm of Chaos. Blight City is an enormous metropolis infested by the verminous Skaven. Some say it was wrenched whole from the destruction of the World-That-Was and placed within the Realm of Chaos, not that the Skaven care from whence it came. Straddling realities, Blight City makes it possible for the Skaven to create gnawholes into the Mortal Realms to spread their pestiferous species. A second great civil war amidst the ratmen is said to be imminent — for the Clans Skryre and Pestilens each seek to lead the Skaven into a new era of magical possibilities made possible by the Necroquake.

Between the greater domains exist blighted wastelands of darkness and horror, in an infinite variety of forms. In these forgotten places lurk the lowest of the daemons, manifestations of Chaos itself, unaligned to any of the Dark Gods, terrible to behold.

The Eightpoints

At the centre of the cosmos stands the heavily fortified sub-realm known as the Eightpoints, a nexus of gateways that once connected to each of the Mortal Realms. From the Eightpoints, Archaon, the Everchosen, supreme marshal of the armies of Chaos, makes his war upon all. Long ago, it was known as the Allpoints, a massive hub of trade and civilisation which was eagerly visited by travellers from every realm. Now, it is a twisted, broken, place – utterly corrupted by the power of the Dark Gods. The formerly beautiful lands of the Allpoints are a horror to behold, filled with beasts warped with the raw power of Chaos, and blood thirsty bands of killers who seek to slaughter all.

Bastions for what passes as 'civilisation' exist within the Eightpoints; however, none but the most demented of butchers wishes to spend time on the broken streets of Carngrad or Flayhaunt. Worst of all is Archaon's stronghold, the Varanspire. A fortress dwarfed only by the keep of the Blood God, the Varanspire is a colossal bastion of spiked walls, towers, and impenetrable keeps. An open portal to the Realm of Chaos ripples through the sky above the Varanspire and its interior does not conform to the laws of the Mortal Realms. Here, the foremost warriors of the Dark Gods rally to the Three-Eyed King's banner and here are quartered Archaon's infamous Varanguard – most feared of all the warriors of Chaos.

The Eightpoints no longer connects through its eight Arcway portals to all the Mortal Realms, for Sigmar has ever held the road to Azyr closed, the gates to Aqshy and Ghyran both were sealed at great cost during the Realmgate Wars, and the Ghurish gate, held within the maw of the roving Godbeast Fangathrak, is out of Archaon's control. Since the coming of the Necroquake, Nagash, and his Mortarch Katakros, have turned covetous eyes upon the Eightpoints, for just as Archaon knew long ago, Katakros' understands that seizing the Eightpoints is a key stepping stone to controlling all the Mortal Realms.

ORGANISATIONS AND FACTIONS

To stand alone in the Mortal Realms is to fall, a simple truism that has been proven time and time again since the coming of Sigmar's Storm. Few wander without a specific purpose or reasons tied to whatever group directed their travelling. While the forces of Order may fight side-by-side on the battlefield, each faction has their own agenda. Common cause can take you far, but in the end, most look after their own interests first.

When the Mortal Realms were trying to survive the onslaught of Chaos, little thought was given to anything but survival. With the return of civilisation comes the rise of various groups and organisations that are assisting with the rebuilding. Few do this through any sense of altruism, but rather to gain a foothold within what is being built. The Daughters of Kaine's practices make them abhorrent to many people, yet they are welcomed within Azyrite cities because of their clear willingness to use their deadly skills against the forces of the Dark Gods. The Idoneth Deepkin care little for those they save but the promise of a bounty of souls, good or ill, are enough to side with Sigmar's forces. Thus, each group seeks to spread its influence and power throughout the new civilisations arising within the Mortal Realms.

Each faction tries to present a united front to outsiders. It doesn't do for others to know that you are internally divided, as such divisions can be exploited. Nonetheless, divisions do arise. Members refuse to yield on what they believe is the best course of action, which leads to factions within factions. Such divisions are a cause of intrigue and political manoeuvring, with power grabs being frequent and sometimes bloody.

Other Factions

The factions detailed in this section are some of the most influential groups and cultures in the Mortal Realms. You are likely to encounter these factions regularly and are probably a member of one — or were before you became Soulbound. Below are a number of other groups that you may encounter.

- **Dispossessed:** The Duardin of the Dispossessed are the remnants of proud empires that were shattered during the Age of Chaos. Their hands have crafted many of the sturdiest of the God-King's walls, and it is often their axes that defend them. Led to war by their Warden Kings, the Dispossessed seek out the mightiest foes to test themselves against.

- **Freeguild:** Even in a world where wars are waged by lightning-forged immortals there is a place for the common folk wishing to protect their home. The warriors of the Freeguilds bravely steel themselves against the onslaught of monstrous and daemonic forces that plague the realms. The Freeguild serve as the standing army and de facto police force of the Cities of Sigmar.

- **Ironweld Arsenal:** The engineers of the Ironweld Arsenal are masters of strange cogwork war machines and devastating black powder weapons. Made up of a conglomeration of Humans and Duardin, the weaponsmiths of the Ironweld Arsenal are responsible for some of the most bizarre and deadly war machines of the God-King's armies.

- **Seraphon:** The Seraphon are mysterious reptilian creatures born of the heavens, said to be both savage and wise. Since the coming of Sigmar's Tempest, whole Seraphon temple-cities have seemingly appeared out of nowhere in places where powerful mystical energies converge. Some Cities of Sigmar now house an enclave of Seraphon, where their clever Skinks offer their services as scribes, able crafters, and skilled readers of mystical portents.

- **Wanderers:** The nomadic Aelves most commonly referred to as the 'Wanderers' are the remnants of the fallen Aelven kingdoms of Ghyran. When the Age of Chaos fell upon the Mortal Realms they fought valiantly, but in the end they fled Ghyran to take refuge within Azyr. Since the coming of Sigmar's Tempest, they have returned to fight for the realms' wild places once more.

COLLEGIATE ARCANE

'Knowledge is power.'

— Reconciler Ahom, Celestial Wizard

The Collegiate Arcane is a loose alliance of Human sorcerers, wizards, mages and seers. They reside in towers and palaces, where they might conduct their studies away from the disruption of the mundane. Ostensibly academic in nature, the organisation provides the mystically gifted a safe outlet for the proper exploration and exploitation of their magic. Alchemists, elementalists and many others all find welcome within the floating towers of the Collegiate Arcane. The most skilled of these individuals craft wondrous artefacts of incalculable power or assist the Cities of Sigmar on the battlefield.

Goals and Ideals

Initially, the purpose of the Collegiate Arcane was the furtherance of magical knowledge, as well as the reclamation of the many semi-mystical technologies lost with the coming of Chaos. But in recent years, their studies have increasingly turned towards battle-magics and business of war. Nonetheless, the wizards remain, at heart, seekers of wisdom. They will go to great lengths to acquire ancient grimoires, forgotten technologies and unusual artefacts, all in the name of preserving knowledge.

Society and Structure

The Collegiate Arcane are organised along rough academic lines, with each school of magic wielding a greater or lesser degree of influence at any given time, due to a variety of factors. For instance, in the cities of Ghur, the wizards of the Amber College are often paramount among their fellows, for their mastery over beast magics. The struggle for position is a constant concern for Collegiate mages, as loss of influence can spell disaster for a wizard's private studies, forcing them to grub for coin like a common sage. The ruling elite of the Collegiate Arcane is composed of a council of the most senior mages from across the realms, who have the authority to open up new avenues of study — or shut them down — as well as hear petitions from those seeking their services, whether in battle or some other purpose.

Members

The most commonly encountered members of the Collegiate Arcane are the Battlemages, each of which tends to be dedicated to a particular facet of magic, but all are supremely skilled. Most are changed, in noticeable ways, by the magic they wield most frequently. The Collegiate's schools are filled with a wide variety of scholars and arcane wielders of lesser power.

Tasks

The Collegiate Arcane seeks to uncover knowledge lost during the Age of Chaos. To that end, they often employ adventurers and mercenaries to search for ancient tomes and mystical artefacts on their behalf. The Bright College, in particular, has a growing interest in the alchemical technologies and sorcerous war constructs of the Agloraxi, who controlled large portions of Aqshy in their time. Numerous expeditions to the ruins that dot the searing landscape of The Great Parch have been funded in the hopes of recovering lost secrets; however, the Collegiate treads carefully on The Great Parch for fear of drawing the attention of the wizards of Aspiria.

DARKLING COVENS

'Convincing someone to see your viewpoint is so much easier when they don't have a choice.'

— Savi Rainbringer, Sorceress Matriarch of the Unforgotten Sins

The Darkling Covens are matriarchal cults dedicated to the acquisition of power and influence. Led by ruthless powerful Sorceresses who are masters of enchantment and enslaving the minds of others, the Darkling Covens have spread tendrils of their subtle control throughout the Mortal Realms. Wherever the forces of Order are to be found, the Sorceresses of the Darkling Covens will have some influence, or at least a spy or two, within their ranks. When the Darkling Covens' warriors march to war with their 'allies' they invariably strike to kill, for restraint in such matters is an alien concept to them.

Goals and Ideals

The Darklings do nothing without a purpose. All actions, decisions and assistance is purely to further each of their interests. Ambition is all to the Darkling Covens, from their greatest Sorceresses, to their spymasters and warriors of the Black Guard. They believe that conscience is a weakness and kindness is foolhardy. Having lost their empires of old, the Sorceresses that lead the Darkling Covens desperately crave wide-spread power once more, but their years of exile in Azyr taught them the value of ruling from the shadows.

Society and Structure

The Darkling Covens gather into various orders and surround their true allegiances in secrecy, but in the end, each answers to a single mistress, a powerful Sorceress who holds absolute power within her coven. The Sorceresses that lead the Darkling Covens go by many different names and titles, but they are all incredibly powerful wielders of dark arcane arts, who will sacrifice their underlings without a second thought if it furthers their goals. Each Sorceress tends to have a retinue of major-domos and generals to assist her with martial and other matters beneath her notice, all of which serve at her will. Other Darklings are warriors that are each dedicated to a specific Sorceress, with the sole exception of the forbidding warriors known as Executioners, who answer to none.

Members

The Darkling Coven are exclusively Aelven. They allow no beings they regard as 'lesser' to ever claim to be part of their ranks. They mostly keep to themselves, interacting with others only when they must, or if they have something to gain. Their pawns though, are legion, and can come from any culture, creed, species, and background.

Tasks

The Darkling Covens trust none outside their ranks; indeed, they seldom entirely trust their own fellows — but they make frequent use of others to carry out a wide variety of tasks for them, for the sake of misdirection, if nothing else. The Sorceresses' arcane control over their thralls is near absolute, there is frequently *nothing* they won't do if commanded to act. The thralls, however, often lack grace. When the Sorceresses deem a task unsuitable for a thrall, they turn to other ways: favours, mercenaries, and blackmail.

DAUGHTERS OF KHAINE

'In Mine hand is the power and the might. None may withstand me. By the Will of Khaine I will bathe in the blood of my enemies.'

— Mantra of the Blood Promise

The temples of the Daughters of Khaine are basilicas of ritualised murder and blood sacrifice. They are forbidding places where blood has seeped into the very stones, where screams ring out the hours of day and night, where the grisly remnants of those that dared cross them hang from gibbets, their skulls leering from cages or their cadavers artfully displayed upon spikes of the Daughters' battlements. From humble beginnings in the Shadowlands of Ulgu, the Daughters of Khaine have spread to become one of the most prominent organisations in the Mortal Realms. Almost every major city hosts at least one Khainite sect, and most will harbour several. Principle amongst these is Azyrheim itself, home to representations of all the major Khainite sects, making it second only to their spiritual capital, Hag Narr.

Goals and Ideals

To most, the Daughters of Khaine are torturers and assassins, warrior women with a fanatical hatred of Chaos and, on their frequent holy nights, purveyors of bloody entertainment. Every temple harbours a Cauldron of Blood, gifts from Khaine and the sect's most priceless relic. It is each coven's duty to keep their cauldron filled, and it is to this that their murderous activities are directed. Due to their miraculous properties a Cauldron of Blood will never overflow, regardless of how blood is spilled, with the missing excess going to the nourishment of Khaine — or, some whisper, to his self-appointed oracle Morathi.

Society and Structure

Khainite society is strictly hierarchical. Power descends vertically from Morathi herself with dozens of competing sects exist beneath her promulgating a different aspect of Khaine as the god of murder. The sword dancers of Khailebron. The executioners of Draichi Ganeth. The wandering killers of the Kraith. Competition is rife, for such is the way of Khaine, but so long as obedience to Hag Narr remains absolute then Morathi is content to overlook any such schemes.

Members

The majority of the Daughters of Khaine are natural-born Aelves who are raised to the worship of Khaine. Collectively these Aelves are referred to as covenite sisters, or simply Daughters of Khaine, and perform a variety of duties, including serving as gladiators, sword-dancers, assassins, spies, and agents, as well as the Witch Aelves commonly seen on the battlefield. Male members form a slave caste, known derogatively as leathanam. They are bled in daily rituals and will often be sacrificed over the Cauldron of Blood when they cease to be useful.

Tasks

The secretive, and often grisly, nature of the Daughters of Khaine means that they seldom welcome outside interest in their affairs. Even those adventurers that do win their trust are unlikely to be admitted into their temples, and would probably not wish to. However, a Hag Queen will often find value in a neutral go-between in their dealings with rival sects, or with the authorities of their host city. In the interests of diplomacy Morathi expects her Hag Queens to restrain their bloodier impulses in Sigmar's demesnes, and when things do get out of hand (and they do), she expects examples and reparations to be made. A cunning Hag Queen may be willing to outsource such onerous responsibilities in exchange for the good favour of the temple or a fee — particularly if it removes a rival and leaves the Hag Queen free of any blame.

DEVOTED OF SIGMAR

'I have made grist of his enemies, for the mills of heaven.'

— Nyoka Su'al'gohl, War-Priestess of Sigmar

The Devoted of Sigmar are guided by faith and fanaticism in equal measure. For centuries Sigmar walked among humans, and countless cultures devoted themselves to his teachings, body and soul. They followed him in peace, and in times of war, against foes both mortal and immortal. When Sigmar was forced to abandon the realms to the depredations of Chaos, many of his faithful followed him into exile, but others turned from his light. The prayers of the few remaining faithful outside of Azyr went unheard for generations, until Sigmar's Tempest swept across the Mortal Realms. Now, once again, the faithful war in the God-King's name, purifying the realms with fire and iron.

Goals and Ideals

Dedication to the God-King and all his works is central to the Sigmarite faith. Though each follows the God-King, and seeks to ensure his triumph in their own ways. For some, this means peaceful teaching of the Sigmarite creed, which they seek to promulgate to every corner of existence. For most, this means conversion by the sword. Sigmar's blessed priests wield his gifts openly to shore up the faithful and strike down the God-King's enemies. While in the shadows, the Order of Azyr seeks out corruption and destroys heretics wherever they may be found.

Society and Structure

The Azyrite church and the culture of Azyr are near one in the same: both bastions of tradition and bureaucracy. Nominally led by the Arch War-Priestess Asvai Stormwright from her seat in Azyrheim; lay priests oversee the day-to-day running of the church. However, some faithful throughout the realms follow their own cults or sects with their own dogma, which may differ from Azyrite traditions. In strict contrast, members of the Order of Azyr are said to answer to Sigmar alone — though in truth there is still much politicking even within the Order. While some Agents of the Order hold themselves to a high ethical and moral standard, others favour a more pragmatic outlook.

Members

The Devoted of Sigmar come in as many different forms as there are denominations. From the disciplined warrior priests of the Azyrite church and its offshoots to the crazed flagellants who thrash themselves with barbed whips, howling hymns and catechisms before hurling themselves into battle. Though some are bombastic orators, while others are austere manipulators, all are deadly.

Tasks

Spreading the Sigmarite creed is the main concern of the Devoted, though some are specifically dedicated to reclaiming sacred sites and holy relics lost during the Age of Chaos. Many will seek out agents of suitable faith and willingness to act on their behalf. Trusted agents might be employed to escort high-ranking church officials on secret errands, or even to commit acts of murder and sabotage on behalf of the faithful. The Order of Azyr exists to destroy threats to Sigmar's faithful, and many employ extensive networks of agents from all walks of life and backgrounds in order to achieve their goals.

FREE PEOPLES

'Each realm is a hundred kingdoms, built upon the bones of a hundred more.'

— Ogwell Mancini, Azyrite Sage

The Mortal Realms are home to a nearly infinite array of peoples and civilisations. Humans, Duardin and Aelves have all carved out a place for themselves in the wake of Sigmar's return. Azyrite colonists pour into the lower realms to pursue wealth and adventure in newly-taken territories, even as the Human kingdoms of those self-same territories attempt to reassert their hard-fought independence. The Duardin clans of the Dispossessed seek to retake and restore their ancestral holds, even as they help Humanity build new cities to replace those lost to Chaos. And the most enigmatic of all, the Aelves, whose purpose is as mysterious as their origins.

Goals and Ideals

The goals of the Free Peoples are as varied as the peoples themselves. Azyrite colonists seek to expand beyond the beachheads established by the Stormcast Eternals, creating opportunities for themselves in newly reclaimed territories. Merchants seek to re-establish ancient trading routes as new cities and townships are created on the bones of the old. Scribes and wizards attempt to gather the forgotten knowledge of the lost empires of the Age of Myth, even as Duardin mining concerns plumb the mineral wealth of the realms. The Aelves are wanderers and sages who seek to regenerate the lands beyond Azyr by restoring ancient ley-lines. Despite these disparate motivations, the Free Peoples are united in the face of their common foes, upholding the ideals of Sigmar — order and progress in the face of entropy and darkness.

Society and Structure

Thousands of different societies and cultures make up the Free Peoples. Azyrite settlers populate the Cities of Sigmar, mingling with the surviving Human tribes that have found sanctuary within the city walls. The Dispossessed clans have their own cultural practices which diverge significantly, depending on the clan. While the Excelsis-based Grunndrak Clan hold to the traditional values of the Khazalid Empire, for instance, the Gazul-Zagaz of southern Shyish are a dour, death-obsessed peoples. The Aelves are even more dissimilar, for they are a people fractured. Some are nomadic wanderers, while others seek solace in lives of monastic solitude. Others ply the seas, hunting great beasts or band together in warrior brotherhoods, devoted to the eradication of Chaos.

Members

Humans, Duardin and Aelves come in many different forms. Every Human tribe, kingdom and city is different in culture and dress, usually speaking a regional variation of the Azyrite tongue. While some commonalities exist, thanks to the increasing influence of Azyr, there are still more differences than similarities. The Aelves are much the same, with the relative paucity of their population lending itself to greater differences among individuals. There are noble but fierce clans of nomadic wanderers, families of mystically-attuned scholars, and monastic warrior conclaves, bound together by oaths as old as the realms themselves. In contrast to Humans and Aelves, Duardin are, by and large, Duardin, wherever they choose to make their home. While a variety of minor cultural differences exist between Dispossessed clans, they are often only noticeable to the Duardin themselves.

Tasks

There are many opportunities to be found among Human societies. Freeguild regiments are always in need of fresh recruits, whether to fill out a battle-line or patrol the streets of a city. Merchants are in need of guides. Sages require the help of adventurous souls to investigate forgotten temples and ruined cities. The Dispossessed often employ mercenaries to explore the fallen holds of their ancestors, or to recover the lost treasures of their clans. Certain Aelven families residing in Hammerhal and Bataar are said to hire sellswords and scholars to search for signs of their lost kin and ancestral roots in Hysh and Ulgu.

FYRESLAYERS

'Ur-gold is all that matters. It is the essence of our god, the lifeblood of our people.'

— Hursgar-Grimnir, Runefather of Greyfyrd Lodge

Fyreslayers are ferocious Duardin, infamous for their fiery tempers and lust for gold. Tenacious and volatile, they are renowned throughout the realms as mercenaries, ready to fight for whoever is willing to pay their price. Kings and warlords will gladly offer the wealth of entire kingdoms for the services of a single war-hardened lodge; a bargain most Fyreslayers are only too happy to accept, such is their obsession with gold. But it is not simple greed which compels them. Rather it is a desperate quest by the Runemasters of the Fyreslayer lodges to locate the shattered auric fragments — known as ur-gold — of the fallen Duardin god, Grimnir, so that he might be returned to walk among his descendants and worshippers once more.

Goals and Ideals

All Fyreslayers share a common goal — to locate and acquire the glimmering fragments of their god, wherever they might be found. Such has been their driving focus since Grimnir clashed with the godbeast, Vulcatrix, and both were consumed in the ensuing conflagration. However, each lodge goes about this quest in their own way. Some seek to honour Grimnir in the traditional fashion — by seeking out battle wherever it can be found, and offering their services to one side or the other. Others are more patient, and wait for potential employers to find them, or offer protection to those willing to pay a tithe. Regardless, Fyreslayers, like all Duardin, approach such contracts as matters of honour.

Once an oath is sworn, Fyreslayers will hold to it, whatever the consequences — and they expect the same of their clients. In the event of a broken oath or an unpaid debt, the wrath of the Fyreslayers will quickly fall upon those they once fought beside.

Society and Structure

Fyreslayer society is patrilineal in structure, as well as patriarchal. In most cases only male Fyreslayers are permitted to bear the ur-gold runes from which their warrior castes derive power, or go into battle. Authority passes from the Runefather to the chosen Runeson, with the reigning patriarch of the founding family often leading a lodge from its inception. If a Runeson refuses to accept the new Runefather, they may split from the lodge to found their own. In rare cases they may declare *barazakdum*, the doom-oath, and leave their home and lodge forever to find honour in glorious death. Thus are the traditions of the lodges preserved. Despite the patriarchal nature of their society, however, there have been rare instances of matrilineal inheritance among the smaller lodges — often occurring when the male population of a lodge is decimated due to war or disaster.

Members

Individual Fyreslayers, whether male or female, are considered muscle-bound maniacs, even by other Duardin. While females very rarely leave the safety of the lodge, males are encountered wherever there are battles to be fought and gold to be earned. Fyreslayers are inured to extremes of temperature and environment. Clad in little more than armoured kilts and heavy helms, they trust in the blazing runes of ur-gold stamped into their flesh to protect them from harm.

Tasks

While it is rare for Fyreslayers to trust those outside their lodge, they may require go-betweens to act on their behalf. Some lodges will hire outsiders to act as messengers should they be called to battle, or even to notify their lodge that they will soon die and a Runesmiter should be dispatched to reclaim their bodies. Other lodges utilise the skills of native scouts to guide them through unknown territory.

IDONETH DEEPKIN

'Ships vanishing, armies disappearing without trace, wars of migration as nations are driven inland by a sudden, inexplicable terror of the sea — that's what the Deepkin are.'

— Indrin Jonsson, explorer and antiquarian

The Idoneth Deepkin are a pathologically reclusive people, dwelling in sparsely populated enclaves at the bottom of the Realms' oceans. Living in constant fear of the taint of Slaanesh in their souls, they seek out the dark, the cold, the obliteration of sensation. They are a horrifically flawed race. Only one in a hundred are born with a soul that will survive past infancy, and only by mastering the sorcery to rip the spirit essence from another being and transplant it into their young have they managed to survive.

Goals and Ideals

The Idoneth have no interest in the material concerns that motivate most races. The constant provision of fresh souls to satisfy their birth rate is the Deepkin's principal concern, but they will also go to extraordinary lengths to safeguard their isolation. Woe betide any foolhardy enough to rob from the Idoneth, for there is no place in the Mortal Realms that will hide them from the wrath of the Deepkin.

Though the forebears of the Idoneth rejected the illumination of their maker, Teclis, all Deepkin nevertheless instinctively strive for enlightenment. They puzzle over matters of philosophy, and many are given over to silent introspection. The greatest minds among them still ponder the spiritual affliction of their Species and if there is not a better way to combat it than the course they have chosen so far.

Society and Structure

The Idoneth abhor each other's company almost as much as they do that of outsiders. Their societal structures are modelled on those taught to them by Teclis, and have been maintained as much to keep the Deepkin from their drift into solitude as for their cultural richness.

An enclave is ruled by Akhelian military commanders and Isharann priests; Akhelian commanders call themselves 'King' or 'Queen' although it is not a hereditary title. The Idoneth enclaves tend toward meritocracy, as their bloodlines are often cut short due to soulless offspring. Trade between disparate enclaves is minimal. Non-violent contact with surface nations is rare, though slowly growing for a few enclaves, especially those who have assisted Sigmar's forces.

Members

Deepkin society is starkly divided between the half-souled namarti and the true-souled elite. The namarti are physically flawless, but the soul transference rituals they undergo as infants leave them blind and branded for life. They are the property of the noble houses and little more than slaves. The true-souled are divided according to their talents at a young age, separated from what family they might have to be schooled as Isharann sorcerer or Akhelian warrior. Isharann and Akhelian are the two halves of the Idoneth whole and while there is always conflict between them, most enclaves prosper best under joint stewardship.

Tasks

The Deepkin seldom deal with outsiders, but there are occasions when they are forced to turn outwards for assistance. Sometimes this will be to the Sylvaneth, who can be more predictable allies, or the Stormcast Eternals whose Reforged souls are of no value to them; however, Aelves seeking to deal with the Deepkin must be wary, for their souls are more valuable than nearly anything they could possibly offer. Some shallow water enclaves accept soul tithes in exchange for the protection of the Deepkin. In exchange for lore pertaining to the soul affliction, or artefacts that belong to the sea, the Deepkin might be persuaded to part with a kingly portion of their vast, unwanted wealth. Furthermore, enclaves which feel themselves threatened may find a use for informants to be their eyes in the surface world.

KHARADRON OVERLORDS

'Fortune may favour the bold, but the cunning secure the spoils first.'

— Captain Algir Dureksson

The Kharadron are a breed of Duardin who used their engineering expertise to take to the skies of the Mortal Realms. They gird themselves in advanced armour and employ a variety of sophisticated weaponry to maintain their trade routes. Their technological innovations have resulted in a wide range of sky-faring ships they employ for both exploration and commerce. Always seeking new markets to increase their profits, the Kharadron are especially alert for the precious aether-gold which powers many of their esoteric inventions and is the fuel that keeps their skyships aloft.

Goals and Ideals

The Kharadron as a whole are focused upon profit. Advancement within their society is based almost entirely upon merit. The more successful a Kharadron is, the more valuable they are regarded by their peers and the greater their status within their sky-ports. Kharadron are pragmatic when it comes to their dealings with others. A valuable trading partner will be protected by an allied sky-port, while a less important one will be left to fend for themselves. Commercial interests are ultimately the focus of Kharadron expeditions, whether the mission is one of exploration or war.

Society and Structure

During the Age of Chaos, when the armies of Chaos ravaged much of Chamon, some Duardin used their engineering to escape into the skies. Constructing floating outposts in the clouds, these Duardin became the Kharadron. Over time these outposts expanded into vast sky-ports, massive cities suspended far above the earth. Smaller skyships sailed from these strongholds to ride the wind-currents, ever on the hunt for aether-gold, the vaporous element which powers Kharadron technology. Without aether-gold no skyship could stay aloft and even the sky-ports would crash to the ground.

To give structure to their society and prevent costly in-fighting among the sky-ports, the Kharadron Code was created. These are a series of rules and strictures that quantify how commerce should be conducted, when to engage foes, the proper procedures for laying claim to an aether-gold vein, and many other areas of potential dispute. The Kharadron will adhere to the articles of the Code, though they often find room for interpretation.

Members

Each Kharadron sky-port has its own Admirals Council which is answerable to the Geldraad, formed by members of the six wealthiest sky-ports. The sky-port with the most capital has the most seats, which means the steering hand of the council can always look out for what is best for their sky-port — all within the Code of course.

Beneath the Admirals Councils are the guilds. Among the skyfarers who venture across the Mortal Realms, the Nav-League, Endrineers Guild, and Aether-Khemists Guild are the most common. The bulk of the crews and commissioned officers come from the Arkanaut training academies, as well as independent contractors such as the Grundstok Corporation. The character of a Kharadron is often influenced by the sky-port they hail from. Those of Barak-Thryng are strict traditionalists and adhere to the letter of the Code, while those of Barak-Mhornar are renowned for shock assaults and creative interpretations of the Code.

Tasks

Kharadron are explorers and merchants, always seeking new resources to claim or new markets to open. They are open to dealing with anyone who promises to bring them a prosperous venture, though some will be more scrupulous about whom they make agreements with than others. They are a very skilled people, with exacting quality in everything they make. Kharadron continually hone their craft, seeking to improve upon what has come before and thereby increase their own prestige and status.

SCOURGE PRIVATEERS

'Bloody waters, that's our gift to Azyr. And full purses are their gift to us.'

— Haesek Sharda, Fleetmaster

The Scourge Privateers are Aelven corsairs, often employed by the ruling conclaves of port cities such as Anvilgard and Excelsis. Once pirates and reavers, they now turn their murderous talents to hunting the monstrous beasts that haunt the seas, as well as enemy fleets. Such is the Aelves' skill on the open sea, that there are few of the latter that dare approach the Cities of Sigmar, save perhaps the junk-fleets of Orruk freebooters. Ruthless and utterly mercenary in their outlook, the Scourge Privateers often engage in skulduggery to supplement their pay, hiring themselves out to anyone with the coin to pay them, and the willingness to put up with their often vitriolic senses of humour.

Goals and Ideals

The Scourge Privateers are motivated by profit and a love of adventure. For some fleetmasters, that equates to cash on the barrelhead, in the form of bounties on monsters and unlicensed privateers. For others, profit comes in less tangible forms — influence, favours owed, and immunity from the laws of the land. But always, it is their driving goal and they will go to any lengths to acquire it. While many are currently employed by the conclaves of Sigmar's cities, some Scourge Privateers — even few of those under contract — continue to live as pirates, preying on shipping and isolated coastal towns and cities.

Society and Structure

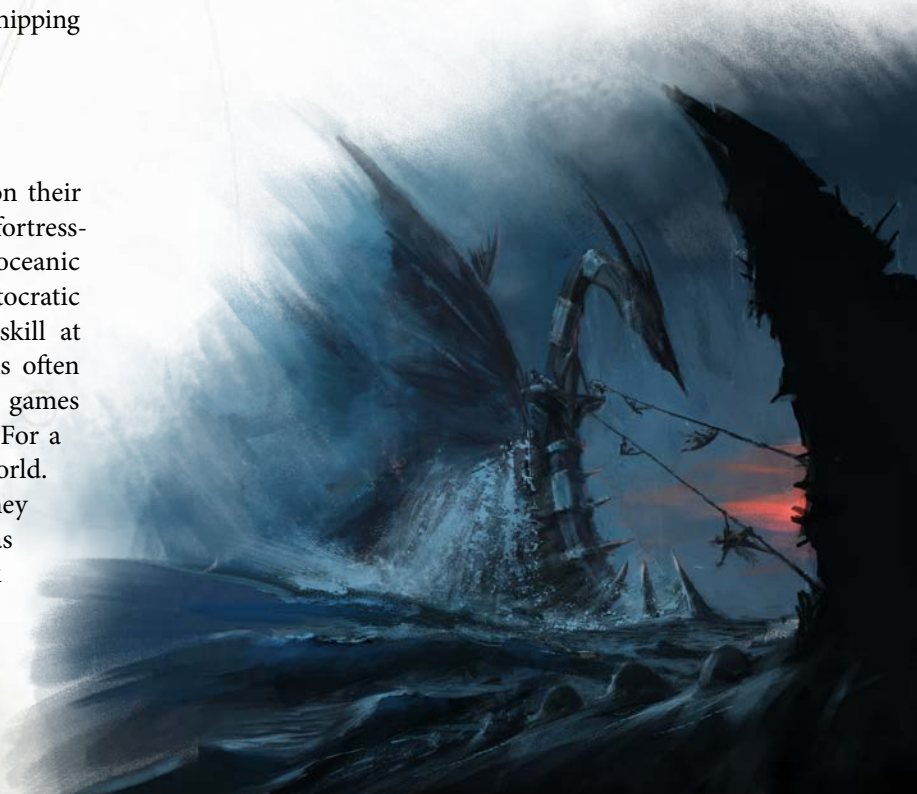
The lives of the Scourge Privateers are centred on their ships — their Black Arks are immense floating fortress-cities built on the shells and hides of monstrous oceanic behemoths. These ships are fiefdoms, run by autocratic fleetmasters, who maintain their authority by skill at arms and cunning. The hierarchy of the crew is often determined by violence or politicking or even games of chance, depending on the ship and the crew. For a Scourge Privateer, their ship is the whole of their world. However, a few are almost as at home on land as they are on the water. These corsairs are often chosen as huntsmen by their fleetmasters, and sent to track rare beasts or spy on the captains of rival vessels.

Members

Scourge Privateers are rarely encountered on land, save in harbour towns or port cities. They are more at home on the water than on shore, and rarely stray far from the sea. They are hardened fighters, who've spent their life plundering ships and slaughtering their foes. The average corsair will be a battle-scarred veteran of a thousand boarding actions and hunts, armed with a plethora of blades and killing implements. Most are skilled at swordplay, the equal of any warrior on land, and a dead aim with a repeater handbow or a pistol.

Tasks

Many Scourge Privateers fill their coffers by hunting sea and land monsters. Some of these beasts are more valuable alive than dead, are sold on to the Collegiate Arcane for study, or to the owners of gladiatorial arenas and fighting pits. Others are slaughtered and their organs and bile harvested on behalf of medical and alchemical guilds or other, more esoteric, groups. In many of these cases, the Scourge Privateers often leave the tedious business of offloading and transporting such goods to others. Such tasks often prove dangerous, especially when the beast is bound for the fighting pits.



STORMCAST ETERNALS

'We ride the storm!'

— Vandus Hammerhand, Lord-Celestant of the Hammers of Sigmar

The Stormcast Eternals are Sigmar's vengeance made manifest, and his final gambit against the forces of Chaos. Stronger, faster and more resilient than any mortal, each Stormcast is a veritable demigod, compared to the Humans they once were. Girded in armour of arcane manufacture, and carrying weapons infused with the fury of the storm, a single Stormcast is an army unto themselves. But the divine magics which empower them do not come without cost. The peace of death is denied them, in all save the most extreme circumstances. At the moment a killing blow lands, a fallen Stormcast is rent asunder by the magics within them, and returned to Azyr, where an arduous, and imperfect, process begins. The broken soul is reforged, time and again, altered in mind and body with each successive death.

Goals and Ideals

The Stormcast Eternals were created to destroy Chaos in all its forms. Open war is the most common method of accomplishing this goal. But Chaos has more than just armies of bloody-handed reavers at its disposal. Insidious cults, daemonic manipulators, mystic plagues — all of these things the Stormcast Eternals must be prepared to face, both on the battlefield and off. Each Stormhost approaches this holy task differently — some strike with subtlety, weaving intricate strategies to lure their foes into the open, while others march to war with bellicose vigour or ruthless pragmatism.

Society and Structure

The Stormhost is the foundation upon which every Stormcast Eternal anchors themselves. It is their guiding ethos and identity, providing them with a brotherhood of like-minded individuals as well as functioning as a rigidly structured military organisation. Each Stormhost is broken down into a variety of Chambers, each pertaining to a different method of war. Each Chamber is then divided into Conclaves, and finally Retinues. Command echelons are formed of various Lords and Knights — the champions of a particular Chamber. Chambers can function in isolation for the duration of a campaign, but are often supported by other Chambers, or by mortal auxiliaries from the Freeguild regiments or the Ironweld.

Members

Each Stormcast was once a mortal man or woman. Some were of noble birth, while others grew to adulthood amid desperate squalor or savage surroundings. But all came to the notice of Sigmar in some fashion, and were plucked from the moment of their demise to be reforged into one of the God-King's chosen warriors. While there are obvious commonalities between the members of each Stormhost, individual Stormcasts can come from a wide variety of backgrounds and cultures, and this is often reflected in their personalities. Those Stormcasts who were drawn from the primitive tribes of Ghur and Aqshy, for instance, are often bawdy and crude; while those drawn from the noble bloodlines of Hysh place a strong emphasis on personal decorum and firm but even-handed rulership.

Tasks

There are few things a Stormcast Eternal cannot accomplish on the battlefield. Off it, however, they often require the aid of mortals. For instance, the Lord-Celestant of a Warrior Chamber might employ mortal agents to find lost realmgates or other sites of military interest, while a Lord-Arcanum might forge a network of explorers, sages, and scholars to seek out certain sorcerous artefacts or mystic tomes. Mortal auxiliaries are often used by Lord-Veritants to investigate the activities of cults and suspicious individuals as they can go unnoticed where a Stormcast Eternal could not.

SYLVANETH

'Now is not the time to count the cost of victory, nor to weep over our losses, for it is the Season of War. Now is the time to make our foes pay for the evil they have wrought.'

— Alarielle, Queen of the Radiant Wood

The Sylvaneth are the children of Alarielle, spirits shaped from the life magic of Ghyran. Cultivated in the soulpod groves of each Sylvaneth enclave, the spirit is carefully nurtured until it is ready to enter the physical body that has been prepared for it. Grown from the wyldwood, the size and shape of a Sylvaneth is fashioned to suit its purpose. The Forest Folk, such as Dryads and Branchwraiths, are those who tend and nurture the forests and wilds. The Noble Spirits are those who defend the forests, the great Treelords, Branchwyches, and Tree-Revenants are among these protectors. The Free Spirits are those who have been grown to act as instruments of Alarielle's will, such as the Kurnoth Hunters and Arch-Revenants. Outcasts are Sylvaneth who have descended into madness and can now hear only the Song of War — Spite-Revenants and their ilk.

Goals and Ideals

Sylvaneth are not motivated by personal pursuits such as wealth and power. They are the stewards of the natural order, and it is towards this role that their enclaves have spread from Ghyran to the other mortal realms. They defend the forests and wild places under their protection with uncompromising vigilance. While the Sylvaneth do make a distinction between the taint of Chaos — which can irrevocably blight a place — and the activities of less pernicious outsiders, all who menace the lands under their guard are met with hostility. To the Sylvaneth, an Orruk warband burning trees out of sheer malice and Human loggers collecting timber to build their homes are both enemies.

Society and Structure

The Spirit Song is the great binding force that connects all Sylvaneth. This harmony has its source in Alarielle, the goddess of life. From Ghyran, the Spirit Song vibrates out into all the realms. As much shaped from the goddess' emotions and intentions as quantified by anything resembling words, the Spirit Song grows stronger and more vibrant wherever large numbers of Sylvaneth are gathered. In time of distress, the melody takes on a violent and bloody quality, becoming the Song of War, rousing the Sylvaneth to battle. Each Sylvaneth adds their own notes to the Spirit Song's melody, which allows them to communicate across vast distances, and none but they can truly understand it. Indeed, non-Sylvaneth that can hear it often suffer intense pain when exposed to the Spirit Song and can be driven mad by it.

Members

At the core of the Sylvaneth is the goddess Alarielle and her Royal Moot. The Royal Moot is composed of the leaders of the glades from across the realms, as well as other unique dignitaries. Each glade is a vast extended family or lineage that has, over time, come to develop its own characteristics and tendencies. The Sylvaneth of Oakenbrow, for instance, are lofty and regal, and more open to contact with other races. Those of Dreadwood are spiteful and merciless with little tolerance for outsiders.

Tasks

While deeply aware of their own defined roles within their enclaves, Sylvaneth often have difficulty understanding the ways of outsiders. This can lead to them seeking the assistance of others when a problem arises that does not have a clear resolution in the Spirit Song. Some glades are more open to associating with non-Sylvaneth. Noble and Free Spirits tend to be better adjusted to meeting with 'quick-bloods' than others are.

9

THE GREAT PARCH

'Only those who burn belong to life.'

— Vendell Blackfist, last great Smith-Lord of the Direbrand Tribe

The Great Parch has been the backdrop for some of the greatest victories and vilest atrocities in the history of the Mortal Realms. It's where Sigmar first unleashed his Stormcast Eternals and struck back against the armies of Chaos. The indomitable Fyreslayers were born on The Great Parch — yet so too was the twisted Goretide of the terrible Chaos Warlord Korghos Khul. It's the place where many of the barbarous tribes of the east first willingly embraced worship of the Blood God. The Great Parch has stood at the centre of many of the greatest events in Aqshy's history, for good and ill. This is where your story begins.

This chapter presents all the information players and the GM need to begin their journey across The Great Parch. **The Folk of Flame** presents an historical overview of The Great Parch and insight into its peoples. **Life on The Great Parch** discusses what daily life is like for those who call Aqshy home. **The Storm and the Fire** gives an insight into the tension caused by the influx of new peoples into The Great Parch, and the friction this has caused between the Azyrites and the folk of Aqshy. Lastly, **Lands of The Great Parch** presents information on the major locations throughout The Great Parch, separated by the regions that divide them.

THE FOLK OF FLAME

Bloodied but never broken, defiant even unto death, The Great Parch's faithful people survived uncountable horrors during the Age of Chaos till the coming of Sigmar's Tempest. If pain and

loss are truly the grim price of wisdom, then the people of Aqshy should be the wisest in all the Mortal Realms. Few have suffered more brutal treatment from the forces of the Dark Gods than these folk.

Yet the fire that lies at the heart of the Aqshians' spirit burns brighter than the slaves of Chaos can comprehend. Aqshians have long held that life is for living to the fullest: death has come far too quickly amidst the many dangers of the Realm of Fire. Theirs is a realm of fierce passions and sudden violence — traits they tend to embrace. The people of The Great Parch are seldom accused of subtlety. They are quick to declare what they stand for and faster still to fight for it. Outsiders fault them — somewhat justifiably — for having quick tempers, especially if they have been wronged deliberately. But if Aqshians are swift to quarrel, they are just as swift to laugh.

They generally value practical goods over ornamental, tending to be far more interested in the sharpness of a blade's edge than the quality of its engravings. Culturally, they often value warriors before all others, though they appreciate learning with useful applications. Those with the ability to readily find water are held in the highest regard, which is why most Aqshians look on Sylvaneth with something akin to mild awe.

> '*The Fyreslayers believe that the pyroclasm that destroyed their god shattered his spirit across the Mortal Realms, creating something they call ur-gold — a metal imbued with Grimnir's spirit. The existence of ur-gold is a closely guarded secret... I dread to think what would happen if it fell into the wrong hands.*'
>
> **— from the personal diary of Lord-Arcanum Salonia Gravewing**

Many of these traits hold true for the countless tribes that survived the Age of Chaos by turning to the Dark Gods for survival. Theirs are rough lives, where the strong subjugate their fellows, and glory is only found in dealing death as a slave of Chaos.

For years beyond counting, the scattered tribes of The Great Parch that refused to submit to the Dark Gods were content to merely survive, but that was before the return of Sigmar, the God-King and his chosen warriors. Now, at last, the time has come to thrive. Rising from the ashes, the sharp lives of Aqshians have been re-tempered and thrust like blades into the heart of their enemies. Let Chaos tremble, let the restless dead shriek; the embers have erupted into blazing fires, and Aqshy is determined to burn bright once more.

A Fiery History

In the Age of Myth, before the coming of Sigmar, the folk of Aqshy endured brief and terrible lives beneath the massive shadows of the fiery Volc-giants. Vast and pitiless beings, the Volc-giants constantly warred among themselves, regarding all but their own kind as insects or chattel. Their broken skulls can still be found in the deep deserts of the Flamescar Plateau — for Sigmar slew them all. Wherever Sigmar wandered across the Mortal Realms, civilisations sprang up in his footsteps. Even so, much of the Bright Realm was ill-suited to life. The God-King actually wrought his greatest deed for Aqshy in the Realm of Metal — for there he freed the Duardin deities Grungni and Grimnir from the chains that bound them atop the tallest of the Iron Mountains of Chamon. While Grungni swore to repay Sigmar by aiding him with his future endeavours, proud Grimnir could not stand to be in the God-King's debt, demanding that Sigmar accept his warrior's oath and name a target for his axes. Sigmar chose a foe worthy of the fiery warrior god: Vulcatrix, the Mother of Salamanders. Grimnir confronted Vulcatrix amidst the mountainous lands that now form The Great Parch. After a titanic battle that flattened whole mountain ranges, Grimnir slew her. In her death throes, Vulcatrix erupted — her blazing end killing Grimnir in turn.

With the Mother of Salamanders slain, the lands of The Great Parch regained their fertility, freed from her sulphurous presence. Widespread agriculture allowed civilisation to rise. As the centuries passed, far-flung empires, countless kingdoms, and tribal peoples eventually laid claim to portions of the land. One of the greatest of these was the Agloraxi Empire, a magocracy consisting of a proud and terrible people that condemned those without magical skill to slavery. The Arch-Domini, the ruling class of the Agloraxi, were obsessed with arcane power. They crafted mountain-sized constructs known as Colossi to build their sorcerous engines and fight their wars. With the Colossi, they built their greatest weapon: the Prismatikon. The Prismatikon could focus the light and heat of Aqshy into devastating blasts of energy which not only obliterated flesh and metal, but spirit as well.

The Arch-Domini carried staves of office known as the Sceptres of Flame which could summon the fury of the Prismatikon at will. Many great kings and proud warlords travelled to the Agloraxi capital, the magnificent flying city of Ahramentia, to leave tribute for the Arch-Domini.

'I have tried to see them all, but the Prismatikon was so huge that the crystal-topped 'Eyes' that comprised its focusing lenses stretched across the whole of the Flamescar Plateau!'

***— In Search of the Lost,* by Cinders Woadwalker**

In addition to the Prismatikon, the Agloraxi constructed many wonders across The Great Parch, including the imposing Titanworks where they built their Colossi and the Impossible Orrery, whose movements could supposedly realign realmgates. Eventually, they grew bored with their grand projects. While a rare few embraced the cultures about them, the Agloraxi slowly retreated to Ahramentia, abandoning their former works in favour of increasingly esoteric studies. As other powers rose on The Great Parch, the Arch-Domini declined to answer their challenges, even eventually ceasing their demands for tribute. The Agloraxi Empire slowly decayed, giving rise to new powers.

Even as the Agloraxi withdrew, two powerful nations arose in the western reaches of The Great Parch: Bataar and Aspiria. Aspiria followed some of the traditions of the Agloraxi. Councils of powerful wizard lords ruled their cities. But they valued freedom and life for all their folk far more than the Arch-Domini. The outgoing folk of Bataar were daring traders, as swift to carouse or feast as to seek profit. The two nations might have come to blows had they not worked out their differences. Through long, heated negotiations trade routes and embassies were established, forming an alliance and a friendly rivalry. The Bataari traded their famed firesilk and the sorcerous works of the Aspirians to folk further afield, and gathered the strange substances requested by the wizards along with their profits. Soon, the Far Traders of Bataar were known and welcomed across the Mortal Realms, and both nations grew prosperous.

The Aspirians engaged in so many different alchemical and magical experiments that the runoff from their work permanently changed the nature and hue of the ocean north of their land, creating the Polychromatic Sea. The Bataari built a mighty navy called the Iron Armada, which protected a huge seaborne city of traders that sailed upon the Ocean of Swords. In a grand deal, the Aspirians gave the power of flight to the trader armada, creating the Floating Market of Bataar. This soon became one of the famed wonders of Aqshy as folks travelled from every realm to trade.

In the eastern Great Parch, civilisation was hard pressed to truly take hold. Different charismatic leaders would unite various peoples for a time, but with their deaths, their folk would invariably splinter back into quarrelling tribes. Barbarism remained the order of the day, though some tribes, notably the Direbrands, became widely famed for their honour and blacksmithing. Much of the central and eastern lands were continually wracked by tribal wars, some petty, some lasting for centuries.

The Coming of Chaos

'The Red Feast' was a great trial of arms that ended in cataclysmic disaster. Contestants from all across Aqshy travelled to the Clavis Isles (south of The Great Parch) in the hope of gaining power, fame, and glory. The trial went on for days, with countless famed warriors dying, many by Korghos Khul's axe. After eight hundred and eighty-eight champions had fallen, the realmgate at the centre of the northernmost isle exploded. From the ragged hole in reality where the gate once stood, an enormous daemon host poured into Aqshy and the real slaughter began.

'Threx Skullbrand, the Vanxian warlord, organised The Red Feast to end the many petty tribal conflicts — or so he claimed.'

***— Written in Blood: A Speculative Thesis on the Age of Chaos,* by Ziony Merrebae**

While all the Chaos Powers sought to claim portions of Aqshy, none desired the Realm of Fire so much as the Blood God, Khorne. The master of the Skull Throne has always seen himself reflected in the fiery Aqshians; he directed his followers to attack his fellow Dark Gods' troops in order to ensure his supremacy across The Great Parch. Korghos Khul soon rose as the greatest of Khorne's champions in the Realm of Fire, which the warlord swore to conquer entirely in the Blood God's name. Khul's warriors swept across expansive portions of Aridian, Bataar, Golvaria, Capilaria, Vitrolia, and the Flamescar Plateau — the wave of carnage earning them the epithet 'the Goretide'. So great was the destruction they wrought

that a large part of the southern Great Parch was renamed 'Khul's Ravage' in 'honour' of their lord. Hundreds of kingdoms and tribes were butchered, then consumed, for the Goretide are pitiless cannibals. All of their captives are given a stark and hideous choice: they must participate in the feast, whether at the table or upon it. Many, however reluctantly, joined in and the Goretide grew ever larger, as all those that accept meat from Khorne's table soon become willing converts.

'*It is said that the Goretide practice a terrible nightly feast where they all consume portions of their day's kills. I could find no one to verify this.*'

— Written in Blood: A Speculative Thesis on the Age of Chaos, **by Ziony Merrebae**

In the west, the Aspirians were besieged by daemons and followers of Tzeentch. An epic magical war raged across the north-western shores of Aspiria, one so fierce that entire portions of the land were sheared away. An entire coastline broke apart as pieces were transported to Tzeentch's demesnes in the Realm of Chaos. Afterwards, the broken remnants were renamed 'the Disintegrating Shore'. When Khorne's armies eventually began marching on them from the east, the Aspirians retreated into their great citadel-cities, warding them with powerful magic and hoping against their better judgment for some kind of reprieve. Those that couldn't reach the cities attempted to flee across the Ocean of Swords, but many were deceived by Chaos warbands from Vanx, and met their end amidst the reefs of the Wrecker's Isle. From Cotha in the north, a huge fleet of Nurgle ships and rotting cetaceans destroyed Bataar's entire Iron Armada. Those Bataari that could fled to the Floating Market, or hid amidst the Venal Peaks. Most were slain or forced into slavery, and mocked by their conquerors, who whipped them as they were forced to carry their goods along the very roads they had built.

With Sigmar's retreat into the heavens, all those who remained on The Great Parch were lashed by the whips of the Blood God's forces for many years. Those that managed to survive were relentlessly hunted and many grew desperate. Close to starvation, some had to resort to cannibalism when they had no other choice — the farmlands of The Great Parch had been utterly ruined by the taint of Chaos. Whole fields produced 'crops' consisting of rusty swords, broken bones, bleeding roots, and far, far worse. Edible produce was exceedingly scarce.

The Agloraxi met their end in spectacular fashion. The Prismatikon was used to wipe out an entire army without spilling a drop of blood, and legends claim Khorne was so enraged that he manifested a giant red fist and struck Ahramentia from the sky with a single cataclysmic blow.

The majority of the tribes of The Great Parch that had survived Chaos' initial onslaught were hunted down and slain, or slowly, inexorably, turned to the Dark Powers. A defiant few nomad tribes never stopped fighting, but their lands were but a small score of years from falling into the Realm of Chaos forever, until…

Sigmar's Storm

The God-King chose The Great Parch as the first strike for his Stormcast Eternals. Lord-Celestant Vandus Hammerhand, who in his mortal life was one of the last great leaders of the Direbrand tribe, led the victorious armies. The Hammers of Sigmar, along with another dozen Stormhosts, smashed into a colossal Goretide encampment, even as Korghos Khul prepared for ascension as a Daemon Prince. Though the cost was high, the Goretide was routed and Khul — for the first time in his long life of slaughter — suffered defeat.

The Stormcast Eternals surged across Aqshy, achieving victory after victory, many of them dearly bought. A few of the Stormcast began to see the first effects of the price of being Reforged multiple times, but pressed on, regardless. They gained mighty allies in the form of the Goddess Alarielle the Everqueen, along with her resurgent Sylvaneth and the forces of the Seraphon, who materialised from starlight itself to aid in their struggle. This tumultuous era became known as 'The Realmgate Wars' as control over realmgates was the centre of all the most important battles. The bloody wars swept across the Mortal Realms, as the forces of Order and Chaos fought for control of key realmgates, even as the forces of Destruction joined in purely for the love of battle.

'*Legends claim Khorne was so enraged at being cheated of his blood offering that he physically manifested a giant red fist and struck Ahramentia from the sky with a single cataclysmic blow.*'

— In Search of the Lost, **by Cinders Woadwalker**

The Lost Sun

Near the climax of the Realmgate Wars, the unthinkable happened: Archaon the Everchosen stole Aqshy's second sun. Unlike the other Mortal Realms, Aqshy had a second sun, a burning orb that blazed high within the cosmic sprawl of the Bright Realm.

Unbeknownst to many, save the Fyreslayers, the second sun of Aqshy was in fact the Solar Drake Ignax, who had been chained by Grimnir in shackles forged by Grungni at the dawn of the Age of Myth. After a titanic struggle, Archaon the Everchosen managed to drive his dread sword into Ignax's skull and claim her for Chaos.

All did not go as the Three-Eyed King intended though, as for all his foresight, he had not reckoned with the Fyreslayers' courage and the Stormcast Eternals' indomitable will. A secret rune of binding had been set into Ignax's flesh at terrible cost by Runesons of the Austarg Lodge. Not long after, a heroic force of Stormcast Eternals and their allies set out to seal the great Brimstone Gate, between Aqshy and the Realm terminus known as the Eightpoints, thus denying the forces of Chaos easy access to Aqshy. At the height of the battle, Archaon unleashed Ignax upon them. The Everchosen's shock and rage were staggering to behold when the rune's power was invoked and the Great Solar Drake, free for the first time in two Ages, turned against Chaos. The forces of Order ultimately won the battle and the Brimstone Gate was sealed forever, denying the forces of Chaos easy access to Aqshy.

The Bright Realm Dawns

Civilisation slowly, painstakingly, emerged across Aqshy for the first time in centuries. Wherever realmgates had been seized by the Stormcast, new settlements arose around them with the help of the Duardin Dispossessed and the engineers of the Ironweld Arsenal. Many of the remnants of Aqshy's surviving tribes journeyed to the new settlements, joining with settlers from Azyr, and each became a centre in the ongoing struggle against Chaos. Many of Aqshy's illustrious cities were founded during this time: Anvilgard, Tempest's Eye, and Hallowheart. Hammerhal, the Twin-tailed city, eclipsed them all.

The Stormcast Eternals spent decades consolidating their hold on the southern lands of The Great Parch launching many sorties, including the famed Blazing Crusade, to seize new territory. The forces of Chaos continually attempted to regain their lost ground and Hammerhal Aqsha was besieged regularly. Trade between the new cities and burgeoning settlements began, but the routes were ever fraught with danger and few dared travel without heavily armed escorts.

In the west of The Great Parch, the remaining Bataari took the 'distraction' of the Stormcast Eternals' as the perfect time to enact the final part of their Grand Ruse — a plot to win back their city with the Fyreslayers' fury. Though they had a measure of revenge at last, it was a bitter one, as the bulk of their people had been slain. Not long after the first battles with the Stormcast Eternals had pulled the followers of Chaos from the west, the Aspirians emerged from their last redoubts to join the struggle. They found, to their horror, that much of their lands had been warped by Tzeentch. They began grappling with the forces of their ancient foe and swiftly offered the armies of Azyr their considerable magical might.

For a century the great cities grew daily, and new settlements rose up across The Great Parch, though few without conflict. The tribes that had managed to survive the Age of Chaos attempted to reclaim their old lands. Some of Aqshy's nomadic tribes grudgingly accepted the Stormcast Eternals' help, but others firmly rejected their aid, deeming them unnatural. Little has changed since, with such tribes still viewing all settlers from Azyr with suspicion.

The Dead Return

Barely a handful of human generations since the coming of Sigmar's Tempest, sages and soothsayers across the Mortal Realms augured imminent doom. All eyes in the realms turned to Shyish, where Nagash, the God of Death, prepared to enact an awful vengeance upon the living. Believing all souls to be his, the Undying King resented Sigmar forging the Stormcast Eternals, and worse, stealing souls of ancient heroes from Shyish to create his Stormhosts. The Aelves too, had drawn Nagash's ire; their deities plucked spirits from the glutted Slaanesh to resurrect their species, and the Idoneth Deepkin stole souls to extend their faltering lives.

Nagash's undead minions had spent countless centuries at his direction, moving the grains of Shyish's sand-like realmstone one by one, from the very edge of Shyish to the centre. This caused a fundamental change in the nature of Shyish, rerouting the realm's energies to flow inward, to the centre of the realm, instead of outwards. At a great black pyramid, in the very heart of his capital city of Nagashizzar, the God of the Dead attempted to channel the vast power of an entire Mortal Realm into himself, but

something happened he did not intend. In an echo of the ancient world-that-was, Nagash's scheme was partially thwarted by the machinations of the Skaven, and his spell went awry. A shockwave of energy surged out across the realms, in the form of a terrible 'Necroquake'.

Across all the Mortal Realms, vast armies of spirits and lurching undead hordes arose in terrifying numbers. An army of scorched skeletons and shrieking spectres over a million strong assaulted Hammerhal, rising from the countless fallen that ringed the great city. Every place that had seen war, including the majority of The Great Parch, suddenly had frightening new enemies to face; the forces of Chaos suffered as surely as those of Order. Many marauders and the followers of Chaos were slaughtered by the spirits and corpses of those they had slain. Fyreslayer magmaholds that had withstood throughout the Age of Chaos fell in a night to ethereal spirits that could sweep right through their once-impregnable defences. The dead rose as the Mortal Realms' next great enemy.

Magic itself was forever altered by the Necroquake, becoming far more powerful, but also even more dangerous for its wielders. Spells have increased in potency and others have literally taken on a life of their own, with 'living spells' causing havoc across Aqshy and the other realms.

> '*This period of magical upheaval is known by many names — the Slann Starmasters call it the Time of Ripples, while the Aelves of the Eldritch Council named it Erus Draíocht. The most common name for it however was given by the Collegiate Arcane: The Arcanum Optimar.*'
>
> — ***The Age of Death*, by Ziony Merrebae**

LIFE ON THE GREAT PARCH

There is far more to Aqshy than the oft-cited volcanoes and expansive ash deserts of The Great Parch. There are few places where oppressive heat does not reign over the Chaos-ravaged, pitiless lands. However, the humid sweltering jungles of the Charrwind Coast and the Cupricon Range are nothing like the ever-burning pyrewood trees of the Kindling Forests of Vitrolia. The blazing magma rivers running from the mountains of the Adamantine Chain to the yellow-green waters of the Searing Sea little hint at the cold of the ice-shard swept tundra of Cotha.

The Azyrheim Calendar

Like much of the Mortal Realms, the Great Parch uses the Azyrheim calendar. This calendar has a seven-day week, with roughly 30 days in a month. Each day is between 26–30 hours depending on where you are in the Mortal Realms — the time fluctuates depending on the frequency that the realmspheres of Hysh and Ulgu ascend and descend in power. This is known as the Dance of the Spheres.

The days of a week in order are Cometsday, Moonday, Zenithus, Sunwane, Starsday, Horizonday, and Voidsday. The first day of the last week of each month is Sigmarsday, which commemorates the day on which Sigmar's Tempest broke. This is celebrated with a festival day in most cities.

There are twelve months in the Azyrheim calendar. Starting with the festival day of Year's Beginning, the months are Coldbane, Shiverblight, Hope's Renewal, Rainstay, Highspright, Azyr's Gleaming, Meadowswell, Golden Harvests, Thresh, Wyndscal, Darkening, and Evenswinter.

Dry winds blow across The Great Parch, summoning choking dust storms. Heat lightning is common along the edge of such storms, scorching the sand and unwary travellers alike, though sometimes it even strikes from clear skies without warning. When the volcanoes of the Adamantine Chain are particularly active, thousands of square miles can be covered with smoke and ash, obscuring vision to a mere stone's throw. All Aqshy natives, save the Fyreslayers, carry masks or cloth wrappings.

Long Days and Blazing Nights

The shifting light that accompanies the dance of Hysh and Ulgu now clearly marks the turn of day to night, though it barely lessens the heat. The 'night' that accompanies Ulgu's ascendance, as most of the other Mortal Realms reckon it, never truly falls on The Great Parch.

Three moons dance across Aqshy's sky: Thaquia, the Fireheart, Evigaine, the First Spark and the Orb Infernia. Thaquia and Evigaine hurtle erratically through the realmsphere's outer limits, throwing bright red flames in their wake, painting the sky in warm tones. The Orb Infernia, a daemon-infested collection of dead worlds, sometimes appears low on the horizon, turning the heavens a deep blood red.

The raging realmgate known as the Flameheart continually burns bright high in the cosmic sprawl of Aqshy. Along the furthest northern edge of the Realm of Fire rises the Unreachable Mountain, a massive peak of perpetually erupting volcanoes. Fiery etheric hurricanes regularly rise upwards from the Unreachable Mountain to feed the Flameheart, lighting the northern skies with burning waves of energy.

The fiery heights of Vostargi Mont and the Adamantine Chain's glowing eruptions are seen from across The Great Parch. The light flickers from deep oranges, to intense reds, and even to brilliant azure, for much of the mountains hold sulphurous deposits. Thousands of miles of the ever-burning woods of the Kindling Forests light up the skies of the west, as do the searing white flames of the Bright Mountains' many volcanoes.

A Dry Land

Potable water has always been rare in The Great Parch's central lands; even during the Age of Myth water was imported from elsewhere or other realms entirely. The seas surrounding The Great Parch range from boiling to acidic, but all of them are dangerous and not consumable by most species.

Smaller settlements make do with careful husbandry of their water resources, employing whatever stratagems they can, from wind-stills to cacti farms. The majority build stone cisterns to store as much water as they can for lean times. Large cities have massive networks of cisterns, vigilantly guarded against the predations of the Gloomspite Gitz, Skaven, and other creatures inclined to attack from below.

While trade is slowly starting to grow, the famed Aqua Ghyranis — water from the Realm of Life famed for its healing and nourishing properties — is still rare and highly prized. Many communities still regularly import water, trusting in help from one of the larger cities that their crops will one day support, or sometimes local patrons with connections to Azyr or Ghyran.

A few fortunate towns, especially those built in areas with solid stone foundations, have access to deep freshwater wells built by engineers of the Ironweld Arsenal. The

'The shed blood of the most faithful of Sigmar's followers can cleanse corrupted soil, but many Aqshians are dubious about letting Sigmarite fanatics bleed upon their newly reclaimed fields. Instead, many seek the assistance of Bright Wizards of the Collegiate Arcane, who use intense magical flames to burn away Chaos corruption.'

***— The Gates Open: A Return to the Mortal Realms,* by Ziony Merrebae**

healing mineral waters that occasionally run through the volcanic valleys of the Flamescar Plateau have made such wells even more desirable in the central lands.

It seldom rains on The Great Parch, but when the fleeting showers come, they are often torrential downpours that flood the plains and create vast clouds of scalding steam along the fiery peaks. Occasionally, the rain is sulphurous, destroying crops and rendering otherwise potable water sources useless for weeks.

Tilling the Desert

Much of The Great Parch's arable land was corrupted and ruined during the Age of Chaos. Capilaria once had extensive irrigation networks whose nourishing waters were regularly enhanced with infusions of Aqua Ghyranis, ensuring that its fields produced lush crops despite the arid conditions. The earth of Aridian and the Flamescar Plateau had been saturated with the Agloraxi's magics, tended to by their sorcerous constructs and slaves, to guarantee fertile fields.

Rivers in the central Great Parch ran red with blood as Korghos Khul and his Goretide engulfed the land. The irrigation networks of Capilaria came to resemble blood vessels choked with clotted gore. Whole lands to the south in what is now known as 'Khul's Ravage' became so saturated with blood that the earth turned cracked and brown, earning the apt title of the Scablands.

The corrupted soil of The Great Parch's once-fertile farmlands must be reclaimed and cleansed to be of use. Wherever the forces of Order manage to secure a hold, either by seizing a realmgate, toppling a Chaos Dreadhold, or even by building afresh, a new settlement rises.

The lack of arable land and the difficulty of defending widespread fields has demanded the forces of Order to become innovative in their agriculture. Several settlements and cities have created new forms of horticulture. Tempest's Eye has beautiful hanging gardens that cover porous stone pillars that carry water up from the city's cisterns hidden deep within the mountain. Many Azyr-founded settlements use cunningly wrought underground drip irrigation systems designed to channel precisely the right amount of water and nutrients into their crops' root systems. Developed by teams of Ironweld engineers working in concert with seers from Aqshy and Azyr, who work to foretell proper placement, the drip irrigation systems minimise loss of water while maximising crop output. The ingenious system is proving to be a massive success across The Great Parch.

If farmers are able to provide water, the regular light and heat of Aqshy causes a great variety of plants to thrive. Dry weather can be a boon to farmers in that it usually prevents crop-spoiling fungi from sprouting (much to the chagrin of the Gloomspite Gitz). Succulents readily thrive on The Great Parch. The ancient staple of the region, the fever cactus, so named for its temperature-raising spicy flavour, has swiftly returned to pre-eminence in local cuisine. A wide variety of hearty citrus trees have begun to prosper in southern Golvaria near Hallowheart, including the delightful churl, whose sweet fruit emerges cold from its thick peel despite the heat.

Rising Trade

The Stormcast Eternals and the forces of Order's military victories laid the foundation of Sigmar's resistance, but forging civilisation purely through conflict is the way of Chaos. The slowly rising trade — and the brave merchants and trade pioneers at its core — between diverse nations and peoples has allowed relatively peaceful cultures to exist once more in the Mortal Realms.

Trade remains an exceedingly tenuous endeavour; travelling long distances over The Great Parch is a phenomenally dangerous undertaking. Most merchants who move their goods over long distances opt to ship them via the air or oceans if they have the means, though there are monsters that hunt the sea and sky every bit as deadly as those found on land. There are, however, far fewer ravenous hordes of Chaos followers to deal with. Airships of every shape and size fly between The Great Parch's settlements on a regular basis. Sensing an opportunity for profit, numerous Kharadron ship captains, and even a few admirals along with their entire fleets, are making excellent returns acting as merchant escorts.

Those that choose to, or must, travel overland do their best to arrange for armoured caravans with skilled mercenary guards. Some brave souls travel via realmgate if it speeds their journey. The drive to find better trade routes has been the making — and death — of many a Trade Pioneer. With the rise of the undead threat after the Necroquake, and the countless followers of the Dark Gods that still control huge swaths of The Great Parch, those that travel outside of the protection of fortified walls know they may well be hunted and plan accordingly.

What goods are available varies wildly, depending on where you are trading. Some smaller settlements are just beyond mere subsistence and have little to trade than a few excess crops, yet on The Great Parch even the humblest of produce is a delicacy. Each of the larger cities has their own specialties, from the salted meats and furious beasts of Anvilgard, to the more cryptic, but no less valued, information that can be purchased in the halls of Tempest's Eye, along with the finest optics gear in the realms. Nearly anything can be found on the streets of Hammerhal Aqsha and the countless stalls of the Floating City of Bataar, though if it is magic that you seek, the boutiques of Lumnos are your best bet. Not entirely content with folks to come all the way to them in the distant west, the Far Traders of Bataar turn up in the most unlikely places and sell anything you might want. The Far Trader's legendary firesilk and highly sought after Aspirian Coldfire often change hands in The Great Parch.

THE STORM AND THE FIRE

The influx of settlers and daring explorers from across the Mortal Realms has, in many ways, been a great boon to the people of The Great Parch, but it has not been an easy one. There are many tensions beneath the surface of the reborn Bright Realm and quite a few that are evident for all to see. Travelling in the Stormcast Eternal's wake, Azyrite colonists helped found many of the new settlements and cities in the central and eastern portions of The Great Parch. With them came their 'civilised' ways, including the unfortunately frequent belief that those ways were somehow 'better' than those of Aqshy's surviving natives.

If you ask the people of The Great Parch who they are, they almost invariably mention their tribe first. The majority of the immigrants from Azyr, but especially the Humans, think of themselves as the 'folk of Sigmar'. Most readily trust all other such folk, while holding people from the other Mortal Realms as somewhat suspect. The Azyrites refer to folk recently returned to Sigmar's cities, or those without direct family connections to Azyr, as the 'Reclaimed'.

Much to the Azyrites' irritation, 'tribal pride' has already won out in the great cities. Many city folk now take pride in being 'from Hallowheart' or 'a Riftsider of Hammerhal Aqsha' rather than the broader 'folk of Sigmar'. The worst among the Azyrites regard all Aqshians as uncouth barbarians, and murmur accusations that even if the natives of The Great Parch didn't join the forces of Chaos, they certainly turned to cannibalism to survive.

Many Aqshians do little to quench the invective, believing that the Azyrites descend from cowards who hid behind the sealed gates of Azyr while the rest of the Mortal Realms fought and suffered against Chaos. Such beliefs are bolstered by the many tribes that remain wary of the Stormcast, noting that they do not properly return to ash when they die, as all things must.

The Aqshians' tribal origins have made assimilating into Azyrite cities contentious. While the tribes of The Great Parch are often led by a chieftain, or sometimes a holy person or seer, their hierarchies are seldom much more complex than that. Tribe members judge one another according to their obvious merits and what they do for the tribe, not by birth or status. Azyrite cities have distinct splits between those born high and low, with some noble families having far more wealth and influence than competence. Prejudice encountered in the cities of The Great Parch is thus far more often about one's origin and 'station', than one's species or gender. These prejudices are exacerbated by politics that most Aqshians neither entirely comprehend, nor care to.

The Aqshian-Azyrite split is evident even in their clothing and how folk present themselves. Azyrites, and those that seek their approval, favour whites, blues, and silver cloth, with gold adornments and fancy jewels from Hallowheart or Azyrheim. They are far more inclined to wear heavy clothing, or plate armours, with enchantments that allow

'***I have heard whispers in the streets of Brightspear. There are some that believe we are the reason the spirits of the dead have returned, angered over our cheating of death. Perhaps they are right.***'

— from the personal diary of Lord-Arcanum Salonia Gravewing

them to bear the weight in the heat. Aqshians bear the markings of their tribes, with tattoos and scarification common amidst them (as are just plain scars). They wear bright reds, oranges, and pale-yellow light fabric. If they have jewellery, it is likely very simple and light. Aqshians would rather show their wealth with a fine fyresteel blade forged beneath Vostargi Mont, or by sharing Aqua Ghyranis from their personal waterskin with their guests. They seldom wear heavy armour, deeming it impractical, and frequently disdain it as being favoured by the followers of the Blood God, though such opinions are never voiced around Stormcast Eternals.

The Aspirians and the Bataari belong to cultures ancient well before the Age of Chaos, and frequently find the Azyrites presumptive. They joke among themselves that the Azyrites are the 'Returned'. The economy of Azyr, which the settlers brought with them, is mostly based on carefully weighed gems and crystals. The Bataari certainly use coins, but prefer to barter. The Far Traders of Bataar are famously adept at working out complex four and five-part trades that benefit every party, and frequently find Azyrite-taught traders hopelessly crude. These are all in contrast to the Aqshians, who trade primarily in Aqua Ghyranis and measure each drop with care so as not to spill some of the precious liquid.

LANDS OF THE GREAT PARCH

A scribe could toil for a year and not even cover a fraction of the peoples and places of The Great Parch, for they are each far larger than can easily be reckoned.

ARIDIAN

Long before the coming of Chaos, the tribes of the dry, wind-swept hills of Aridian were known across The Great Parch for their quarrelsome nature. Led by a series of nomadic Prophet-Monarchs, the Aridians built no permanent cities. Quick to take offense and faster still to draw their weapons, the long tale of Aridian is one of tribal wars and fierce conflicts. The Aridians famously fought with blades and spears carved from obsidian taken from Vostargi Mont, rising along the southern border their land shares with Capilaria.

The forces of the God-King have never retaken Aridian. When their ongoing crusades first reached the borders, they found the once-innumerable tribes of the Prophet-Monarchs long since slaughtered or fallen into Chaos worship. Many had joined Korghos Khul's Goretide, as he descends from an Aridian tribe. The majority had given their allegiance to a group of Chaos warlords known as the Scavenge Kings, who still control the vast majority of Aridian's land. The few tribes that managed to survive the Age of Chaos without turning to the Dark Gods in Aridian were, and near-invariably remain, allied with one of the Fyreslayer lodges, dwelling either about Vostargi Mont, or in the lands surrounding Grimnir's Firehold.

VOSTARGI MONT

An active volcano so massive that its uttermost peak soars high above Aqshy's rare clouds, Vostargi Mont is one of the ancestral homes of the Fyreslayers. They claim that Grimnir's fiery heart remains here, the site of his duel with Vulcatrix, and the Mont formed around it as the embers of the god and ashes of the godbeast settled. To the Fyreslayers, it is the Boundless Home, the House of Fury, the Fatherspire. It has grown since the dawn of the Age of Myth, untold years of endless eruptions from

unnumbered vents forever enlarging its obsidian slopes. The tunnels beneath the gigantic volcano are labyrinthine and beyond count. Not even the wisest and most-learned of Runemasters know what secrets may be buried there, for many have been abandoned for an age. Though the Vostarg lodge is pre-eminent, more than a dozen smaller lodges name Vostargi Mont home as well, though there have been more throughout its long history.

Those that would employ one of the Mont's lodges can face their Runefathers in the High Temple and make their offer before the Firewell of Grimnir. Most traders come not for mercenaries, but to purchase the Fyreslayers' exquisite smith work in the markets of Brimstone, a city the fiery Duardin built near the base of the Mont long ago specifically to accommodate other folk. A few travel here to use one of several realmgates under the Fyreslayers' control, which they allow outsiders to use, provided they can pay their steep price in gold.

The Forge Anathema

A hellish furnace of darkness and nightmares crafted in tainted metal, the Forge Anathema resides deep in the Adamantine Chain. A smithy and fortress built in iron and bone; cannons of living metal, bound with daemons, guard every passage that leads to its burning gates. The twisted Duardin forgemasters who rule here arm anyone willing to pay for their dark craft, for they bow to none, save their dread god, whose name they will not utter before the uninitiated, calling him only 'the Father of Darknes s'.

Each is powerful, unique, and more terrible than the last, as are the prices for their forge work.

'***Our brothers are lost. They forge accursed weapons from sentient metal, agonising despair, shards of eternal ice, and the bones of our kin. The blades are steeped in tears and quenched in the blood of screaming prisoners. In Grimnir's name this must stop.***'

— Yjurgen, Battlesmith of Vostarg Lodge

The Reaver Wastes

The proper name of the western reaches of Aridian was lost long ago. Now they are referred to only as the Reaver Wastes. Death comes swiftly here, for it is a constant shifting battleground of nomadic tribes that worship either an aspect of the Blood God, the God-King, or neither. The brave and foolish still come here though, for these lands were part of the ancient Agloraxi Empire. Portions of fallen Ahramentia, potentially holding powerful sorcerous secrets still, lie within these wastes. So too, do some of the Agloraxi's still-functional war constructs, many of which have fallen into madness without their masters.

The Three-Eyed King is not unmindful that powerful secrets may still be unearthed from these ashen wastes. A large warhost loyal to Archaon called the Doom Lords of Ahramentia rule a large portion of the western edge of Aridian. They regard anything recovered from the ruins as theirs, viewing all intruders as thieves and prey.

ASPIRIA

Home of the most-powerful Bright Mages in all the Mortal Realms, Aspiria's history reaches far back into the Age of Myth. Forever it seems, Aspiria's destiny has been twinned with its neighbour, Bataar. The Aspirians are a thoughtful folk and considered to be among the most well-spoken and calmest of Aqshians, not that this makes them any less volatile by the standards of outsiders.

The Aspirians never had a single united kingdom; they once had a series of independent magocratic citadel-cities. Each city would send a member of their ruling mages' council to sit on the Council Pyre, which directed the efforts of Aspiria as a whole. With all the citadel-

cities but Lumnos fallen, the Council Pyre is now a war council. They coordinate with the Stormcast Eternals and other allies in the ongoing war with the forces of Tzeentch.

Legend holds that a cabal of Bright Wizards and their followers who had parted ways with the Agloraxi Empire first founded Aspiria. The Arch-Domini typically subjugated any who dared defy them; they only respected magical power, which they had in abundance. Perhaps the Aspirians merely choose their moment well, departing after the Arch-Domini had ceased to care. Whatever their reasons, the Agloraxi let the Aspirians go without a fight. The relations between the two folk remained cordial enough that centuries later, the Arch-Domini chose to leave a series of enigmatic citadels along the coast of the Ocean of Swords in the Aspirians' care. In typical Agloraxi fashion though, they only bothered to explain the function and purpose of a small handful of the citadels. The rest they purposely left as a challenge to their fellow mages to overcome. Some of the citadels remain unsolved mystic riddles even now.

There are but a few ways to Aspiria from the east via land. The land bridge that links the central lands of The Great Parch to the west, the Beastbridge, passes through Vitrolia. Long ago, a massive Waaagh! of Orruk warbands forced the Aspirians to summon fire spirits into the flammable woodlands known as the Kindling Forests that cover a large portion of the Beastbridge. The forests burn to this day, bisecting east from west. Though the burning barrier proved advantageous, protecting trade between the Aspirians and Bataari, it effectively cut them off from eastern Aqshy. Had the gregarious Bataari and the steady Aspirians maintained contact with the headstrong eastern Aqshians, history may have played out differently, and many may not have fallen to infighting and the lure of Chaos.

Many Aspirians have never entirely forgiven themselves for what they now view as a terrible lapse in their people's judgement, one they still seek to amend. Aspirian wizards regularly volunteer their services in helping to burn away the taint of Chaos from The Great Parch. Aspirian Battlemages regularly support the Stormcast Eternals and other armies of the forces of Order. As their old friends, the Bataari, rise in trading prominence, clever new magical artefacts of the Aspirians' making, including ones that bring comfort and aid instead of just new ways to kill with fire, flow from Aspiria once more.

Lumnos

Last of the great citadel-cities of Aspiria, the scintillant walls of Lumnos never fell to Chaos. Lumnos is the seat of the ruling Council Pyre and home of the most famed of all Aspirian academies, the House of Rising Embers. The Aspirians have always valued lore and art of all kinds — not just the magical — and the House of Rising Embers is one of the greatest universities and repositories of lore in the Mortal Realms. Their libraries hold texts written in the Age of Myth and knowledge thought lost throughout the rest of the realms.

Pyros Thura leads the House of Rising Embers. A diminutive but staggeringly powerful Bright Mage, she is said to be one of the inventors of Coldfire, a magical blazing alchemical substance that radiates cold instead of heat. By her orders, the House has expanded an old, but honoured, portion of their curricula, reviving the Aspirian tradition of undead-hunting. House graduates once more roam across The Great Parch, where their services are in ever-increasing demand.

Outside of the Floating City, and the streets of Hammerhal, the markets of Lumnos are said to hold the greatest number of magical artefacts in all of Aqshy. However, the mage-traders here are seldom interested in conventional wealth, far more often requiring rare lore or dangerous tasks undertaken to secure their goods; no one who values their life cheats a Bright Mage.

'There are worrying stories that members of the Collegiate Arcane, the Eldritch Council, and even some of our own brothers and sisters, have traded powerful secrets, artefacts, and favours to study amidst the stacks of the House of Rising Embers. This bears monitoring.'

— from the personal diary of Lord-Arcanum Salonia Gravewing

Steel Spike

After setting the Kindling Forests alight, the Aspirians moved to block the only other easy way into their lands: a short crossing between two peninsulas called the 'Bridge of Brine'. The Aspirians fortified the western promontory, adding more and more battlements over time. Soon nearly all the peninsula was part of a fortress that came to be known as 'Steel Spike'.

So dangerous are the sorcerous defences of Steel Spike that Khorne's forces avoided directly assaulting it during the Age of Chaos, instead choosing to bypass the peninsula entirely via the ocean. As the Aspirian citadel-cities fell, many refugees fled to Steel Spike, further bolstering its numbers and effectively turning it into a fortress-city. Due to their extensive use of fire magics in war, the soldiers of Steel Spike eschew blackpowder weapons in favour of magical ballistae and cannons that can lob gouts of white-hot liquid flame hundreds of yards. The famed Searing Guard with their burning halberds of blue flame still hold Steel Spike against all comers and occasionally appear on battlefields far from Aspiria in support of their allies.

The Timestolen Empire

Steel Spike is cut off from the rest of Aspiria by the The Timestolen Empire, Tzeentch's twisted realm where time itself has been cursed. Linear causality doesn't exist within the bounds of The Timestolen Empire. A warrior can slay their younger self and cease to ever exist, crops can be planted, wither, and return to seeds in a matter of days, and facts can be remembered that were never learned. Most folk cannot remain sane within its boundaries and survive, giving themselves over to Tzeentch just to end the madness of their existences. Within the shattered Timestolen lands, though, truths from the Age of Myth can be perceived, as can glimpses of things yet to come, and so more dare to venture there than should.

The Bright Mountains

The Bright Mountains are the largest mountain range in the western Great Parch. They take their name from the large amounts of quartz deposits that line their faces, regularly causing a myriad of brilliant colours to dance along their sides. The range is still untamed and was never entirely explored, even in the days of myth. It is exceedingly dangerous to travel the mountain passes without a guide, for all sorts of beasts, Chaos-touched and otherwise, roam here.

The twisted pyromaniacal cult called the Scions of the Flame was born within fiery caverns beneath the Bright Mountains and its followers are still a menace to any that wander here without heavily armed escorts. The Storm-That-Walks, an Ogroid Thaumaturge with a thriving cult following, controls several of the key mountain passes.

'Beneath the eastern peaks of the Bright Mountains lies a Fyreslayer hold of the Greyfyrd Lodge called Asharak; their fyrds have fought in many of the Aspirians' wars — sometimes on both sides of the conflict.'

— The Gates Open: A Return to the Mortal Realms, **by Ziony Merrebae**

The House of Ash, the fortress-monastery of the legendary Flickering Fists, resides within the Bright Mountains, hidden deep within a sheltered valley. Several decades ago, the Aspirians formally invited the Dispossessed Duardin of Azyrheim to make new homes amidst the southern mountains of the range and several clans have since taken them up on their offer.

Brightspear and The Disintegrated Shores

Tzeentch, the Changer of Ways, and his followers have never ended their war against the Aspirians though it has continually evolved. Aspiria's western regions no longer crumble and slip into Tzeentch's realm. The once-titanic struggle has receded into a deadly, probing, guerrilla conflict, with occasional flare ups. Tzaangor, twisted sorcerous Beastmen that follow Tzeentch, prowl the broken coastline in packs, riding upon disc-shaped daemons that flit through the air and decapitate the unwary at speed. Arcane flying ships with wings of crystalline-steel occasionally descend to attack from seemingly clear skies, before swiftly vanishing as if into mist.

The Council Pyre believes Tzeentch seeks something here and suspects that it must involve the Agloraxian Citadels that still line the coast. The mages do not believe it was an accident that the coastline's disintegration stopped less than a mile from the first citadel. This is a sore and frustrating spot for the proud wizards of Aspiria, for the workings of many of the citadels still remain an elusive arcane mystery, unexplored since the Agloraxi abandoned them. The uses of some, such as the Great Observatory, are quite clear, but the purpose of the sorcerous engines of many of the others remain enigmas. Some are broken, or at least appear to be, and a few remain imperviously sealed since the day the Agloraxi abandoned them.

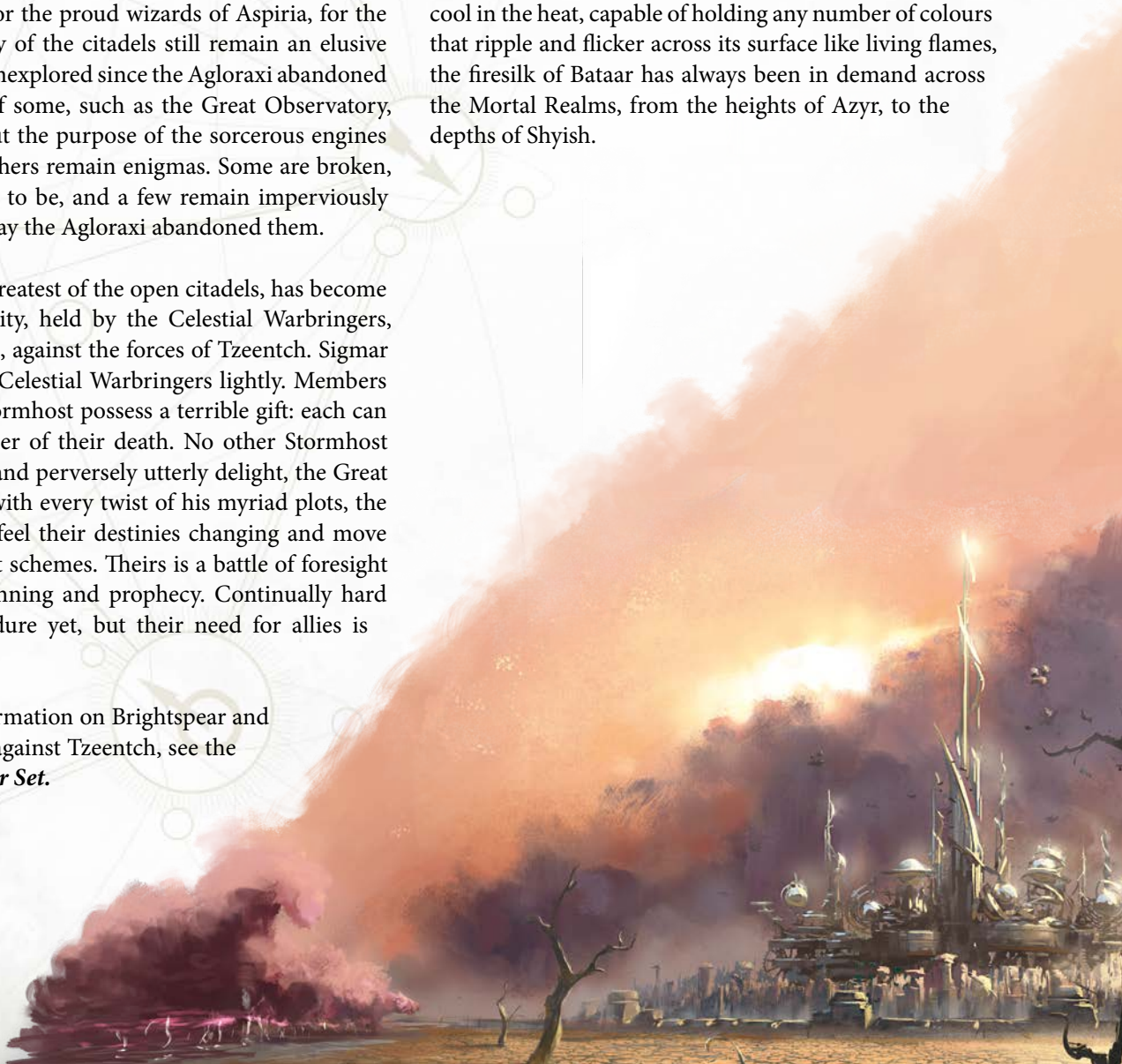
Brightspear, the greatest of the open citadels, has become a growing new city, held by the Celestial Warbringers, and the Aspirians, against the forces of Tzeentch. Sigmar did not send the Celestial Warbringers lightly. Members of this mighty Stormhost possess a terrible gift: each can foresee the manner of their death. No other Stormhost could so enrage, and perversely utterly delight, the Great Conspirator, for with every twist of his myriad plots, the Warbringers can feel their destinies changing and move to stop his newest schemes. Theirs is a battle of foresight and speed, of cunning and prophecy. Continually hard pressed, they endure yet, but their need for allies is great…

For far more information on Brightspear and the ongoing war against Tzeentch, see the ***Soulbound Starter Set.***

BATAAR

To the Bataari, life is a challenging game where whoever has the most fun playing along the way wins. Widely famed among The Great Parch for their wily merchants, warm hearts, ruthless bartering, and cheerful natures, the Bataari are an inexplicable contradiction, which they claim keeps life interesting. Their long friendly rivalry with their neighbouring Aspirians stretches back before their recorded history. They like to say that they talked the Aspirians around to their point of view, whereas the Aspirians just laugh and state the Bataari wore them down with generous gifts, lavish parties, and exceptional wine, followed by subtle blackmail.

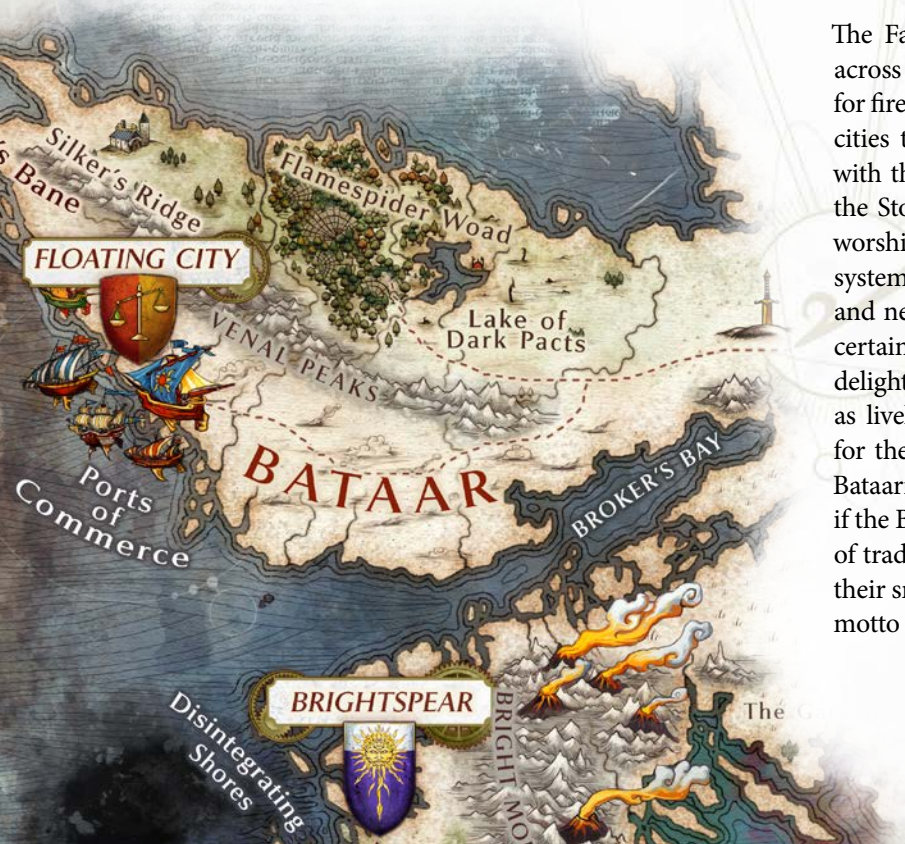
The flamespiders, one of the most unusual sources of Bataar's fortune, may have been slaughtered by more shortsighted folk. The ever-enterprising Bataari have either tamed, befriended, or broken these predatory beasts — a closely guarded secret — securing their magical webbing to weave into firesilk. Warm in winter, cool in the heat, capable of holding any number of colours that ripple and flicker across its surface like living flames, the firesilk of Bataar has always been in demand across the Mortal Realms, from the heights of Azyr, to the depths of Shyish.



With firesilk as the basis, the Bataari built a trading empire across the realms, one made more powerful once they began acting as regular brokers for the Aspirians, and occasionally selling the smith work of Vostargi Mont's Fyreslayers. The Bataari's success was such that they had cause to build an expansive trade road from their kingdoms far into the east, passing through the Gatelands, and eventually the Beastbridge. The paved road became known as 'the Gilded Track'. With their immense fortunes, the Bataari built the Iron Armada, and the grateful Aspirians helped their famed Floating Market take flight.

With the coming of Chaos, Bataar was all but destroyed. The forces of the Plague God annihilated the Iron Armada, destroying them so thoroughly that their ocean graves are still known as 'Armada's Bane'. Due to its airborne nature, only the Floating Market survived, though its defenders were hard pressed, resorting to seldom-used Aspirian cannons and magical weapons.

Those Bataari that could not flee were enslaved and forced to walk along the sharp rock of their great trade road in bare-feet by Chaos warbands from the east led by the Goretide. Their cruel captors forced them to carry their worldly goods and laughed heartily as the Bataari struggled under the weight of what the slavers viewed as worthless gold. The paved way is now known as the Bloodied Track, but the remaining Bataari regard that road in a different light than one might think, for the forces of Chaos greatly underestimated the resolve of a people they deemed weak.



The Bataari had traded with the Fyreslayers for well over a thousand years and knew their gold was not worthless. That which they couldn't carry, they secretly buried, hiding it against a brighter day.

The Floating Market eventually became the Floating City, and for many long years, the relatively few free Bataari worked at helping their enslaved brethren whenever and wherever they could. With the coming of Sigmar's Tempest, the Bataari knew to unleash their long-hidden Grand Ruse. Emissaries from the Floating City travelled to Vostargi Mont and proposed to hire as many Fyreslayer lodges as were willing to help them free their folk and whatever portions of Bataar they could from the grip of Chaos. At the end of three years, the forces of both the Blood God and the Plague Lord within Bataar had been severely depleted, and the few Bataari that remained were freed from bondage.

Since the end of the Realmgate Wars, the Bataari have once again ascended to trading prominence. Bataar remains dangerous to travel, for many wild and dangerous beasts inhabit the region, and the forces of the Dark Gods actively seek revenge for their slain brethren. Hedonists known as the Scalped control parts of the east, Chaos warbands lurk throughout Bataar, and large bands of Goretide menace the Gatelands. Even so, the Bloodied Track is in use once more and has since become a proud symbol of Bataar, a recognition of both their cunning and resolve, though those that traverse it generally travel with Fyreslayer mercenaries from the Hermdar Lodge.

The Far Traders of Bataar have begun to make inroads across the Mortal Realms and can barely meet the demands for firesilk. While the Bataari happily trade with the Azyrite cities to the east, they have been cautious when dealing with their people. The Bataari appreciate the assistance of the Stormcast Eternals, but on the whole, do not actively worship Sigmar. The Bataari look askance at the monetary systems favoured by Azyrites, preferring barter, trade goods, and negotiated favours over simple currency, though they certainly don't object to gold. The Bataari were utterly delighted to meet the Kharadron Overlords, who they view as lively and worthy competition. The airborne Duardin, for their part, still don't know quite what to make of the Bataari. They have learned over the years though, that even if the Bataari refuse to directly fight with arms over matters of trade, they still end up winning contracts regularly, and their smiles are always genuine when they utter the ancient motto of their land: Bataar Prospers.

Flamespider Woad

An enormous forest of coniferous trees that stretches over thousands of miles, Flamespider Woad covers much of central Bataar. The northern lands of Bataar see more rainfall than the rest of The Great Parch combined, and as a consequence the forests experience far fewer wildfires. The arachnids that give the wood its name roam wild, lurking in great numbers while spinning their near-invisible webs to catch the unwary. The Bataari keep their tamed flamespiders along Silker's Ridge, but the firesilkers believe regularly bringing in new 'wild' stock keeps the quality of the firesilk high.

Unfortunately, the wardens of the woad have been hard pressed of late, for war bands dedicated to the Plague God Nurgle have infested portions of the forest. What was a difficult problem has recently become an urgent threat, for flamespiders clearly ravaged by some horrible disease have begun lurching from the woods to attack settlements beyond the forest.

The Floating City

The Floating Market was a group of motley sailing ships lashed together to form an impromptu waterborne bazaar. The market sailed the Ocean of Swords, moving from port to port. Over the years the marketplace was added to till it was in truth a city, long before the Aspirians helped it take flight. The heart of Bataar beats within the markets of the Floating City, where nearly everything is negotiable, and nearly anything is available for the right price. The city can typically be found high above the southern edge of Bataar, though occasionally the Bataari choose to move it further afield. A regular swarm of airships come and go from the Floating City at all hours, tracked by large arrays of Aspirian cannons and sorcerous weapons.

Bataar was once ruled by a series of merchant-kings, each of which controlled a swath of territory and trade. With the great diminishment of their people, the heads of the surviving kingly lines now all rule together through the Bataar Trader's Guild, which is headquartered in the Floating City. To determine prominence for each year, those that sit at the Wide Table play the 'Game of Razored Gifts'. Each competes to see who can give the others the most outlandishly unique and generous tributes; a player's ranking in the game determines their social influence. The merchant-lords are thus always looking for anyone that can assist them in finding something special for the next round. Of late, an unusual number of Sylvaneth are on the streets of the Floating City.

Lake of Dark Pacts

The Lake of Dark Pacts is one of the largest freshwater lakes on The Great Parch. The ominously named lake is beautiful to behold, but few Bataari stay here long, as it holds far too many dark memories. Once, flotillas of pleasure barges regularly sailed across the lake and there were settlements along the shores, but they were all abandoned or destroyed during the Age of Chaos. The forces of the Dark Gods camped along the lake for many years, despoiling the region and populace as they saw fit. The Bataari now have small encampments along the Sullon River that runs down to the lake from the Venal Peaks, but none dare linger near the lake shore.

The Bataari claim that the lake's name is an old one: a reference to a tragic love story in which the lovers died by their own hands when their union was denied. Whether this is true or not, the lake remains a fey place where the walls between the realms are stretched thin. With the coming of the Necroquake, flotillas of ethereal spirits now sail the waters in ghostly pleasure barges, frequently sending out press gangs to seize others to 'join in their revels'. On some nights, the lake surface reflects constellations not native to Aqshy. Many seers believe that the lake can be made to act as a realmgate to Shyish, if one can find the proper key.

CAPILARIA

Much of Capilaria's greatness has been lost forever, yet what now rises from this battered land may prove to be greater still. The tribes of Capilaria were once countless, stretching east to west from the foothills of the Adamantine Chain to the plains of the Flamescar, and north to south from Vostargi Mont to the shores of the Vitriol Sea. The old tribes are all but gone now, as few places in all of Aqshy saw fiercer fighting during the Age of Chaos, and since the coming of Sigmar's Storm, than the plains of Capilaria. War has never truly ended here. Khorne's warbands roam the hinterlands, slaying all they come across, gorging on their flesh, even as cog-fort riding patrols from Hammerhal Aqsha head out into the wilderness to carve order out of savagery. Capilaria's farmlands were once the envy of The Great Parch, they now lie gore-choked and fallow. Only where the new cities have been founded are there any crops to speak of here.

In the Age of Myth, the Capilarian smith-lords were famous for their metalworking skills and the sturdy iron hammers with which they fought. Many learned their craft from Duardin smiths and grew accomplished enough to please even their stern teachers. The Direbrands, firmly allied with the Fyreslayers of Vostargi Mont, were the most famous of all. For generations, they led many tribes by example more than by force. The Direbrands are gone now, slain to the last, but the weapons they forged are still said to be without equal.

'I've spoken to Knight-Incantor Vontus, and he believes that since the Necroquake the Direbrand weapons we have collected now burn the forces of Chaos — as if they were made of living flame.'

— from the personal diary of Lord-Arcanum Salonia Gravewing

Hammerhal Aqsha

Hammerhal, the legendary Twin-Tailed City, was established on both sides of the Stormrift Realmgate. This unique city is comprised of Hammerhal Aqsha on the Aqshy half and Hammerhal Ghyra on the Ghyran half — the symbiosis between the two represents the rich history and tight bond that exists between the folk of Sigmar and Alarielle. The Aqshy half lies upon The Great Parch and is the centre of Sigmar's efforts in retaking the lower realms from the forces of Chaos. The Ghyran half stands in the Jade Kingdom of Verdia. It is a city of wisdom and irrepressible greenery, which serves as a continual launching point for attacks on the forces of Nurgle that occupy large portions of the Realm of Life.

Thirty chambers of Stormcast Eternals simultaneously struck both halves of the Stormrift to seize it from Orruk tribes that had long worshipped it. The fight took years and was joined by several Stormhosts, but eventually, the Stormcast were victorious. The city was named for the Hammers of Sigmar, who led the assault. The Stormcast swiftly discovered that the mountain sides that surrounded the realmgate were rich with realmstone, the power of which was soon channelled into aiding the city's construction. The vast energy of the realmstone lodeshards now maintains the protective lightning shield that surrounds Hammerhal Aqsha and powers the mystic wards which lead would-be invaders of Hammerhal Ghyra far astray.

Hammerhal Aqsha is the beating heart of the Realm of Fire; its influence spreads uncontrolled, touching even the far-flung corners of Aqshy. A traveller could wander between the wards of the city for months and still not have seen them all, for the city is constantly expanding. Thousands of transports, the majority airborne, flow into the city's rift-docks every day, bringing goods and travellers from across the Mortal Realms. The various flying vessels — huge airborne beetles in the case of the Sylvaneth — carry many desirable riches: ingots of mystic metals with strange properties, gems of every hue, shards of shadeglass, logs

of ivory, ironoak beams, megalofin teeth, beads of amber, salted meats, fyresteel blades, and so much more. The riftmarkets of Aqsha brim with the abundant natural produce that arrives daily through gates from Ghyra. In return, Aqshian magma is directed through the Stormrift Realmgate into Ghyran, where it is used to expand the city and to stem the voracious growth of plant life that threatens to consume the greener side of Hammerhal.

Its great importance and prosperity has made Hammerhal Aqsha many enemies. Chaos armies have continually attacked the city since its founding, with the most recent threat coming from a clamouring alliance of Chaos Marauders called the Crimson Horde. Arcanite cults of Tzeentch, debauched secret societies influenced by Slaanesh, and even more sinister groups regularly sabotage the city from within its walls.

Nor are the forces of the Dark Gods the only threats. Undead hosts, of both physical and ethereal varieties, have assailed Hammerhal since the Necroquake. In the shadows, the Pale Prince leads his twisted followers in dreadful blood rites, making a mockery of all Hammerhal stands for; the restless dead are now an ever-present concern.

Sigmar's cities are each led by a Grand Conclave that mirrors the original body that Sigmar assembled to rule Azyrheim. The Grand Conclave of Hammerhal meets in Hammerhal Aqsha, and boasts a full council of 244 individuals representing Humans, Aelves, and Duardin, from every faction, and every significant city, of Order. Not only does the Grand Conclave govern the city, but they are directly responsible for directing the forces of Order throughout the Mortal Realms in their struggle against Chaos and, of late, Nagash.

The many powerful individuals that make up Hammerhal's Grand Conclave hail from across the Mortal Realms. They are seldom united and frequently fractious. Many of them are looking for competent agents to advance their own interests and discredit their rivals. While the Grand Conclave nominally rules Hammerhal, the Twin-Tailed city is so vast, and the interrelations between its two halves so complex, that a specific group of lords direct the more practical affairs of the city proper. Called the Council of Twelve, the lords that make up the sub-body of the Grand Conclave were directly chosen by Azyr, and are capable of making decisions with far more rapidity than Hammerhal's Grand Conclave.

'Of late, I've heard rumours that an ancient lost city called the 'Cloister of Ashes' has been discovered deep beneath Hammerhal Aqsha. Supposedly, it's a legendary repository of lost magical treasures, but no one is certain because the Stormcast execute anyone found snooping beneath the streets.'

— *In Search of the Lost,* by Cinders Woadwalker

Skulpile

The mustering point for the Tribes of Burning Blood and many other Khorne followers, Skulpile is as much a grim altar to the Lord of the Skull Throne as it is a city. Several weeks travel north-east of Hammerhal Aqsha, near the shores of the Heartblood Sea, the forces of the Blood God set out on raids across the Mortal Realms from Skulpile.

The majority of Skulpile's ramshackle buildings are carved from one of the larger skulls, with 'cloth' made from skin serving as covering for doors and windows. At the centre of Skulpile stands its namesake: a massive mound of skulls, collected over long centuries of slaughter. The skulls range in size from small humanoids to titanic ones dragged from Ghur. Warriors wishing to pay fealty to Khorne travel great distances to Skulpile in order to place the skull of a significant kill upon the mound of grisly bones in the hopes of summoning the Drinker of Soul's attention.

There is no prohibition on bloodshed in Skulpile; righteous murder only serves the Blood God. The city, in fact, revels in it, gathering at large fighting pits to watch brutal duels and praise Khorne. No sane person would ever call Skulpile safe.

The Eye

South of Capilaria lies the acidic ocean known as the Vitriol Sea. There is no greater threat to the folk of The Great Parch than what lies here, in the Clavis Isles. Called the Clavis Rift, but known to all as 'the Eye', it is a hellish rip in the fabric of Aqshy itself, the very same that was opened to usher the Age of Chaos into the Bright Realm. It is more than just a realmgate, it is a portal directly to the Blood God's realm. Armies of daemons and Chaos warriors alike pass through the Eye, some on specific missions for Khorne, but many to simply bolster other Chaos forces on The Great Parch.

'We must close the Eye one day in order to free The Great Parch from Chaos. But I have heard that even Sigmar is uncertain how to seal it forever.'

— from the personal diary of Lord-Arcanum Salonia Gravewing

Everlyme Point

At the southern-most tip of the Clavis Isles rises Everlyme Point, a fortress-city of the Blood God bearing an ancient and far-too-placid name from the Age of Myth for what it has become. Originally, Everlyme Point was a prosperous colony created for producing particularly potent batches of lime widely used across The Great Parch for construction and alchemy. The Bright Mages of Aspiria in particular were regular customers, and constant shipments flowed their way over the Vitriol Sea. After the opening of the Clavis Rift, Khorne daemons swiftly poured over the Clavis Isles, and Everlyme Point fell to them in less than an hour. Daemons now stalk the streets of Everlyme Point, which has been remade into a fortress of lime-tarnished brass. Khorne's forces regularly set forth from the ghastly city to slaughter in his name. Mortal captives brought to this hellish place for sport seldom last long enough to die from the terrible chemical burns it inflicts upon them.

Vandium

Named after the fabled Lord-Celestant of the Hammers of Sigmar, Vandus Hammerhand, to celebrate his many triumphs against Chaos, Vandium is a proud fortress-city west of Hammerhal Aqsha, at the northern edge of the Coast of Bone. At the centre of Vandium stands the Goldforge, an enormous Stormkeep containing a realmgate leading to Azyr. The realmgate is known as the Road of Thunder due to its connection to a portion of Azyr where an eternal celestial storm rages. Booming sounds erupt from the Stormkeep at all hours of the day and night due to the near-constant use of the gate, as troops and supplies continually arrive from the Celestial Realm.

Vandium has many strong ties to Hammerhal Aqsha and is widely famed as a near-impenetrable staging ground for troops fighting across the central lands of The Great Parch, or setting out on missions for the God-King. Its unassailable reputation was put to the test during the Necroquake as two successive Nighthaunt armies nearly overran it, and may have succeeded if the undead had been organised into a single assault.

COTHA

The folk of The Great Parch like to say that 'Cotha burns cold' and there is truth in it. Ever an iceswept tundra, Cotha was once home to hearty tribes that lived along the shores in great fishing communities, and hunted vast cetaceans with harpoons carved from unmelting ice. During the Age of Chaos, many fell into darkness, while those that survived became the Valrhaf, worshipers of the 'Ice Reaver' — Khorne by another name — who bear harpoons of frozen blood that pierce steel as if it were paper. At the heart of Cotha rises the Ice Maw, a twisted realmgate that the forces of Nurgle used to invade from a portion of Ghyran that they had seized. The Plague God's followers hold the Ice Maw still; rumours in the free cities, though, say that the forces of the Everqueen and the God-King may soon move to change that.

THE EASTERN PARCH

The lands beyond the great mountains and volcanoes of the Adamantine Chain have no agreed-upon title, but are generally referred to as the Eastern Parch by the people living in the central Azyrite cities. They are lands of terrible dangers and few comforts. Followers of the Dark Gods and ravenous beasts still lurk here in great numbers despite the efforts of the Stormcast Eternals and other forces of Order. Brave Azyrite settlers that dwell along this frontier are driven by their dreams of a better future, if they can but endure; however, far from the stable trade routes of the west, the many small Order settlements of the Eastern Parch live on the knife's edge.

Chakrik's Folly

A Skaven undercity that serves as the centre of their schemes across The Great Parch, Chakrik's Folly probably shouldn't exist at all. The dream of an especially lunatic Clan Skryre Warlock Engineer, the undercity was founded just to the south-east of the Adamantine Chain within a series of completely unstable caverns. These caverns were filled with exceptionally large deposits of volatile warpstone, which the Warlock Engineer swore could be used to power a series of arcane tectonic engines that he had devised to keep the city completely safe and stable. His engines worked, sort of, though one promptly exploded and blew him to pieces. His rivals all rushed to claim the credit for founding the city, but in an exceedingly rare bit of Skaven justice, the undercity was eventually named in his honour. Despite Chakrik's humming engines, the undercity is still regularly rattled by earthquakes that range from small tremblers to thousands dead, but to the Skaven, every life but their own is near meaningless, and besides, with each quake, another unclaimed vein of precious warpstone is revealed.

Every major Skaven clan and quite a few smaller ones have holdings in Chakrik's Folly, which leads to constantly plotting for advantage. Of late, though, the undercity has been flooded with requests for aid from clans throughout the Adamantine Chain. The Skaven need help fighting back against the beard-things that have been making their lives miserable and totally disrupting their operations by insisting on invading and stealing their lairs.

> '*The fact that the Duardin Firewalk clans are merely reclaiming their old karaks from the Skaven interlopers is completely irrelevant to the indignant ratmen.*'
>
> — ***In Search of the Lost*, by Cinders Woadwalker**

Hel Crown

Founded within an ancient volcano's still-smouldering caldera, Hel Crown is a paean to slaughter. The Khorne-worshiping cultists that built this fortress-city have an insatiable thirst for combat and flesh. Raids constantly set out throughout the Eastern Parch and beyond from here, seeking skulls for the Blood God's throne, and meat for Hel Crown's larders.

The Stormcast Eternals have tried to sack Hel Crown several times, without success. Its defences include cunning trenches where hungry, impossibly-sentient lava flows and twisted gargoyles surmounting the outer walls which spray arcane blood hot enough to melt sigmarite. The corrupt realmgate known as the Broken Jewel flickers above an open magma vent at the heart of the fortress-city. The fickle Broken Jewel brings Hel Crown reinforcements as needed, but it also occasionally closes without warning, dropping any would-be travellers to a fiery death instead of Khorne's blasted kingdom in the Realm of Chaos.

The Reclaimed Demesnes

Of all those who pray to the God-King, few have the courage approaching that of the settlers of the Reclaimed Demenses. Consisting of territory seized from the followers of the Dark Gods by Stormcast Eternals not long after the initial onslaught of Sigmar's Tempest, the lands known as the Reclaimed Demesnes cover several thousand miles. They are the frontier of Order's holdings on The Great Parch, lying beyond the daunting Adamantine Chain and far from the great cities and trade routes of the central lands. Across this vast territory, hundreds of minor settlements fight to survive in this distant land. What little trade they see from afar generally comes on ships from Anvilgard, though some say there are one or two hidden realmgates to help bring support as well.

The majority of settlements in the Reclaimed Demesnes barely survive and have limited defences should any threats, whether Chaos, wild, undead, or otherwise, look their way, and threats there are. From the north, the Chaos Marauders known as the Candescent Raiders continually make forays into their lands. From the south, the Blades of the Blood Queen capture victims for exsanguination.

Fortunately, the folk here are hardy and strong in their faith in Sigmar. Many of the settlements consist of warriors who have turned to farming, frequently making them a tougher challenge than the forces of Chaos expect. Unsurprisingly, the majority are Reclaimed native to Aqshy.

They willingly brave the manifold dangers of the frontier to make a better life for themselves… and to avoid the constant judging looks of the Azyr-born.

The Stain

One of the largest bodies of liquid on The Great Parch is a stinking sulphurous tectonic lake north-east of the Adamantine Chain. Whatever name it once bore during the Age of Myth has long since been lost, replaced with a new one that was given to it after one dark, terrible, and glorious battle several decades after the coming of Sigmar's Tempest. A small group of Vanguard Hunters of the Celestial Vindicators chanced upon the tracks of a huge Khornate force moving southwards from a hidden realmgate somewhere east of the Magmar Fjords. Realising the sheer size of the army they had discovered, in a rare move for those proud rangers, they swiftly called their brethren for aid in executing an epic ambush. Along the shore of the lake, an immense strike force consisting of a full thirty warrior chambers from multiple Stormhosts waylaid the Blood God's forces. At the end of a week-long battle, a battered few Stormcast Eternal stood triumphant, having seen the death of most of their brethren, countless Bloodbound, a legion of Bloodletters, and an astounding four Bloodthirsters. The blood of so many fallen daemons warped the lake, permanently turning it a deep crimson, and so too, brought about its new name.

Flamescar Plateau

The colossal highland of the Flamescar Plateau has always been a land of nomadic tribes and sprawling kingdoms, the ancient ruins of which still lie beneath the shifting ash. The terrain varies wildly in this heartland of The Great Parch, from grassy steppes to ash-strewn deserts and volcanic valleys. Once the centre of the Agloraxi Empire, even when the Arch-Domini claimed dominion here they

'My colleagues in the Collegiate Arcane believe that the changed 'waters' of the Stain may be responsible for the Candescent Raiders, a Chaos horde whose members seem to burn from within and can apparently walk through infernos unscathed.'

— *The Gates Open: A Return to the Mortal Realms*, by Ziony Merrebae

cared little for the doings of those beneath them. Provided that their empire was paid due tribute, the Agloraxi were content to let the primitives below govern themselves. The remains of Ahramentia now stretch across the Flamescar, from the north, all the way to the rocky heights of the Sorrow Peaks, as do the remnants of the crystalline towers that once made up the Prismatikon.

The tribes of the Flamescar are infamously fierce, quick to take offense, and slow to give quarter, even for Aqshians. Far more tribes survived the onslaught of Chaos here than any other region of The Great Parch, for they were already used to hardship, and bled the forces of the Dark Powers at every turn, refusing to give them the straight forward battles the followers of Chaos crave. Instead, the nomadic tribes would attack, and then quickly fade back into the ash-deserts, continually enraging their foes and leaving them grasping after their dust. A great deal of the plateau was re-taken from Chaos during the famed Blazing Crusade — a campaign by the forces of Order to expand the initial gains made after the coming of Sigmar's Tempest and to seize valuable assets on the Flamescar.

The defiant nature of the Flamescar Plateau's tribes has never ended. Many that dwell here look upon the Azyrites as one more set of invaders, no different than the forces of Chaos, and now the undead, that they fight against. Though much of the plateau is now nominally under the control of the God-King and his allies, none travel here lightly. The Goretide still roams across the plateau, consisting of large tribes of Bloodreavers, who are said to be able to smell prey from a hundred miles away or more.

Edassa

Swathed in the desert haze of the Flamescar Plateau stand the ancient red-brick battlements and golden rooftops of Edassa. In the Age of Myth, Edassa was considered to be one of the grandest cities in The Great Parch, a fact most Edassans are swift to make known. Its position on the Great Ash Road, an ancient defile of soot and char, supposedly carved out of the land when Grimnir hurled Vulcatrix from the Caustic Peaks, once made Edassa paramount in trade within the central Great Parch.

As trade has risen on The Great Parch, Edassa has begun to grow rich once more. Goods regularly flow along the Great Ash Road from Hammerhal Aqsha and Vandium to the south, revitalising the lands of the Flamescar and making the construction of Anvalor possible. The unity

the Great Ash Road brings stands in contrast to the Age of Chaos, when the forces of the Blood God used it to wage many of their campaigns. Despite its lack of a realmgate, Edassa is cosmopolitan and prosperous, widely known for its ancient university, pure deep wells, overflowing bazaars, and the gladiatorial games fought on its famed colosseum, the Red Sands.

The defining symbol of Edassa is undoubtedly the Flamescar Lion. To most citizens of The Great Parch the two are practically synonymous. The native peoples who still make up the majority of Edassa's population revere the Flamescar Lion as a divine beast. Elements of the old faith have blended with the new and Sigmar is often depicted with a lion's head: aggressive, territorial, and thoroughly Aqshian. The elite soldiers of Edassa, the Lionesses, must first slay a Flamescar Lion before being permitted to fight in battle, and the image of these greatsword-wielding warrior women, draped in heavy lion pelts, is widely famed.

The city has been ruled by the same family for generations, with the kings and queens proudly tracing their lineage to Kyukain Hammer-Friend, the mortal general who liberated Edassa from the legions of Khorne. The present ruler, Queen Karine, is old and her solitary heir, Prince Jordain, disappeared years ago. The Queen has promised vast sums to any that can bring word of her son's fate. The uncertainty about the upcoming succession has given cults dedicated to Tzeentch an opportunity they seek to exploit. Edassa's brightening future may yet turn to ash, or worse, if an acceptable heir apparent is not found soon.

Anvilgard

At the northernmost end of the plateau rise the Brutos Hills, a dense jungle-covered series of volcanic peaks that borders part of the infamous Charrwind Coast. Called the Crucible of Life, the area is filled with unruly plant life, dangerous beasts, and huge lizards, along with the remains of kingdoms toppled by the same. Here lies Anvilgard, gloomy frontier port city on the edge of the Searing Sea. The streets of Anvilgard are forever wreathed in shadows, filled with a defoliant mist created by Ironweld alchemists to hold the rampant plant growth, which would otherwise overwhelm the city within days, in check.

Founded by the Stormhost known as the Anvils of the Heldenhammer, the darkened alleys fit the mood if its folk, for the people of Anvilgard take after the Sigmarites in their midst. They are a hardy and stern lot, holding to strange, and frequently old, superstitions. Scholars across The Great Parch regularly note that Anvilgardians know some of the most fascinating ancient folklore, if you can get past their taciturn nature.

Despite the locals' dour ways, Anvilgard has become a bustling port, filled with merchants seeking unusual goods and explorers come to plunder the ruins of the Charrwind Coast. The markets of Anvilgard are filled with strange trinkets, rare meats, and fierce fighting beasts for the brave or foolhardy, for it was these creatures that first attracted the Order Serpentis to the region, long before the coming of the Azyrites.

All trade in Anvilgard is regulated by ruthless Aelven corsairs, in exchange for exclusive trapping rights, privateer permissions, and privileges. Indeed, many believe that it is not truly Anvilgard's Grand Conclave that rules the city. Rather, they whisper that the shadowy group known as the Blackscale Coil, a sinister collection of Scourge Fleetmasters, Darkling Covens, and Order Serpentis Beastmasters, actually direct affairs in the city, using intimidation, blackmail, and assassinations to maintain control. If such is the case, the Anvils of the Heldenhammer have not seen fit to interfere as yet, leading some to conclude that either a bargain has been made, or that the Blackscale Coil is subtle, indeed.

The fell effects of the Necroquake devastated Anvilgard. As it passed over the Charrwind Coast, the skeletons of countless primeval reptiles rose up throughout the (ironically named) Crucible of Life and attacked the city en masse. Anvilgard's valiant troops were aided by warbeasts unleashed by the Order Serpentis, but the city still may have been overrun, if not for the appearance of an army of Seraphon. The Seraphon emerged from the jungle surrounding the city and shattered the undead before soon disappearing back whence they came.

Soon after the battle, a Skink Starpriest named Ze'Bul'Ka declared to the Grand Council that the Seraphon felt very much 'at home' in the Crucible of Life and would be staying. He promptly withdrew to a lustrous, green stone building sitting on the outskirts of Anvilgard, which no one could remember appearing, yet neither could any recall what had once stood on the spot. Representatives of the Seraphon are said to receive worthy petitioners at the 'Jade Temple', though few dare approach them. Undead reptiles are now just one more menace of the Charrwind Coast and the folk of the city do their best to ensure that the many meats they sell are truly dead before they are brought to market.

Anvalor

Anvilgardians whisper that the city of Anvalor is cursed, and events would suggest that they may be right. Potentially one of the great crossroads of the Flamescar, Anvalor seems to continually stand on a razor's edge. Multiple attempts at securing it have failed, with each successive attempt thwarted by Orruks, followers of the Dark Powers, Skaven, and a variety of natural disasters. The forces of Order keep trying though, for Anvalor rises near the exact centre of The Great Parch and though it lacks a realmgate, it stands atop some of the purest deep-water mineral wells found in Aqshy. On the streets of Hammerhal Aqsha, the rumour is that one last great attempt will soon be made, with multiple Stormhosts involved, as well as Duardin clans seeking mining rights, and even Aelves of the Order Serpentis, who seek regular access to the great snakes that live in the desert southeast of Anvalor.

GOLVARIA

Golvaria has always been a fair land with a dark history. There are beautiful grasslands here, lush as any can be on The Great Parch, with rolling hills with fruit-bearing trees. Great mountain ranges rise in the distance: to the west, the cloud-piercing Skyhelm Peaks, to the east, the jungle-covered Cupricon Range, and to the north, the volcanic Crimson Twins. But there are no real natives, not anymore.

In the Age of Myth, the Necromancers of Golvaria were once a force to be reckoned with on The Great Parch. For long years, they intimidated many with their undead troops, but eventually they chose the wrong foe. Irritated by the success of Aspiria, they sought to put the 'arrogant Bright Mages' in their place. The Aspirians were amused by their audacity at first, but when an entire trade caravan was slaughtered by skeletons, their laughter ended and the first of the Aspirian undead-hunting schools was founded. Eventually, constant attacks by the enraged Aspirians forced the necromancers to abandon their lands forever. They fled into the north-east, into the Searing Sea, to eventually settle upon the degenerate Kingdom of Malacur, which became known as the Isle of Ghouls.

Soon after, Chaos invaded The Great Parch and used the strongholds the Golvarians built to wage war on other lands. With the coming of Nagash's Necroquake, the necromancers of the Isle of Ghouls are becoming a force to be reckoned with once more. Many along the Charrwind Coast suspect they will soon move to reclaim what was once theirs by force.

Hallowheart

Founded within a Tzeentchian stronghold named the Shimmering Abyss, Hallowheart was seized by the forces of Order, who were led by Stormcast Eternals of the Hallowed Knights, and consecrated in Sigmar's name. The actual city of Hallowheart stands within a yawning, craterous pit, atop a titanic basalt column. The walls of the pit and the earthworks far below are filled with precious gems, valuable mineral deposits, and seams of potent realmstone. Duardin miners have carved their own communities throughout the walls of the great cavern, and their operations can be heard at all hours.

Those born here tend to be strangely lucky and are frequently touched with odd mystic quirks due to the magical power that infuses the city. Hallowheart is nominally ruled by its own Grand Conclave made up of devoted lords, leaders among the miners, and representatives from the Hallowed Knights, but all are aware that the Wizards of the Collegiate Arcane's Whitefire Court hold the most power in the city.

Hallowheart's exports are exceedingly valuable, mainly consisting of rare metals, minerals, and gemstones of magical potency that can be found nowhere else, but traders are reluctant to come here, and with good reasons. The Shimmering Abyss was a Chaos stronghold for centuries. Despite, or perhaps because of, the ongoing efforts to ensure the city's purity, many of the folk here are so vigilant in searching for corruption that they have become paranoid. To be caught here with any form of taint whatsoever, even the most innocuous or accidental, such as a vaguely suspicious artefact, can be a death sentence. Members of the Order of Azyr from Hallowheart have been known to pursue a suspect for as little as an ill-chosen remark, an unusual birthmark, or even an untranslated book of lore. Then again, many wise folk say the denizens of Hallowheart are right to be suspicious.

'Duardin mining expeditions claim that many dark things lurk in the shadows of the Shimmering Abyss. Though I wouldn't be surprised if that's just a tool to drive up the price of their services.'

***— In Search of the Lost,* by Cinders Woadwalker**

Castle Drakesbane

The titanic fortress of the twisted Daemon Prince Lord Selpher Zaronax is set within the Skyhelm Peaks. The cruel sadist chose to build his headquarters within the skull of an ancient winged serpent so large that its spine crosses several mountains. The hideous fortress is formed of bone blended with enchanted steel, continually shrieking from hundreds of cunningly carved mouths that channel the winds of the mountains into an endless cacophony.

Lord Zaronax is a threat to all of the Bright Realm. Known as the Fist of the Everchosen; he is one of the most favoured of Archaon's agents when an example must be made. He is never sent forth to conquer, only to destroy. When his troops ravage a region it is forever corrupted beyond use. Zaronax acts with the full authority of the Three-Eyed King. The myriad tools at his disposal vary wildly, from brutal legions, to cunning shapeshifters, to ruthless Chaos sorcerers.

The Daemon Prince is cruel and regards torture as an art form requiring dedication and endless practice. His legions are widely known to be depraved and motivated deviants, for he treats those who fail him even worse than he treats his enemies. Lord Zaronax has been charged by the Everchosen to stamp out the embers of hope now burning throughout The Great Parch by any means, a task very much to his liking. Large portions of Golvaria are already under his control, and he spends much of his time searching for the proper way to topple Hallowheart.

KHUL'S RAVAGE

All records of those who once lived in what is now known as Khul's Ravage are lost, along with its many tribes and kingdoms. The region was utterly destroyed and subsumed by the warlord whose name it now bears. All fighting, save the intercine battles of the forces of Chaos, had ceased here, as there were almost no others left to kill before the coming of Sigmar's Storm. Indeed, so thorough were the culls of Aqshians here that Khorne's followers had turned on the forces of the other Chaos Gods, and the Skaven in particular, to slake their bloodlust.

Now, after well over a century of fighting, the Stormcast Eternals have a relatively firm foothold established in Khul's Ravage. Followers of the Blood God still lurk here in the wilderness for the Goretide has never been entirely eradicated, but the forces of Chaos can no longer move with impunity. Few travel Khul's Ravage willingly, though explorers from Hammerhal do venture here to see if they can recover what small scraps of this land's history lie buried under the desert.

There are almost no farming settlements here as yet, as much of the land remains an infertile, desolate ruin, but the forces of Order hope to change that, with time. The Stormcast occupy a number of fortresses along the coast, including the great Fort Ignis, that stands watch over the Igneous Delta and a long series of fortifications reclaimed from Chaos known as the Brimstone Keeps.

Tempest's Eye

The Tempest's Eye rises from the summit of the mighty Titanspear Mountain, at the northern edge of the Flamespire Range. It is a multi-tiered city of Order, founded by the Tempest Lords of the Stormcast Eternals to watch for the incursions of Chaos. From the highest point in the city, Castle Regal rises, the Stormkeep of the Tempest Lords and an observatory like no other. Arcane devices of staggering complexity and seers from both Azyr and Aqshy, whose sight touches every Mortal Realm, fill the towers of Castle Regal. The penetrating gaze of the Eye readily pierces illusions, deceptions, and sometimes even time itself. The forces of Tempest's Eye are famous for their prescient arrivals, appearing on the battlefield just as they are needed, or more often forestalling large conflicts before they occur by striking key targets that would have started greater wars.

The city bustles with commerce, and is widely famed for its optic equipment, arcane lenses, and other such devices. A great deal of the city's trade flows from the realmgate to Azyr at the heart of Castle Regal, but it is the selling of accurate information that brings the most profit to the city's coffers. Tempest's Eye is filled with docking ports for Duardin airships, both the Ironweld Arsenal's gyrocopters and the vessels of the Kharadron Overlords, who enjoy a profitable (and therefore strong from their viewpoint) relationship with the city.

Tempest's Eye does not limit its vision to merely the arcane. About the Titanspear rise four smaller peaks, the Talons, each of which holds armoured watchtowers and Swifthawk rookeries. The towers house the famed Aetherguard, a force of Aelven and Human rangers said to be the finest scouts on The Great Parch. They travel far on missions for the forces of Order and occasionally recruit assistance, should they find more trouble than they expected.

The Chaos God Tzeentch is suspected to covet the secrets of Tempest's Eye, and the agents of the city are ever on the lookout for the machinations of the Changer of the Ways. Members of the Tempest Lords regularly consult with their Stormcast brethren from the Celestial Warbringers regarding Brightspear's ongoing war with the Great Conspirator. For quite some time the White Tower has been aware of places above the western Ocean of Swords where their ocular devices cannot reach. Of late, though, they've observed other such places far nearer to hand, that even their strongest arcane engines cannot penetrate — blank spots in their vision that seem to be slowly drawing closer every week.

Obsidian Fortress

A foreboding stronghold carved from volcanic glass, the sinister Obsidian Fortress rises from the cliffs east of the Bridge of Brine. For many centuries, the black-walled fortress was held by the forces of Chaos and was an abattoir of horror. The Khornate warlord known as the Thirsting Prince ruled the lands for hundreds of miles to the east and south from his throne of sinew and charred bone. During the Blazing Crusade, a force of Stormcast Rangers from Tempest's Eye infiltrated the fortress and slew the Thirsting Prince atop his ghastly throne. The Tempest Lords now hold the Obsidian Fortress, using it as a staging ground to assist in joint military endeavours with the Aspirians of Steel Spike against the unspeakable horrors that wander out of the Timestolen Empire.

Horn of Ignax

The Horn of Ignax rises from a mountainous stony outcropping on an isthmus between the Crescent Sea and the Coast of Bone. The Horn is an eternally burning, piercing-bright… something. In fact, no one knows

'There was a time when the sun never set on these lands, but the death of great Ignax robbed us of that. Go forth brothers, and make sure this is the last sunset these Chaos-touched fools ever see!'

— **Yjurgen**, Battlesmith of Vostarg Lodge

exactly what the Horn is. The Fyreslayers say it is literally the broken-off tip of one of the Horns of the solar Drake Ignax, hence its name. Others proclaim it to be a burning gas vent of some sort. It isn't magma, as stone doesn't accumulate around its base. Whatever it is, corsairs sailing the Crescent Sea and along the Coast of Bone use the Horn of Ignax as a fixed navigation point, as on all but the nights of densest fog, the Horn's brilliant white-blue light can be seen over hundreds of miles. The light of the 'Horn' is so piercing that on the clearest nights, even the fierce Fuethán Idoneth see a glimmer of it from the deep trenches beneath Mordacious Sound where they dwell.

VANX

During the Age of Myth, Vanx earned a dark reputation across The Great Parch for being a land of cunning and merciless raiders. Long before the coming of Chaos, the majority of the tribes of Vanx paid homage to Nulrakhar, the Master of Tides, a being many Azyrite scholars believe to be a mask for Khorne. Some surely worshipped the Dark Gods, for a Vanxian warlord was directly involved in orchestrating the horrifying events of the Red Feast that ushered in the Age of Chaos on Aqshy.

The Aspirians have not forgotten the slaughter of their people, nor forgiven Vanxian war bands for seizing portions of their southern coast. They addressed the insult by burning any Vanxian that dared to remain upon their lands after the coming of Sigmar's Tempest.

Vanx is now a land firmly in Chaos's control. Travellers that have faced Vanxian raiders and lived to tell about it do not soon forget the experience. Vanxian marauders have alabaster white skin, which they cover with eye-searing runes painted with fresh blood, and little else. Their pale-hulled warships, carved from the white wood of their Bleached Forest and marked with crimson sigils, roam the Ocean of Swords and part of the Vitriol Sea, slaughtering any they can catch in the name of Nulrakhar, and skinning their corpses for fresh sails.

VITROLIA

Ever a land of fractious tribes, the Vitrolians are famous for having the brightest red hair of all Aqshians. The many brilliant hues, which can only be found amidst native Vitrolians, are even brighter than those of Vosforge Fyreslayers. Most agree though that, on the whole, they are even more fickle than their hair is red. Mercenary to the core, the tribes of Vitrolia were infamous for frequently changing sides during tribal conflicts throughout the Age of Myth, sometimes even in the midst of battles. They swiftly found that the forces of Chaos took an even dimmer view on such betrayals than their previous allies, and those that weren't killed soon fled into the western reaches of the Skyhelm Peaks or hid amidst the isles of the Wretch Sea.

The few Vitrolian tribes that survived the Age of Chaos now wish to reclaim their old lands, but have little idea how to go about it, as large portions of Vitrolia are held by Bloodreaver tribes belonging to the Ashen Horde. Though many years have passed, the folk of The Great Parch haven't forgotten the Vitrolians' capricious nature, leaving them with few allies to call upon.

Hag's Delta

South of the Skyhelm Peaks lies a marshland filled with serpents whose venom causes a victim's blood to boil. Since the days of the Age of Myth, a concealed temple dedicated to Khaine has hidden within the Hag's Delta. At the temple's heart lies a realmgate to Ulgu. The folk of Vitrolia have long known that the Witch Aelves have a temple here, for the delta was named after them.

When the forces of Chaos marched on Vitrolia and Golvaria, large bands of Witch Aelves assembled to greet them with cruel smiles and ready blades. After years of fighting, the Witch Aelves disappeared, for Morathi had recalled them to Ulgu to fight in wars she deemed of greater concern. Of late, they have returned. Led by the Hag Queen Viskaya of the Khailebron, a sect dedicated to stealth, assassination, and misdirection, they have begun a guerrilla war against the forces of the Daemon Prince Lord Zaronax. The folk of Hallowheart, and merchant caravans on the Flamescar, have reported being saved from the forces of Chaos by Witch Aelves that appeared out of the ash wastes as if from nowhere, then vanished as quickly as they had come once the battle was over.

Kindling Forests

These ever-burning forests cover thousands of miles of the hilly landscape of southern Vitrolia. Aspirian Bright Mages summoned spirits of living flame here long ago, and for their own reasons, never bothered to dispel them. The cackling spirits regularly set the woods ablaze, but the forests here almost entirely consist of pyrewood trees. Pyrewood is incredibly fast growing and matures quicker still in the ashes of their predecessors. Entire groves of gigantic trees can spring up from what was cinders but weeks before.

Travel through this region is difficult, unless the traveller has powerful fire magic of their own, happens to be a Fyreslayer, or has a magical token from the Aspirians that can help ensure passage. Even if one has the means to pass through the fires unscathed, the Kindling Forests are dangerous. Chaos warbands are not unknown here, many having learned how to exist, or even thrive, within the scorching woods. The Aspirians say that bands of strange Sylvaneth also make their homes amidst the burning trees and do not look upon travellers with favour. Worse, a huge clan of Gloomspite Gitz lurk here, far below the forests, in caverns partially carved out from the ever re-growing roots of the pyrewood trees. Led by their 'Grand Smotherdouser' Claggit, they have sworn to wipe out all fire on Aqshy and have been known to appear in the strangest places (suggesting they must have access to one or more realmgates) in order to attack anyone that dares use their 'hated foe'.

RELIGION & BELIEF

10

'There is nothing in all the Mortal Realms as beautiful as faith. And nothing quite so fragile, either.'

— Rens Tolkar, the Prince of Ashes

The Mortal Realms resound with battle cries and the clash of arms at the will of the gods, for there are few spaces where their influence cannot reach. Belief in the gods and the desire to serve them drives many of the people of the realms for good and ill. In the Age of Sigmar, both the greatest heroes and the most sinister of villains are, near invariably, champions of one or more deities.

This chapter covers the most prominent deities and greater powers in the Age of Sigmar, discussing what drives them and what they expect from their followers. It includes those player characters may worship, along with ones whose acolytes they will near invariably face off against. It is not comprehensive, by any means, for there are countless powerful beings throughout the Mortal Realms and beyond, but herein are those most likely to have an influence on the realms during the Time of Tribulations.

WORSHIP IN THE AGE OF SIGMAR

Throughout the Mortal Realms many beings choose to devote their lives to the deity they serve. The gods, for their part, generally ask only that their followers do their best to keep to their strictures. Since the breaking of Sigmar's Pantheon long ago, most tend to worship only a single deity, though they may well pay homage to, or ask for the blessing of, another god as appropriate. Even the most pious Sigmarite farmer leaves an offering to the Goddess of Life and asks for her to bless their upcoming harvest.

Most folk have holy places dedicated to their deity, though the forms these take vary generally they reflect the nature of the god they represent. Within Azyrite cities, churches of the God-King are evident everywhere — houses of worship carved from solid stone and set with gold icons depicting Ghal Maraz or the Twin-Tailed Comet. Shrines dedicated to Alarielle are always set amidst places of great natural beauty; gazing upon Tzeentch's shrines can break the mind of any that don't follow the Changer of the Ways.

A few of the gods, especially ones dedicated to civilisation, like their followers to gather together to listen to their teachings, performing ceremonies that bind their congregations together. Others, though, prefer their followers worship them with action: the Fyreslayers honour fallen Grimnir on the battlefield by fulfilling martial oaths and collecting ur-gold; to the Daughters of Khaine, all the blood they spill, whether in vicious combat or gruesome rituals, is a way to worship the God of Murder, a sentiment the followers of the Blood God both strongly encourage and find highly amusing.

Gods Walk the Earth

Even in an era when the gods physically manifest themselves, faith remains a complicated issue. There are no atheists in the Age of Sigmar, for none doubt the existence of the gods; however, there are many who, after the Age of Chaos, distrust all deities and have no interest in worshiping them. Others may begrudgingly leave them offerings in order to 'hedge their bets' during difficult times, but otherwise pay the gods as little mind as possible.

It is certainly easier to have faith in a deity when you can see the direct results of what worship can bring, and possibly even meet your god. On the other hand, it is also easier to have doubts when you know your god exists, but doesn't answer your prayers. Though all of them can see more and farther than any mortal, no god is omniscient in the Age of Sigmar, if they bother to look onto mortals at all.

The deities have countless demands upon their attention; their concerns are pulled across the eight Mortal Realms and beyond. Thus, even the most devout can have their faith tested by an absent deity, and many gods might discover that for mortals, the leap between 'faith' and 'hatred' is a surprisingly small one. This is an ever present concern for them, for the belief of mortals is what empowers the gods. A deity cannot have influence on a Mortal Realm or stretch their power into it without a presence there, usually through devout worshippers.

Blessed of the Gods

Knowing that they cannot be everywhere, the gods choose to imbue a few select mortal followers with a small measure of their power. These individuals are known by many different titles, but 'Blessed of the Gods' is the most common. The Blessed can channel the divine power of their god into miracles to assist the faithful and strike down their god's enemies. Such acts, in turn, act as fuel for faith in the Blessed's god, potentially granting them far greater power than what they expended to create the miracle.

It is not an easy burden, to be made 'holy' by the gods. The Blessed often enjoy a far closer relationship with their deity than most, but are seldom granted any divine insight. Even the Blessed must struggle to uncover cryptic hints and understand obscure omens from their gods. Yet the faithful expect a great deal of the gods, looking to them for guidance in many matters, some of which even the gods are ignorant. Some Blessed take advantage of this, spreading their influence over everything from politics to entertainment. Others resent their state, for they may have had their 'gift' thrust upon them against their wishes and certainly without their permission.

GODS & MONSTERS

Ancient tales suggest that the very landscape of the Mortal Realms has been altered by the gods' clashes with powerful monsters. The Fyreslayers have many tales about the legendary duel between their fierce deity Grimnir and Vulcatrix, the Mother of Salamanders, which suggest entire mountain ranges were flattened and volcanoes raised during their epic struggle. Fragmentary historical records and oral stories describe how the zodiacal lode-griffon's unstoppable arcane magnetism forever altered the Realm of Metal, warping the perfect landscapes that the Maker Grungni had supposedly forged in the earliest days into the twisted Spiral Crux.

The tales of Sigmar's early travels across the Mortal Realms are countless. Many of the stories involve him fighting against beasts so mighty that no mortal could hope to stand against them. Some of these creatures were actively hostile, hunting the folk of the realms for sustenance or for sport, others were a menace due to their very existence. The majority of such tales end with Sigmar's victory and the lessons he imparted once the fearsome monsters had been slain.

Awakening the Gods

Sigmar is said to have awoken in the void to the whisper of the Great Drake Dracothion, who found him hurtling through the cosmos, clinging to the glittering remains of the World-That-Was. But this was not the true beginning, for when the Celestial Drake showed the God-King the Mortal Realms, they were both shining new and yet already unspeakably ancient. The crystalline pathways, the glittering Realmgates, led Sigmar between the realms — but whence the Realmgates came, Dracothion could not, or would not, say. Wherever Sigmar wandered, terrible beasts fell, and people flourished. Human tribes rose in his wake, settlements became towns, became cities, became civilisations, shining as they grew across the eight realms.

If a god can have faith, then perhaps it guided Sigmar in his journeys, or destiny perhaps, which the wisest sages say cannot be denied. Faith, destiny, or chance, brought Sigmar to the beings that would form his pantheon. He recognised each from the World-That-Was, and they knew him in turn. Some he greeted with great joy, as when he came upon the Shining Twins, Lord Tyrion and the Archmage Teclis. Others he met with trepidation. No few tales try to unravel why the God-King chose to set Nagash, his enemy of old, free of the Black Cairn he found the Supreme Necromancer trapped within.

Each god that joined Sigmar in his quest to bring forth new civilisations gave him a mighty gift, some for friendship, some for repayment, acceding nothing. Grungni took up the God-King's cause as his own. Grimnir fell killing the god-beast Sigmar bid him slay. None ever disputed the God-King's nobility or might. For many years, they all stood, fought, and built together, and the Mortal Realms were filled with wonder. So, at least, say the eldest tales.

The Pantheon of Order

At its height Sigmar's Pantheon was mighty indeed — a gathering of disparate beings, united by the hand of the God-King — and directed against the foes of Order. For an age, they were near-omnipotent, for none could stand against their might when they worked alongside one another. Many spirits, lesser gods, and other powers of the realms joined the pantheon to stand with the great gods of Order. The Mortal Realms prospered under their care; new civilisations flourished everywhere, and older ones reached heights still undreamt of in the Age of Sigmar.

It was when they had no more obvious enemies to fight that they all drifted apart, divisions that the Gods of Chaos ultimately used against them.

Perhaps their unity was always a façade. The Aelven gods were ever aloof and swift to pursue their own interests; Gorkamorka persistently walked on the edge of rage, never content to build when he had a chance to destroy; and Nagash, there are none save the Great Necromancer himself who could say if he helped Sigmar in earnest or out of convenience — and he no longer speaks of beginnings, only endings.

Gods of Chaos

'Blood for the Blood God! Skulls for the Skull Throne!'

— Ancient Battle Cry of the Followers of Khorne

While the scholars of the Mortal Realms may refer to the Dark Powers as a 'pantheon' for ease of reference, it is a weak jest to presume they are united in anything but their disdain for one another. The Chaos Gods are far more akin to rivals playing at a great game, wherein pieces of reality itself are the prizes, then anything like allies. They constantly compete for followers, resources, and any scrap of arcane power that can grant them an advantage over their fellow 'competitors'. Where their interests align, they may work together for a time, but they all expect betrayal, for it is certainly what they would do.

Their inability to trust one another is one of the reasons why the Chaos Gods empowered Archaon the Everchosen to act in all of their best interests. That said, they each regularly conspire to bring the Three-Eyed King more firmly into their camp, save the Great Horned Rat, who wishes to topple him due to his clear disdain for Skaven.

Of all the stars of Azyr, Sigmar shone brightest. Mightiest when the realms were young, Sigmar came upon the primeval gods of Azyr like a storm. He shattered their citadels and cast down their altars, freeing the primitive tribes from harsh dominion. With his hammer Ghal-Maraz, he slew ancient godbeasts and territorial demigods, such as the ice-scaled Typheos the Clutcher and Ymnog, the Grandfather of Gargants.

Aided by Dracothion, he journeyed across the width and breadth of the realms. He freed the Twelve Tribes of Azyr from their enslaver, the nightmarish King of Broken Constellations, and brought peace to a thousand kingdoms, few of which now remain, save in legends.

Sigmar has many aspects: wizened wanderer, bellowing heavenly bull, or even a sentient lightning storm. His preferred form is reminiscent of the one he wore in another world, long ago, when he was but mortal — a tall man of middle age, with a warrior's build and a thick beard. His presence is often accompanied by the faint sounds of clashing weapons, and those who look directly at him often find that his form seems to swell or diminish with the light of the stars.

Within the Pantheon

Sigmar was the first god to walk the realms, or so claim the adherents of his church. The truth is somewhat more nebulous. There were many gods before Sigmar — some of them beings of incredible power and malice. Sigmar laid low some of these ancient tyrants, or made common cause with those willing to bend knee to his cause.

Titles: The God-King, The Man-God, The Thunderer, Zahg-Mar, The Great Roaring One, Chaosbane

Seat of Power: Palace-citadel of Sigmaron, Azyr

Sacred Artefacts: Ghal-Maraz

The tales of Sigmar's feats are countless. Alongside Grungni, he helped broker a lasting peace between the ancient Twelve Tribes of Azyr and the First Clans of the Khazukan. In Ghyran, he aided Alarielle by outwitting the wild Ravok the Canopy Dancer, sparing countless Sylvaneth its elated madness. In Shyish, he and Nagash fought a desperate battle to seal away the monstrous Dreaming God. In Ulgu, he held the endless coils of the Obsidian Eel long enough for Malerion to imprison it with chains of shadow.

Sigmar's heroics formed the bedrock of the Age of Myth. Sigmar and the Pantheon of Order strove against all manner of opponents, both monstrous and divine, to guide the realms toward prosperous civilization. When the last enemy fell, the first cracks in Sigmar's alliance became all too visible.

One by one, the gods broke away to pursue their own destinies — at times challenging Sigmar's own vision for the realms. When the Age of Chaos began, the pantheon was already a shrunken, ineffectual thing and little match for the Ruinous Powers. At the last, after the tragic Battle of Burning Skies, outnumbered and defeated, Sigmar retreated from the wider realms, and, taking as many refugees as he could, sealed the Gates of Azyr.

Current Status

Sigmar wasn't idle in his self-imposed exile. With the aid of Grungni and the Six Smiths, he created a new army capable of throwing back Chaos: the Stormcast Eternals. Each of these warriors would bear a mote of Sigmar's own divine essence, empowering them in ways even the God-King didn't fully understand.

With the Gates of Azyr thrown open, this heavenly force descended on the Mortal Realms as a divine tempest. Chaos was driven back on many fronts, and the inhabitants of the lower realms knew hope for the first time in centuries. But as the war ground on, Sigmar perceived a flaw within his chosen warriors. A weakness born, perhaps, of haste and necessity. The God-King has tasked the Sacrosanct Chambers of the Stormcast with finding the reason behind the flaw and correcting it, lest they all lose themselves forever. Although distracted by the troubles of the Stormcast Eternals, part of Sigmar always

guides his people in their ongoing efforts to reclaim the realms. Through their efforts, he has renewed his alliance with the Everqueen, and sent entreaties to those gods he thinks will aid his cause once more.

Sigmar has become both a wiser, and sterner, deity than he once was. Even as he seeks to renew old friendships, Sigmar has sworn that he will do anything to ensure that the realms do not fall to Chaos a second time. The forces of Azyr have expanded into every realm, building cities and claiming territory in Sigmar's name.

Followers

Though the followers of the Sigmarite creed come in many forms, there is a notable commonality among them. This is likely due to the ever-increasing influence of the Church of Sigmar. From the pulpits of the high churches of Azyrheim, the arch lectors of the Sigmarite faith dispatch hundreds of lectors and wandering lay-priests into the lower realms to bring the many disparate practices of the faithful into line with established church dogma.

Sigmar's faithful can often be identified by azure robes — whether of rich silk or crudely dyed sackcloth — and many wear gilded armour, etched with images representing the God-King's glorious victories, or bear celestial tattoos. Though some rare denominations of Sigmarites are pacifistic, most have a strong martial bent. Regardless, all are evangelical, seeking to spread their faith to the far corners of the realms.

Strictures

- Oppose Chaos in all its forms.
- Spread the faith, by any means necessary.
- Treat fairly with the servants of other gods.
- Uphold the tenets of civilisation and progress.

NAGASH
THE UNDYING KING

Long ago, Shyish was said to be filled with countless underworlds, each as different as the cultures whose beliefs formed them, and every one had a god to watch over it. No longer. Not since the coming of Nagash. Of all the death-gods who once ruled over Shyish, only Nagash remains. Over the long crawl of centuries, the Undying King strove to make himself the sole ruler of the Realm of Death, eliminating his rivals, absorbing their power, and usurping their territories. His supremacy was dashed by the forces of Chaos, an insult he has not forgotten and even now, his legions march to reclaim the countless lands that he deems his.

Nagash seldom chooses to appear amidst the Mortal Realms, away from his capital city, Nagashizzar. Instead, he frequently chooses to work through his minions, his dreaded Mortarchs being the most powerful, but his legions are vast and expanding constantly. Nagash, in person, is a nightmare to behold — a towering skeletal figure wrapped in blackened armour and twisted bone, surrounded by a cyclone of wailing souls. His gaze can render a mortal into dust in seconds and his terrible spells can destroy an army entire in mere moments.

Within the Pantheon

After Sigmar freed him from the Black Cairn, Nagash joined his might with that of his rescuer. The two gods — one light, one dark — fought against many foes. Together, they cast down Nagash's rivals, and shattered the citadels of the celestial tyrants who claimed dominion over Azyr.

Titles: The Undying King, **The** Great Necromancer, The Black Harvester, Reaper-Lord, Elder Bones

Seat of Power: The Ninefold City of Nagashizzar, Shyish

Sacred Artefacts: The Nine Books of Nagash; Alakanash, the Staff of Power; Zefetnebtar, the Mortis Blade; his ensorcelled armour, Morikhane

The eldest tales claim that the God-King and the Great Necromancer fought well together against their common foes, but few suggest they were more than cautious allies.

Nagash's undead servitors worked ceaselessly alongside the living followers of the other gods to erect the greatest cities of the realms. Elixia, Klaxus, even high Azyrheim itself, were all constructed with the aid of unliving labourers, directed by Nagash's mighty will. Thus, was Nagash's 'loyalty' to the Gods of Order on display for all to see.

Unknown to his allies, however, Nagash laboured in secret. Experimenting in hidden catacombs, Nagash created the first of a new race of sentient undead, formed from sculpted bone and composite spirits, the beginnings of what would one day become the legions of Ossiarch Bonereapers — an army with which Nagash planned to one day topple all of creation. The other gods knew nothing of his deeper plans, obsessed with their own realms and concerns. When the storm of Chaos broke upon the Mortal Realms, Nagash never truly committed his forces to the aid of any realm save his own and, at a critical juncture, abandoned Sigmar to his fate.

Current Status

The alliance between Azyr and Shyish ended in treachery and the first War of Heaven and Death began even as the servants of Chaos gnawed at the fabric of the realms. When the Ruinous Powers turned their attention to Shyish, they found a realm already weakened by war. The Undying King fell in battle, and was not seen again until Sigmar's Tempest swept through the realms.

While seemingly open to Sigmar's attempts to rebuild their old alliance, in truth, Nagash's ancient plan had no use for his former allies. For millennia, by Nagash's will, his undead servants had carried grains of precious grave-sand, the realmstone of Shyish, from the edges of the Realm of Death to its centre. There, Nagash built a grand Black Pyramid of it and planned a mighty spell that would channel all the energies of death directly unto him. While all the other forces of the realms and the legions of Chaos marched against him, his plan may yet have succeeded, save chance and the machinations of the Skaven. Nagash reversed the energies of the Death Realm, pulling them

inward towards the newly formed Shyish Nadir, but flaws introduced into his design caused the energy to overwhelm him, blowing out across the cosmos in the massive wave of death energy known as the Necroquake.

While Nagash did not originally plan for the Necroquake, he swiftly made use of the countless legions of Nighthaunts and corporeal dead that rose in its wake. As the Undying King grows strong on the surging flow of souls drawn into the Shyish Nadir, the ranks of his dire armies continue to swell, and new fronts open daily in the war between the living and the dead, as his Ossiarch Bonereapers systematically conquer new lands. Nagash is determined not just to reclaim his realm from Chaos, but to one day claim all other realms — including Azyr itself.

Followers

The mortal followers of Nagash take many forms. While many congregations are relatively peaceful, some of Nagash's worshippers have been known to engage in so-called 'Mortis Crusades', wherein the freedom of death is brought to the living. They can often be identified by clothing dyed a rich purple or deep black, and symbols and armour wrought to resemble bones or signifiers of death. Tattoos and scarification are common, and many followers of Nagash mark their flesh with catechisms from the Epistle of Bone, so that they might be as one with the Undying King's word.

Strictures

- All are one in Nagash, Nagash is all.
- Do not deny the Undying King his due.
- Justice must be harsh, but appropriate.
- Praise no other god before Nagash.

ALARIELLE
THE EVERQUEEN

The goddess Alarielle manifests as a being of vitalising power. When she is joyful, which is rare of late, she radiates a nurturing aura of warmth and vivacity that revitalises those in her presence. When she is angered, the air about her simmers with a heat haze, or stings with a sharp and piercing cold. Nature flourishes wherever Alarielle passes, regardless of how inhospitable the climate. Flowers spring from snow in her wake and plants grow rampantly large from moment to moment in her presence.

Alarielle appears as an exceedingly tall Aelven woman of striking beauty, easily standing twice the size of a Human. Her powerful figure is adorned in gowns and robes, and great wings shaped from branch and leaf rise from her back. In battle, which is a near-constant for the Goddess of Life now, she fights atop a gigantic Wardroth Beetle, which transforms into a singing cloud of glowspites if she chooses to fly, reforming back into the massive beetle beneath her feet when she returns to land.

Within the Pantheon

Alarielle was among the gods that Sigmar awakened to help build his pantheon. More than any other realm, it was Ghyran where she flourished, weaving herself into the life magic flowing through the realm. In Ghyran the Jade Kingdoms rose and the Alarielle cultivated her people, the Sylvaneth. For a time, the Everqueen nurtured Ghyran, which grew lush with myriad forms of vibrant life.

Everything changed when the Age of Chaos descended upon the Mortal Realms. Some say it was rivalries among the Jade Kingdoms that first invited Chaos into Ghyran, seeking to use the corrupt power of Nurgle to poison their enemies' fields. Whatever the cause, when the hordes of Chaos invaded the Mortal Realms, the lush fertility of Ghyran drew Nurgle's eye like no other. The Plaguefather desired to draw the whole realm into his diseased gardens, forever corrupting the cycle of life with his own 'improvements' and he held that Alarielle was the key to his unholy conquest.

Titles: The Everqueen, Queen of the Radiant Wood, Lady of Leaves, Goddess of Life

Seat of Power: Verdant Palace, Ghyran

Sacred Artefacts: Talon of Dwindling; Spear of Kurnoth

Alarielle had taken on a loving and nurturing aspect when cultivating Ghyran. All legends from the Age of Myth hold that she was the most compassionate of the gods and though she held the Sylvaneth first in her heart, was always kind and generous with all folk. War was alien to the Everqueen's nature during the Age of Chaos. While, at first, she fought as part of Sigmar's pantheon, Nurgle's ever waxing power caused her to grow more and more distant. She sought always to protect the seeds of the future and more frequently hid from Nurgle's hordes than confronted them. She commanded the Sylvaneth to continue to war against Chaos, but as their defeats mounted, the Aelves known as Wanderers fled Ghyran, and Alarielle fell into despair. She withdrew from her commanders and slipped into a deep melancholy.

While the War of Life raged between the Jade Kingdoms and the forces of Chaos, Alarielle secured herself within the secret vale of Athelwyrd and awaited the end. Hunt as they might, Nurgle's followers could not uncover her hidden bower. Ironically, it was only when the Stormcast Eternals came seeking Alarielle's aid during the Realmgate Wars that Athelwyrd was finally exposed. Alarielle, at the winter of her power, weakened by the corruption running throughout the Realm of Life, dwindled to a soul-seed protected only by a desperate alliance of Stormcast Eternals and Sylvaneth. Only their selfless courage and the cost of many lives saw the Everqueen's seed planted at Blackstone Summit, where it was nurtured with the blood of heroes.

Current Status

When the Goddess of Life was reborn, no longer was she a peaceful and reclusive gardener. Alarielle emerged as the wrath of nature made manifest, with no mercy left in her for her enemies. The Everqueen is a powerful foe of Chaos, utterly committed to destroying the Dark Gods and all their followers. She no longer isolates herself, but instead works to spread Sylvaneth conclaves across the realms.

Alarielle has a tense relationship with Sigmar and has rebuffed some of his assistance on occasion. While she looks with favour upon the many Sigmarite denizens of the Living City, the polluted Greywater Fastness gives her pause. Mostly, she focuses upon her own fight against Chaos, one in which she is more inclined to restoring the natural order, which can put her, and her faithful, at odds with those seeking to rebuild.

Followers

The Sylvaneth vivaciously worship Alarielle, for she is a part of them. Within each Sylvaneth there is a tiny ember of her divine essence, uniting them through the ever-present Spirit Song. Through the Spirit Song, Sylvaneth prayers are conveyed to their goddess and her desires dispensed to her followers.

Not all of Alarielle's worshippers are Sylvaneth. The Aelves known as Wanderers worship her still, though she has neither entirely forgiven nor forgotten their abandoning Ghyran during the Age of Chaos. It is said that some Humans, mostly Ghyranites, also worship Alarielle, but these are rare. Whether or not they are her children, Alarielle values all those who respect the natural order.

Strictures

- Respect the natural order.
- Take only what is needed from the land.
- Honour whatever must be taken, for it is a sacrifice made for your benefit.
- Oppose the taint of Chaos in all its forms.

Kurnoth

The hunter god Kurnoth is one of the lesser nature gods the Sylvaneth worship. Depicted as a tall humanoid with cloven feet and great antlers, he is the consort of Alarielle. Kurnoth's power typically waxes and wanes with Ghyran's seasons. Nurgle managed to catch him in Kurnotheal in winter, and during the terrible Battle of Tears, slew him; his spirit persevered. When the Everqueen assumed her warlike aspect, she took up the Spear of Kurnoth and the fearsome Kurnoth Hunters began to emerge from soulpods for the first time. Scouts and executioners, they rove the Mortal Realms serving as her eyes and wrath.

Kurnoth has seemingly exhibited no direct role in the Mortal Realms beyond Ghyran, yet something of his influence is still felt in the form of his 'sons'. The Kurnoth Hunters are empowered to evoke a Wild Hunt that echoes the might of their soulfather and compels the Sylvaneth to answer this call to battle. Other mortals, Humans and Aelves, sometimes worship Kurnoth or invoke him in their own hunts, but do not revere him exclusively.

GORKAMORKA
THE GREENSKIN GOD

A primal force of raw destruction, Gorkamorka is a natural disaster with a god's might. To his followers, any unseasonal or unusually spectacular phenomenon is evidence of his presence, to be shouted about by his combative prophets for signs of favour, disfavour, or omens of battles to come. The thunder that splits the sky after a great battle is his laughter. The shaking of the earth is the stamping of his feet. Premature migrations of the prey-herds are a clear sign of his hunger, and presage good times to come.

In his physical form, Gorkamorka is a massive two-headed Orruk brute of near-unstoppable power, for he is not one entity but two: Gork (who is brutal, but cunning), and Mork (who is cunning, but brutal). The two are constantly feuding — occasionally to the point where he splits into two different beings so they can 'have a proper row'. When they come back together as Gorkamorka, it almost always heralds a union of his fractious followers into a Great Waaagh! that will wreak havoc across the Mortal Realms.

Within the Pantheon

The legends say that Sigmar first came upon the Greenskin God in Ghur, trapped within a glacier of living ooze called Drakatoa. After being freed Gorkamorka's first act was, naturally, to take out his rage on whatever was nearest. With a single punch he felled the Zodiacal Dragon, Dracothion, before turning on the God-King in a battle that his worshippers still rave about. Their brawl flattened mountains and gouged the bottom of seas but, by the end of its twelfth day, the two gods had exhausted their strength and, unable to best the other, laughed and became friends.

There are countless tales of Gorkamorka's competitions with the God-King. He is said to have drunk the Stibium Falls in Chamon, devoured the Kingdom of Thurn, and climbed the Alvagr, the mightiest of all mountains, simply to bellow from its summit. The Firebellies believe he ate the sun, only to vomit it back up, giving Aqshy day and night. According to the Moonclan, he once tried to eat their deity, the Bad Moon, but broke his teeth on it, creating the mountain ranges in which they live. The Black Trough, now home to the Dom-Hain Deepkin, is said to be Gorkamorka's footprint, left as he waded into the Ominod Sea in pursuit of the dreaded Father of Krakigon.

Although respected by Sigmar, Gorkamorka was always a restive member of his alliance, scorned as a savage by Tyrion and Malerion, and despised by Grungni as the very antithesis of all he sought to build. Sigmar bade Gorkamorka turn his violent instincts upon the monsters of his Ghurish homelands. It was an undertaking that Gorkamorka performed well, but he forgot the point of his task, consumed instead with acts of random violence that even Khorne is said to have looked upon with admiration. Indeed, it was the Human tribes of Ghur, lacking the subtler understanding of Gorkamorka's nature (what the Greenskins like to call 'finkin') whose wilder acts of skull-taking and bloodletting first gave the Blood God his hold in that realm.

In the end, frustrated by Azyr, Gorkamorka bellowed an almighty 'Waaagh!' drawing his followers to him in a rampage that carried them from one end of reality to the other. Gorkamorka was a disruptive presence to the Alliance of Order, but when the need was great, Gorkamorka stood with the God-King's alliance one last time. At the Battle of Burning Skies he fought alongside Sigmar and Teclis, but even their divine might combined was not enough to prevent Archaon Everchosen from inflicting a defeat upon the faltering Pantheon of Order.

Current Status

Gorkamorka has not walked the Mortal Realms since the Battle of Burning Skies. However, the Wurrgog prophets believe a new Great Waaagh! is coming, and the forces of Destruction will once again unite to level the civilisations of the Mortal Realms.

Followers

Gorkamorka is worshipped widely, but far from uniformly. His faithful seek to emulate his many deeds, honouring him with feats of cunning and brawn. The Ironjawz revere his strength. The Firebellies reprise his sun-eating feats by devouring the hottest substances they can find. The Bonesplitterz, consumed by the power of the Waaagh!, eschew even the most basic trappings of civilisation, living as nomadic hunters and warriors. The Gargants believe that their forefather, Behemat, was his champion and strive to take their Godbeast predecessor's place as biggest and strongest of them all. Many species, whether Greenskin or not, worship Gorkamorka by other names and in other guises. The voracious Gulping God of the Ogors is an aspect of Gorkamorka and the Sons of Behemat think he is actually a titanic stomping foot. All who hear the call to smash and plunder heed Gorkamorka's cry.

Strictures

Gorkamorka's faithful violently debate if he is brutal, but cunning, or cunning, but brutal. This is all, no doubt, of great amusement to Gorkamorka, for every friend is an enemy that you aren't fighting yet. The only thing Gorkamorka has ever asked of his followers is that they 'fight good'.

Titles: The Greenskin God, The Great Green God, The Sun-Eater, The Great Hunter, The Roaring Beast, He Who Is Cunning But Brutal, He Who Is Brutal But Cunning

Seat of Power: Ghur

Sacred Artefacts: None

A god of war and warriors, Grimnir is hot of blood and fiery of temper. Quick to take offence and slow to forget a slight, The Doomseeker is loyal and honourable to a fault. It was his honour that would bring about his downfall; the god himself would see no fault in such a virtue.

The form he once took was that of a primal Duardin, muscular and powerful, his skin glowing like molten rock, his beard and hair of flickering flame.

Within the Pantheon

For Grimnir's faithful, there is only a longing for what might have been. There are no stories of Grimnir ever setting foot within the halls of Highheim, the great parliament of the gods upon the storm-carved plateau of Mount Celestian, and few are the legends told of his encounters with his fellow gods. Renowned among the warlike gods of the Grand Alliance, perhaps only Gorkamorka could have withstood Grimnir's fury head on and bettered it. The Shattered God's followers are left to dream if Chaos would have ever gained its foothold on the Mortal Realms if Sigmar had so stalwart a warrior standing with him.

Sigmar discovered him upon the highest peak of the Iron Mountains in Chamon, chained together with his elder brother Grungni. Of how they had come to be there neither would ever speak. Both Grimnir and Grungni immediately swore oaths to their liberator. Grungni would go on to labour at Sigmar's right hand for millennia, but Grimnir, ever intemperate and absorbed by his oaths, wished to settle the debt at once and demanded that Sigmar name a foe worthy of his axes.

The beast Sigmar named was Vulcatrix, Mother of Salamanders and the Terror of Aqshy, whose breath was the heat of the Fire Realm's volcanoes. Their titanic clash is one of the best known and most retold legends of the Age of Myth. It is said to have raged for many days, the outpouring of their combined strength and fury shattering the landscape and reshaping it forever, demolishing hills, gouging valleys, and raising new volcanos wherever the blood of Vulcatrix fell. How Grimnir finally fell is a tale shrouded in centuries of myth. His faithful say it was Grimnir who first struck the killing blow, with Vulcatrix's final act of spite ensuring that her fiery death throes claimed them both.

Current Status

When Grimnir perished, the Mortal Realms were forever changed. His godly essence irrevocably fused with the flames of Aqshy and Vulcatrix, scattering as a rain of burning comets across the realms. Unbeknownst to any but the Fyreslayers, where those molten fragments fell, they cooled into ur-gold.

The Fyreslayers learned to hammer ur-gold into the runes that let them channel Grimnir's spirit in battle, but with each use, the ur-gold diminishes. They believe that to use ur-gold in battle in such a way both honours and releases Grimnir's mighty spirit. One day Grimnir will return, his faithful believe, if they continue to channel him through their use of ur-gold and their need is great enough.

Titles: The Shattered God, The Berserker, Protector of the Duardin

Seat of Power: Aqshy

Sacred Artefacts: The Axes of Grimnir

Followers

Due to his countless great deeds, Grimnir had accrued many followers long before his hunt for Vulcatrix. Many of them claimed a direct blood descent from him, as the Duardin deities were closer to their people in many ways than some other gods.

After his fall, Grimnir's followers eventually discovered the divine power of ur-gold and rebuilt their faith around it, becoming the first Fyreslayers. To a Fyreslayer the taking and fulfilling of oaths is a religious act, with the use of ur-gold in battle viewed as a holy sacrament. They throw themselves into battle, because it is the most efficient way they can honourably collect gold, the better to divine the ur-gold from amidst simple gold ingots. Other folk often believe they are simply greedy mercenaries, but the Fyreslayers act as they do because they seek to prove themselves worthy of their god.

Non-Duardin followers of Grimnir are exceedingly rare, frequently deriving from the ranks of those who have lost everything in battle, and seek only a worthy death. Such will wander the Mortal Realms, seeking fair recompense, until they can find a fitting end.

Strictures

- Your oath is your bond.
- Betray no fear in battle.
- If the follower of another god expects your aid, they should expect to pay for it.
- Seek out ur-gold and collect it wherever it may be found.

GRUNGNI
THE MAKER

Of the Duardin's hundredfold ancestor-gods, Grungni is the mightiest by far. His influence is felt throughout Duardin society. Grungni showed his folk the art of metalworking and taught the first Runelords to craft magical artefacts. Some Humans venerate Grungni, especially those belonging to the Ironweld Arsenal, and his teachings are respected by many folk that do not worship him. Many of the great wonders of Chamon came from the Maker's forge. It is from Grungni that Celemnis of Anvrok first learned how to craft the perfect sword and the Great Maker taught Odrenn's singing bladesmiths the secret of liquid-core blades.

Grungni most often appears as a Duardin the size of an Ogor, though his back is slightly bent from long ages spent over an anvil. His eyes burn like forge fires beneath heavy brows. A long beard and hair of billowing white smoke constantly swirls about his head. His presence is often accompanied by a clear ringing of hammers, and a great heat that can either be comforting — or unbearably oppressive.

Within the Pantheon

While exploring Chamon early in the Age of Myth, Sigmar discovered Grungni and his brother, Grimnir, chained to the highest peak of the Iron Mountains, and set them free. Neither would speak of how they came to be there, or why. Regardless, the brother gods set about repaying their debt to Sigmar, each after their own fashion. Grungni was more patient than his impetuous brother, and placed his skills with the forge and the hammer at Sigmar's disposal. He made weapons and armour for Sigmar's followers, and brokered peace between the First Clans of the Khazukan and the Twelve Tribes of Azyr.

Grungni continued to serve the pantheon. In Shyish, he aided Nagash in forging the black chain which sealed the Gates of Deepest Night. In Ghyran, he planted seeds of iron, so that Alarielle's folk might forge weapons to defend themselves — or make war on her enemies.

> ***'More than one dark legend has it that Grungni forged the chains that bound himself and his brother, though no Duardin living can say why.'***
>
> **— Yjurgen, Battlesmith of Vostarg Lodge**

By his hand, six great forge-citadels were erected in Azyr, so that the Duardin demigods known as the Six Smiths might ply their trade. Under his stern tutelage, the Khazalid Empire flourished, and in Chamon, the artisan-city of Elixia rose to unparalleled heights with his subtle guidance. Legend holds that the Forge-King was willing to teach something of his craft to anyone brave or sturdy enough to endure the heat of his forge long enough to learn what he chose to impart.

Current Status

Even before the coming of Chaos and the destruction of the Khazalid Empire, Grungni had deliberately withdrawn, trusting his faithful to use the knowledge he gifted them wisely. Like any teacher, he knew that his people could only be guided for so long, before they came to resent his teachings. As a smith to his core, Grungni believed that only the fires of adversity could bring out the best in his folk. His choice cost Grungni dearly, for when the Age of Chaos descended upon the Mortal Realms, it nearly sundered his heart to watch his deeply loved Duardin kin suffer from afar. Nevertheless, he chose to do so. Many Duardin scholars hold that Grungni's choice directly led to the creation of the foundations of the Kharadron Overlords. The sky-fairing Duardin are everything Grungni hoped his people could be, arguably the most clever, certainly the most technically advanced, of all nations in the Age of Sigmar — but they have never entirely forgiven the Maker for abandoning them.

Once the Gates of Azyr had closed, Grungni aided Sigmar in creating an army to beat back Chaos — the Stormcast Eternals. But when he felt that his task was complete,

Titles: The Maker, The Wondersmith, The Builder, Ironhand, Forge-King, Thrower-of-Hammers, Breaker-of-Chains

Seat of Power: The First Smithy, a forge that touches many realms, yet stands apart

Sacred Artefacts: The Maker's Rune, the first rune and the mightiest

he vanished entirely from the councils of Sigmar. Some believe that he was overcome by the guilt he felt at turning a deaf ear to his people's prayers in their darkest hour. Others insist that Grungni retreated to begin work on great engines of reclamation that will allow the Dispossessed to rebuild their fallen empires. Regardless, he has been absent and silent for centuries.

'There are growing rumours of Grungni's agents roaming the realms, hunting for certain mystical artefacts, exploring the ruins of ancient forge-citadels and safeguarding things brought to light with the revealing of the god-King's Stormvaults. There are whispers in the forges, signs in the fires of Aqshy, echoes in the clashing metals of Chamon — hope grows that the Maker may yet return!'

— Yjurgen, Battlesmith of Vostarg Lodge

Followers

Grungni's followers now are few and scattered. The majority of Duardin have turned from active worship of the gods, with the bulk of Kharadron being largely secular. Most of the worshippers he has left are either smiths or artisans, though there are a few warrior-societies known to venerate a weapon or artefact of Grungni's devising. Grungni's servants will near-invariably carry one or more tools or weapons that are master forged, but bear little else to identify themselves to one another. Grungni is worshiped at the forge by doing, not in public, with words.

Strictures

- Repair that which has been broken; rebuild that which has been destroyed.
- If a thing must be done, let it be done well.
- Oppose the followers of Chaos in all their forms.
- Aid the Duardin in their struggles, but only when they falter

MALERION
THE SHADOW KING

Malerion is a being of great and terrible darkness, a malefic deity whose mastery of the illusory arts is surpassed by none. Ulgu, the Realm of Shadow, is his domain, and though its thirteen dominions have many rulers, they are each intricately bound by a web of intrigue and deceit that answers to the pull of one or both of only two beings: Malerion and his mother, Morathi.

When he first awoke in the Mortal Realms, early in the Age of Myth, Malerion was without form, an inky shade unable to command his own corporeality. It was his own fury at his shapeless state that allowed him to briefly take a solid form, and so begin the slow process of mastering his godly powers. When the Shadow King deigns to show himself to others, he often appears as an Aelf of dread aspect, encased in black iron and coiling tendrils of shadow, but the truth is that he can appear in any fashion he chooses.

Within the Pantheon

Having scoured Ulgu to no avail for any sign of Aelfkind, save his estranged mother, Malerion's meeting with the wandering Sigmar early in the Age of Myth opened up the entirety of the Mortal Realms to his search. While heartened by meeting the few Aelves that dwelled in Azyr, Malerion knew they were far too few. His quest eventually led him to the underworlds of Shyish and eventually, to the Twin Gods of Hysh, and an unlikely partnership.

Tyrion and Malerion were archrivals in the world-that-was, and had since become beings so anathema to one another they could not enter the other's Realm. Yet in the search for the Aelves they were united, along with Teclis and Morathi. Together the four Aelven gods discovered Uhl-Ghysh, the sub-realm that was both light and darkness in which they could meet as allies and plot their vengeance against Slaanesh.

Throughout the Age of Myth, Malerion gave every appearance of labouring for Sigmar's Pantheon, though little he did was entirely altruistic. He crafted the Gladitorium, his greatest gift to the God-King, an arena of such awesome illusory power that warriors could fight to the death within and yet come to no harm, emerging unhurt after. Unbeknownst to Sigmar though, Malerion could gaze into the Gladitorium at will, studying the stratagems of Sigmar's finest champions against the day they were (inevitably) sent against him; however, his true focus was elsewhere. He tutored those Azyrian Aelves which showed promise in shadow magic and brought them with him to Uhl-Ghysh. With Teclis's aid he constructed a paradoxical engine of light and shadow, his contribution to the great plot that would lure Slaanesh, devourer of the Aelves of old, to Uhl-Ghysh and trap him in formless chains.

The distraction of the Aelf gods at this pivotal time contributed to the undoing of the pantheon. Malerion's final act within that alliance was a grand conjuration, performed alongside Teclis, to conceal the doings of Azyr from the Chaos Gods.

It is doubtful whether either god knew the true purpose behind Sigmar's request: to conceal the creation of the Stormcast Eternals until they were ready to be unleashed. It is a deception that both gods, but proud Malerion in particular, are said to holds against the God-King to this day.

'***It is said that no joy came at the reunion of mother and son when Morathi and Malerion first crossed paths during the Age of Myth. Each held an eternity of recriminations in their hearts, too much for either to ever forgive.***'

— *Gods and Monsters,* by Ziony Merrebae

Titles: The Shadow King, God of Shadow

Seat of Power: Druchiroth

Sacred Artefacts: Unknown

Current Status

Malerion seldom leaves his throne in the great citadel of Druchiroth, at least in body, for wherever a shadow falls, his spirit walks. Before the coming of Chaos, Malerion's rule over Ulgu was near absolute. Now, the Cathtrar Dhule rages seemingly out of his control. Morathi, once granted a bleak and seemingly useless portion of Ulgu after Malerion scorned her suggestion of shared rulership, is an increasingly potent nuisance whose schemes to achieve godhood have continued to accelerate. Still, Malerion's unrivalled command over the very substance of the Shadow Realm, as well as many thousands of years' experience in war, has meant that Ulgu was never entirely overwhelmed by Chaos as other realms were. Then again, Malerion never offered any aid to other realms, either, neither during the Age of Chaos, nor the Realmgate Wars that followed, leaving his position strong, albeit friendless, and his ultimate ambitions, as ever, obscure.

Followers

Malerion is worshipped as both absolute monarch and god throughout Ulgu. Observances to him are made in all but the most fervid of Morathi's strongholds, but out of fear rather than true devotion.

The Shadow King is also revered outside of Ulgu, although not as widely as he once was. His worship extends to a handful of secretive priesthoods in the darker corners of the Mortal Realms and those Battlemages of the Grey College wise enough to know the true source of their power. It has also been suggested by some that the Darkling Shadowblades, the dread assassins of Sigmar, were gifts from Malerion and owe ultimate fealty to the Shadow King.

Strictures

- Give deference to shadows, for there walks Malerion.
- Knowledge is power. Seek it, keep it, but most importantly, use it.
- The deadliest blow is that which strikes unseen.
- There are many gods, but only one King in the Shadow.

MORATHI
HIGH ORACLE OF KHAINE

Morathi is a sorceress of incomparable power and cunning, an oracle of blood and a queen of lies. She is a being of supernatural beauty, a darkly radiant Aelf queen framed by wings of shadow-metal, but even her appearance is a deception, her true form being too hideous for one of her monstrous vanity to abide, a fusion of serpent and shadow in the likeness of her arch-tormentor and nemesis, Slaanesh.

Many theologians argue that Morathi is not truly divine at all, though not within the hearing of any Witch Aelves. Perhaps, yet she is certainly the mother of a god and holds the heart of Khaine within her hand. She is as close to godhood as to make no difference, and her power grows by the day.

Within the Pantheon

Morathi was aware of Sigmar's presence in Ulgu long before the God-King became aware of hers. Sigmar sensed the presence of a kindred power within the penumbral mists, but such was Morathi's mastery of her arts that she clouded even his eyes until she chose to reveal herself and Malerion. Mother and son had worked together for many centuries before the coming of Sigmar, but their relationship had long been one of jealousy and mutual distrust, and both welcomed the God-King and his offer of alliance as an opportunity to break from the other. Sigmar lent his might and wisdom to the construction of Druchiroth, and in return Morathi and Malerion joined the Grand Alliance of Order where they would prove instrumental in instructing the Mortal Realms in some of their eldritch arts.

Titles: High Oracle of Khaine, The Shadow Queen, Grand Matriarch of the Daughters of Khaine

Seat of Power: Hag Narr, Ulgu

Sacred Artefacts: The Iron Heart of Khaine; Máthcoir, the Mother Cauldron

Morathi however, was never entirely accepted by the other gods, especially once an angry blow from Nagash revealed her true form for all to see. Soon thereafter, she withdrew from Azyr to carve out her domains in Ulgu and lay her plans for the future. When Malerion approached her for her insight in capturing Slaanesh and freeing the Aelf souls trapped within the Chaos God, she aided the other Aelven deities for the power she felt it would grant her, though vengeance too, was sweet.

Using her magics, power drawn from countless sacrifices, and her blood itself, she crafted the first 'vessels' that would hold the Aelven souls that were her portion of those released from Slaanesh. These were the serpentine Melusai and the winged Khineari — the most loyal of all her followers.

Current Status

Morathi used her guile to weather the Age of Chaos, with no small help from the treacherous conditions of her domain and an army of fanatics. Her efforts at repelling the Chaos tide crashing against her lands while still aiding others endeared her to many, even as Malerion, Teclis, and Tyrion aloof and concerned only with their own affairs, fell from grace.

She was immediate in her support of Sigmar after his tempest rolled across the Mortal Realms and Witch Aelves have fought at the forefront of many of the battles against Chaos. Her ongoing efforts have led to the Cult of Khaine as being second only to the Cult of Sigmar in its following and reach amidst the free cities. Morathi has inserted herself into that ancient religion like a parasite, declaring herself Khaine's Oracle, and her word law. She bears the heart of the dead god with her always, the promise to all true believers being that every drop of blood they spill in her cause goes towards making it beat again. A lie, perhaps, but a useful one.

Morathi is said to have never forgiven Nagash for the blow that revealed her true form before the Pantheon, and so she has driven her Witch Aelves to embrace the fight against the Undead as readily as the war against Chaos.

Notwithstanding her seemingly strong position, Morathi remains very worried; despite his imprisonment, she greatly fears Slaanesh, convinced that he will break free soon, and many of her plans, including some truly ruthless ones, have been laid in preparation against that dark day.

Followers

The Witch Aelves of Khaine are widely recognised as some of the most fanatically loyal followers in all the Mortal Realms. While they are technically followers of Khaine and not Morathi, the Great Matriarch ensures that they are generally regarded as one in the same. The Daughters of Khaine now have temples dedicated to the Lord of Murder in every City of Sigmar, including Azyrheim itself. No small feat, considering the faith started as an exclusively Aelven and female cult. The cult's influence has become so pervasive that many a soldier on the eve of battle, any footpad stalking a mark, and certainly anyone assigned to murder, utters a prayer or makes an offering, to Khaine.

While Morathi rules from her dark seat in Hag Narr, her followers know that little escapes her attention, rightly suspecting that she has agents in every temple, and eyes everywhere.

Strictures

- Oppose the followers of Chaos, particularly of Slaanesh, with every drop of strength. Punish any that would aid them, and assist any who would fight them.
- The blood you spill is for Khaine.
- Spill none of your own blood in defence of the weak, except where doing so will frustrate the ambitions of Chaos.
- Obey your Queen. Ensure she obeys Morathi as devoutly.

TECLIS
THE ILLUMINATOR

Teclis is a mage without compare. A being of deep philosophy and possessing great wisdom learned at terrible cost over countless years. He values all knowledge and is voracious (some would suggest heedless) in his pursuit of truth. When his people were lost and all but fallen to Chaos, Teclis found a new way for them to be, and so saved their collective souls.

Teclis appears as a tall Aelven mage, with serene features, though apparently somewhat weak of limb; a powerful radiance shines forth from him and his cool gaze is unfaltering. Teclis is seldom seen without the Lunasphinx Celennar, the incarnate soul of Hysh's true moon.

Within the Pantheon

Teclis first awoke in the Mortal Realms at the side of his twin, Tyrion, on the very edge of Hysh. The two explored the newborn realm together, but could find no trace of Aelves till, by chance, they met the God-King. Teclis was effusive in welcoming Sigmar to Hysh, eager to meet the Aelves he had found, and for the opportunity to explore the libraries of Azyr and consult with such estimable ancients as Dracothion. It was Teclis that taught Azyrites scholarship and science. The Illuminator did more to propagate the teaching of magic through the Mortal Realms than any other god. It was Teclis who established the Collegiate Arcane to codify that learning, and Teclis again who tutored the Eldritch Council, imparting on those Aelf mages the traditions and lore of a lost people.

Titles: The Illuminator, The Ever-Radiant, The Mage God, The Light of Truth, The Archmage, Teclis the Wise

Seat of Power: The Hyshian Zenith

Sacred Artefacts: The Lunar Staff; the Sword of Teclis; the Discs of the Aelementiri; the Seeing Stone of Celennar

Teclis gave a great gift, his Enlightenment Engines, to Sigmar in the hopes that the God-King would use them to elevate the cultures of all his folk. Sigmar ultimately had Grungni rework the concept of the engines into a weapon of concealment, hiding knowledge instead of expanding it in order to camouflage his Stormvaults — an insult Teclis has not yet forgiven him.

Teclis all but withdrew from Azyr once the plot to trap Slaanesh succeeded, concerned as he was with saving Aelven souls from the Chaos God and re-building Aelven society anew. It was Teclis who discovered the best way to coax souls out from Slaanesh's gullet. Eager, at first, to 'improve' upon the Aelves of old, Teclis's early efforts lead to tainted Aelves that fled him to hide in the deep oceans of the realms — the Idoneth Deepkin.

Learning from his earlier mistakes, Teclis created the Lumineth, the Aelves he deemed flawless and his masterpiece. For all his insight, he did not perceive that they, too, had flaws within. Teclis's wisdom helped shape the Ten Paradises of Hysh into utopias, kingdoms founded in scholarship and reason, rather than crass mercantilism or skill-at-arms. When the Lumineth's flaws led to Chaos nearly overwhelming Hysh, Teclis learned to commune directly with the spirits of Hysh and taught others to do so, leading to the Reinvention, which saved the Lumineth from destruction.

Current Status

Just as the Aelves of Hysh had finally managed to regain control of some of the Light Realm's inner lands from the forces of Chaos, the Necroquake roiled across the cosmos. Teclis's arts managed to blunt its damage, but the Arcanum Optimar caused deadly predatory spells to erupt across Hysh, as well as countless unclean spirits to rise. Teclis is at the forefront of dispelling or putting down such dangers, but they are trifling concerns next to his fear that the Necroquake may have damaged Slaanesh's bonds. Teclis now spends much time preparing against the day when the Pleasure God breaks free and his efforts have even taken him to other realms, as he and his followers mystically shore up lands weakened by Chaos — regardless of what the inhabitants have to say about it.

Followers

Teclis is revered by mages and scholars of all kinds, and rarely is an educational institution not dedicated to him. His temples are famed libraries and places of learning, for Teclis is a god to whom people turn with questions. His answers are seldom clear; Teclis is happy to light the path, but the scholar must walk it. The Lumineth people as a whole venerate Teclis and many of their greatest mages count him as one of their greatest teachers, for he still instructs his people whenever he can.

Strictures

- Pursue all knowledge.
- Seek out truth, wherever it leads.
- Never turn away one who comes in search of wisdom.
- Only through proper learning can the temptations of Chaos be resisted.

Tyrion

The luminous god Tyrion is the twin brother of Teclis. Tyrion was blinded by the light of Hysh itself as he searched for his twin, but he does not need eyes to perceive the world about him. Indeed, not only can he see through Teclis's eyes, he now has senses that are far more powerful than mere sight. As his brother is, first and foremost, a mage, Tyrion is a warrior born. Tyrion highly values honour and his sworn word is unbreakable. He is a teacher of both philosophy and battle. The Lumineth are as much his people as they are his brother's, though the various nations of Hysh tend to favour the teachings of one brother over the other.

Tyrion frequently appears as a powerful Aelven warrior clad in shining mail, with a silvery cloth tied about his eyes. He wields a sword so bright that mortals cannot look upon it directly for long without being blinded.

KHORNE
THE BLOOD GOD

War and slaughter, murder and massacre are the manifestations of Khorne. Feeding upon the rage of mortals, the Blood God is often the mightiest of the Dark Gods.

Khorne is depicted by his worshippers as a gargantuan warrior encased in baroque armour of brass plates and with the snarling visage of a savage hound. He wields Warmaker, a giant, apocalyptic sword said to be capable of obliterating entire cities with a single strike. He reigns over his empire of slaughter from a mountainous throne fashioned from the skulls of those who have died in his honour, both his worshippers and their victims.

In the Age of Chaos

During the Age of Chaos, when the armies of the Dark Gods raged across the Mortal Realms and were poised to consume all except Azyr, Khorne's power swelled beyond measure. Every being that fell in battle, every drop of blood shed in war, fed the rapacious Blood God. In this great conquest, even as the other Chaos Gods expanded their reach, the might of Khorne grew ever greater. His armies turned upon those of the Horned Rat and Slaanesh. His daemonic hordes assaulted the Crystal Labyrinth of Tzeentch and the Plague Gardens of Nurgle within the Realm of Chaos itself.

While Khorne's hordes hammered at the gates of Azyr, the tide was turned. Sigmar unleashed the armies he had forged: the mighty Stormcast Eternals were dispatched across the Mortal Realms to drive back the hosts of Chaos and restore Sigmar's pantheon. The minions of Chaos were forced to withdraw at the very threshold of conquest. The bloodthirsty hordes of Khorne were the most numerous, but also the most reluctant to surrender ground to the Stormhosts, leading to massive battles wherein countless were slain. Though battle pleases the Blood God, the loss of so many faithful followers was galling.

Current Status

Khorne remains the most powerful of the Chaos Gods, and vast swarms of his warriors exist in every realm except Azyr. While his daemon armies are no longer poised to conquer the Crystal Labyrinth or the Plague Gardens, his blood-drenched domain remains the largest in the Realm of Chaos. His rage against Sigmar for denying him victory has not lessened but, though he would never admit it, Khorne has greatly enjoyed the countless bloody battles his faithful have waged against the Stormcast Eternals, though he takes their lack of blood and failure to leave skulls behind when they die as an insult.

Nagash's return, however, is a real concern. Khorne understands that in the lifeless undead there is no rage to empower him and no blood to quench his thirst. The spread of Nagash's power from Shyish into the other Mortal Realms has become a new threat that Khorne cannot afford to ignore.

Titles: The Blood God, The Skull Lord, Lord of Rage, Kharneth, The Slaughterer, The Master of Battle, Skull King, The Bloodwolf, The Drinker of Souls

Seat of Power: The Brass Citadel

Sacred Artefacts: Warmaker; The Skull Throne

Followers

The Blood God savours the carnage wrought by his disciples, feeding upon the lives of all those who die in his name. His mortal followers are many, from savage tribes of Human marauders to feral herds of Beastmen. Khorne's power is always waiting for those who nurture the seeds of wrath. When a righteous cause descends into bloodthirsty massacre, it was Khorne's hand that tilted the scales. There are always those who cast aside temperance and restraint to delight in the ferocious havoc of the Blood God's power.

Khorne loathes magicians and wizardry. What powers he bestows upon his followers enhance their prowess in battle, and their ability to wreak ever more bloodshed. A favoured worshipper might find their strength enhanced or their endurance increased beyond natural limitations. Berserk rages that transform a follower of Khorne into a butcher immune to pain are often a sign of the Blood God's approval. The most favoured warriors may receive enchanted armour or fearsome daemonic weapons. Those who fail Khorne might be wracked with horrible mutations and transformed into a mindless abomination, if they are not simply struck down outright by the Blood God's fury.

Khorne's temples are battlefields, for it is in war that his power is exalted. His disciples seek out combat, roving from one fight to the next. If they are unable to find enemies, the worshippers of Khorne fall upon one another, for anyone who follows the Blood God does so for their own glory and will not shirk from turning upon comrades.

Strictures

- Blood and skulls are Khorne's due.
- Show no mercy to the vanquished, for mercy is an offence to Khorne.
- Hold in scorn the weak, decadent followers of Slaanesh.
- Khorne cares not from whence the blood flows, only that it does so.

NURGLE
LORD OF DECAY

Disease and entropy are the heralds of Nurgle the Plague God. The manifold afflictions unleashed upon the Mortal Realms provoke the despair upon which Nurgle gorges himself.

Once they have succumbed to the Lord of Decay's 'gifts' his followers do not see him as a terrifying force but rather as a kindly, even jovial figure. Grandfather Nurgle, as his devoted call him, is depicted as a gargantuan, bloated creature. There is something toad-like in his build, with a massive gut drooping over stumpy legs. His green, scabrous body is rotten with disease, his belly split open to expose rancid guts within. The flabby face that squats atop his broad shoulders frequently bears an expression of gruesome mirth, punctuated by his booming laughter. Nurgle is cheerful, more often than not, which makes his bouts of sulking despair, followed by searing rage, that much more frightening. Broad antlers stretch from the Plaguefather's bulbous skull, the decaying hides of particularly diseased devotes hanging from their points. The monstrous daemons known as the Great Unclean Ones appear as little more than Nurglings next to their god's bloated form, scurrying about like lice on Nurgle's body as they suck at his wounds and dig into his exposed intestines.

In the Age of Chaos

At the very heart of the Garden of Nurgle rests a cauldron so vast that it could contain all the oceans of all the realms. Within his immense cauldron, Nurgle brews the many plagues his devotees spread in his name across the Mortal Realms. During the Age of Chaos, the Lord of Decay sent countless new diseases across every realm, save Azyr. As kingdoms and nations succumbed to his 'gifts' there was a time when Nurgle's power waxed mightier than that of all the other Chaos Gods combined. But the nature of Nurgle's power has ever been cyclical. The new diseases that empowered his rise inevitably burned out or were (rarely) cured. Eventually, the Plague God's power retreated in all realms but Ghyran, leaving Nurgle to console himself with the fact that, inevitably, all things will one day decay and feel his touch.

Within the Realm of Life though, Nurgle ruled supreme throughout the Age of Chaos. At the very start, he had sent no less than three massive spearheads of his forces into Ghyran. The diseased Skaven Clan Pestilens aided his forces. Throughout the War of Life, stealth and base cunning oft served where virulent diseases failed. All fell before the Plaguefather's legions and his vile allies and, for centuries, only hidden enclaves of the Sylvaneth defied his armies.

Nurgle's ultimate plan was to capture the goddess Alarielle and bring her back to his garden in the Realm of Chaos. While his armies hunted for her, the vibrant life of Ghyran slowly became diseased and corrupt, decaying into a vast morass of filth. Only the arrival of the Stormcast Eternals and the assumption by Alarielle into a new warrior aspect finally turned back Nurgle's conquest, though much of Ghyran remains, as yet, polluted by his followers.

Current Status

Nurgle can be curiously gracious in defeat, pragmatically believing that all his enemies and rivals must inevitably rot and decay one day; however, a vision in his cauldron's innards has made the Grandfather question his long-standing assumption. In the scummy contents of his cauldron, he perceived the extent of Nagash's growing influence. By their very nature the undead defy properly

Titles: Lord of Decay, Grandfather Nurgle, Fly Lord, Lord of Disease, Plaguefather, Onogal, Nieglen

Seat of Power: Garden of Nurgle

Sacred Artefacts: The Great Cauldron

decaying, in order to nourish new cycles of life for Nurgle to infect. Sigmar's forces are a trying challenge, true, but the Great Necromancer is an enemy that Nurgle cannot afford to ignore.

Followers

The vast multitudes who follow Nurgle do so in despair. Ravaged by disease, the desperate cry out for succour. Nurgle provides relief from their suffering, but in the most horrible manner. Instead of withering under the torment of plague, the afflicted draw strength from their diseases, becoming all but inured to pain and frequently, immune to it entirely. For them, sickness leads to a new and terrible life instead of a long and lingering death and most eventually revel in their corruption. The Grandfather is attentive towards his followers, continually rewarding them with new poxes and afflictions, corrupting their flesh until they become walking horrors. Each follower of Nurgle spreads the pestilential gifts of their god; the most favoured can sicken a victim with a simple breath or a mere touch. Such is their devotion to Nurgle, that his worshippers see the spread of disease as a sacred duty, a means by which to bring others the putrid bounties of the Plague God.

Nurgle's gifts are many. His sorcerers can manifest their god's power in streams of searing filth and swarms of plague-ridden flies. Warriors who embrace the Grandfather swell in size and strength, becoming bloated monstrosities all but impervious to injury and pain. The more diseases Nurgle bestows upon his disciples, the mightier they become. The Plague God can be over-indulgent, however, and this can cause even a favourite follower to dissolve into a puddle of goo or become a mindless plague spawn.

Strictures

- All diseases are a reward to be eagerly sought, for they are the Grandfather's blessings.
- Spreading the blessings of Nurgle is a sacred duty and an unending obligation.
- All things decay in time. Do not seek to prevent this.
- Tzeentch's deluded followers are to be forcibly made to witness the beneficence of Nurgle.

SLAANESH
THE DARK PRINCE

Before he glutted himself upon souls from the World-That-Was, Slaanesh preferred to appear as an androgynous humanoid of mesmerising beauty. Long golden hair spread like a mane around his head while two sets of shiny black horns sprouted from his brow. His body was lithe and supple, male on the left side and female on the right. The most wondrous gowns and robes were draped about his form, adorned with fabulous jewels and fringed with the finest velvets. The magical Jade Sceptre, most prized of all his possessions, was seldom far from his hand. Yet in the alluring decadence of Slaanesh's aspect there was not simply glorious beauty but disturbing horror. The allure of Slaanesh was a fascinating repulsion, a loathsome desire that bewitched those who gazed upon him.

In the Age of Myth

Slaanesh fed well from the spirits of the World-That-Was as it ended. The Dark Prince was encouraged to excess by his own insatiable desires, plundering even the underworlds for the souls of Aelfkind, becoming bloated and huge. Even as the armies of Chaos laid waste to the Mortal Realms, Slaanesh withdrew to a hidden lair to properly digest the multitudes he had devoured.

Tzeentch discovered where Slaanesh had hidden, but rather than act directly, he manipulated Khorne into moving against their brother god, attacking his guardians. At the same time, he laid clues that would lead the Aelf gods to find Slaanesh. The four Aelven deities had long sought the souls of the Aelves in the Mortal Realms, which they now, at last, discovered in the belly of Slaanesh.

Titles: The Dark Prince, God of Excess, The Pleasure Lord, The Despoiler, The Serpent

Seat of Power: None

Sacred Artefacts: The Jade Sceptre

First setting a trap, devious and subtle, within Uhl-Gysh, the Hidden Gloaming, which lies between the realms of Hysh and Ulgu, the Aelf gods revealed themselves to Slaanesh, knowing he would seek to consume them, despite his gorged state. Their ruse worked spectacularly. They captured Slaanesh, shackling him with formless chains forged of paradox and shifting light. For long centuries, he has been imprisoned, endlessly tortured, forced to disgorge the Aelf souls he consumed so that their gods might cleanse them and reshape them into new Aelves.

Current Status

Slaanesh's throne in the Realm of Chaos sits empty, the Dark Prince locked away and tortured in the Hidden Gloaming. It is not entirely displeasing to the god, for in endless torture there is endless sensation. He has, however, felt the rising power of Nagash, and envisions the horror of realms transformed into worlds of the unfeeling dead. A possible future under Nagash has done what the Aelf gods could not — made the Dark Prince know fear.

Slaanesh struggles against his fetters, afraid of how dull the realms will become should Nagash triumph. Or, at least, so it would appear. Some whisper that Slaanesh has already broken a few of his bonds, replacing them with illusions of chains that are strong and whole.

Followers

Desire comes in many forms, but all can lead to Slaanesh. From the loftiest artistic inspiration to the most crude and base physical drives, all are a part of Slaanesh's domain. Many fixate upon the more salacious aspects of his role as Lord of Pleasure; those caught most easily in his power are libertines and sensualists who abandon themselves to the gratification of their urgings; however, any pleasure from the physical, to the most cerebral, when taken to excess leads to the Serpent's door.

The Dark Prince's faithful become slaves to their passions. Desires once easily sated become more demanding, requiring them to push further and further to gain satisfaction. Even the most innocuous pursuit leads a follower of Slaanesh down a steady decline into decadence, a constant mad quest for new experiences capable of bestowing some feeling. As they become more jaded, all restraint and inhibition is lost. No perversion becomes too abominable so long as it allows them to feel something… anything. The line between pleasure and agony vanishes as they exceed mere hedonism and fall into utter depravity.

Sorcerers of Slaanesh learn magic that preys upon the senses and desires of their victims. Slaanesh's daemons are at once incredibly beautiful and utterly hideous, as enchanting as they are terrifying. The mutations that afflict Slaanesh's worshippers are much the same, somehow graceful and seductive, while still ghastly and grotesque.

Strictures

- All sensation glorifies Slaanesh, whether it is pleasure or pain.
- Awaken desire in all, for this will reveal to them the wonders of Slaanesh.
- The pursuit of excess is a sacred obligation.
- Disdain the mindless destruction wrought by Khorne's followers.

The Changer of the Ways never appears in exactly the same way, though there are certain recurring features. The closest he has to a 'standard' shape is a massive figure with no head, but an expressive face in its chest, with large pseudopod-tentacles branching away from his shoulders. The god's form is mottled with many faces of every shape and size. When Tzeentch speaks, these faces repeat his words, though with subtle nuances and alterations that change their meaning. Some of the mouths mutter contradictions or commentary that questions the veracity of the god's speech. It's widely rumoured his forms are countless, but none can say what the others might be with any veracity.

In the Age of Chaos

The plots laid by Tzeentch have wrought havoc among the other Chaos Gods just as they have visited destruction on the Mortal Realms. His intrigues drove Khorne's greatest Bloodthirster into a mindless rage, goading Skarbrand to attack the Blood God and have laid the foundations of future ruin for many of Sigmar's free cities.

Most telling of all, it was the scheming of Tzeentch that led to the downfall of Slaanesh. Bloated and near-sated after gorging upon Aelven souls from the World-That-Was, Slaanesh was overwhelmed by the forces Tzeentch manipulated against him. Khorne's warriors fought Slaanesh's guardians, due to the machinations of the Architect of Fate and thereby allowed the Dark Prince to be captured by the Aelf gods — who found where he was hiding due to the Changer's efforts.

During the Age of Chaos, Tzeentch put into motion a plan intended to see the entire realm of Chamon drawn into his Crystal Labyrinth within the Realm of Chaos — a plan not entirely thwarted even now, though the Kharadron Overlords have proved themselves a cunning and tenacious enemy. Still many of Tzeentch's plots have been unexpectedly disrupted by the Stormcast Eternals. The sorcerer Ephryx's plan, on Tzeentch's behalf, to take Ghal Maraz into the Realm of Chaos forever was destroyed when Sigmar's lost warhammer was recovered from the Eldritch Fortress. The city of Excelsis was saved from Tzeentch's followers by what appeared to be mere chance, greatly vexing the Changer of the Ways.

Current Status

Tzeentch's mind conjures plots within plots, schemes and intrigues that can seem to be at cross purposes or even directly oppositional to anyone incapable of appreciating the many strands of possibility. Like Khorne and Nurgle, Tzeentch is aware of the growing power of Nagash as he extends his reach beyond Shyish. The Changer of the Ways knows that the final changeless cosmic order that

Titles: The Changer of the Ways, The Great Conspirator, The Architect of Fate, The Lord of Lies, The Master of Fortune, The Weaver of Destinies, The Great Mutator, Tchar

Seat of Power: Crystal Labyrinth

Sacred Artefacts: None are certain what is truly precious to Tzeentch. He never seems to invest too much power or importance upon any single vessel. What is vital to one of his schemes is inconsequential to another.

Nagash seeks to create is opposed to all he represents. Nevertheless, Tzeentch is the Master of Fortune, and he is far more interested in the many new possibilities Nagash's ambitions and the Arcanum Optimar present, along with the best manner to exploit them to further his own plots, than he is in directly opposing the Great Necromancer.

Followers

There are many who are drawn into Tzeentch's worship. Hope and ambition are the most common qualities upon which the Great Mutator feeds. The quest for knowledge and search for power are pursuits that easily act as a route to corruption — Tzeentch offers both.

Tzeentch is well versed in magic, for all magic embodies change of some sort. His sorceries are the purest expression of change, transforming both their targets and those who wield them. Among the sorcerers of Chaos, those who devote themselves to Tzeentch are the most powerful, capable of magic both mightier, and more subtle, than those of their rivals.

Even his faithful with little aptitude for magic find themselves becoming attuned to the arcane. They may be able to sense a spell being cast from some distance away, or detect the dweomer of an enchanted object. Some, incapable of harnessing magic by themselves, may find that when they gather into cults they are able to conjure spells as a group.

The majority of those who follow Tzeentch find that their bodies develop mutations quickly and frequently. Far from a debility, they embrace even the most noxious of these growths as a gift from their god and an expression of Tzeentch's favour. It is ironic then that when a follower displeases the Changer of the Ways, his wrath is usually made known by inflicting a devastating number of mutations on them all at once. Those who try to work magic greater than their ability and knowledge typically suffer the same fate.

Strictures

There are no inviolate rules that govern all followers of Tzeentch, save that change is always considered to be sacred. Tzeentch's tenets are unpredictable, varying from cult to cult and sorcerer to sorcerer. Typically, there will be a rejection of tradition and an antagonism towards laws and authority. Often there will be a fascination for magic and its study.

THE GREAT HORNED RAT

THE VERMIN KING

The being known as 'The Great Horned Rat' is a single entity, but within the teeming labyrinthine caverns that make up the indecipherable vastness of his mind lurk a myriad of scheming, bickering, conniving, unfathomably inhuman personalities. Each constantly vies for supremacy over the others, much as the great powers of Chaos war amongst each other. In this, the Horned Rat could be considered the truest manifestation of Chaos amidst the Dark Powers.

It certainly thinks so.

The Horned Rat crawls through the hidden spaces between the Mortal Realms, forever scratching and gnawing at the fabric of reality. On those dread instances where its feuding personalities can coalesce on the need to adopt a physical form, it appears as a gigantic, upright rat, its fur the colour of the void after the End of All Things, its breath pure warpfire, its horns tearing at the sky itself. Such personal appearances almost always presage a rare union of the fractious Skaven and trouble for the Mortal Realms.

In the Age of Chaos

Legends tell of an age when the Skaven ruled supreme over the ruins of a broken world, when the gods of Chaos were forced to admit the Great Horned Rat into their number. The older gods found the Great Horned Rat an upstart and an irritant, and their Exalted Marshal Archaon Everchosen has never once hid his disdain for the rat-god and its skulking minions. Regardless, the Great Horned Rat and its children were instrumental in many triumphs of the Age of Chaos, winning myriad wars through stealth, cunning, and brazen treachery where the might of the traditional powers had failed. The Horned One's ceaseless gnawing at the barriers between realms proved critical to Archaon's claiming of the All-Points during the Nexus Wars, and in the aspect of the Great Corruptor, the Horned One was a frequent ally of Nurgle in the Wars of Life on Ghyran. To believe the Great Corruptor and the God of Plagues natural allies is a common mistake — the Horned Rat's efforts undoubtedly brought more than one unpleasant ulcer to the usually garrulous Grandfather.

The end of the Age of Chaos saw a dramatic implosion of the Great Horned Rat's power. Internal rivalries and ecclesiastical schisms, all reflections of the Great Horned Rat's own riven psyche, were already tearing the Skaven empire apart before the end came at the hands of Khorne. The followers of the Blood God, having vanquished so many of their foes across the Mortal Realms that they were beginning to find it difficult to readily find new victims, turned on their Skaven allies in a frenzy of blood that would effectively last until the coming of Sigmar's Tempest.

Titles: The Vermin King, He Who Gnaws, The Horned One, Lord of Decay, Great Corruptor, Great Deceiver, Lord of Assassins, The Shadow That Kills

Seat of Power: Blight City

Sacred Artefacts: Too many to list, most of dubious providence

Current Status

The divisions in Skaven society mirror those of the Horned One's psyche and form the basis of the Clan structure. The Clans Pestilens, for instance, worship the entity calling itself the Great Corruptor, while the Clans Eshin more commonly entreat the being known as the Deceiver. Each aspect of the Great Horned Rat is, naturally, convinced of its pre-eminence and ensures its followers share in that conviction, causing understandable confusion and no end of strife, particularly as the Horned One's personalities will also undermine its rivals with deliberate mistruths whispered into the ears of their faithful. At the moment, the Great Horned Rat's largest concern is that the Clans Skryre and Clans Pestilens have both grown mighty enough that a massive civil war seems imminent… Or it would be a concern, if various parts of the Horned One weren't looking forward to it.

Such is the nature of the Great Horned Rat.

Followers

The Skaven are a wretched lot, generally blaming any failure, great or small, on a lack of divine favour, as well as the incompetence of their underlings, the machinations of their rivals, extenuating circumstances, and so forth. Some Skaven pray fervently at every opportunity, but only because they hope it gives them an edge of their fellows. The Great Horned Rat occasionally answers pleas, particularly of those whose struggles against life amuse him.

Skaven holy texts are byzantine, contradictory and short lived; it is not very long before the newest reinterpretation of sacred truth emerges to undermine and tear down the old. Despite their bickering, all followers of the Great Horned Rat acknowledge the power of the number thirteen, considering it both lucky and weighted with divine significance.

The Vermin King is intimately bound to its children, and non-Skaven worshippers are practically non-existent. Few beings can cope with the impossible contradictions, the sheer insanity, or the extreme disregard with which the Horned One treats its subjects. The irredeemably mutated or mad, or champions utterly shunned by Tzeentch or Nurgle, occasionally find solace in The Rat's skittering madness.

Strictures

Belief systems and codes of conduct vary enormously between Skaven clans, but commonly held principles generally revolve around selfishness, ambition, expanding Skavendom across the Mortal Realms, and maintaining a healthy terror of the Great Horned Rat.

GODBEASTS

The gods are not the only beings with great power in the Mortal Realms. There are creatures so mighty that they can threaten whole civilisations or even the realms themselves, and many have been worshiped as gods in their time. Called Godbeasts, or 'zodiacal beasts', the tales say that Sigmar, Nagash, and Gorkamorka slew many of their kind during the Age of Myth. Few in the Mortal Realms now can say for sure if such beasts ever existed, for the Godbeasts are beings whose nature is near incomprehensible to mortals.

In the Age of Sigmar, there are legends and rumours that some of the godbeasts endure. Some are said to be active, while others are said to slumber, only to awaken some day to cause havoc when least expected. Some godbeasts are clearly tied directly to the energies of the Mortal Realms. The noble and near-omniscient Dracothion, the Celestial Drake, who found Sigmar adrift in the void, clinging to the burning core of the World-That-Was, is somehow an inherent part of the power of Azyr. The massive segmented Fangathrak, which crawls through the hinterlands of Ghur, holds within his mighty jaws the Mawgate — the Realmgate that leads from Ghur to the All-Points. Argentine, the Silver Wyrm of Anvrok, once heated the metals of Chamon, so they could flow like rivers, before the corruption of Chaos overthrew him. Others may dwell within the realms, but their nature is inexplicable. Ghillnarad Dhor, the Prince of Flowers, who guards secrets best left forgotten for Sigmar and Alarielle. Shurihuratha, the Thought Viper, whose whispers are like a virus that infects the mind. Chimerac the Fluid, whose cast-off patchwork forms are legion.

THE CHOSEN

As strong as the Blessed can be, they are lesser lights compared to those known as 'Chosen'. So named because at least part of their power derives from having been picked to be one of the direct agents of one or more deities; each of the Chosen are a force to be reckoned with. They are not gods, though they may appear as demigods, and truly, the distinction will certainly seem to be near meaningless to any hapless mortal that has to stand against them.

Most famous of the Chosen is surely the Three-Eyed King, Archaon the Everchosen, supreme commander of the forces of Chaos. Empowered by all the Chaos Gods — save the Great Horned Rat, whom he despises — it was Archaon that brought the Mortal Realms to the very edge of defeat. The coming of Sigmar's Tempest and Nagash's Necroquake may have stalled his plans, but he remains the most dangerous threat in all the Mortal Realms.

Nagash's forces are led by his dread Mortarchs, immensely powerful Deathlords directly empowered by their Undying King. Each serves Nagash in their own way, performing whatever is requested of them, while otherwise ruling over portions of his vast empire. While each Mortarch is phenomenally dangerous, it is, perhaps, the spies of the ancient Vampire lord Neferata, and Orpheon Katakros' legions of Ossiarch Bonereapers, that give Nagash's enemies the greatest concerns.

Within Azyr, the Six Smiths forge the weapons of the Stormcast as well as their very souls, as they oversee the foundries of the Sigmarabulum and every Reforging on the Anvil of Apotheosis. The Six Smiths are all heroic scions of Grungni, but much about them has been obscured.

Some would argue that the Soulbound themselves are Chosen. However, were a lone Soulbound to stand against one of the true Chosen the terrifying disparity would swiftly become apparent.

MAGIC

11

Raw eldritch energy permeates the Mortal Realms. Motes of magical energy drift on the winds, seep into rock, and flow through earth, wood, and water. Those knowledgeable in the arcane can direct this energy using ancient words of power, mystic gestures, and their wills to incredible effect, yet a single misspoken syllable or errant motion can invoke untold ruin, utterly destroying a careless magic wielder.

This chapter gives an overview of the arcane in the Mortal Realms and details how to wield that might in the form of casting spells. Considering the amount of magic and esoteric knowledge to be found throughout the realms, this is just a primer, albeit a useful one!

HOW MAGIC CAME TO THE REALMS

Youths of every culture within the realms eventually ask the ancient question: '*Where does magic come from?*' The answers they receive are invariably colourful, but scholars despair over them, for there are as many responses as there are cultures. Certainly, the formal learning of magic began in the Age of Myth when mighty Sigmar taught groups of Humans, Aelves, and Duardin the rudiments of wielding arcane energy in order to help build their fledgling civilisations. But as to magic itself? Some say it has always been, that it is the true building block of all things.

The Collegiate Arcane hold that the power of the Mortal Realms derives from the vast explosion of energy caused when the realms were formed. The Aelves and the enigmatic Slann whisper hints of ancient cycles of creation and destruction, a game played by beings so mighty that the gods are as children to them. And the Orruks? They say Gorkamorka hurled up all raw magic in chunks after eating too many inedible Godbeasts.

Every Species has its own understanding of magic — or lack thereof. Most know that the realms are, at least in part, made of magic and that this essence can be harnessed and shaped in incalculable ways.

Realms of Sorcery

Each realm embodies one of the Lores of Magic, seemingly crystallised from the raw magical energy of the cosmos and the remains of the World-That-Was. Though each realm has a particular affinity, all forms of magic are found in every realm. A person with Witch-Sight may see or feel an abundance of raw Jade magic while in Ghyran, but also sense faint traces of the burning energy of Aqshy, the wild bestial flow of Ghur magic, and the ever-present cold touch of deathly Amethyst magic from Shyish.

Wizards with an affinity for the magic of the realm they are in can often draw on this abundance of magical energy, pushing them to greater heights and super-charging their spells. This however has sometimes led to great calamities, as uncontrolled thaumaturgical power escapes a wizard's control and devastates them and those around them — or worse yet, creates a terrifying Endless Spell (page 282).

LEARNING MAGIC

Amidst the cultures that belong to the forces of Order, few have successfully learned magic on their own, and next to none can conjure more than a brief flicker without formal training. Those born with the 'gift' — some say 'curse' — of Witch-Sight can perceive raw magical energy and might learn to wield it far more effectively than those blind to the flow.

Shaping magical energy seems to come naturally to Aelves, and the sorcerers of the Eldritch Council wield power as though born to it. This is not entirely surprising, as the fundamentals of spellcraft and sorcery were first taught to Aelves and Humans by the Aelven deity Teclis during the Age of Myth.

There are hundreds of magical practices amidst the cultures of humanity — from grizzled augurs that can read the future amidst the cracks of a heated bone, to celestial robed seers who can glimpse a petitioner's destiny in the stars, but few have mastered the arts of sorcery, for Humans have never grasped the secrets of the arcane as readily as the Aelves. Those Human mages with true arcane might have near invariably dedicated themselves to mastering a single discipline of magic over decades of study at a time — a practice the Collegiate Arcane was founded to assist in.

Pitfalls of Arcane Lore

Wielding magic is not a practice for the timid. It requires great resolve and incredible focus to direct arcane energy. A mistake in invoking a spell can cause it to go awry, potentially injuring its caster in spectacular ways. Even a successfully cast spell can bring ruin if its power is beyond that of its conjurer.

The power at the fingertips of every caster is dangerously seductive, requiring an iron will not to grasp after more. Addiction can slowly consume a wielder of the arcane, causing them to desire more and more power in order to satisfy their cravings. Some begin to delve into esoteric and blasphemous lore that sane beings were not meant to know, peering into the shadows of the aetheric void seeking knowledge best left forgotten. Far too many heed the whispers of the Dark Powers and fall into corruption. The Changer of the Ways especially seeks ever to bind wizards to his eternal service, offering terrifying power for the mere cost of a wizard's soul.

Many Paths to Power

Not every Species or culture engages in formal spellcraft, yet still they can wield mystic might. Duardin are not natural magic users, rather they follow ancient practices to capture arcane energy within runes — Fyreslayers famously hammer their burning runes directly into their own flesh. The Sylvaneth channel the forces of life itself, engaging more in a communion with nature to precisely direct energy, rather than cast spells. The shamans of the Orruks find that their spells just well up within them unbidden, and often uncontrollably. Strangest of all, perhaps, but no less potent for it, is the Ogors' art of gastromancy — the consumption of flesh and other horrible substances to invoke magical effects. The wild energies of both the Orruks and the Ogors are deeply tied to the bestial amber magic of Ghur.

The forces of the Undead wield the dark powers of necromancy, mastered and handed down by Nagash. The Great Necromancer does not share power readily and few beyond his trusted minions know any of the secrets of his dread art. What forbidden lore there is to learn is greatly obscured or hidden and those few that dare seek it are condemned by all.

THE LORES OF MAGIC

Every mote of arcane power is made up of component energies that each show a dominant 'colour' and hold elemental characteristics that correspond to properties associated with one of the eight Mortal Realms. Alike energies attract one another; many scholars believe that the Realms themselves are made up of solidified eldritch energies that pulled together due to their similar natures after the ending of the world-that-was, before the beginning of recorded time. Thus, each realm is associated with a specific type of magic, and that magic is most easily cast within it.

Amber Magic

The magic of Ghur, wild and ravenous. It stalks through humid vales and strikes from hidden caves. It is the strength of predators, the cunning of prey. It is primal, holding secrets of the wilds and beasts; feral and animalistic in form, all the better to join, or escape, the hunt.

Amethyst Magic

Darkest and most fearful to many is the grim magic of Shyish, for it holds the power of death. It is the magic of endings, of faltering cycles, of doom made manifest. It hovers over graveyards, battlefields, infirmaries, and seeps, inexorable, into all things.

Bright Magic

Fire is the heart of the magic of Aqshy. It is raging passions that burn the spirit and blazing flames that incinerate flesh. It is the heat haze of the deep desert, the gasp following the first breathless kiss, and the rage after a bitter defeat.

Celestial Magic

The magic of Azyr rises like a storm, then slips away as a gentle rain. It is the crash of thunder and the shimmer of the stars. One reads the future with the magic of the heavens — it holds the power of foresight, fate, and the wrath of the cosmos.

Gold Magic

Heaviest of all the energies, the magic of Chamon concerns the secrets of metal, the power to enhance it, or destroy it. It is the art of transmutation, the mystery of alloys, the possibilities of deft alterations. It is the magic of alchemy, and of technology.

Grey Magic

The secrets of the magic of Ulgu are legion, for it is smoke, and subtlety, and lies. It is the art of illusion, of elusive possibilities, hidden within obscuring mists and hazy intentions. It is the magic of charlatans, with misdirection and shadow wrapped about its daring trickster heart. It can also bring hidden justice to those who have escaped retribution.

Jade Magic

The magic of life, growth, rebirth, and renewal. The magic of Ghyran is cyclical, rising and ebbing with the turning of the seasons. Jade magic holds the joy of spring, the wisdom of autumn, the strength of summer, the patience of winter. It is the power of nature manifest.

Light Magic

The magic of Hysh is illumination, both literal and figurative. It is the magic of scholars, teachers, and seekers of lore. Symbols with depths of meanings that can only be discerned by the wise are its providence. It is the power of light, purity, swift thought, symmetry, and profound truth.

Other Lores of Magic

Other types of magic exist in the realms, such as the eldritch magic of The Deeps that the Idoneth Deepkin have mastered, and the corrupting and uncontrollable Chaos Magic wielded by powerful servants of the Dark Gods. Some scholars maintain these are not 'true' lores of magic, but rather strands of the other lores or twisted manifestations.

Whether this is true or not matters little. What is undeniable is that the Mortal Realms are permeated by many strange and unknowable forms of magic.

REALMSTONE

The raw magical energy of the Mortal Realms can coalesce into physical forms, varying in appearance and properties according to the energy from which they manifested. It occurs naturally in each realm and is heavily concentrated at realm's edge — though a mortal is likely to die before reaching it. Realmstone can also form over long periods of time, in places where ley lines or mystic power pools within a realm. At other times, it can form due to a particularly powerful mystical event. The resulting material is most often referred to as 'realmstone' and it is the most valuable material across the realms. Even a small piece can be used to work great arcane feats and larger amounts are the basis of many an artefact; realmstone forms the cornerstone of commerce between the Mortal Realms. All realmstones hold useful arcane power, with the different types having additional unique properties as well.

THE CURSE OF REALMSTONE

Despite the extraordinary worth and numerous properties of realmstone, many fear it with good cause. Misfortunes and calamities frequently strike those who traffic in, or make regular use of, realmstone. Tales of derangements and hideous mutations are bound with the names of wizards who were not judicious in their use of it and only a fool underestimates how dangerous it can be.

Aetherquartz of Hysh

The yellow-white beams of Hysh's illuminating energy could not be contained till Teclis taught his followers the secret of capturing them in crystal. The resulting gleaming crystals are known as aetherquartz. Aetherquartz can be used to speed the thoughts and actions of its bearers, as well as concentrating or disrupting magical energy.

Amber Bones of Ghur

To appearance and heft, the realmstones of Ghur seem to be ancient bones that have fossillised into stone, but emit a subtle amber glow. It can be used to bring forth the primal, violent nature of many beings and greatly aids in transformative magics wizards use to shapeshift into animals.

Celestium of Azyr

The shining realmstone of Azyr does not manifest on the realm's surface, rather, it falls as shimmering motes from the tails of shooting stars and plummeting meteors. A single gleaming speck of celestium can darken the skies with thunder clouds, or power one of the vast orreries of Azyrheim for days.

Chamonite of Chamon

The utterly malleable realmstone of Chamon resembles liquid quicksilver, though left alone it takes a globular form, and has staggering transformative properties. Chamonite can be forged with nearly any other metal to create alloys with amazing properties. Alchemical potions derived using it have a near-limitless range of applications.

Cyclestone of Ghyran

Looking, at first, like brilliantly emerald hued shards of ice, cyclestone melts into a bright green puddle, which slowly evaporates into a cloud, and then solidifying back into ice. Healing potions and peerless crop agents are derived from cyclestone, and its diluted form is an integral ingredient in Aqua Ghyranis. The Sylvaneth use it to power the waystones which keep their glades hidden.

Emberstone of Aqshy

Appearing as ever-burning coals, emberstone exudes waves of intense emotion as well as heat. Those directly exposed to it for too long grow furiously, uncontrollably, angry. While it can be used in devices that manipulate flame or emotions, it is particularly desired for its uses in forging incomparable weapons.

Falsestone of Ulgu

The stuff of illusion, falsestone hides itself, appearing as a patch of moss, a discarded plate, a nondescript rock. Only Witch-Sight can perceive its true form: a grey mist of gossamer cobwebs shifting in an unfelt breeze. With it, one can spin illusions that can kill and falsehoods that can corrupt truth.

Grave-sand of Shyish

The realmstone of Shyish is a coarse crystalline substance. Each grain is said to be attuned to a mortal creature, its flow marking their span upon the realms. It has vast power to affect life and death. With enough grave-sand, amethyst magic can nullify ageing or reanimate whole armies of the dead.

Warpstone of Chaos

Warpstone is solidified Chaos and one of the most dangerous of all the realmstones. It most frequently appears as a shadowy black substance that sheds an unwholesome greenish radiance. Warpstone occurs naturally in the Skaven stronghold of Blight City, and can readily power nearly any arcane device and amplify the potency of spells. It invariably causes mutation and ruin, though this is of little concern to the Skaven, who have put it to terrifying use in their terrible warpstone devices.

Varanite

Corruption in liquid form, the realmstone of the Eightpoints is suffused with raw Chaos energy and the blood of the slain. This incredibly dangerous fluid resembles red-hot gore. Touching it leads to a fatal death brought on by hideous, spontaneous mutation. Weapons forged from solidified Varanite are exceedingly rare and unspeakably deadly.

A NEW ERA OF MAGIC

The roiling of magic energy across the Mortal Realms first caused by Nagash's Necroquake has not stopped since the first wave of amethyst energy blew from Shyish. Shockwaves of aetheric energy in every colour continue to sweep the realms. Arcane wielders of every stripe with the will, and the courage to do so, have found they can now tap into vast new wells of power previously unknown to them, but at the great risk of unleashing energies they cannot control. The Collegiate Arcane has named this era the Arcanum Optimar, to the Aelves of the Eldritch Council it is the *Erus Draíocht,* to the Starmasters of the inscrutable Slann, it is the Time of Ripples.

It is a time of new wonders and great danger.

Realm Spells

While the powers of even the weakest of conjurors have increased since the Necroquake, those of already accomplished arcanists have grown tremendously. The rush of mystic energies within each realm has allowed those connected to its dominant hue of magic access to greater power and new, more powerful spells. Some speculate that their growing powers and new 'realm spells' are, in fact, ancient ones that the rising tide of magical energy have simply given all access to once more. Regardless, many arcane wielders now find if they know a given realm's magic, when they stand upon it, they may be able to grasp many new possibilities for conjurations and spells they never knew previously.

Artefacts

Human wizards have always harnessed magical energy into arcane foci to better channel raw mystic energy into practical effects; some of these even those without magical talents can use. Since the coming of the Arcanum Optimar, many once-simple items have been spontaneously charged with a measure of sorcerous energy. These awakened foci all seem to have a famed history, have been wielded at some point by a champion, or are of a unique construction or rare substance. Their powers vary by the energy that imbues them, but none are to be taken lightly.

Endless Spells

Perhaps the strangest and most astonishing, and definitely the deadliest, phenomena to arise from the Necroquake are known as 'living spells' or 'endless spells'. In the past, wizards, sorcerers, and other arcanists held tenuous control over their spells, which delivered their effects to whatever targets they were directed at, then swiftly vanished. In the era of the Arcanum Optimar, wielders of the arcane have discovered that they can act as conduits to concentrate the new, vast seething energies of the realms into spells that do not fade, but rather linger on and, in many cases, almost seem sentient — as though their ending has been stolen by the events of the Necroquake.

Endless spells have proven to be extraordinarily dangerous, frequently turning on their original caster as readily as their caster's enemies. The majority of endless spells are highly connected to the energies of a specific realm, though some are predatory entities polluted with the energies of the Necroquake and frequently grow in power with time if they are not dispelled. Many lives have been lost to uncontrolled endless spells unleashed since the Necroquake. A few of the most infamous have even been named and roundly cursed by the survivors of their attacks.

An example Endless Spell can be found on page 282 — the terrifying *Purple Sun of Shyish.*

Arcanoscopes & Kronuscounters

An arcanoscope is a mystical device that allows those without Witch-Sight to observe magical energy while also rendering its constituent colours visible. They range in size, complexity, and accuracy from simple monocle-sized versions to massive contraptions larger than an Ironweld Steam Tank. The astromancers of Azyrheim keep the secrets of their construction close.

A kronuscounter is a derivative gadget specifically designed to monitor the levels of amethyst magic present in a given area. They've been added to many observatoriums and more advanced arcanoscopes since the Necroquake. A skilled reader can use one to track an Endless Spell and potentially reveal the presence of ethereal undead.

SPELLCASTING

People who have the ability to cast spells are known by many names: mages, wizards, witches, warlocks, sorcerers, or countless more. Whatever name they go by, they have spent years learning to harness and shape the invisible motes of magical energy of the realms.

Their discipline and focus allows them to shape the fabric of reality how they see fit. Some use this for good, encouraging vibrant green motes of life energy to speed healing. Others, such as the Darkling Sorceresses, use their powers to mask their presence and manipulate the minds of others. Many more bend the magic of the realms into terrifying destructive blasts.

Casting a Spell

For mages, casting a spell often comes as easily to them as swinging a sword does to others. Some spells are particularly challenging, but most spellcasters have a number of spells that they have cast hundreds if not thousands of times. Continued practice with these spells has greatly lessened the risk of failure — and the deadly consequences that can come from it.

CHANNELLING TEST

To cast a spell, you use an Action to make a Mind (Channelling) Test. The difficulty of the Test is determined by the DN of the spell you are trying to cast. Any additional successes on the Test can be used to Overcast the spell, which often increases the Damage or duration of the spell.

Example: *Alara Mecir, a Bright Wizard of the Collegiate Arcane, is casting the* Fireball *spell.* Fireball *is DN 5:2, so Alara needs a result of 5 at least twice to successfully cast the spell. She makes a* ***Mind (Channelling) Test*** *with her pool of 6d6, getting 1, 1,* ***5, 5, 5, 6*** *— four successes. Two of the successes are used to activate the spell, which will deal 1 Damage to everyone in a Zone within Medium Range and cause a Minor Hazard for 1 round. Before the spell takes effect, Alara can use the remaining two successes to Overcast the spell. The Overcast options for* Fireball *are to increase the Damage by +1 per additional success or extend the duration of the Minor Hazard by 1 round per additional success. Alara can split the successes between both Overcast effects if she wishes, increasing the Damage by 1 and the duration by 1 round. Instead, she decides to put both successes into increasing the Damage. The* Fireball *erupts, dealing 3 Damage to everyone in the Zone and causing a Minor Hazard for 1 round.*

MULTIPLE SPELL EFFECTS

A creature can be affected by multiple different spells at once. However, the effects of the same spell cast multiple times — such as casting *Aetheric Armour* twice — don't add together. Instead, the creature is affected by the more powerful spell, or the spell with the longer duration

SHARED SPELLCASTING

Spellcasters can work together to share the strain of casting a spell, boosting its power. Using the Help action, a character with the *Spellcasting* Talent can help another character cast a spell. To do this, both characters must be in the same Zone.

- The character casting the spell adds 1d6 to their dice pool, plus an additional 1d6 per level of Training in Channelling that the assisting caster has.

- If both casters share a Lore of Magic, add another 1d6 to the dice pool. If the spell fails, both characters suffer the effects.

Example: *On his next turn Raith, a Grey Wizard of Ulgu, plans on casting* Mystifying Miasma *at a group of onrushing Blood Warriors. He wants to ensure the spell is powerful enough to stun the servants of Chaos, so he calls to Alara Mecir, his Bright Wizard ally, for help. On her turn, Alara takes the Help Action to help Raith cast the spell. Alara has Training (2) in Channelling, so Raith adds +3d6 (1d6 for the Help Action, +2d6 for Alara's Training) to his dice pool for the Channelling Test, giving him a total of 9d6. Raith gets 6 successes. 3 of the successes are used to activate the spell, with the additional successes used to increase the DN of the Test. The DN to resist being* Stunned *is 4:1, with any additional successes increasing the Complexity, so the Blood Warriors must succeed on a DN 4:4 Mind (Determination) Test to resist the effect.*

REALM AFFINITY

In places of strong magical resonance, certain types of spells become easier to cast. The most common example of this is spellcasters of a particular Lore of Magic casting a spell in that realm, such as a Bright Wizard casting a spell in Aqshy.

- You gain +1d6 to Mind (Channelling) Tests when in the realm aligned with your Lore of Magic.

At times during play, the GM may increase or decrease this affinity depending on your location. For example, the closer you get to the realm's edge, the greater the flow of magical energy. Conversely, powerful effects may negate this bonus.

THE PRICE OF FAILURE

Manipulating the very fabric of reality takes great skill and determination, and requires every ounce of the spellcaster's focus. If the caster lets themself become distracted or lose focus, the results can be catastrophic.

If you fail a Channelling Test, roll on the table below. The amount of d6s rolled is equal to the difference in the Complexity of the spell and the number of successes (if any) on your Channelling Test. For example, if you cast a DN 6:1 spell and achieve zero successes, you roll 1d6; if you cast a DN 5:3 spell and get 1 success, you roll 2d6.

SPELLS

The following section presents a list of spells for each Lore of Magic. This is by no means an exhaustive list, as many more spells exist, including those utilised by the followers of Chaos or the crazed wizards of the Gloomspite Gitz. Future supplements will introduce more spells and expand on these rarely seen Lores of Magic.

Spells are presented in the following format:

- The name of the spell.
- **DN:** The DN for the Channelling Test to cast the spell.
- **Target:** Who the spell affects. This is You (if it targets you), a number of targets, or a Zone.
- **Range:** The range at which the spell can be cast. This is Self (if it affects or is centred on you), Close Range, Short Range, Medium Range, or Long Range. See page 139 for more on ranges.
- **Duration:** How long the effect of the spell lasts. Instant means the effect occurs immediately and then ends. Rounds, Minutes, and Hours means the spell lasts for that amount of time. Most of these types of spells can be Overcast to extend the duration. You can end a spell effect as a Free Action on your turn.
- **Test**: If a spell effect requires an Test, the DN and pertinent Attribute and Skill are listed here. If a choice is offered, such as Body (Might or Reflexes), the target of the spell chooses. Most spells list the difficulty as DN 4:S. 'S' is equal to 1 plus any additional successes rolled on the Channelling Test. These additional successes can still be used for Overcast effects.
- **Overcast:** Any successes leftover after subtracting those needed to cast the spell can be spent on additional effects. If a spell lists multiple Overcast effects, you can split your successes to use each.
- The description of what the spell does.

THE PRICE OF FAILURE

Cost	Effect
1-3	The magical energy erupts as you try to control it. You suffer 1d6 Damage.
4-8	The spell is cast but it has the opposite effect to what was intended. Damaging spells heal Toughness, bonuses become penalties, allies are affected instead of enemies, and so on. The GM has final say on the effect of the reversed spell.
9-10	Arcane energy floods your mind, momentarily disorienting you. You are *Stunned* until the end of your next turn.
11-12	Your body and mind are so overcome with the uncontrolled magical power that it takes everything you have to hold yourself together. You are *Incapacitated* until the end of your next turn.
13-14	You simply cannot withstand the onslaught of uncontrolled aetheric energy. You fall *Unconscious* until the end of your next turn.
15-17	The magic you have lost control of begins to destroy you from the inside out. Roll 1d6. You suffer the Damage directly as Wounds.
18+	The worst possible has happened – you have inadvertently summoned an Endless Spell. The spell appears in your Zone. Your Toughness is reduced to 0 and you are Mortally Wounded (DN 4:3 Death Test). The GM chooses which Endless Spell (page 282) you have summoned. This is usually affected by the spell being cast or the realm the spell is cast in. Otherwise, the result can be determined randomly.

COMMON SPELLS

AETHERIC ARMOUR

DN: 4:1 **Target:** You
Range: Self **Duration:** 1 round
Overcast: +1 round per additional success, or +1 Armour per two additional successes.

You surround yourself in a protective field of aetheric energy. You gain +1 Armour until the start of your next turn. Each additional success extends the duration by 1 round. Alternatively, you can increase the Armour bonus by +1 per two additional successes.

ARCANE BARRIER

DN: 5:1 **Target:** Zone
Range: Self **Duration:** 1 round
Overcast: +1 round per additional success

You create a magical barrier, such as a wall of ice or shimmering arcane energy, which prevents creatures from entering or leaving your Zone until the start of your next turn. Each additional success extends the duration by 1 round. A creature can use an Action to make a DN 4:S Body (Might) or Soul (Determination) Test to force their way through the barrier.

Additionally, the Arcane Barrier disrupts ranged attacks. A creature's Accuracy is decreased one step when making a ranged attack into or out of the Zone. The barrier has no effect on spells.

ARCANE BLAST

DN: 6:1 **Target:** Zone
Range: Medium **Duration:** Instant
Overcast: +1 Damage per additional success

You unleash a destructive blast of arcane energy at a point within Medium Range. Each creature in that Zone suffers 1 Damage. Each additional success increases the Damage by 1.

ARCANE BOLT

DN: 4:1 **Target:** 1
Range: Medium **Duration:** Instant
Overcast: +1 Damage per additional success

You launch a bolt of arcane energy at an enemy within Medium Range. The target suffers 1 Damage. Each additional success increases the Damage by 1.

ARCANE WAVE

DN: 5:1 **Target:** Zone
Range: Self **Duration:** Instant
Overcast: +1 Damage per additional success

A wave of arcane energy erupts outward from you. Each creature in your Zone must make a DN 4:S Body (Might) Test. On a failure, a creature is knocked *Prone* and suffers 1 Damage. Each additional success increases the Damage by 1.

FLIGHT

DN: 4:1 **Target:** You
Range: Self **Duration:** 1 minute
Overcast: +1 minute per additional success

You harness aetheric energies to grant yourself flight. You may manifest wings, be surrounded by swirling winds, or another effect suitable to your lore. You gain a Fly (Normal) speed for 1 minute. Each additional success extends the duration by 1 minute.

GHOST LIGHT

DN: 3:1 **Target:** Zone
Range: Self **Duration:** 1 hour
Overcast: +1 hour per additional success

You cause motes of arcane energy to coalesce, creating a ghostly light that reflects your Lore of Magic. The light hovers in the air, illuminating your Zone and removing any *Lightly Obscured* or *Heavily Obscured* Traits the Zone may have. As an Action on your turn, you can move the light to an adjacent Zone.

MOVE OBJECT

DN: 6:1 **Target:** A Medium object
Range: Long **Duration:** 1 minute
Overcast: +1 minute per additional success

You use your arcane might to move an object roughly your size. Choose a Medium or smaller object you can see within Long Range. You can lift, move, and otherwise manipulate the object. The object cannot be moved beyond Long Range. This spell can be used to bring the object closer, move it away, open an unlocked door, and so on. The object moves slowly, and cannot be used to attack — though it can be dropped from a height.

MYSTIC SHIELD

DN: 5:1 **Target:** 1
Range: Medium **Duration:** 1 round
Overcast: +1 round per additional success

You conjure a mystical shield for protection. Choose a creature within Medium Range. The target's Defence increases one step until the start of your next turn. Each additional success extends the duration by 1 round.

NULLIFY

DN: 4:1 **Target:** Zone
Range: Self **Duration:** 1 minute
Overcast: +1 minute per additional success

You extend your arcane energy, slowly smothering and nullifying all sense of magic in an area. Your Zone and the creatures within it appear nonmagical for 1 minute. Each additional success extends the duration by 1 minute. Creatures and objects in the Zone appear mundane to abilities such as the *Witch-Sight* Talent.

AMBER SPELLS

AMBER TALONS

DN: 6:1 **Target:** 1
Range: Short **Duration:** 1 round
Overcast: +1 round per additional success

You cause the amber energy of Ghur to coalesce and harden into razor-sharp talons. Choose an ally (including yourself) within Short Range. The target gains amber talons on each hand until the start of your next turn. Each additional success extends the duration by 1 round. The talons deal 1 + S Damage, are magical, and have the *Piercing, Rend*, and *Subtle* Weapon Traits (see page 104). Additionally, the target gains +1d6 to any Tests to climb.

BESTIAL SPIRIT

DN: 5:4 **Target:** A point in your Zone
Range: Short **Duration:** 1 round
Overcast: +1 round per additional success

You summon the feral spirit of a great beast. When you cast this spell, you summon a **Bestial Spirit** in your Zone which acts after you. The spirit acts independently but does everything it can to protect you and your allies. The spirit remains until the start of your next turn, at which point it disperses into a cloud of amber dust. Each additional success extends the duration by 1 round.

The Bestial Spirit is a **Gryph-charger** (page 305), with the following adjustments:

- The creature is a Spirit.
- The creature has Body (4), and Melee (Good). It rolls 5d6 for attacks.
- The creature loses the *Ride the Winds Aetheric* Trait but gains the *Ethereal* Trait. It takes half Damage from nonmagical attacks and can pass through solid objects when not bearing a rider or carrying equipment.

COWER

DN: 6:1 **Target:** 1
Range: Medium **Duration:** 1 round
Overcast: +1 round per additional success

You transfix a beast with a steely glare, cowing it into obedience. Choose a Beast within Medium Range. The creature is *Stunned* until the start of your next turn. Each additional success extends the duration by 1 round.

FARSIGHT

DN: 4:1 **Target:** You
Range: Self **Duration:** 1 minute
Overcast: +1 minute per additional success

Your eyes become as sharp as a hawk's. You can see further and with greater accuracy than normal. This allows you to see things others can not, like a spider spinning its web from across the room or a rampaging warband from miles away. Additionally, your Accuracy increases one step and you have Advantage on all Opposed Tests relating to sight. The effect lasts for 1 minute. Each additional success extends the duration by 1 minute.

FLOCK OF DOOM

DN: 5:3 **Target:** 1
Range: Long **Duration:** 1 round
Test: DN 4:S Body (Fortitude)
Overcast: +1 Damage per additional success, or +1 round per additional success

Reaching to the skies, you call down a swarm of vicious birds. Choose a creature within Long Range. A flock of birds descends on the target, dealing 1 Damage. Additionally, the target must make a DN 4:S Body (Fortitude) Test or become *Blinded* until the end of their next turn.

Each additional success increases the Damage by 1. Alternatively, you can choose to extend the duration of the *Blinded* Condition by 1 round per additional success.

NOCTURNAL

DN: 6:1 **Target:** 1
Range: Short **Duration:** 1 day
Overcast: +1 day per additional success

You become a creature of the night, able to navigate dark places without need for rest. Choose a creature within Short Range, including yourself. The target gains the ability to see well in the dark. They do not suffer Disadvantage on Tests relating to sight in low light or darkness. Additionally, the target does not need to sleep for 1 day.

Each additional success extends the duration by 1 day, up to a maximum of the target's Body. There is only so long a person can go without rest.

PACK HUNTER

DN: 6:1 **Target:** 2
Range: Medium **Duration:** 1 round
Overcast: +1 round per additional success

Your allies are more deadly when they hunt in packs. Choose two allies within Medium Range. Until the start of your next turn, when the targets of this spell attack the same target, their Melee increases one step and they deal +1 Damage.

Each additional success extends the duration by 1 round. Alternatively, you can choose another ally to be affected by this spell per additional success.

PRIMAL HUNTER

DN: 5:2 **Target:** 1
Range: Medium **Duration:** 1 round
Overcast: +1 round per additional success

You summon the spirits of legendary beastslayers and bestow their peerless abilities on an ally. Choose an ally within Medium Range. The target's Melee and Accuracy increase one step, and their Speed becomes Fast until the start of your next turn. Additionally, the target has Advantage on any Opposed Test to hunt and track prey. Each additional success extends the duration by 1 round.

THE AMBER SPEAR

DN: 5:2 **Target:** 1
Range: Long **Duration:** Instant
Overcast: +1 Damage per additional success

You conjure a lance of pure amber and hurl it at an enemy. Choose an enemy within Long Range. The target suffers 1 Damage, which ignores Armour. Each additional success increases the Damage by 1.

WILDFORM

DN: 5:3 **Target:** 1
Range: Short **Duration:** Up to 1 hour
Overcast: +1 hour per additional success, or +1 Toughness per additional success

The amber magic of Ghur swirls from you to envelope a willing creature, changing and transforming their body into that of a beast. Choose an ally, including yourself, within Short Range to be transformed. The transformation lasts for 1 hour or until the target is reduced to 0 Toughness or dies. The beast form can be any Beast who's Toughness is equal to or less than the target's maximum Toughness.

The target's statistics, including Attributes, Skills, and Talents, are replaced by those of the chosen beast. The target's Wound Track is not affected by the transformation. It retains its personality and may have slight similarities in its appearance (fur the colour of the target's hair for example). While in its new form, the target is limited by the beast's capabilities, such as speech, and use and manipulation of tools. Any equipment the target is wearing or carrying blends into the new form, but the target cannot wield or benefit from any of its equipment. The target's Toughness is replaced by the beast's. When it returns to its natural form, its Toughness returns to what it was before the transformation. If while in beast form the target's Toughness is reduced to 0, they immediately revert to their natural form. Any excess Damage is carried over and dealt to their natural form as normal.

Each additional success increases the duration by 1 hour. Alternatively, you can choose to increase the Toughness of the target's beast form by 1 per additional success.

AMETHYST SPELLS

DEATH SHROUD

DN: 6:1 **Target:** 1
Range: Short **Duration:** 1 hour
Overcast: +1 hour per additional success

You surround yourself or an ally in the deathly cold energies of Shyish, causing you to appear as if you were dead. The target of this spell is *Incapacitated* and appears dead for 1 hour. They do not breathe and any mundane or magical examination determines that they are dead. Each additional success extends the duration by 1 hour. The target of the spell can end the effect as a Free Action whenever they choose.

DYING WORDS

DN: 5:1 **Target:** 1
Range: Short **Duration:** Up to 1 minute
Overcast: +1 question per additional success

You call upon the spirit of the recently deceased, briefly pulling a sliver of their soul back to their body. Choose a corpse of a creature who has died within the last day within Short Range. A fragment of the creature's spirit returns to its body and you can communicate with it for the duration of the spell.

You can ask the corpse one question. Each additional success allows you to ask another question. The spirit is compelled to answer you and it speaks truly — the dead have no reason to lie. Once the corpse has answered your questions, the spell ends.

ETHEREAL GUIDE

DN: 6:1 **Target:** A point in your Zone
Range: Self **Duration:** 1 minute
Overcast: +1 minute per additional success

You summon a ghostly spirit and bind it to your service for a short time. You can issue simple commands to the spirit, such as '*find us a way out*' or '*search this room for weapons*'. The spirit has no knowledge of people or places, so ordering it to search for a specific person is fruitless. However, if you give the creature a description, such as '*the Aelf with a red hat*' or '*a building with a tall spire*', it will try to follow your orders as best it can. The GM has the final say on what the spirit can successfully interpret.

In combat, you can use an Action to direct the spirit to guide yours or an ally's strikes. To do so, choose a creature within Medium Range. The target's Melee and Accuracy increase one step for their next attack. After the attack, the spirit stops aiding your ally until you use an Action to instruct them to do so.

NIGHT'S TOUCH

DN: 5:2 **Target:** You
Range: Self **Duration:** 1 minute
Overcast: +1 minute per additional success

You infuse your being with pure Shyishian energy, causing you to slip partially into the realm of spirits. You and any equipment you are holding or wearing becomes insubstantial for 1 minute, allowing you to pass through solid objects. While in this form, you can speak but cannot interact with objects, such as opening doors or picking something up. Any magical effect that bars or repels Undead also affects you. Additionally, you suffer only half Damage from nonmagical attacks. Each additional success extends the duration by 1 minute.

PALL OF DOOM

DN: 5:2 **Target:** 1
Range: Long **Duration:** 1 round
Test: DN 4:S Mind (Determination)
Overcast: +1 round per additional success

You summon a cloud of terrifying darkness to engulf your foes. Choose a Zone within Medium Range. Enemies in that Zone must make a DN 4:S Mind (Determination) Test. On a failure, the target is *Frightened* and their Defence decreases one step until the start of your next turn. At the start of their next turn, creatures affected by the spell must use their Move to escape the Zone if they can. Once outside of the Zone, they are no longer affected by the spell. Each additional success extends the duration by 1 round.

SOULFLAY

DN: 5:2 **Target:** 1
Range: Medium **Duration:** Instant
Test: DN 4:S Body (Fortitude)
Overcast: +1 Damage per additional success

You reach into the very soul of your enemy, inflicting spiritual wounds that manifest on their corporeal form. Choose a creature within Medium Range. The target suffers 1 Damage, which ignores Armour. Each additional success increases the Damage by 1. Additionally, they must make a DN 4:S Body (Fortitude) Test or fall *Prone* as their body is wracked with incomprehensible pain.

SOULSHROUD

DN: 5:4 **Target:** Zone
Range: Medium **Duration:** 1 round
Overcast: +1 round per additional success

The souls of the dead surround your allies, shielding them from harmful magic. Choose a Zone within Medium Range. Until the start of your next turn, the Zone and allies within it cannot be targeted by harmful spell effects. Each additional success extends the duration by 1 round.

SOUL STEAL

DN: 6:1 **Target:** 1
Range: Short **Duration:** Instant
Overcast: +1 Damage and Toughness per additional success

Ghostly tendrils snake out from your fingertips to ensnare your enemy, sapping their life energy and healing you. Choose an enemy within Short Range. The target suffers 1 Damage and you regain 1 Toughness. Each additional success increases the Damage dealt and Toughness recovered by 1. This spell has no effect on Undead.

UNNATURAL DARKNESS

DN: 5:3 **Target:** Zone
Range: Self **Duration:** 1 minute
Overcast: +1 minute per additional success

You engulf yourself and your allies in a shroud of magical darkness. The magical darkness lasts for 1 minute and is centred on you. Each additional success extends the duration by 1 minute.

Allies in your Zone increase their Defence one step. Additionally, allies in the Zone have Advantage on Tests to remain unseen. If you move to another Zone, the magical darkness moves with you.

WORD OF ENDING

DN: 5:4 **Target:** 1
Range: Medium **Duration:** 1 round
Overcast: +1 Damage per additional success

You utter a secret word that cracks an enemy's soul. Choose a creature within Medium Range. The target suffers 1 Damage. Each additional success increases the Damage by 1. If the target's Toughness is reduced by an amount greater than their Soul, the target is *Incapacitated* until the end of their next turn.

BRIGHT SPELLS

CLEANSING FIRE

DN: 5:1 **Target:** Zone
Range: Self **Duration:** Instant
Overcast: +1 Damage per additional success

You conjure white-hot flame to purify the tainted land around you. Your Zone is engulfed in fire. Any creatures other than you in the Zone suffer 1 Damage. Each additional success increases the Damage by 1. Any taint in the land is burned away, making it suitable for plant growth within one day.

FIREBALL

DN: 5:2 **Target:** Zone
Range: Medium **Duration:** 1 round
Overcast: +1 Damage per additional success, or +1 round per additional success

You clap your hands together, creating a smouldering ball of fire to hurl at your enemies. You throw the fireball at a point within Medium Range. Each creature in that Zone suffers 1 Damage as the area erupts in flames. The fire spreads around corners and ignites flammable objects in the area. Additionally, the Zone gains the *Minor Hazard* Trait until the start of your next turn.

Each additional success increases the Damage by 1. Alternatively, you can choose to extend the duration of the *Minor Hazard* by 1 round per additional success.

FROM THE ASHES

DN: 5:2 **Target:** You
Range: Self **Duration:** 1 round
Overcast: +1 round per additional success, or +1 Toughness per additional success

You summon a small phoenix made of flame, which guards your soul in the event of your death. If you die while this spell is active, the flames of the phoenix consume your form, leaving only a pile of ash. At the start of your next turn, you return to life, crawling from the ashes. You regain 1 Toughness and are no longer Mortally Wounded.

Each additional success extends the duration by 1 round. Alternatively, you can choose to return to life with +1 Toughness per additional success.

GLARE OF VULCATRIX

DN: 5:3 **Target:** 1
Range: Medium **Duration:** Instant
Overcast: +1 Damage per additional success

Your eyes turn to burning coals as your gaze falls upon an enemy, reducing them to ash. Choose a creature within Medium Range. The target suffers 1 Damage, which ignores Armour. Each additional success increases the Damage by 1. If the target suffers Damage greater than their highest Attribute, they immediately die and are reduced to ash. If the target has Wounds, they don't die but their Toughness is reduced to 0.

INCANDESCENT FORM

DN: 5:2 **Target:** You
Range: Self **Duration:** 1 round
Overcast: +1 round per additional success

You speak words of power, transforming your body into incandescent molten rock, blinding your enemies. Until the start of your next turn, you gain +2 Armour and the Melee and Accuracy of any creature that attacks you is decreased one step. Each additional success extends the duration by 1 round.

INFERNO BLADES

DN: 5:3 **Target:** Zone
Range: Self **Duration:** 1 round
Overcast: +1 round per additional success

Your allies' weapons erupt in flame as you imbue them with the aetheric energy of Aqshy. When you cast this spell, choose any weapons in your Zone. Weapons affected by this spell deal +1 Damage and are considered magical until the start of your next turn. Each additional success extends the duration by 1 round.

If a weapon affected by this spell deals Damage, the target is set on fire. They suffer 1 Damage at the start of their turn, which ignores Armour. The target remains on fire until they use an Action to extinguish the flames.

PARCH

DN: 5:3 **Target:** Zone
Range: Medium **Duration:** 1 round
Overcast: +1 round per additional success

You superheat the air around your enemies, causing them to become so weak and dehydrated they can barely move. Choose a Zone within Medium Range. The Speed, Melee, and Accuracy of all enemies in that Zone decrease one step until the start of your next turn, and they can't take the Charge Action. Each additional success extends the duration by 1 round.

PHOENIX SPIRIT

DN: 5:2 **Target:** you and up to 4 allies
Range: Short **Duration:** 1 minute
Overcast: +1 minute per additional success

The swirling flames of Aqshy surround you and your allies as you conjure an effigy of a magical phoenix. The phoenix can carry you and up to four allies, and has a Fast fly speed. The flames give off a warming heat but are otherwise harmless. The phoenix remains for 1 minute. Each additional success extends the duration by 1 minute. You can cast the spell again while the phoenix is summoned to extend the duration further.

STOKE RAGE

DN: 5:3 **Target:** Zone
Range: Medium **Duration:** 1 round
Overcast: *+1 round per additional success*

You reach into the hearts of those around you, removing fear and doubt and driving them into a rage. Any allies in your Zone when you cast this spell deal +2 Damage and are immune to being *Frightened* until the start of your next turn. Any *Frightened* allies remove the Condition. Each additional success extends the duration by 1 round.

STOKE THE FLAMES

DN: 5:1 **Target:** Zone
Range: Medium **Duration:** 1 round
Overcast: +1 round per additional success

The fires of Aqshy are yours to shape, and you can stoke or snuff out flames at will. When you cast this spell, you can empower an existing fire to grow in intensity or snuff it out entirely. You can cause something as small as a candle flame to erupt to fill an entire Zone, creating a *Minor Hazard*, or smother a dangerous inferno.

If there is an existing fire creating a Hazard, you can use this spell to increase or decrease the intensity one step (for example turning a *Minor Hazard* into a *Major Hazard*, or extinguishing a *Minor Hazard* completely). Your control over the fire lasts until the start of your next turn, after which the fire returns to normal. Each additional success extends the duration of your control by 1 round.

As an Action on your turn, you can manipulate the flames again, growing a Hazard to an even greater intensity or returning a fire to its previous state.

CELESTIAL SPELLS

CHAIN LIGHTNING

DN: 5:3 **Target:** Special
Range: Long **Duration:** Instant
Overcast: +1 Damage per additional success

A bolt of lightning arcs from your hand and strikes an enemy before striking others nearby. Choose a creature within Long Range. The target suffers 1 Damage. Each additional success increases the Damage by 1. Choose up to 3 creatures within Short Range of the target. They each suffer the total Damage inflicted upon the initial target.

COMET OF CASANDORA

DN: 5:3 **Target:** Zone
Range: Long **Duration:** Instant
Test: DN 4:S Body (Might)
Overcast: +1 Damage per additional success

You pull a comet from the very heavens and smite it down atop your enemies. Choose a Zone within Long Range. Each creature in the Zone suffers 1 Damage and must make a DN 4:S Body (Might) Test or be knocked *Prone*. Each additional success increases the Damage by 1.

FAVOURABLE WINDS

DN: 5:3 **Target:** Zone
Range: Self **Duration:** 1 round
Overcast: +1 round per additional success

You summon the heavenly winds of Azyr to bolster yourself and your allies. You and allies in your Zone gain +1d6 to all Tests until the start of your next turn. Each additional success extends the duration by 1 round.

FORETELL DOOM

DN: 5:2 **Target:** 1
Range: Long **Duration:** 1 round
Overcast: +1 round per additional success

You utter a divine prophecy, speaking the doom of your enemies. Choose an enemy within Long Range. The target's Defence decreases two steps until the start of your next turn. Each additional success extends the duration by 1 round.

HALLOWED GROUND

DN: 6:1 **Target:** Zone
Range: Self **Duration:** 1 hour
Overcast: +1 hour per additional success

You summon the magic of Azyr, filling an area with celestial energy that is anathema to Daemons and Undead. Over the course of 10 minutes, you can use your magic to sanctify a Zone. No Daemons or Undead can enter the Zone for 1 hour, and any Daemons or Undead in the Zone are forcefully expelled to an adjacent Zone. Each additional success extends the duration by 1 hour.

Additionally, if the area has been desecrated or tainted, this spell purifies the land. The land remains purified after the spell ends and until corrupted again.

HEALING LIGHT

DN: 6:1 **Target:** Zone
Range: Medium **Duration:** Instant
Overcast: +1 Toughness per additional success

You gather aetheric energy, using it to revitalise nearby allies. Choose a Zone within Medium Range. Allies in that Zone recover 1 Toughness. Each additional success increases the Toughness recovered by 1.

ORRERY

DN: 4:1 **Target:** You
Range: Self **Duration:** 1 hour
Overcast: +1 hour per additional success

You consult the heavens, orienting yourself so you can never become lost. You know the exact date and time of day, as you understand it. Additionally, for 1 hour, you know which way is coreward (towards the centre of the realm) and which way is edgeward (towards the edge of the realm), and can't become lost, except through powerful magic or divine intervention. Each additional success extends the duration by 1 hour.

PROPHECY

DN: 5:1 **Target:** You
Range: Self **Duration:** Instant
Overcast: +1 question per additional success

You perform a ritual, such as drawing cards or rolling dice carved from celestium, to seek insight into the future. You ask the GM a single question relating to a specific goal, course of action, or event to happen within the next day.

The GM answers truthfully by giving you an omen or sign of some sort, such as drawing the Death card for a bad outcome, or rolling a 12 — the holy number of Sigmar — on your dice for a good omen.

PURIFYING BLAST

DN: 5:3 **Target:** Zone
Range: Self **Duration:** 1 round
DN 4:S Soul (Determination)
Overcast: +1 round per additional success

You unleash a wave of celestial energy that blasts the spirits of the unworthy from their bodies. Each enemy in your Zone must make a DN 4:S Soul (Determination) Test. On a failure, the creature's soul is driven from their body and they fall *Unconscious* until the start of your next turn. Undead and Spirits affected by this spell are instead *Incapacitated*. Each additional success extends the duration by 1 round.

SIGMAR'S STORM

DN: 5:1 **Target:** You
Range: Long **Duration:** Instant
Overcast: +1 target per additional success

You are struck by a bolt of lightning from the heavens, only to reappear moments later as a second bolt strikes the earth. Choose a point within Long Range. You immediately teleport to that location, completely unharmed. You do not pass through the space between the points and avoid any potential hazards. Each additional success allows you to select an ally within Short Range of you when you cast the spell to be teleported with you. You appear beside one another in the new location.

GOLD SPELLS

CURSE OF RUST

DN: 5:3 **Target:** 1
Range: Medium **Duration:** 1 round
Overcast: +1 round per additional success

You target an enemy's equipment, causing it to rust and erode at an exponential rate. Choose an enemy within Medium Range. Any nonmagical weapons they are holding and armour they are wearing rust and decay until the start of your next turn. Each additional success extends the duration by 1 round.

Until the spell ends, if the target deals Damage with their weapon, the weapon shatters. The weapon is treated as an Improvised Weapon for any further attacks. Additionally, if the target of the spell is attacked, their Armour is permanently reduced by the Damage dealt. If this reduces their Armour to 0, their Armour is destroyed.

GIFT OF CHAMON

DN: 5:1 **Target:** Metal equipment
Range: Short **Duration:** 1 round
Overcast: +1 round per additional success, or +1 Armour or Damage per two additional successes

You channel the magic of the Realm of Metal, reinforcing armour and making weapons more deadly. Choose a metal weapon or suit of armour within Short Range. A weapon affected by this spell deals +1 Damage and is considered magical. A suit of armour affected by this spell grants +1 bonus to Armour.

Each additional success extends the duration by 1 round. Alternatively, you can increase the bonus to Damage or Armour by +1 per two additional successes.

FOOL'S GOLD

DN: 5:1 **Target:** A piece of metal
Range: Short **Duration:** 1 minute
Overcast: +1 minute per additional success

You transmute metal, temporarily changing it from one metal to another. Choose a palm-sized piece of metal in Short Range. You can transmute the metal into any other metal, such as turning iron to gold. This is not an illusion, but a true transformation. The metal has all the properties of the new metal and passes all mundane and arcane scrutiny. The effect lasts for 1 minute. Each additional success extends the duration by 1 minute.

METALLIC SHEEN

DN: 5:2 **Target:** Zone
Range: Medium **Duration:** 1 round
Test: DN 6:1 Body (Athletics or Reflexes)
Overcast: +1 round per additional success

You cause a surface to become perfectly smooth, removing any imperfections, and creating a frictionless area. Choose a Zone within Medium Range. That Zone becomes frictionless until the start of your next turn. Each additional success extends the duration by 1 round.

Any creature who starts their turn standing on the surface of the Zone or who enters the Zone must make a DN 6:1 Body (Athletics or Reflexes) Test or fall *Prone*. Standing from *Prone* while in the Zone also requires a DN 6:1 Body (Athletics or Reflexes) Test. If a creature attempts to move or is pushed while in the Zone, they continue moving in that direction until they come in contact with a barrier or obstacle, or leave the Zone.

HAMMER AND ANVIL

DN: 6:1 **Target:** A metal object
Range: Short **Duration:** Permanent

You bombard a piece of metal with the golden magic of Chamon, bending it and reshaping it. Choose a nonmagical metal object within Short Range. The object can be no larger than 5 feet in diameter. You can reshape the object into another object of similar mass, or alter the object to better suit your needs. You can use this spell to modify weapons and armour for Species of various sizes.

MOLTEN GAZE

DN: 5:2 **Target:** Up to 3
Range: Long **Duration:** Instant
Overcast: +1 Damage per additional success

Your eyes glow brightly before you project a stream of white-hot metal over your enemies. Choose up to 3 targets within Long Range. The targets suffer 1 Damage. Each additional success increases the Damage by 1.

PILLAR OF IRON

DN: 5:3 **Target:** Zone
Range: Medium **Duration:** 1 round
Test: DN 4:S Body (Might)
Overcast: +1 round per additional success

You summon a pillar of black iron, infusing it with the magic of Chamon to draw all other metal to it. Choose a Zone within Medium Range. You conjure a magnetic iron pillar in that Zone until the start of your next turn. Each additional success extends the duration by 1 round.

When you cast this spell, all creatures in the Zone wielding metal weapons or wearing metal armour must make a DN 4:S Body (Might) Test. On failure, any held metal weapons and objects are pulled from the wielder's hands, sticking to the pillar. A creature can use an Action to make a DN 4:S Body (Might) Test to free a weapon or object that is stuck to the pillar.

If a creature wearing metal armour fails this Test, they are forcibly pulled to the pillar and *Restrained*. A *Restrained* creature can use an Action to make a DN 4:S Body (Might) Test to free themselves.

Additionally, the Melee and Accuracy of creatures in the Zone wielding metal weapons are reduced on step.

RULE OF BURNING IRON

DN: 5:2 **Target:** 1
Range: Long **Duration:** Instant
Overcast: +1 Damage per additional success

You target a foe, superheating their metal armour and roasting them alive. Choose a creature within Long Range. The target suffers 1 Damage, which ignores Armour. Each additional success increases the Damage by 1.

TRANSMUTATION

DN: 5:2 **Target:** 1
Range: Medium **Duration:** 1 round
Test: DN 4:S Body (Fortitude)
Overcast: +1 round per additional success

You target a foe and begin to transform their flesh into glistening metal. Choose a creature within Medium Range to make a DN 4:S Body (Fortitude) Test. On a failure, the creature begins to turn to metal. They become *Incapacitated* and their Armour is 3 until the start of your next turn. Each additional success extends the duration by 1 round.

While this spell is active, you can choose to recast the spell on the same target to further extend the duration. The target makes another DN 4:S Body (Fortitude) Test against the new Channelling Test. If this spell affects the same target continuously for one minute, the transformation becomes permanent.

TRANSMUTATION OF LEAD

DN: 5:2 **Target:** Zone
Range: Medium **Duration:** 1 round
Overcast: +1 round per additional success

You summon the magic of Chamon and infuse your enemies' weapons with lead, making them heavy and difficult to wield. Choose a point within Medium Range. Enemies in that Zone decrease their Melee and Accuracy one step until the start of your next turn. Each additional success extends the duration by 1 round.

GREY SPELLS

CROWN OF ASPHYXIATION

DN: 5:2 **Target:** Zone
Range: Self **Duration:** Instant
Overcast: +1 Damage per additional success

You conjure noxious fumes, causing your foes to stumble and choke. Each enemy in your Zone suffers 1 Damage, which ignores Armour. Each additional success increases the Damage by 1. Additionally, their Defence decreases one step until the start of your next turn.

ENSLAVE

DN: 5:3 **Target:** 1
Range: Medium **Duration:** 1 minute
Test: DN 4:S Soul (Determination)
Overcast: +1 minute per additional success

You weave the shadows of Ulgu into the mind of another, controlling their every action. Choose a Mortal within Medium Range. The target must make a DN 4:S Soul (Determination) Test. If you or an ally are hostile towards the creature, it has Advantage on this Test. On a success, nothing happens and the creature knows you cast a spell on it. On a failure, the creature falls under your control. As a Free Action, you can issue the creature simple commands, such as '*Protect me*' or '*Follow them*'. The creature completes the task to the best of its ability, and then defends itself from harm until it receives further instruction. Alternatively, you can use an Action to take direct control over the creature, moving it up to its Speed and using any abilities or features it might have. Any time the creature takes Damage, it can make another DN 4:S Soul (Determination) Test to try to break your control.

While this spell is active, you can choose to recast it to extend the duration. The target makes a DN 4:S Soul (Determination) Test against the new Channelling Test. If this spell affects the same target continuously for one day, the creature is permanently bound to you. After this, only powerful magic or divine intervention can break the spell.

ILLUSION

DN: 5:2 **Target:** Zone
Range: Medium **Duration:** 1 minute
Test: DN 4:S Mind (Awareness)
Overcast: +1 minute per additional success

You manipulate the shadows of Ulgu, creating an illusion to mislead and deceive. You can create an illusion at a point within Medium Range for 1 minute. Each additional success extends the duration by 1 minute.

The illusion can be a creature, an object, or some other environmental effect. The illusion can be up to a Zone in size, but can be much smaller if you choose. You can choose if the illusion is static or moves in a predetermined manner, such as a rotating water wheel or the breathing of a sleeping cat. The illusion appears real, including sounds and smell. A creature inspecting the illusion must make a DN 4:S Mind (Awareness) Test to determine that it is false. Any physical interaction with the illusion reveals its true nature, as creatures and objects can pass through it.

MINDSLIP

DN: 6:1 **Target:** 1
Range: Short **Duration:** 1 minute
Overcast: +1 minute per additional success

The mists of Ulgu worm their way into a creature's mind, leaving them with no memory of your presence. Choose a creature within Short Range. The target has no memories of your presence or the actions you have taken in the last minute. Alternatively, you can choose for the target to forget your presence and actions for the following minute. The target is still aware of your presence and reacts as normal, but will have no memory of what occurred if asked about it later.

If told about what happened, the creature can make a DN 4:S Mind (Intuition) Test to realise something isn't right. They don't remember what happened but they know their memories were tampered with.

If you choose to do so, each additional success increases the duration of time forgotten by 1 minute.

MIRROR DANCE

DN: 5:2 **Target:** 2
Range: Long **Duration:** 1 round
Overcast: +1 round per additional success

You chant a spell, revealing a shadow path between two distant allies. Choose two allies within Long Range. The targets can immediately swap places if they choose to.

When the targets emerge from the portal they are wreathed in shadow. Their Defence increases one step until the start of your next turn. Each additional success extends the duration by 1 round.

MYSTIFYING MIASMA

DN: 5:3 **Target:** Zone
Range: Medium **Duration:** 1 round
Test: DN 4:S Mind (Determination)
Overcast: +1 round per additional success

The numbing fogs of Ulgu rise, disorienting your enemies and causing them to stumble and stagger. Choose a Zone within Medium Range. Each enemy in that Zone must make a DN 4:S Mind (Determination) Test. On a failure, they are *Stunned* until the start of your next turn. Each additional success extends the duration by 1 round. Creatures who leave the Zone are no longer affected.

PIT OF SHADES

DN: 5:3 **Target:** 1
Range: Medium **Duration:** 1 round
Test: DN 4:S Mind (Determination)
Overcast: +1 round per additional success

You open a rift to the infamous Pit of Shades. You send your terrified foes screaming through the portal, plummeting to a shadowy no-place filled with the incessant wailing of 'those who dwell beyond'. Choose a Large or smaller creature within Medium Range. A swirling black pit appears beneath them and they are pulled in, disappearing until the start of your next turn. Each additional success extends the duration the creature is trapped in the pit by 1 round.

At the end of the duration, the creature reappears, falling *Prone* where they were pulled into the pit. They suffer Damage equal to the number of rounds they were in the Pit of Shades. This Damage ignores Armour. Additionally, the target must make DN 4:S Mind (Determination) Test or be *Frightened* of you for 1 day.

STEED OF SHADOWS

DN: 5:1 **Target:** A point in your Zone
Range: Short **Duration:** 1 hour
Overcast: +1 hour per additional success

A coal-black creature with wings of night materialises from the darkness, ready to bear you where you wish. Choose a point in your Zone. A winged horse made of swirling shadow appears in the point you choose. The creature remains for 1 hour, after which it simply drifts away as wisps of smoke and shadow. Each additional success extends the duration by 1 hour. The creature is a **Horse** (see page 306) with the following adjustments:

- The creature is a Spirit.
- It has the *Riding Horse* Trait.
- It has a Fly (Fast) Speed.
- The creature has the *Ethereal* Trait. It takes half Damage from nonmagical attacks and can pass through solid objects when not bearing a rider or carrying equipment.

VEIL OF SHADOWS

DN: 5:1 **Target:** You
Range: Self **Duration:** 1 minute
Overcast: +1 minute per additional success

You draw a veil of shadows across your form, distorting it so that you appear as someone else. When you cast this spell, you change your appearance for 1 minute. Your illusory form must have the same basic body composition, but can otherwise appear how you wish. Your clothing, weapons, armour, and any equipment also change as part of the illusion. Your physical form does not change; objects or creatures that touch the illusion pass through it and become aware of the deception.

WORD OF PAIN

DN: 5:2 **Target:** 1
Range: Medium **Duration:** 1 round
Overcast: +1 round per additional success

You utter a forbidden name, wracking your enemy's body with pain. Choose a creature within Medium Range. The target must make a DN 4:S Body (Fortitude) Test. On a failure, the target is *Incapacitated* until the start of your next turn. Each additional success extends the duration by 1 round.

JADE SPELLS

BRIARSTORM

DN: 5:3 **Target:** Zone
Range: Long **Duration:** 1 round
Overcast: +1 round per additional success

You summon a hail of sharpened thorns from above, saturating an area in deadly briars. Choose a Zone within Long Range. The Zone becomes a *Major Hazard* until the start of your next turn. Each additional success extends the duration by 1 round.

LIE OF THE LAND

DN: 6:1 **Target:** You
Range: Self **Duration:** 1 hour
Overcast: +1 hour per additional success

You extend your senses, becoming one with the land. You gain a perfect mental map of the natural features of the surrounding lands in a 1-mile radius. You retain the mental map for one hour, before it fades from your mind. Each additional success extends the duration by one hour. You know the location of geographical features, such as rivers, forests, caves, mountains and so on. You gain no knowledge of mortal constructions, such as villages or cities. Magical or daemonic disturbances appear as a blank void on your mental map, allowing you to know where they are but not the nature of the effect.

LIFEBLOOM

DN: 5:1 **Target:** Zone
Range: Self **Duration:** 1 day
Overcast: +1 day per additional success

You gather motes of life energy about you and push them into the land, bolstering and accelerating plant growth. Plant life in your Zone immediately begins to grow and blossom; grass sprouts, fresh seeds take root, and fruits and vegetables swell and ripen. This accelerated growth continues for 1 day, creating months worth of harvest. Each additional success extends the duration by 1 day.

MIRRORPOOL

DN: 5:1 **Target:** You
Range: Long **Duration:** Instant

You step lightly into a small puddle or pool of water, disappearing only to emerge from another pool some distance away. Choose a body or pool of water in your Zone and one that you can see within Long Range. The puddle you are stepping into and emerging from must be at least 1-foot wide. When you step into the water, you immediately emerge from the other pool, perfectly dry. When used outside of combat, this spell can teleport you to any pool that you can see within 1 mile.

NOURISHMENT

DN: 6:1 **Target:** You
Range: Self **Duration:** 1 day
Overcast: +1 day per additional success

The nourishing life magic of Ghyran flows through you. You do not need to eat for 1 day. Each additional success extends the duration by 1 day. Additionally, any poisons or diseases in your system are cured.

REALMBLOOD

DN: 5:1 **Target:** 1
Range: Long **Duration:** Instant
Overcast: +1 Toughness per additional success

You summon the healing energies of Ghyran to revitalise yourself or an ally. Choose an ally within Long Range. The target regains 1 Toughness. Each additional success increases the Toughness recovered by 1.

SHIELD OF THORNS

DN: 5:2 **Target:** Zone
Range: Self **Duration:** 1 round
Overcast: +1 Damage per additional success, or +1 round per additional success

Roots and vines spring from the earth, cladding your allies in a protective barrier of thorns. Each ally in your Zone gains +1 Armour until the start of your next turn. Additionally, any attacker that hits a creature affected by *Shield of Thorns* suffers 1 Damage.

Each additional success increases the Damage dealt by *Shield of Thorns* by 1. Alternatively, you can choose to extend the duration of the Armour bonus by 1 round per additional success.

SICKLEWIND

DN: 5:3 **Target:** Zone
Range: Medium **Duration:** Instant
Overcast: +1 Damage per additional success

You summon a spectral jade sickle which scythes a bloody path through your foes. Choose a Zone within Medium Range. Enemies in that Zone suffer 1 Damage, which ignores Amour. Each additional success increases the Damage by 1.

WHIPVINES

DN: 5:3 **Target:** Zone
Range: Medium **Duration:** 1 round
Test: DN 4:S Body (Might)
Overcast: +1 Damage per additional success, or +1 round per additional success

Sentient vines burst from the ground to ensnare your enemies. Choose a Zone within Medium Range. A creature that starts its turn in the Zone or enters the Zone

suffers 1 Damage as the whipvines attack, and must make a DN 4:S Body (Might) Test or be *Restrained* until the start of your next turn. On its turn, a creature can use an Action to make a DN 4:S Body (Might) Test to escape the vines. On a success, they are no longer *Restrained*.

Each additional success increases the Damage by 1. Alternatively, you can choose to extend the duration of the *Restrained* Condition by 1 round per additional success.

WHISPERS IN THE WIND

DN: 5:1 **Target:** You
Range: Self **Duration:** Instant
Overcast: +1 question per additional success

You commune with nature to learn of recent events. When you cast this spell, you can ask the GM one question, which they must answer truthfully, about what has happened in your Zone and the surrounding areas within the last day. You hear the answers as whispers in the wind, or through speaking with nearby animals. Each additional success allows you to ask another question.

LIGHT SPELLS

AETHERIC NET

DN: 5:2 **Target:** 1
Range: Long **Duration:** 1 round
Test: DN 4:S Body (Might)
Overcast: +1 round per additional success

You conjure binding streams of light to hold an enemy in place. Choose a creature within Long Range. The target is *Restrained* until the start of your next turn. Each additional success extends the duration by 1 round. On its turn, the creature can use an Action to make a DN 4:S Body (Might) Test to break the chains. On a success, they are no longer *Restrained*.

BANISHMENT

DN: 5:3 **Target:** 1
Range: Long **Duration:** 1 round
Overcast: +1 round per additional success

You seal an enemy in a crystal prison that carries them away across the battlefield. Choose a Large or smaller creature within Long Range. A glistening crystalline shell forms around the target and carries them through the air to a point you choose within Long Range. The crystal prison remains until the start of your next turn. Each additional success extends the duration by 1 round. On your turn, you can use an Action to move the prison to any point within Long Range.

A creature in the prison is *Restrained*. Spells or attacks that target the creature instead hit the shell. If the shell takes 3 or more Damage from any one source, it shatters. A creature, including one trapped inside, can use the Attack Action or a damaging spell to attempt to smash the shell.

CLARITY

DN: 6:1 **Target:** You
Range: Self **Duration:** 1 round
Overcast: +1 round per additional success

The light of Hysh guides your thoughts, clearing your mind. You gain +1d6 to all Mind Tests until the start of your next turn. Each additional success extends the duration by 1 round.

HEALING GLOW

DN: 5:1 **Target:** Zone
Range: Self **Duration:** Instant
Overcast: +1 Toughness per additional success

You channel the pure energy of Hysh, causing your allies' injuries to knit back together. You and allies in your Zone recover 1 Toughness. Each additional success increases the Toughness recovered by 1.

LIGHT OF BATTLE

DN: 5:3 **Target:** Zone
Range: Self **Duration:** 1 round
Overcast: +1 round per additional success

You glow with a bolstering light, empowering those around you. Any allies who start their turn in your Zone regain an additional +1 Mettle, up to their maximum. Each additional success extends the duration by 1 round.

PHA'S PROTECTION

DN: 5:3 **Target:** Zone
Range: Medium **Duration:** 1 round
Overcast: +1 round per additional success, or +1 Armour per two additional successes

You call upon the Guardians of Light to protect your allies. Choose a Zone within Medium Range. Allies in that Zone gain +1 Armour until the start of your next turn.

Each additional success extends the duration by 1 round. Alternatively, you can choose to increase the Armour gained by +1 per two additional successes.

PINPOINT

DN: 5:1 **Target:** 1
Range: Long **Duration:** 1 minute
Overcast: +1 minute per additional success

You quiet the noise of the world, honing in on a single voice in the crowd. Choose a creature you can see within Long Range. For 1 minute, you can hear the creature perfectly, as though they were standing beside you. Each additional success extends the duration by 1 round.

PROVENANCE

DN: 4:1 **Target:** An object or structure
Range: Short **Duration:** Instant
Overcast: +1 truth per additional success

The light of Hysh guides your path through the annals of time, showing you the history and truth of an object. Choose an object or structure that you can see and touch. You can ask the GM one question about the object which they must answer truthfully. Each additional success allows you to ask another question about the object. Questions may be what it is made of, what magical traits it has, who was its last owner, and so on.

SEEKER OF TRUTH

DN: 5:1 **Target:** Zone
Range: Self **Duration:** 1 minute
Overcast: +1 minute per additional success

Invisible bands of Hyshian energy ensnare the voices of those around you, choking out lies. Every creature in your Zone, including you, can not speak a deliberate lie for 1 minute. Creatures in the Zone are not compelled to speak, and can exit the Zone to escape the effect. Each additional success extends the duration by 1 minute.

SOLAR FLARE

DN: 6:1 **Target:** Zone
Range: Self **Duration:** 1 round
Test: DN 4:S Body (Reflexes)
Overcast: +1 round per additional success

You erupt in a flash of pure blinding light. Enemies in your Zone must make a DN 4:S Body (Reflexes) Test. On a failure, targets are *Blinded* until the start of your next turn. Each additional success extends the duration by 1 round.

SPELLS OF THE DEEPS

ABYSSAL DARKNESS

DN: 5:2 **Target:** Zone
Range: Self **Duration:** 1 round
Overcast: +1 round per additional success

You extend your arms as inky tendrils of darkness spread from your fingers, enshrouding you and your allies. Until the start of your next turn, you and allies in your Zone are treated as though you were in *Total Cover*. Your Defence increases two steps when targeted by ranged attacks and you have Greater Advantage on Opposed Tests to remain unseen. Each additional success extends the duration by 1 round. The inky darkness is centered on you; if you move to another Zone, it moves with you.

BIND BEAST

DN: 5:2 **Target:** 1
Range: Short **Duration:** 1 hour
Test: DN 4:S Soul (Determination)
Overcast: +1 hour per additional success

You fill the mind of a beast with horrifying visions and crippling fear to break and shatter their spirit, making them more pliable. Choose a non-hostile Beast within Short Range. The target must make a DN 4:S Soul (Determination) Test. On a failure, the target is under your control for 1 hour. The Beast obeys your commands and can be used as a mount if it is of suitable size. When the spell ends, the creature flies into a mindless rage and does not relent until you or it are dead.

While this spell is active, you can choose to recast the spell on the same target to extend the duration. The target makes a DN 5:S Soul (Determination) Test against the new Channelling Test. If this spell affects the same target continuously for one day, the Beast is permanently bound.

CLOYING SEA MISTS

DN: 5:3 **Target:** Zone
Range: Self **Duration:** 1 round
Test: DN 4:S Body (Fortitude)
Overcast: +1 round per additional success

You call forth cloying mists, causing your enemies to fall into a nightmarish sleep in which they dream of being devoured by an unseen god. Enemies in your Zone must make a DN 4:S Body (Fortitude) Test. On a failure, they become *Incapacitated* until the start of your next turn. Each additional success extends the duration by 1 round.

While this spell is active, you can choose to recast the spell to further extend the duration. Creatures affected must make a DN 5:S Body (Fortitude) Test against the new Channelling Test. If this spell affects the same target continuously for one minute, they fall into a permanent sleep from which they can never wake.

FORGOTTEN MEMORIES

DN: 5:3 **Target:** Zone
Range: Short **Duration:** Instant
Test: DN 4:S Mind (Determination)

You reach into the minds of others and pluck out a memory, letting it drift away on the sea mists. Choose any number of creatures within Short Range to be affected. Declare an event that you would like the targets to forget, such as '*forget we were here*' or '*forget this battle*'. The target must make a DN 4:S Mind (Determination) Test. On a failure, you manipulate their memories and they forget the event you declared. On a success, their mind is not affected and they know you tried to manipulate them.

PRESSURE OF THE DEEPS

DN: 5:2 **Target:** 1
Range: Long **Duration:** Instant
Overcast: +1 Damage per additional success

You engulf your enemy in a shimmering bubble of crushing force. Choose a creature within Long Range. The target suffers 1 Damage. Each additional success increases the Damage by 1.

If the target suffers Damage greater than their highest Attribute, they immediately die as their bones shatter and they are completely crushed by the pressure. If the target has Wounds, they don't die but their Toughness is reduced to 0.

RIPTIDE

DN: 6:1 **Target:** 1
Range: Medium **Duration:** Instant
Overcast: +1 Damage per additional success

You lock eyes with your foe, creating an arcane link between you and the target. The magic of the ethersea washes from you into them, filling their lungs with water. Choose a creature that you can see within Medium Range. The target suffers 1 Damage, which ignores Armour. Each additional success increases the Damage by 1.

STEED OF TIDES

DN: 5:1 **Target:** A point in your Zone
Range: Short **Duration:** 1 hour
Overcast: +1 hour per additional success

The sea swirls around you as you conjure a watery elemental to carry you to your destination. Choose a point in your Zone. A sea creature made of tumultuous tides appears in the point you choose. The creature remains for 1 hour, after which it dissipates as ocean spray on the wind. Each additional success extends the duration by 1 hour. The creature is a **Fangmora Eel** (see page 305) with the following adjustments:

- The creature is a Spirit.
- It does not have the *Biovoltaic Blast* Trait.
- It has a Fly (Fast) Speed.
- The creature is made of water and is immune to nonmagical Damage. When not bearing a rider or equipment, the creature can squeeze through any gap of 1-inch or larger, reforming on the other side.

SUMMON ETHERSEA

DN: 6:1 **Target:** Zone
Range: Self **Duration:** 1 minute
Overcast: +1 minute per additional success

You summon the ethersea, filling the area with a cloying fog that smells of seawater. The air in the Zone around you changes, becoming heavy as you and everyone around you is surrounded by the ethersea. Choose any number of creatures in the Zone. Those you choose can breathe water as if it were air and can move through water as if they were on land. Aquatic creatures affected by the spell can breathe safely on land and can 'swim' through the air as if they were under the sea. Creatures not affected by the spell move slowly through the area, as if wading through water, and treat the Zone as *Difficult Terrain*.

TIDE OF FEAR

DN: 5:2 **Target:** Zone
Range: Medium **Duration:** 1 round
Test: DN 4:S Mind (Determination)
Overcast: +1 round per additional success

You send forth an invisible current that strikes fear into the hearts of your enemies.

Choose a Zone within Medium Range. Enemies in the Zone must make a DN 4:S Mind (Determination) Test or become *Frightened* of you until the start of your next turn. Each additional success extends the duration by 1 round.

VORPAL MAELSTROM

DN: 5:4 **Target:** Zone
Range: Medium **Duration:** 1 round
Test: DN 4:S Body (Might or Reflexes)
Overcast: +1 round per additional success

You summon an aetheric whirlpool in the heart of your enemies, scooping them up and smashing them against one another. Choose a Zone within Medium Range. Enemies in the Zone must make a DN 4:S Body (Might or Reflexes) Test. On a failure, a creature is *Restrained* until the start of your next turn as they are whipped up in the maelstrom. Each additional success extends the duration by one round.

Restrained creatures suffer Damage equal to the total number of creatures affected by the spell, as they are slammed and buffeted into one another.

ENDLESS SPELLS

It requires incredible power, and some would say incredible foolishness, to cast an Endless Spell. These spells are the purest manifestation of magic in all its destructive force, and can easily overwhelm the caster, decimating them and anything nearby.

An example Endless Spell, *The Purple Sun of Shyish*, is included below. This is an Amethyst spell of the Lore of Death, but can be used should any player be unfortunate enough to roll 18+ on the **Price of Failure** table (page 266).

Future **Soulbound** supplements will explore these arcane manifestations in all their might.

THE PURPLE SUN OF SHYISH

DN: 6:10 **Target:** Zone
Range: Medium **Duration:** Permanent
Test: DN 5:5 Soul (Fortitude)
Lore: Amethyst

You summon the terrifying Purple Sun of Shyish. The skull-faced orb drifts across the sky as rays of death energy transmute all in its path into amethyst statues. Choose a Zone within Medium Range. Any creature that enters the Zone or starts their turn there must make a DN 5:5 Soul (Fortitude) Test. On a success, the target suffers 10 Damage and is *Frightened* while in the same Zone as the Purple Sun of Shyish. On a failure, the target immediately dies. Their body crystallises into amethyst as their soul is ripped from their body. If the target has Wounds, they don't die but their Toughness is reduced to 0 and they become Mortally Wounded. The target fills any remaining spaces on their Wound track, and must make a DN 4:3 Death Test at the beginning of their next turn.

At the start of your next turn, you must make a DN 6:5 Mind (Channelling) Test to maintain control of the Purple Sun of Shyish. On a success, you can choose to move the sun into an adjacent Zone or keep it where it is. On a failure, you lose control of the spell and the Purple Sun moves to an adjacent Zone with the most living creatures. If there are no living creatures in an adjacent Zone, the Purple Sun moves in a randomly determined direction and keeps moving in that direction until it encounters living creatures.

CREATING A NEW SPELL

Spellcasters across the Mortal Realms are continuously studying, researching, and crafting new spells. This may mean modifying an existing spell, attempting to recreate a lost spell from the Age of Myth, or creating an entirely new spell. You can create your own spells by taking the *Create Spell* Endeavour (page 157).

To create a new spell, you combine a number of different effects together to determine the Difficulty and Complexity of the spell. These effects are known as **Aspects**. How you combine different Aspects gives you near infinite possibilities in the type of spell you can cast. The rules below present a guide for how to create a new spell.

The process for creating a new spell is as follows:

1. What Does the Spell Do?
2. Define Aspects
   - Major Aspects: Does it heal, hurt, help, or hinder?
   - Minor Aspects: What is the range, who does it affect, how long does it last?
3. Determine Channelling Test DN
4. Overcast Effects
5. Finishing Touches

1) What Does the Spell Do?

The first question to ask yourself is what do you want the spell to do? Do you want to deal damage to a lot of creatures in an area? Do you want to charm a dour Duardin fleetmaster? Do you want to catch an ally who is plummeting to their death? Once you have a clear idea of what you want the spell to do, you and the GM can break it down into its Aspects.

2) Define Aspects

Aspects are the component parts of a spell that are bound together to create the final effect. They represent whether a spell is damaging or restorative, how far the spell can reach, how many creatures it affects and so forth. When determining aspects, always remember **Step 1: What Does the Spell Do?** Once you know what you want the end result to be, you can work backwards and piece the spell together.

Aspects are listed below, along with a cost. You add each Aspect together during **Step 3** to determine the DN of the spell. If you cannot find an Aspect to fit your concept, speak to your GM. Together you can use the available Aspects or reference existing spells to determine a suitable cost for the effect you want.

Major Aspects

What we refer to as Major Aspects determine in the broadest sense what the spell does: does it heal, hurt, help, or hinder?

- **Heal:** A spell that heals is created to restore you and your allies. Healing magic is most often associated with life giving Jade magic, but some masterful Bright Wizards have found ways to use their control of fire to cauterise wounds or bolster the immune system.
- **Hurt:** These spells are created to bring harm to your enemies. How the effect manifests is often determined by the caster's imagination and the Lore of Magic that they are tapping into. It can be a simple blast of arcane force, swirling white hot flames, dazzling bolts of lightning, impossibly sharp swords manifested from the aether, and much more.
- **Help:** These are spells that are designed to aid and bolster your allies. This often takes the form of increased combat abilities, improved skills, or physical alterations such as claws or wings. Each Lore of Magic can help allies in some way, from Gold spells reinforcing armour to Amber spells that turn allies into deadly predators. Most spells that help have a duration (see below).
- **Hinder:** Spells that hinder are created to weaken enemies. They can slow their movement, make them more susceptible to attack, or create a poisonous cloud to engulf them. Deadly Amethyst spells can drain a target's very essence, while explosive Hysh energy can blind and disorient foes. Most spells that hinder have a duration (see below).

It is good to start with a core idea for your spell, but the spells you create can have multiple Aspects across each of these broad categories. You could create a spell that bolsters your allies and damages your enemies, or one that heals you and poisons your foes.

DEFINE ASPECTS

Aspect	Cost	Aspect	Cost
Heal			
Recover Toughness	1 per Toughness	Recover 1 Mettle (can only be applied once)	4
Remove or become immune to a Condition	2	Remove or become immune to all Conditions	5
Hurt			
Deal Damage	1 per Damage	Reduce Mettle	4 per Mettle
Damage ignores Armour	2		
Help			
Bonus die to a certain Skill	1 per 1d6	Increase an Attribute	4 per +1
Increase Melee and Accuracy	1 per step	Increase Defence	1 per step
Increase Armour	2 per +1 Armour	Increase Speed	1 per step
Hinder			
One less die with a certain Skill	1 per 1d6	Decrease an Attribute	4 per –1
Decrease Melee and Accuracy	1 per step	Decrease Defence	1 per step
Reduce Armour	2 per –1 Armour	Decrease Speed	1 per step
Inflict the *Blinded* Condition	4	Inflict the *Charmed* Condition	2
Inflict the *Deafened* Condition	1	Inflict the *Frightened* Condition	3
Inflict the *Incapacitated* Condition	6	Inflict the *Poisoned* Condition	4
Inflict the *Prone* Condition	2	Inflict the *Restrained* Condition	5
Inflict the *Stunned* Condition	4	Inflict the *Unconscious* Condition	7
Target			
Affects the caster	1	Affects a target	1 per creature
Affects a Zone	3		
Range			
Centred on the caster	0	A target within Close or Short Range	1 (0 if the target is a Zone
A target or Zone within Medium Range	2	A target or Zone within Long Range	3
Duration			
Instant	0	Lasts for 1 round (until the start of the caster's next turn)	1 per round
Spell activates when a condition is met (choose a trigger when casting)	1		

MINOR ASPECTS

Minor Aspects help to put more definition and shape on your spell. These Aspects are important, but are nothing without a defining Major Aspect. Minor Aspects determine the range, area of effect, number of targets, and duration of the spell.

- **Target:** The target of a spell is who the spell affects. This can be You, one or more targets, or a Zone.
- **Range:** The range of a spell determines where you can target the spell. This can be You, Close, Short, Medium, or Long Range (see page 139 for more on ranges).
- **Duration:** The duration of a spell is how long the spell lasts in rounds. If a spell does not have a duration, its duration is Instant.

A spell's duration is measured in rounds. However, the GM may allow this duration to be minutes, hours, or even days if they feel it is suitable. Generally these longer durations should be saved for non-combat spells. Examples of spells with longer durations include *Ghost Light* (page 267), *Farsight* (page 268), and *Lifebloom* (page 278).

3) DETERMINE CHANNELLING DN

The Aspects of a spell determining the DN of the Channelling Test to cast the spell. By adding together the cost of each Aspect you can determine how difficult or easy the spell is to cast. To do this, take the following steps:

- To determine the Difficulty, add together the total cost of the Aspects.
- If the total is 6 or less, the Complexity is 1. You have the DN of your spell and can move on to Step 4.
- If the total exceeds 6, the final DN must add up to equal the total Aspect cost. For example, if the total Aspect cost was 7, the spell could be DN 5:2, DN 4:3, DN 3:4, and so on. You can decide this split.

Example: *Nicola is creating a new Shadow spell to summon spectral bats to harass and bite an enemy. The spell deals 1 Damage (1) and targets one creature (1) in Short Range (1). It also inflicts the* Blinded *Condition (4) for 1 round (1). The total Aspect cost of the spell is 8. Nicola decides that the Difficulty of the spell is 5 and the Complexity is 3 (5 + 3 = 8, the total Aspect cost). The spell requires a DN 5:3 Mind (Channelling) Test to cast.*

RESISTING SPELL EFFECTS

When creating a spell, you can decide that the targets of the spell can make a DN 4:S Opposed Test to resist some or all of its Aspects, where 'S' is equal to 1 plus any additional successes rolled on the Channelling Test. If you choose to do this, the cost for that Aspect of the spell is halved. This is useful for paticularly high cost Aspects, such as the *Incapacitated* and *Unconscious* Conditions.

You and the GM should work together to determine what type of Opposed Test is most fitting. Typical Tests are Body (Reflexes), Body (Fortitude), Mind (Determination), and Soul (Determination).

Example: *Nicola thinks that the DN of the spell she has created is too high. She decides to allow the target of the spell to make a DN 4:S Body (Reflexes) Test to dodge the spectral bats and avoid being* Blinded. *The target will still take Damage, but there is a chance they will resist being* Blinded. *This brings the cost of the* Blinded *Aspect down to 2, meaning the total Aspect cost is now 6. The spell now requires a DN 6:1 Mind (Channelling) Test to cast.*

4) Overcast Effects

Once you have determined the DN, you must decide on the Overcast effects of the spell. Typically these are increased damage or healing, or a longer duration. However, they could also increase the number of targets affected, cause the spell to affect another Zone, increase bonuses to Armour or Tests, and so on. The number of successes required to Overcast must equal the cost of the Aspect. Each spell should generally have no more than two Overcast effects.

Example: *Nicola is creating the Overcast effects of her spell. She decides that each additional success can be used to increase the Damage or extend the duration of the* Blinded *Condition. She thinks of allowing additional successes to target another creature in range, but decides that two effects are enough.*

Phenomenal Cosmic Power!

The ability to create your own spells provides a huge amount of options and possibilities for both players and the GM. It is a great way to express your creativity and ingenuity, and a lot of players will be drawn to the flexibility and almost puzzle-like element of creating their own spells. However, some players may see the spell creation rules as a way to try to game or break the system. The GM will know the party best, and can set expectations for any player who is utilising these rules. Players should consult the GM on the creation of any new spells. By working together you ensure that everyone at the table goes home happy.

It's also worth noting that, though we have tried to quantify a lot of effects here, setting the DN for a spell is sometimes more art than science. The GM can alter and tweak the DN of a spell after seeing it perform in play, but shouldn't use this as a way to hinder players' creativity. As with everything, communication is key. You might be manipulating the very fabric of reality, but there's no reason we can't all be civil to each other.

5) Finishing Touches

The final steps in creating your spell are to give it a name, decide on its Lore of Magic, and write a description. The name can be anything you choose but should be evocative and speak to the effect of the spell. The Lore is likely going to match that of the character you intend to use the spell, but should thematically fit the spell. And lastly, you should write the description in a clear and concise way to allow it to be used by other players or the GM should they wish.

Example: *Nicola already knows the Lore of her spell will be Shadow. She decides to call the spell Death on Black Wings and writes this description:*

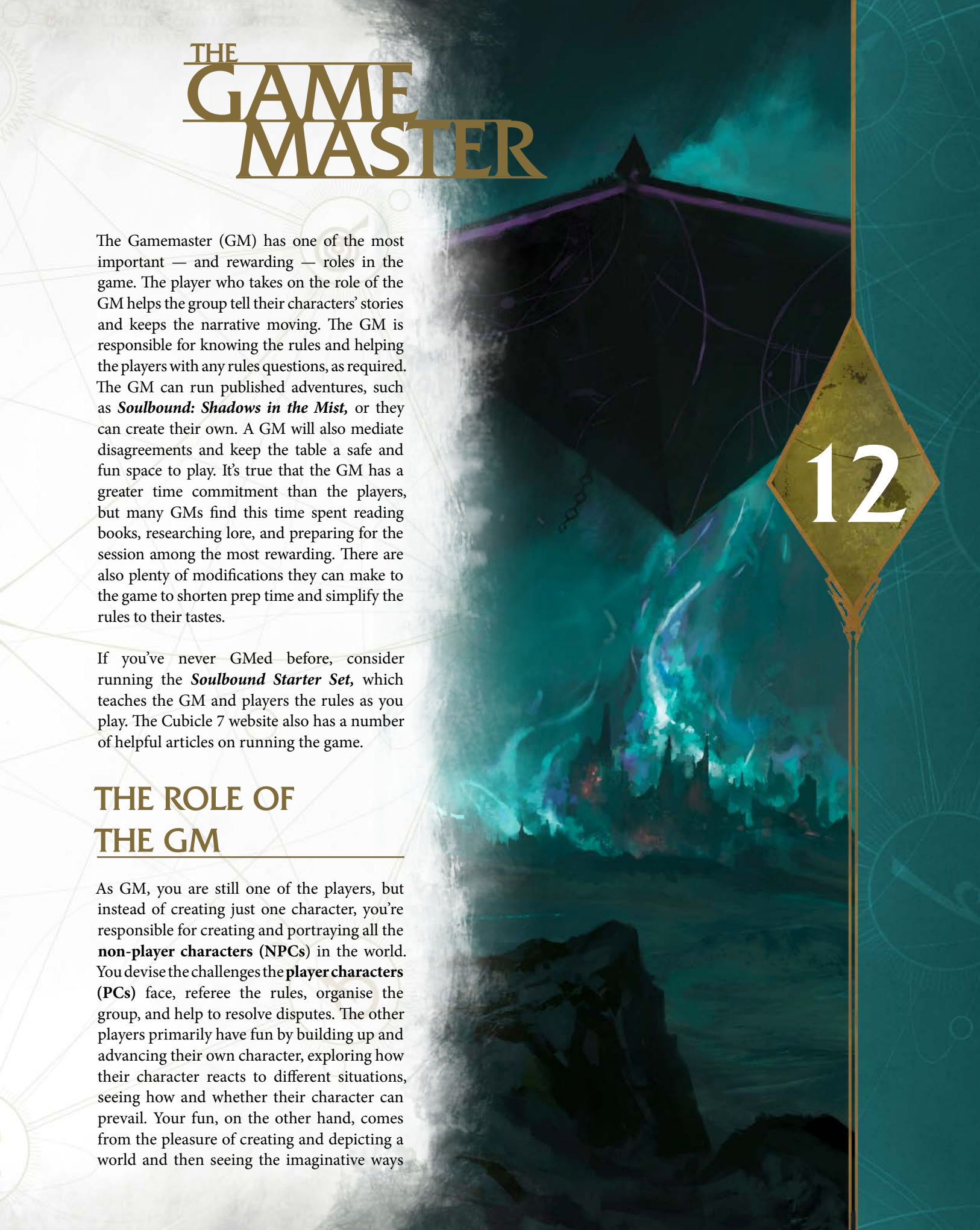
You summon spectral bats from the Realm of Shadow to harass and blind your enemies. Choose a creature within Short Range. The target suffers 1 Damage and must make a DN 4:S Body (Reflexes) Test. On a failure the target is Blinded *until the start of your next turn. Each additional success increases the Damage by 1. Alternatively, you can choose to extend the duration of the* Blinded *Condition by 1 round per additional success.*

I cast Deathball!

When you start to create a new spell, it is a good idea to see if there is an existing spell that you can tweak to make it more to your liking. For example, a Celestial Battlemage could create a *Lightning Bolt* spell by simply altering *Arcane Bolt* to reach Long Range. By consulting the table on page 284, you can see that Medium Range costs 2, and Long Range costs 3, so the Difficulty increases by 1 for a DN of 5:1.

Likewise you can reflavour existing spells. An Amethyst Wizard could create a 'new' spell called *Deathball*. It functions exactly as the spell *Fireball*, but is an Amethyst spell. Tweaking, altering, and simply describing spells differently can often provide a quicker solution than creating a new spell from scratch.

THE GAME MASTER



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The Gamemaster (GM) has one of the most important — and rewarding — roles in the game. The player who takes on the role of the GM helps the group tell their characters' stories and keeps the narrative moving. The GM is responsible for knowing the rules and helping the players with any rules questions, as required. The GM can run published adventures, such as ***Soulbound: Shadows in the Mist,*** or they can create their own. A GM will also mediate disagreements and keep the table a safe and fun space to play. It's true that the GM has a greater time commitment than the players, but many GMs find this time spent reading books, researching lore, and preparing for the session among the most rewarding. There are also plenty of modifications they can make to the game to shorten prep time and simplify the rules to their tastes.

If you've never GMed before, consider running the ***Soulbound Starter Set,*** which teaches the GM and players the rules as you play. The Cubicle 7 website also has a number of helpful articles on running the game.

THE ROLE OF THE GM

As GM, you are still one of the players, but instead of creating just one character, you're responsible for creating and portraying all the **non-player characters (NPCs)** in the world. You devise the challenges the **player characters (PCs)** face, referee the rules, organise the group, and help to resolve disputes. The other players primarily have fun by building up and advancing their own character, exploring how their character reacts to different situations, seeing how and whether their character can prevail. Your fun, on the other hand, comes from the pleasure of creating and depicting a world and then seeing the imaginative ways

the players interact with that creation. Both the players and GM contribute to each other's fun, and everyone should have an enjoyable time while playing.

A Gamemaster differs from an opponent in tabletop gaming and from the 'artificial intelligence' behind the opponent in cooperative tabletop games and video games. A GM has unlimited imagination and creativity; there are infinite ways a GM could respond to the players' choices, which allows players nearly infinite possibilities. An opponent in a competitive game typically wants to defeat your character, your army, or your deck of cards. The GM, however, isn't aiming to defeat the player characters, but to facilitate an entertaining and exciting session by challenging them. The monsters the GM is portraying may wish to defeat the PCs, but, the GM is rooting for the players, sharing in their triumphs and encouraging them to take risks and explore. The GM also plays by a different set of rules — you can say something is or is not, or you can have a **Crypt Ghoul** claw its way out of the ground at a moment's notice!

At the Table

During play, the Gamemaster uses narration, maps, miniatures, music, and even art to help portray the look and feel of the world. You set the scene with descriptions and evocative language. You might use miniatures on a battlemap, or you might show the players a page from this or another book to help them visualise the landscape or an important NPC. You use acting and improvisation to speak on behalf of the non-player characters, as if you were speaking lines in a play. Then, the players decide what they are going to do or say, and the GM narrates what happens next or how the NPC reacts.

The actions of the PCs and the reactions of the world are framed within scenes and encounters. You can think of **scenes** as being more narrative (players use roleplaying to overcome a challenge) and **encounters** as being more mechanical (players engage with the rules of the system to overcome a challenge). The PCs try to fulfil their personal goals or achieve the objectives of the adventure, and then the GM interprets how successful those attempts are and whether a Test is needed. The GM keeps the story moving when the players don't — even while the heroes are resting, the forces of Chaos, Destruction, and Death are not. You determine the **pacing** of the game, such as whether the time in the game is sped up using summary *('After several days' rest, you have recovered…')* or slowed down to dramatise each moment *('You lift your warhammer and meet the Clanrat's crimson eyes before bringing your weapon crashing down!')*. When the players seem to be growing bored or distracted, that's your cue to move along to the next scene or encounter. If a player has been quiet for some time, a good GM brings the spotlight back around to ask what their character is doing, thinking, or feeling.

Your Table, Your Rules

The GM has a different role but remember that you are still one of the players, and you still get to have fun! Gamemastering shouldn't feel like a chore, and it shouldn't make you uncomfortable (although it's natural to feel a little nervous). To ensure you get to enjoy the game, too, find a group that respects and appreciates your efforts, and play to your strengths as a GM. If you relish creating new monsters and designing interesting combat, do that! If running combat trips you up, get help from the players or simplify things. If you don't feel comfortable voicing NPCs, use description instead of the exact words. If you aren't feeling inspired, borrow ideas from some of your favourite media and remix them. And if certain players at the table act disrespectfully or make you uncomfortable, talk to them about how their actions make you feel.

Session 0

Before play can begin, the group should meet up beforehand to discuss the upcoming campaign, including its tone, theme, and content (see below), as well as to create characters as a group. Some players like to dive right in and make their character ahead of time, so you may want to caution players to not get fixated on one single concept in advance. Once players have had a chance to settle in, grab their snacks, and take out some scrap paper and a pencil, direct the table talk towards the game. Ask the players what ideas they've had for characters, what parts of the Mortal Realms they're most excited to explore, and which factions they're interested in highlighting. Determine how long you want to play for — a short mini-campaign lasting a few weeks? A long-running epic that will take months to years? As GM, if you're planning to run a published adventure or have already begun to prepare a campaign, make sure to give a brief overview of the general premise, and make recommendations for types of character concepts that would work well. Finally, if you can set aside 30 to 60 minutes at the end, Session 0 is a great chance for the group to get a feel for the rules and their fellow characters through play.

TONE, THEME, AND CONTENT

Session 0 is the first chance to talk about elements of the setting the group is excited to explore, aspects that they don't need or want to see highlighted, or content that may make the group uncomfortable. Would the group rather an over-the-top, heavy-metal vibe with plenty of action, or would the group prefer a grittier feel (see **Grim and Perilous**, page 296)? Perhaps the group wants to focus on a single city, or maybe the group wants to quest for lost artefacts scattered across the realms. (For more on the tones and themes in **Soulbound**, see pages 291 and 292.)

Beyond the setting, other expectations and considerations should be discussed. What is the proper etiquette for cancelling a session, and what sort of behaviours warrant removal from the group? What level of violence or sexual innuendo is allowable in the descriptions? (Remember that public spaces, especially game stores and conventions, may require you to tone down your game.) Will your game incorporate or avoid difficult real-world situations, including: suicide, drug use, physical and emotional abuse, sexism, racism, stereotyping, and bigotry? This conversation should continue even after the game has begun. There are also a number of safety tools available online that can be used during play.

CHARACTER CREATION

Ideally, each player should bring a copy of the core rulebook to reference during character creation. Otherwise, you should plan on Session 0 taking more time if a single book has to be shared. Creating characters as a group helps the players avoid too much skill overlap or avoid identical character concepts, if that's a concern. This is also a good time to communicate limitations or optional rules for character creation (see **GM's Toolkit**, page 295). As players follow the steps for character creation, your job is to answer questions about the rules or process. Once players begin filling out their character sheets and move on to the **Ten Questions**, your job shifts to prompting players with leading questions if they get stuck. How did their character train in a skill? Why is their Soul Attribute Score so high? For players approaching **Soulbound** for the first time, be sure to allow players to revise their character sheet after a session or two when they have gained more knowledge and understanding of how the mechanics work. Their choices might have been different if they had known more about the rules!

THE PARTY

Many players hold the concept of a 'balanced' party as one of the key factors when making their characters. If all the characters focus on the same skills, there will be more competition among the players to see who gets to make Tests or receive the loot that benefits their archetype. On the other hand, if a party ignores certain skills altogether, they can be frustrated when such challenges arise. It's best to have some amount of overlap so a majority of the skills can still be covered in case circumstances force the party to split up or a player is absent that session. The most important thing when creating your party is to make sure the characters can work together. They do not need to agree — or even have the same goals — but they need to work together.

If your group is concerned about being prepared for every situation, you can advise them to ensure they have a character that can heal allies, someone that can deal with large groups of Minions, and ways to damage or bypass enemy Armour, such as weapons with the *Rend* Trait.

Binding New Souls

If the Binding loses one of its members, Sigmar or another god may want to reinforce the Binding, ensuring it is fully prepared for what may come. If a new player joins and wishes to become part of the Binding, or an existing player is creating a new character to replace a member of the Binding, you have a number of options. The Binding could feel a powerful change between them as somewhere, a new soul has been bound to theirs. They may be summoned to a secret location, perhaps in the depths of the palace of Sigmaron in Azyrheim, to undergo a new binding ritual. Or, the new member may actually be an existing member, returned from an important solitary mission to rejoin the Soulbound. In this case, you can say that the group's Soulfire was dulled due to the distance, but now that they are together again their spirits are resurgent. The important thing is to get everyone playing together quickly, which may require some narrative flexibility to justify the new addition!

Determining Difficulty

Chapter 6: Rules discusses how Tests work: you must roll equal or above a number (the Difficulty) a certain amount of times (the Complexity) to succeed. As a GM, you need to know how to set the DN for a Test. The DN remains the same no matter who is attempting the task — a slick cliff face is difficult to climb for anyone, it is Attributes, Skills, and other abilities that determine the outcome.

To gauge the DN of a Test, it helps to think of the difficulty in terms of a character's dice pool. An average person will likely be rolling one or two dice on a Test, while someone who is skilled could be rolling four to six dice. Most characters in **Soulbound** will have a dice pool ranging from two to eight. The table below offers a quick reference for how challenging a Test is based on the character's dice pool.

MAKING IT FEEL LIKE AGE OF SIGMAR

The battles of the Age of Sigmar are fought **on an epic**, realms-spanning scale, but the stories told in Soulbound can be intensely personal. Although the heroes will behold vistas and embark on quests fit for sagas, they must also confront difficult moral choices and live with the consequences. Balancing the extraordinary and the mundane of the setting is one of your chief aims as GM. In this section, we'll explore the specific tones and themes that combine to help you evoke the grandeur of Age of Sigmar throughout your campaigns and adventures.

DIFFICULTY BY DICE POOL

DN	1d6	2d6	3d6	4d6	5d6	6d6	7d6	8d6	9d6	10d6
3:1	Easy	Very Easy	Very Easy	Very Easy	Very Easy	Very Easy	Very Easy	Very Easy	Very Easy	Very Easy
4:1	Average	Easy	Very Easy	Very Easy	Very Easy	Very Easy	Very Easy	Very Easy	Very Easy	Very Easy
5:1	Hard	Easy	Very Easy	Very Easy	Very Easy	Very Easy	Very Easy	Very Easy	Very Easy	Very Easy
6:1	Very Hard	Hard	Average	Average	Average	Easy	Easy	Easy	Very Easy	Very Easy
3:2	–	Average	Easy	Very Easy	Very Easy	Very Easy	Very Easy	Very Easy	Very Easy	Very Easy
4:2	–	Hard	Average	Easy	Very Easy	Very Easy	Very Easy	Very Easy	Very Easy	Very Easy
5:2	–	Very Hard	Hard	Average	Average	Easy	Easy	Very Easy	Very Easy	Very Easy
6:2	–	Very Hard	Very Hard	Very Hard	Very Hard	Hard	Hard	Hard	Average	Average
3:3	–	–	Hard	Average	Very Easy	Very Easy	Very Easy	Very Easy	Very Easy	Very Easy
4:3	–	–	Very Hard	Hard	Average	Easy	Very Easy	Very Easy	Very Easy	Very Easy
5:3	–	–	Very Hard	Very Hard	Hard	Hard	Average	Average	Easy	Very Easy
6:3	–	–	Very Hard	Very Hard	Very Hard	Very Hard	Very Hard	Very Hard	Very Hard	Hard
3:4	–	–	–	Very Hard	Average	Easy	Very Easy	Very Easy	Very Easy	Very Easy
4:4	–	–	–	Very Hard	Very Hard	Hard	Average	Easy	Easy	Very Easy
5:4	–	–	–	Very Hard	Very Hard	Very Hard	Very Hard	Hard	Hard	Average
6:4	–	–	–	Very Hard	Very Hard	Very Hard	Very Hard	Very Hard	Very Hard	Very Hard

TONE

Tone is the feeling or ambiance evoked by the stories and setting. Usually, tone corresponds to the type of music that would play if your session had a soundtrack (and indeed, many GMs use music in their games to help set the tone). **Soulbound** has four primary tones: mythic, hopeful, tragic, and dark. You should mix and match the tones you use, alternating emotional highs with lows, to hold your players' interest. Juxtapose seriousness with comedy to keep your players' spirits up. If you follow fear with hope, action with rest, and hatred with longing, your players will never get bored.

The mythic tone embodies the expansive scope of Age of Sigmar — legendary heroes, ancient God-beasts, and entire civilisations clash in the name of returned gods and their millennia-spanning machinations. To achieve the mythic tone, highlight how the people, places, and creatures of the world exist across a large swathe of time and at a physically impressive scale. Let mighty feats of sorcery take centre stage, including spells that are so potent as to have become everlasting. The mythic tone is especially useful for characterising the Sylvaneth, the Fyreslayers, the awe-inspiring creations of the Kharadron, and the ruins of the Age of Myth.

The hopeful tone stems from many factions' devotion to creating something better, as well as their silent sacrifice and pain. It reflects a belief that, despite everything, things can get better and that one person can make a difference. These factions include the Stormcast Eternals, the Devoted of Sigmar, the Collegiate Arcane, and the Free Peoples. Roleplaying NPCs with selfless motives and single-minded pursuits helps set a hopeful tone at the table. Hopeful allies often assume the best in one another, trusting that the other will come through.

The tragic tone permeates the Age of Sigmar: victories can be achieved, but only at costs almost too great to bear. Misfortune and tragedy are ever-present — whatever can go wrong, will go wrong — and fate seems to be working against the heroes. Deep sorrow and self-resignation are evident in the NPCs. The great suffering borne by these characters and factions can cause them to become their own worst enemies, giving in to their flaws and despair. The tragic tone is well suited to Stormcast Eternals, the Idoneth Deepkin, and the accursed spirits and creatures bound to Nagash.

Finally, the dark tone is the shadow to the noble tone's light. Chaos, the Daughters of Khaine, the shadow of Slaanesh that lurks in the Idoneth Deepkin, and the worst of the Scourge Privateers and Darkling Covens all bear the hallmarks of the setting's darkness. Selfish and survival-centric motives can lend a sinister cast to these characters and factions, who are perfectly capable of inflicting needless cruelty on others, and flagrantly disregarding rules and order. They assume the worst in their allies and enemies alike. Even without invoking villains, you can conjure the dark tone by forcing the heroes to choose between bad and worse outcomes, and by making them witness the decay and disorder that inevitably spreads without their intervention.

Your Soulbound

Tabletop roleplaying games are easily customisable so that you can play them the way you like. Depending on your group's preferences, you might simplify the combat mechanics or give them even more tactical depth. Your group might emphasise the individual story arcs of the PCs or focus instead on the sweeping stories around them. You might change a monster's rules and characteristics, 're-skin' them to represent different monsters, or create new monsters entirely. Read the **GM's Toolkit** section of this chapter for more ways to custom-tailor **Soulbound** to cater to your group's tastes.

Most importantly, you can change the setting to suit your group's interests. This could mean setting your campaign at a different point in the canonical timeline and playing in the Age of Myth, the Age of Chaos, or a potential future Age of Death. You can also emphasise certain tones, add new themes, and avoid certain types of content. The important thing is for you and your players to feel comfortable and have a good time at the table – and make the Age of Sigmar your own.

DOOM

No matter how high the walls of a city or the strength of its defences, there is a pervasive doom to the Mortal Realms. Even during the Age of Myth, with the gods and peoples of the realms united, Chaos crept into the world, dooming it to years of horror and bloodshed in the Age of Chaos.

In the Age of Sigmar, the forces of Chaos, the dead, and ravening hordes of Greenskinz are barely held at bay. People try to live their lives but there is a constant threat that at any moment their world could be overrun and they could be slaughtered. There are moments of joy and happiness, but these are fleeting. Each happy moment is tainted by the thought that it could all be swept away. As the GM, it is up to you to depict this unease and growing fear. **Doom** (page 133) affects the abilities of some creatures in the world, but you should also use this to colour your description of the world. As Doom grows, the world should become darker. There will be less people on the streets, folks snipe and prod at one another, selfishness and resentment grows. These small acts of malice are how Chaos finds its way into the world, and this is what fed the doom that brought an end to the Age of Myth.

As Doom rises, the world should seem different to the players. This can be done subtly, such as a trusted ally refusing to help the party, or an ancient tree showing signs of rot. If Doom grows beyond 3 or 4, you should consider showing open acts of violence and betrayal. Beyond that, you can have actual incursions of daemons and undead into a once thought safe place.

Equally, as the heroes perform acts that better the realms and Doom falls, show the changes around them. People are kinder and look out for one another, once tainted land begins to bear fruit, and the Cities of Sigmar grow. This fluctuating balance between hope and despair is one of the most important aspects of the Age of Sigmar.

HUMANISING THE AGE OF SIGMAR

Individual heroes — the player characters — serve the focal point for storytelling in **Soulbound**, meaning the stakes are personal. The goals selected by the players should represent what parts of the Mortal Realms they're willing to fight for, even if these priorities may not be clear at the outset of the adventure. By making the NPCs sympathetic and relatable — and by providing locations, enterprises, and intrigues for the heroes to invest in — the players can discover what is truly important to their PCs. Highlighting the personal scale of Age of Sigmar means illustrating the rank-and-file of a faction as well as all the classes of a community, not just the movers and shakers. Affect a variety of emotions and motivation across different NPCs; each member of the faction should have ways in which they differ or oppose their archetype. This also means highlighting the uniqueness of each locale — what differentiates one village from another? Sometimes, an evocative name and feature is enough. Other times, it's food, dance, celebrations, or the community's structure. Culture is what people value, so showcase what's meaningful to this pocket of a faction compared with another. Avoid the temptation to paint with too broad of a brush — while the Liberators of a Stormhost may rally in unison, almost indistinguishable in their identical armours, they each carry memories of past lives and react differently to the struggles of the Age of Sigmar.

THEME

Theme comprises the recurring subjects and morals in stories, and is one of the most powerful signifiers for a setting. Age of Sigmar returns again and again to the struggle between Order and Chaos. The forces of Order have begun to reclaim ground from evil and resurrect the lost glory of ancient empires. Yet, there is still so much that was lost — or corrupted — and must be rediscovered

or reconquered. The heroes struggle to keep the light of hope lit and guard against the constant threat of a new dark age. Law can turn into tyranny, and the engines of civilisation can exhaust the resources of the land.

Adventures in **Soulbound** are more about holding what you have and protecting it at all costs, rather than venturing forth to reclaim lost cities. If your group prefers that type of story, you can certainly facilitate it, but **Soulbound** works best when it involves a single major city and the surrounding area. This allows players to get invested in a location, get to know its people, and watch it change through their actions and failures. The corruption of a presumed sanctuary is a key theme in Age of Sigmar.

The juxtaposition of the mundane and the extraordinary, the personal scale pitted against the epic, is another recurring motif. In your games, you'll describe cities with grand sweeping architecture and impossible panoramas suffused with magic, but dwelling within these settlements are people selling their labour, farming the land, and simply trying to survive. These people are flawed — capable of great good and evil — which paints the world in shades of grey. The alliances they form are uneasy, liable to break in the face of Chaos, Death, or Destruction. Amidst each new danger, factions and individuals must weigh their own interests against those of the alliance.

Another way to look at theme is to consider the questions the setting is asking about human nature and society. What do their mortal lives matter in a land of unending war, where beings as powerful as gods walk the realms and spin generations-spanning schemes? What will the heroes' legacy be, and will it be worth fighting for? Your adventures can give players a chance to answer those questions for themselves.

QUESTS AND ADVENTURES

Age of Sigmar resonates with folklore and myth, especially those revolving around warfare, epic quests, and monster hunts. You can turn to these real-world sources to mine tropes and situations for your encounters and adventures, as well as to understand the effect these journeys might have on the heroes.

Your heroes' goals might revolve around waging war against their enemies — perhaps they want to reclaim territory from Chaos, guard against the incursions of Death and Destruction, or make peace between squabbling allies on the side of Order. There's more to war stories than simply two forces clashing on the battlefield — concerns of logistics, reconnaissance, troop movements, command structure, and morale are imperative. Who is in command, and what relationships do they have with their superiors and subordinates? Next, determine these forces' objectives and those of their enemies. Finally, consider the overall strategy pursued by each side as they decide when and where to strike, as well as the tactics each side employs during the battle itself.

Some of the heroes' goals likely involve a quest of some kind — they are trying to find or destroy something, someone, some knowledge, or someplace and then return. Epics like the *Odyssey*, *Argonautica, Nibelungenlied, or Epic of Gilgamesh* are steeped with powerful artefacts, forbidden secrets, unfamiliar realms, fickle gods, and dangerous magics. The crux of these stories hangs on the object of the quest and the reason for pursuing it. Moreover, upon reaching their quest's end, are the heroes tempted to hoard its benefits for themselves, or are they able to remain focused on benefitting the realms as a whole? Finally, the return journey can be as perilous as the first, especially if the heroes have made enemies along the way or competing against others for the quest object.

Some of the heroes' goals might take them on the hunt for monsters, evoking the slaying of Grendel, the Cyclops, the Minotaur, vampires, and countless other folkloric creatures. These monsters differ from normal combat encounters because of the complexity of tracking and defeating them. What menace does the monster pose to its surroundings, or can it be hunted to benefit the freeholds, the same as how the Black Ark Corsairs pursue the megolofins of the trackless seas? How powerful is the beast, and does it play some role in the cosmos, such as the Godbeasts? Part of the hunt can entail researching the beast and preparing to counteract its defences. At last, they'll have to decide when and where to confront the monster — if the monster doesn't decide these things first.

No matter the basis for your adventures, don't forget the **inner journey** of the heroes. Look at the answers to the heroes' ten questions and see if something about the war, quest, or hunt could force the PCs to confront their own fears or inner demons, or to come to terms with their pasts. Even the stoic Stormcast Eternals refuse to give up all of who they were, and the tension between the hero they were and the hero they are now provides internal turmoil and excitement as players choose between identities.

RUMOURS, FEARS, AND THREATS

Soulbound uses a system of escalating Rumours, Fears, and Threats to reflect the growing unease of the world, and to help you manage the various threads and adventure hooks your group will encounter.

- **Rumour:** A simple rumour the heroes might overhear or see signs of in the city. These are the whispers of everyday people and most pass them off as nonsense.

- **Fear:** The rumour has persisted and grown, with some now claiming they have seen or been affected by it. It begins to cause fear and unease in the city and is something the heroes might want to look into.

- **Threat:** The worst fears come to life. There are visible effects in the city, such as raids against the walls, sickness, or people vanishing. This is the traditional 'adventure' part of an adventure.

When you are preparing a new adventure or campaign and have decided on a location, you should make a list of 5 or 6 one-line Rumours, a single Fear, and a single Threat (this is likely what you will use to kick off the adventure). As you and the group play, the party should hear Rumours and witness the Fears of the people of the city. One of the players should mark these on the Party Sheet. This provides a constant reminder to the players that the world keeps moving around them. It also adds a constant sense of peril and a 'ticking clock', as there is no way the players can tackle everything at once.

When players are taking Endeavours between adventures (page 156), secretly choose two Rumours and one Fear to escalate — a Rumour grows to a Fear, and a Fear becomes a Threat. When a Fear becomes a Threat, increase Doom by 1. In the following sessions the players should witness which Rumour has grown to a Fear, and see the effect this new Threat is having on the city. If the party is not making steps to stop a Threat after another round of Endeavours, you can choose to increase the Doom by 1 again. Alternatively, you can bring the Threat to them! The ***Cities of Flame*** supplement, which comes with the ***Soulbound Gamemaster's Screen,*** contains 25 short adventures presented as Rumours, Fears, and Threats.

MEMORABLE LOCATIONS

The lands of the Mortal Realms are brimming with extraordinary cities, massive ruins, and natural features that would be impossible on Earth. When bringing these locations to life, or when creating your own locations, use the way the heroes experience them to evoke emotion in the players and make them memorable. The details and their implications are what make a structure impressive or a vista horrifying.

Begin by thinking about the emotion you want the location to inspire: is it awe-inspiring, creepy, ethereal, dangerous, or alien and unknowable? Then, consider what visuals, scents, and sounds could evoke that response. What do the included structures, geographic features, and types of distinctive plants, animals, and people suggest about the nature of this place? What details hint at the place's secret purpose, its history, and its possible future? How has the location shaped its inhabitants or the architecture — which resources are abundant, and which are scarce? How does the realm's magic transform the location, and does the presence of a Realm Gate mean that another realm has influenced the landscape? You can draw inspiration from places you've visited or seen depicted in illustrations and photographs, and then dial up the fantastical until the location could only exist in the Mortal Realms.

DECISIONS MATTER

The adventures and campaigns you run are the heroes' chance to forge a legacy and leave their mark on the Mortal Realms. For this to happen, you must give the players choices, or agency, and then show that their decisions will leave a lasting effect on the world. On a basic level, this means recording the choices they've made in your campaign notes. Then, during the preparation process, consider the answers to the questions, *'What happens next?' 'Who reacts?' 'How do they react?'* Your scenes and encounters should bear out these answers. Imagining the best possible outcomes will lead to a lighter tone, while relying on the worst-case scenarios will infuse your game with more misery. You can also prepare for what might happen to the people, places, factions if the heroes don't get involved or if they fail.

Resist the temptation to have the outcome go completely opposite from what the players expect, as these kinds of twists can feel unfair. The more twists like this that occur, the darker your game will feel, because the actions of the PCs prove futile. If magic is involved, make sure it's following its own rules. To avoid upsetting surprises, be sure the players have some hints as to the consequences of their choices. Think about some of your favourite media — the best twists are those the audience didn't expect but that are still believable. They realise they misinterpreted the clues, or they didn't look hard enough. You're here to have fun alongside the players. While it's okay for the

player characters to feel frustrated or disappointed, don't manipulate the system or story in order to make the players feel that way. Doom is a good resource for darkening the mood: because the players have contributed to the growing Doom, the twist doesn't come as a complete shock.

By consistently dramatising the effects of the heroes' action and inaction on the story, you can put more pressure on the decisions they make. What do they value most? Which outcome, in their character's perspective, is the better of the two? When designing decision points, consider offering two or more interesting choices instead of a 'good' choice and a 'bad' choice. Offering two 'bad' choices casts a shadow of gloom over the story, which can be useful when you're trying to evoke a dark tone. Again, keep the players' interest through variation and moderation.

GM'S TOOLBOX

Many Gamemasters like to tweak and modify the rules to suit their group. The following section contains options and variant rules that you can use when playing **Soulbound**. If you choose to use any of these rules, be sure to inform your players when you begin play.

Character Options

The following section provides options for alternative character creation, advice on creating your own Archetypes and Species, and different ways to implement Talents and spellcasting in your game.

CHARACTER CREATION

A lot of players find character creation to be one of the most fun parts of any roleplaying game, often toying with character ideas even while a campaign is already underway. To allow your players even more freedom when creating and advancing their characters, you can allow them to modify an Archetype or use the Point Buy variant.

MODIFYING ARCHETYPES

Chapter 3: Archetypes presents 23 different Archetypes for players to choose from when they are creating a character. However, some players might have a character concept that doesn't quite fit one of the Archetypes presented. For a quick way to give players more freedom, you can allow them to change the Species of an Archetype, swap the Core Talent and/or Skills, change the Talent and Skill list, or swap equipment of the same rarity.

POINT BUY

If you would like to offer players complete control over character creation, you can use the Point Buy variant rule. This gives players a certain number of XP to spend to create their character, using the rules presented on page 41. To use this method, take the following steps:

- Your Body, Mind, and Soul all begin at 1.
- Choose any Species.
- You have 35 XP to spend on increasing your Attributes, gaining Skills, and learning Talents.
- You can choose two Common weapons, or a Common weapon and a shield. You have Common Light or Medium Armour.
- If you are a Kharadron, you instead choose one of the sample rigs on page 116.
- If you are a Fyreslayer, you instead choose a number of ur-gold runes equal to your Soul (see page 117).
- You begin with 200 drops of Aqua Ghyranis to spend on additional equipment.
- If you are a Stormcast Eternal, you instead begin with 40 XP, and your equipment has the *Sigmarite* Trait. You begin with 100 drops of Aqua Ghyranis to spend on additional equipment.

Create a Species

The Mortal Realms are filled with all manner of strange Species. Some of these, such as the irrepressible Orruks, have even fought on the side of Order in the past. To create a new Species, all you need is a Species Bonus. In game terms, a Species Bonus is roughly equivalent to 2 XP, or one Talent. For a new Species Bonus, try to create something similar to the existing Species Bonuses, or the Talents listed in **Chapter 4**. If you find in play it's a little unbalanced, just let your players know and make any necessary changes.

REMOVING TALENT REQUIREMENTS

Some Talents are restricted to a certain Species, faction, or Archetype. If you choose, you can remove these restrictions to allow anyone to take them. This may require some in-world justification on your and the player's behalf but they will not affect the balance of the game.

However, Talents that require other Talents, certain Attributes, or Training and Focus should usually not have their requirements lifted, as this could affect how the game plays at the table.

Different Campaign Frameworks

There are countless stories in the Mortal Realms, and the tale of the Soulbound is only a small part of that. If you and your group would like to play a different campaign, one in which your characters were not brought together by divine purpose, the following section presents a number of options.

Create an Archetype

If you would like to give your players more options during character creation, but would prefer to control the types of characters in your campaign, you can create new archetypes and offer them to your players using the Point Buy method. When creating the Archetype, choose the Attributes, Core Skill, and Core Talent, and use the remaining XP to offer players choices of additional Skills and Talents. You should offer 3 or more choices than the Archetype is allowed to take. For example, if there is 6 XP allotted for additional Skills, the Archetype should list 9 Skills to choose from, plus the Core Skill. If there is 4 XP for Talents, the Archetype should allow the player to choose 2 Talents from a list of 5.

YOU MEET IN A TAVERN

The idea of a band of misfits meeting in a tavern and going on world-spanning adventures is a classic trope in tabletop roleplaying. If you would like to play a campaign like this, you simply create characters as normal, but ignore any reference to the Soulbound. What happens to your character's soul when they die is up to you — perhaps they pass into the underworlds of the Undying King, or maybe your allies can find some powerful magic to bring them back to life. Or they might even find themselves engulfed in blazing lightning, to be reforged upon the Anvil of Apotheosis.

GMs running these types of campaigns may wish to use the **Hero Points** and **Heroic Mettle** variant rules listed on page 298.

GRIM AND PERILOUS

Some players and GMs enjoy the danger and struggle that comes with playing an average person in a world filled with gods and monsters. In this type of campaign, characters are at a much greater risk of dying. What are minor threats to the Soulbound and Stormcast Eternals are life or death encounters to the average person. If you would like to play a grim and perilous campaign in the Mortal Realms, players should use the **Point Buy** method from the previous page, with the following exceptions:

- You have 20 XP to spend.
- You can be a Human, Aelf, or Duardin. You cannot choose to be a Stormcast Eternal or a Sylvaneth.
- You can choose one Common weapon. You do not get armour.
- You have 50 drops of Aqua Ghyranis to spend on additional equipment.

In a grim and perilous campaign, it takes an hour of rest to recover Toughness. Additionally, the GM may wish to limit Mettle to only be usable with Miracles, and not to take multiple actions. Alternatively, they can use the Heroic Mettle rules on page 298. Lastly, the GM may or may not decide to use Hero Points in place of Soulfire.

A DIFFERENT AGE

The history of the Mortal Realms is filled with myths and horrors, and some players and GMs may wish to explore its past. In this type of campaign you could choose to play one of the first Soulbound, created during the Age of Myth to weed out Chaos and protect the realms — a

task which ultimately failed. If you choose to set your campaign during the Age of Myth, you may wish to allow your players to create more powerful heroes. Use the **Point Buy** method shown on page 295, but give the players 40 or more XP to create their characters.

Alternatively, you could set your campaign in the Age of Chaos and witness the horror and violence of the Goretide first hand. You may be heroes, struggling to survive (**You Meet in a Tavern**) or simple folk who are desperately on the run from the hordes of daemons and cannibals (**Grim and Perilous**). Playing a campaign during the Age of Chaos can be a great way to introduce players to the Age of Sigmar. In fact, you can even have characters from this campaign return in a future campaign, reforged as a Stormcast Eternal with only faint memories of their past.

Rules

The following section provides new rules and options to allow you to tweak **Soulbound** to suit you and your players.

Group Tests

Group Tests can be an excellent way to track success and failure as a group. They provide a focus for players, and often inspire interesting use of Skills. However, they can sometimes require some smoke and mirrors from the GM. Group Tests work well to motivate players and push the story forward but a few bad rolls, such as during an investigation, can ground the story to a halt. For this reason, you may wish to keep the success threshold secret during certain Group Tests.

Similar to Extended Tests (page 128), Group Tests require many more successes than a typical Complex Test. Group Tests can utilise a single Skill or multiple Skills. Single Skills can be used when the whole party is taking the same action, such as using Stealth to try to sneak up on a group of feasting Bloodreavers. A variety of Skills can be used when different party members are taking different actions. For example, if the party were aboard a plummeting airship one character might use Crafting to try to fix the ships endrin while another uses Might to try to hold the broken shards of the endrin together; meanwhile the rest of the party can use Awareness or Survival to try to find a safe location to crash. The successes of each of these individual Tests is then added together and compared to the complexity set by the GM. If the party meets or exceeds the threshold, everyone succeeds. If they fail… well then you might want to prepare for a rough landing!

The process for making a Group Test is as follows:

- **Determine Skill(s):** The GM determines what Attributes and Skills are relevant to the Test. For Group Tests where each member is taking a different action this is often a variety of different Skills and Attributes. Players should be encouraged to come up with creative ways that they can assist in the Test.

- **Determine DN:** The GM determines the difficulty of the Test as well as the total number of successes required. For Group Tests using various Skills, each Test may have a different DN depending on the difficulty of the action — for instance, it may be easier to spot safe harbour than to fix a broken endrin. A good measure of the overall difficulty of the Test is to divide the total number of successes required by the number of characters participating in the Test — if each character only needs to get 1 or 2 successes each, it is relatively easy; if each character needs to get 4 or 5 successes, it is very difficult.

- **Player Input:** Players are free to suggest interesting ways to use Skills to contribute to the success of a Group Test that the GM might not have listed. If the GM agrees to their suggestion then they can use your chosen Skill to contribute to the Group Test.

- **Determine Success:** Add all of the successes the party has achieved together. If they have met or exceeded the threshold required for the Test, the Group Test was a success. If they have not met the threshold, then the group has failed the Test and must suffer the consequences together.

HEROIC METTLE

With this optional rule, Mettle does not automatically regenerate. Instead, a character must perform a daring or heroic action to fuel their Mettle. If the GM deems the deed suitably heroic, they can award the character one point of Mettle, up to their maximum Mettle.

This can inspire some fantastic heroics from players but can sometimes be frustrating for characters that rely on Mettle, such as those with the *Blessed* Talent. If you are using this variant, you may wish to rule that anyone with the *Blessed* Talent automatically regains one Mettle at the start of their turn, but only during combat.

HERO POINTS

With this rule, the shared resource of Soulfire is replaced with individual Hero Points. Each character starts play with 1 Hero Point and regains a Hero Point at the start of each session. Hero Points can be spent and recovered in the same way as Soulfire, as explained on page 131. Additionally, you can spend a Hero Point to declare you have just the item, contact or connection, or information that a scene requires. If the GM agrees, you spend the Hero Point and play continues.

ALTERNATIVE INITIATIVE

Soulbound uses a static number when determining Initiative. However, a lot of players enjoy having more control over how they act in combat, and some like to leave it to chance. Here are a number of other methods for determining Initiative.

ROLL FOR INITIATIVE

This method introduces an element of chance to the order of combat. At the start of combat each player rolls 2d6 and adds their Initiative bonus, with the GM rolling for NPCs and monsters. This method allows for rare moments where the player with the lowest Initiative acts first. However, using 2d6 means that the average result will be between 6 and 8, so more often than not the turn order won't be that different than if you were using a static Initiative Bonus. If you would like a more 'swingy' method, simply use 1d6 instead of 2d6.

WHAT FEELS RIGHT

This method leaves it to the players and the GM to decide what order it makes sense for everyone to act in. This requires a quick discussion to ensure everyone is in agreement, and then play continues. If everyone can't agree, the GM decides or simply uses everyone's Initiative to determine turn order. This method can be applied at the start of combat or even at the start of every round. Determining Initiative in this more holistic manner allows for actions to be taken in an order that feels right for the story.

TEAM INITIATIVE

The Team Initiative option combines the default Initiative turn order with the 'What Feels Right' method. With this method, the PCs go first and the GM goes after them. The PCs decide what order they act in, allowing them to chain actions and spells together for maximum effect, and the GM decides what order the NPCs and monsters go in to best thwart and defeat the players. This can be employed every turn and can make for a very dynamic combat. It also ensures that everyone is engaged with what is happening at the table, rather than simply waiting their turn.

OPPOSED ATTACK ROLLS

Instead of comparing Melee or Accuracy to Defence to determine the DN of an attack, you can choose to make an Opposed Test instead. This is a DN 4 Test, with the attacker using **Body (Weapon Skill** or **Ballistic Skill)** and the defender opposing with **Body (Reflexes) Test**. If the defender has equipment that increases their Defence, such as a shield or spell, they have Advantage on the Test (or Greater Advantage if they have two or more bonuses to Defence).Whoever gets the most successes wins the Test. If the attacker wins, they deal Damage as normal. If the defender wins, they take no Damage.

EXACT RANGE AND MOVEMENT

If you would like to use exact distances in your game instead of abstract ranges and Zones, you can use the following variant rules. Distances are measured in feet.

MOVEMENT

On your turn, you can move up to 15 feet as a free action. When you Move, you can move up to your Speed. When you take the Run action, you can move up to your Speed again. Movement speeds are as follows:

- **Slow:** 15 feet
- **Normal:** 30 feet
- **Fast:** 60 feet

Your Speed is halved in Difficult Terrain.

ZONES AND RANGE

When a Spell or effect targets a Zone, it instead targets a 15-foot radius sphere, centred on a point you choose.

The ranges for weapons and effects are as follows. Two numbers are listed. The first is a weapon's optimum range, the second is the maximum distance the weapon is effective at. When attacking a target outside of the weapon's optimum range, your Accuracy decreases on step. You cannot attack a target outside the weapon's maximum range.

- **Close Range:** 5 feet/15 feet
- **Short Range:** 30 feet/60 feet
- **Medium Range**: 60 feet/120 feet
- **Long Range**: 120 feet/200 feet

USING A GRID AND MINIATURES

With the rules presented in **Chapter 6: Rules,** you can use scratch paper or a white board and markers to quickly mark in Zones and character position. However, using the above rules for exact range and movement, you can also use a gridded map or gameboard and miniatures. To do so, just assume each square is equal to 5 feet. When determining the area of effect of a spell, pick a point where the lines meet and count out from there. The spell affects any square it touches. The approximate amount of space a creature occupies based on its size is as follows:

- **Tiny**: Can occupy a square with any other creature
- **Small**: 1 square
- **Medium:** 1 square
- **Large:** 4 squares (2 x 2)
- **Enormous:** 9 squares (3 x 3)
- **Monstrous:** 16 squares (4 x 4) or more

SPELLCASTING

The following section presents some optional rules for spellcasting in your game.

SPONTANEOUS SPELLCASTING

Chapter 11: Magic contains rules for creating your own Spells during downtime. This same system can be used for spontaneous spellcasting in play. Allowing this in your game means spellcasters can create new spells on the fly, which often leads to unique and creative approaches to problem solving. It also means players can quickly modify existing spells, such as shortening the range to make it easier to cast or adding additional effects. To add this in your game, simply use the rules presented on page 265, but the casters adds +1 to the DN for casting the spell spontaneously.

It is worth noting that using this option can sometimes slow down play. You may wish to only allow spontaneous spellcasting outside of combat, or ask players who are using it to prepare spells before it is their turn if possible.

UNKNOWN SPELLS AND SPELLS OF OTHER LORES

With this variant rule, spellcasters can attempt to cast spells they haven't yet learned or spells from other Lores of Magic. When doing this, the Complexity of Common Spells and Spells of the character's Lore increase by 1. For example, a Bright Wizard who hasn't learned *Fireball* (DN 5:2) can attempt to cast the Spell, but the DN becomes 5:3.

If a character wants to cast a Spell from a Lore they do not have, the Complexity increases by 2. For example, the same Bright Wizard trying to cast the Jade Spell *Lifesurge* (DN 6:1) would need to make a DN 6:3 Mind (Channelling) Test.

MULTIPLE SPELLS AT ONCE

There is no limit to the amount of spells that can be ongoing, meaning a spellcaster can have multiple spells with a duration active at the same time. However, if you would like to limit the amount of active spells a spellcaster can have, you can use this variant rule. With this rule, a spellcaster can only concentrate on a number of spells at the same time equal to half their Mind.

BESTIARY

13

The Mortal Realms are overrun with unnatural horrors, Chaos abominations, and monstrous beasts. Anyone foolish enough to venture beyond the walls of one of the Cities of Sigmar is sure to fall victim to one of the many strange creatures found in the realms.

This chapter presents monsters and adversaries that you may encounter in your adventures. The realms are near infinite, so this is only a small selection of the creatures that exist. These also represent the most common of their various types, with many creatures having individual quirks or having been shaped and twisted by the realm in which they reside. You are encouraged to customise the monsters in this chapter to create new and terrifying adversaries.

Creature Feature

As the GM, you can quickly create new enemies by making minor adjustments to existing monsters. Increasing a creature's Attributes, adding Skills or Talents, or taking Traits from other creatures can quickly create a unique enemy. Increasing a creature's Toughness, and giving it Wounds and Mettle can also create a 'boss' version of that monster.

STATISTICS

Each creature shows a table listing its game statistics. This is sometimes called its stat-block. Creature stat-blocks are presented in the following format:

1. The creature's name.
2. The creature's size, type, subfaction (in parentheses), and role. See below for more information on creature type and role.
3. The creature's combat abilities, including Melee, Accuracy, Defence, Armour, Toughness, and Wounds and Mettle, if it has them. Creatures that can use a shield have this noted in parentheses beside Defence.
4. The creature's Speed, Initiative, Natural Awareness, and any Skills it has. A creature's Training and Focus in a Skill is noted in parentheses: +1d6 per level of Training and +1 per level of Focus.
5. The creature's Traits. Traits are special abilities and features the creature has, not unlike a player character's Talents.
6. The attacks a creature can make. These are listed as the type of attack as well as the creature's proficiency, their total dice pool for the attack, the Damage the attack deals, and the range (if applicable). Each attack also notes any Weapon Traits. Creatures cannot wield both a *Two-handed* weapon and a shield unless otherwise noted.
7. The creatures Body, Mind, and Soul.

1 CAT			
2 *Tiny Beast, Minion*			
Poor	Poor	Average	
3 **Armour**	**Toughness**	**Wounds**	**Mettle**
0	1	–	–
Speed: Fast **Initiative:** 4 **Natural Awareness:** 2 **Skills:** Awareness (+2d6), Stealth (+2d6) 4			
TRAITS 5			
Cats Eyes: The Cat has the *Witch-Sight* Talent. Additionally, the Cat can use Awareness to spot creatures even if they are hidden through supernatural means.			
ATTACK 6			
Teeth and Claws: Melee Attack (Poor), 1d6, 1 + S Damage. *Ineffective, Piercing.*			
7 **BODY**	**MIND**	**SOUL**	
1	2	1	

Creature Type

Each entry lists the creature's type, and usually includes a subtype in parentheses that further defines the creature. A creature's type affects certain Traits it may have, or may be important for a character's Talent (such as *Sigmar's Judgement* affecting Daemons or servants of Chaos). The creature types found in this book are:

- **Automaton:** Automatons are constructs, sometimes imbued with a semblance of intelligence. Automatons can be works of science forged from metal and cogs, or magical constructs imbued with aetheric energy.
- **Beasts:** Beasts are mundane and monstrous creatures that are native to the Mortal Realms. Most beasts have rudimentary intelligence and cannot speak.
- **Daemons:** Daemons are unnatural creatures from the Realm of Chaos. Most Daemons serve one of the Chaos Gods.
- **Mortals:** Mortals are the humanoid inhabitants of the realms, and include Humans, Aelves, Duardin, Orruks, and more.
- **Spirits:** The realms are filled with strange spirits and magical creatures, such as the spites that follow the Sylvaneth or the magical creations of spellcasters. Each spirit is unique, with some being able to create a corporeal form and others being little more than sparks of flame in the air.
- **Undead:** Undead are creatures given a semblance of life through necromancy and dark magic. Unlike spirits, the Undead are unnatural abominations.

Creature Role

Enemies are divided into five broad categories representing the threat they pose and their typical role on the battlefield. The roles are Minion, Swarm, Warrior, Champion, and Chosen.

MINION

A Minion is the weakest enemy you will face. These are usually the lowest rung of the ladder and also the most numerous, such as a Grot or Clanrat. Most small animals would be considered Minions.

- A Minion has 1 Toughness.

Boss Minion

The difference between a Minion and a Warrior is how their Toughness is calculated, and how effective they are in combat. To make a Minion into a Warrior, adjust their Toughness to be equal to their Body + Mind + Soul, and increase their core combat skills, such as Ballistic Skill, Reflexes, or Weapon Skill. You could also increase their Armour by 1. By doing this, you give yourself even more options for adversaries. A Minion Bloodletter can quickly be adjusted to be a Bloodreaper – an even deadlier Daemon of Khorne. If you do this, it's also a good idea to remove the *Swarm* Trait if the Minion has it – you don't want to completely annihilate the party!

SWARM

A Swarm is a number of enemies that occupy the same space and attack as one. Certain Minions have a Trait that allows them to become a Swarm when 3 or more of them occupy the same Zone.

- A Swarm's Toughness is equal to the number of creatures in the Swarm. Each point of Damage kills a member of the Swarm.
- A Swarm adds +1d6 to attacks per point of current Toughness (the number of creatures in the Swarm).
- A Swarm suffers double Damage from effects that target an area. This includes spells that target a Zone, Talents such as *Hail of Doom*, and Weapon Traits such as *Cleave* and *Blast*.
- A Swarm can't be disarmed, and is only affected by Conditions that target a Zone or area, such as the spell *Mystifying Miasma*.

WARRIOR

Warriors are capable combatants who are considerably tougher than Minions. A number of Warriors will often have a Champion to lead them. Warrior enemies include more than just melee-focused fighters, and encompasses archers, scouts, spellcasters, and large beasts.

- A Warrior's Toughness is equal to the sum of its Body, Mind, and Soul.

CHAMPION

Champions are the leaders and heavy hitters of the Mortal Realms. They often lead a group of Warriors and Minions into battle.

- A Champion's Toughness is equal to the sum of its Body, Mind, and Soul.
- A Champion has Mettle.

CHOSEN

The Chosen are the elite of the Mortal Realms. These creatures are often selected by a god or another powerful entity to enact their will in the realms. A Chosen leads groups of Champions, Warriors, and Minions. A Chosen is akin to the Soulbound in strength and capability.

- A Chosen's Toughness is equal to the sum of its Body, Mind, and Soul.
- A Chosen has Wounds.
- A Chosen has Mettle.

SIZE

From the diminutive Dappled Efreet to the enormous Magmadroth, creatures come in all shapes and sizes in the Mortal Realms. Each creature's listing notes its size. Unless the creature is Enormous or Monstrous, size has no game effect but is useful for understanding the scale of the enemies you are facing. More information on size can be found on page 138.

PEOPLE OF THE CITIES OF SIGMAR

The Cities of Sigmar are some of the few bastions of hope and civilisation in a world overrun by darkness. Within their walls, Aelves, Duardin, and Humans thrive in peaceful coexistence. Each city and its people are different, shaped by their surroundings and by those who rule it.

The following entries represent only a small fraction of the people you might encounter in these cities. You can use these entries as building blocks to create your own unique characters for the players to interact with.

COGSMITH

Cogsmiths are grizzled combat engineers of the Ironweld Arsenal. They know how to get war machines working at peak performance, ensuring maximum destruction. They are also proficient warriors who can cut down anyone who would interfere with their repairs.

FREEGUILD GUARD

The Freeguild Guard serve as a standing army, as well as guards and law enforcement in the Cities of Sigmar. They are the backbone of the military forces in the free cities.

WANDERER

Having been displaced during the Age of Chaos, the Aelven Wanderers now hope to regenerate the Mortal Realms by restoring the ancient ley lines that link them. They seek to erase the taint of Chaos from the realms and soothe the tormented lands.

COGSMITH

Medium Mortal (Duardin), Warrior

Average	Average	Average

Armour	Toughness	Wounds	Mettle
2	5	–	–

Speed: Normal
Initiative: 4
Natural Awareness: 2
Skills: Awareness (+1d6), Ballistic Skill (+2d6), Crafting (+2d6, +2), Lore (+2d6, +1), Reflexes (+1d6), Weapon Skill (+1d6, +1)

TRAITS

Master Engineer: Cogsmiths can conduct extensive repairs in the heat of battle. As an Action, the Cogsmith can repair broken armour and machinery. This Trait restores 1 Armour to damaged armour. It cannot be used to improve armour beyond its normal value.

ATTACK

Cog Axe: Melee Attack (Average), 3d6, 1 + S Damage. *Slashing.*

Grudge-raker: Ranged Attack (Average), 4d6, 2 + S Damage, Medium Range. *Loud, Piercing, Spread, Two-handed.*

BODY	MIND	SOUL
2	2	1

FREEGUILD GUARD

Medium Mortal (Human), Warrior

Average	Poor	Average (Good with shield)

Armour	Toughness	Wounds	Mettle
1	5	–	–

Speed: Normal
Initiative: 3
Natural Awareness: 1
Skills: Awareness (+1d6), Determination (+1d6), Reflexes (+1d6, +1), Weapon Skill (+1d6, +1)

TRAITS

Massed Ranks: The regiments of the Freeguild Guard are organised and disciplined. If three or more Freeguild Guards are in the same Zone, their Melee increases one step.

ATTACK

Sword: Melee Attack (Average), 3d6, 1 + S Damage. *Slashing.*

Halberd: Melee Attack (Average), 3d6, 1 + S Damage. *Piercing, Rend, Two-handed.*

BODY	MIND	SOUL
2	1	2

WANDERER

Medium Mortal (Aelf), Warrior

Average	Average	Average

Armour	Toughness	Wounds	Mettle
1	5	–	–

Speed: Normal
Initiative: 4
Natural Awareness: 2
Skills: Arcana (+1d6), Awareness (+1d6), Ballistic Skill (+2d6, +1), Lore (+1d6), Reflexes (+1d6), Stealth (+1d6), Survival (+1d6, +1), Weapon Skill (+1d6)

TRAITS

Enemy of Chaos: Wanderers are staunch enemies of Chaos. The Wanderer's Melee and Accuracy increase one step when the target of its attack is a Daemon or servant of Chaos.

ATTACK

Aelven Blade: Melee Attack (Average), 3d6, 1 + S Damage. *Slashing.*

Ranger Bow: Ranged Attack (Average), 4d6, 1 + S Damage, Long Range. *Piercing, Two-handed.*

BODY	MIND	SOUL
2	2	1

PETS AND MOUNTS

The Mortal Realms can be an unforgiving and lonely place. As such, many travellers forge unshakable bonds with an assortment of adopted pets or beasts of burden. These companions might be mundane cats or horses with limited intelligence, whom the Soulbound cares for and protects from the harsh realities of the realms, or they might be noble Gryph-hounds or aetheric Spirit Companions that are capable of higher thought and form a symbiotic partnership with the Soulbound. Regardless of the nature of their relationship, there is no denying the strength of their bond, evident in the number of Soulbound who have gone to great lengths to ensure the safety of their companions.

BITTERGRUB

Bittergrubs are one of the magical spites that ally with the Sylvaneth. They have unnerving, over-sized tubular insects with a set of ever-hungry, bone-lacerating mandibles and a caustic temperament that matches their Branchwych keepers. They most often spend their time in defensive coils around the shoulders or weapons of their Branchwych companion, snapping at anything even remotely hostile that makes the mistake of getting too close. Once it has consumed enough flesh to satisfy its hunger, they undergo a strange metamorphosis, secluding themselves into an impenetrable cocoon for a number of days. When they emerge, they do so amid a cloud of shimmering pollen that purifies the soil it touches.

BITTERGRUB

Small Spirit (Spite), Minion

Average	Poor	Poor

Armour	Toughness	Wounds	Mettle
1	1	–	–

Speed: Normal
Initiative: 2
Natural Awareness: 1
Skills: Awareness (+1d6), Fortitude (+1d6), Weapon Skill (+1d6)

TRAITS

Return to the Earth: After the Bittergrub feasts on a dead creature it undergoes metamorphoses. Its shell hardens and it becomes *Incapacited* for 1d6 days. After this time has passed, it emerges from its emerald cocoon in a cloud of silver pollen. The Zone the Bittergrub is in is sanctified, per the *Lifebloom* spell.

ATTACK

Snapping Mandibles: Melee Attack (Average), 2d6, 1 + S Damage. *Rend, Slashing.*

BODY	MIND	SOUL
1	1	2

CAT

The felines of the Mortal Realms are just as varied in appearance and temperament as the mortals who care for them. From the streamlined, fur-devoid mousers of Aqshy to the bulky camouflaged hunters of Ghur, the one thing all cats share is a natural Witch-Sight that allows them to detect ethereal or otherworldly beings. Many mortals owe their lives to the warning hiss of a wary cat in the presence of malicious gheists or shades, a fact that makes them very popular in Glymmsforge's haunted streets.

DAPPLED EFREET

Dappled Efreets resemble strangely patterned fish-like creatures that have adapted to the lack of plentiful water in Aqshy by growing sets of gangly legs. While they are abundant in supply, to the point where many view them as vermin, a strange quirk causes their flesh to spontaneously combust within the stomach of anyone who eats them if not prepared correctly. As a result, Dappled Efreet are mostly consumed as a rare delicacy, and only when prepared by expert chefs.

CAT

Tiny Beast, Minion

Poor	Poor	Average

Armour	Toughness	Wounds	Mettle
0	1	–	–

Speed: Fast
Initiative: 4
Natural Awareness: 2
Skills: Awareness (+2d6), Stealth (+2d6)

TRAITS

Cats Eyes: The Cat has the *Witch-Sight* Talent. Additionally, the Cat can use Awareness to spot creatures even if they are hidden through supernatural means.

ATTACK

Teeth and Claws: Melee Attack (Poor), 1d6, 1 + S Damage. *Ineffective, Piercing.*

BODY	MIND	SOUL
1	2	1

DRILLBILL

Marvellous aethermatic constructs in the form of glimmering-eyed birds, Drillbills are the Kharadron Overlords' traditional personal companions. Though some may consider them decorative or ceremonial in nature, given the loving degrees of artifice practiced in their creation, they are also deadly allies capable of protecting their creators. The Drillbill's saucer-like glowing eyes can detect enemy weak points and their precision-engineered piercing bills are perfect for exploiting them.

FANGMORA EEL

The serpentine mounts of the Idoneth Deepkin are shocking creatures to behold. Their long bodies cut through the ethersea with a primal grace. Crackling bioelectricity courses through their bodies and sparks with every snap of their savage teeth. Some riders have learned to channel this electricity to enhance their weapons or shields. But the Fangmora Eels possess a wicked temperament and tenacious streak that makes bringing them to heel no easy task.

DAPPLED EFREET

Tiny Beast, Minion

Poor	Poor	Poor

Armour	Toughness	Wounds	Mettle
0	1	–	–

Speed: Fast
Initiative: 2
Natural Awareness: 1
Skills: Awareness (+1d6), Fortitude (+1d6), Stealth (+1d6)

TRAITS

Aqshian Survivalist: Cold-blooded Efreet are constantly on the lookout for shade and water in the sweltering ashlands of Aqshy. If an Efreet is allowed to wander, it will quickly seek out a source of water or hide in a cool area.

Combustive Metabolism: A Dappled Efreet can be prepared as a spicy, filling meal by a talented chef, requiring a **DN 6:2 Mind (Crafting) Test** with cooking utensils. However, if prepared poorly it sets fire to anyone who consumes it, burning them from the inside out. Anyone eating incorrectly prepared Dappled Efreet suffers 5 Damage for 1d6 rounds. This Damage ignores Armour.

ATTACK

Sharp Teeth: Melee Attack (Poor), 1d6, + S Damage. *Ineffective, Piercing.*

BODY	MIND	SOUL
1	1	1

DRILLBILL

Tiny Automaton, Minion

Poor	Poor	Poor

Armour	Toughness	Wounds	Mettle
1	1	–	–

Speed: Fly (Fast)
Initiative: 6
Natural Awareness: 2
Skills: Awareness (+2d6), Reflexes (+2d6)

TRAITS

Detect Fault: The Drillbill can find faults and weaknesses in mechanical and organic material. On its turn, the Drillbill can use an Action to choose an enemy within Long Range. The Drillbill begins to circle the target, identifying weaknesses. For the duration of combat, the Drillbill's allies increase their Melee and Accuracy one step against the target.

ATTACK

Metal Talons: Melee Attack (Poor), 1d6, + S Damage. *Piercing.*

BODY	MIND	SOUL
1	2	1

FANGMORA EEL

Large Beast, Warrior

Average	Poor	Average

Armour	Toughness	Wounds	Mettle
0	5	–	–

Speed: Swim (Fast)
Initiative: 2
Natural Awareness: 1
Skills: Might (+1d6), Reflexes (+1d6), Weapon Skill (+1d6)

TRAITS

Aquatic: A Fangmora Eel can only breathe water and ethersea.

Biovoltaic Blast: Fangmora Eels produce biovoltaic energy as they swim. This energy can be harnessed by a creature riding the Fangmora Eel, Channelling it into a devastating electric blast. When a Fangmora Eel and rider take the Charge Action and deal Damage, the target is blasted with a bolt of energy. The Damage dealt from the Charge ignores Armour and the target is *Stunned* until the end of their next turn. This Trait can only be used once per combat, as the Fangmora Eel must replenish its biovoltaic energy.

ATTACK

Fanged Maw: Melee Attack (Average), 4d6, 1+ S Damage. *Piercing.*

BODY	MIND	SOUL
3	1	1

GRYPH-HOUND

Intelligent and loyal beasts that choose their own masters, Gryph-hounds are the sworn companions to many faithful Stormcast Eternal. Their keen eyes are capable of detecting corruption and piercing the veil to spot otherworldly threats, while their raptor-like beaks and lacerating claws can make short work of any found wanting in the eyes of Sigmar's chosen.

GRYPH-CHARGER

Gryph-chargers are some of the most prized mounts of the Stormcast Eternals. Noble and powerful, the bond between Gryph-charger and rider is not easily won. They are only drawn to mortals who display notable strength and humility before the beast, often during a dangerous battle or an inhumanly arduous hunt. But once a bond is formed, the rider and mount become a devastating duo, capable of transmuting into a form of purified lightning and riding the aetheric winds in great bounds of blinding light.

HORSE

Wherever mortal footprints fall the hooves of horses soon follow. The most common beasts of burden across the Mortal Realms, horses vary wildly in appearance and temperament. From the shimmering manes of Aelven purebreds, to the flesh-eating reptilian hybrids of Caldera, no two horses are alike, with new breeds emerging and vanishing as fast as the mortals that tend to them.

GRYPH-CHARGER

Large Beast, Warrior

Average	Poor	Good

Armour	Toughness	Wounds	Mettle
0	6	–	–

Speed: Fast
Initiative: 3
Natural Awareness: 1
Skills: Athletics (+1d6), Reflexes (+2d6), Weapon Skill (+1d6)

TRAITS

Ride the Winds Aetheric: Gryph-chargers can move faster than the eye can see along aetheric winds. When the Gryph-charger and its rider take the Charge Action, they can continue to move after making their attack, ending the charge in an adjacent Zone.

ATTACK

Razor Beak and Claws: Melee Attack (Average), 4d6, 1 + S Damage. *Piercing, Rend.*

BODY	MIND	SOUL
3	1	2

GRYPH-HOUND

Small Beast, Warrior

Average	Poor	Poor

Armour	Toughness	Wounds	Mettle
0	5	–	–

Speed: Fast
Initiative: 3
Natural Awareness: 2
Skills: Awareness (+2d6), Intuition (+1d6), Weapon Skill (+1d6)

TRAITS

Warning Cry: Gryph-hounds are almost impossible to sneak up on. The Gryph-hound and its allies can never be surprised.

ATTACK

Beak and Claws: Melee Attack (Average), 3d6, 1+ S Damage. *Slashing* and *Piercing.*

BODY	MIND	SOUL
2	1	2

MUSTORI

Strange creatures that originate from the mysterious spaces between realms, Mustori are uniquely prized by travellers due to their unusual fur. When a Mustori enters a realm, their short fur coats mimic, with unerring accuracy, the celestial bodies of the realm's sky. In essence, this makes a Mustori a highly valuable living star chart.

Adopting one is a difficult prospect, however, as they have a strange knack for slipping through the veil and escaping mundane attempts at capture. Thankfully, they are playful and mischievous creatures that respond well to kindness, and travellers with an ample supply of treats.

QUIVERLING

Quiverlings are loyal insectoid spites that are often seen accompanying Kurnoth Hunters specialising in the use of Greatbows. The Quiverlings seem to take a strange satisfaction in following the Kurnoth Hunters and providing them with a ready supply of arrows, often held within a hollow log or stump carried on their backs. While not the deadliest creatures, they will, nonetheless, launch themselves at enemies that get too close to their keepers, stabbing and cutting with their claws in a chittering act of loyal defiance.

MUSTORI

Tiny Beast, Minion

Poor	Poor	Average

Armour	Toughness	Wounds	Mettle
0	1	–	–

Speed: Fast
Initiative: 5
Natural Awareness: 2
Skills: Awareness (+2d6), Reflexes (+2d6), Stealth (+1d6), Survival (+1d6)

TRAITS

Aetheric Affinity: The Mustori's fur changes to match the celestial bodies of the realm it is in. With a Mustori companion, you always know which way is coreward (towards the centre of the realm) and which way is edgeward (towards the edge of the realm). You can never become lost, except through powerful magic or divine intervention.

ATTACK

Tiny Teeth and Claws: Melee Attack (Poor), 1d6, + S Damage. *Ineffective, Piercing.*

BODY	MIND	SOUL
1	1	1

HORSE

Large Beast, Warrior

Poor	Poor	Poor

Armour	Toughness	Wounds	Mettle
0	4	–	–

Speed: Normal
Initiative: 1
Natural Awareness: 1
Skills: Fortitude (+2d6), Might (+1d6)

TRAITS

Horse Breeding: There are a multitude of different breeds of horses. A horse may have one or more of the following Traits.

Riding Horse: Riding horses are bred for speed. The Horse's speed is Fast.

Warhorse: Warhorses are bred for battle. They have +1 Body, Determination (+2d6), Weapon Skill (+2d6), and Armour 2. Their Melee is Good, and Defence is Average.

ATTACK

Hooves: Melee Attack (Poor), 2d6, 1+ S Damage. *Crushing.*

BODY	MIND	SOUL
2	1	1

QUIVERLING

Tiny Spirit (Spite), Minion

Poor	Poor	Poor

Armour	Toughness	Wounds	Mettle
1	1	–	–

Speed: Fast
Initiative: 4
Natural Awareness: 2
Skills: Awareness (+2d6), Nature (+1d6), Reflexes (+1d6), Stealth (+2d6), Weapon Skill (+1d6)

TRAITS

Helpful Companion: The Quiverling carries a steady supply of arrows for the Kurnoth Hunters and its allies. The Quiverling can also carry and hide other similar sized objects if directed.

ATTACK

Stabbing Claws: Melee Attack (Poor), 2d6, 1 + S Damage. *Piercing.*

BODY	MIND	SOUL
1	1	2

SCRYFISH

Scryfish are savage little fish with jutting jaws of spiked teeth and glittering scales. They possess a ravenous pack hunger that their masters just barely restrain. When they are unleashed upon a foe, they fly into a swarming frenzy, surrounding their target and ripping free chunks of flesh and marrow until there is nothing left but blood and bone.

SPIRIT GUARDIAN

Spirit Guardians are otherworldly entities drawn to powerful magic users across the Mortal Realms. Most commonly seen as fish-like creatures accompanying Isharann Tidecasters, Spirit Guardians can in fact bond with any suitably powerful magic user. They are capable of taking on many different forms to protect their charge. What the Spirit Guardian gets out of this relationship is unknown, but their protective nature is genuine, as the normally placid creatures often intercept incoming blows aimed at their spellcaster companion.

STAR-EAGLE

Fiercely intelligent celestial eagles that accompany the Knight-Venators on their hunts, Star-eagles are more than mere hunting birds. Each one is an ancient creature that has lived longer than most mortals. These incredible birds of prey are capable of sharing their extensive wisdom telepathically with their bonded Venator. Their acute eyes pierce through illusion and deception, allowing them to streak through the sky in a multicoloured blur and strike true to the heart of their quarry with their aetheric talons.

SCRYFISH SHOAL

Tiny Beast, Swarm (9 creatures)

Poor	Poor	Poor

Armour	Toughness	Wounds	Mettle
0	9	–	–

Speed: Fast (Swim)
Initiative: 3
Natural Awareness: 1
Skills: Awareness (+1d6), Fortitude (+1d6), Reflexes (+1d6), Weapon Skill (+1d6)

TRAITS

Aquatic: A Scryfish can only breathe water and ethersea.

ATTACK

Hungry Swarm: Melee Attack (Poor), 2d6 + Toughness, + S Damage. *Piercing.*

BODY	MIND	SOUL
1	1	1

STAR-EAGLE

Small Beast, Minion

Average	Poor	Poor

Armour	Toughness	Wounds	Mettle
0	1	–	–

Speed: Fly (Fast)
Initiative: 4
Natural Awareness: 2
Skills: Awareness (+2d6), Reflexes (+1d6), Weapon Skill (+2d6)

TRAITS

Celestial Strike: A Star-eagle can transmute its form into pure Azyrite energy. When the Star-eagle takes the Charge Action, it deals additional Damage equal to its Soul (+3). The Damage from this attack ignores Armour.

Void Hunter: The Star-eagle's beak and claws are magical.

ATTACK

Celestial Beak and Talons: Melee Attack (Average), 3d6, + S Damage. *Penetrating, Piercing.*

BODY	MIND	SOUL
1	1	3

SPIRIT GUARDIAN

Small Spirit, Minion

Poor	Poor	Poor

Armour	Toughness	Wounds	Mettle
0	1	–	–

Speed: Normal (Fly)
Initiative: 2
Natural Awareness: 1
Skills: Awareness (+1d6), Intuition (+2d6)

TRAITS

Bonded Form: When a Spirit Guardian bonds with a spellcaster it takes on a form influenced by its new companion. The Spirit Guardian and caster can also magically communicate through a telepathic bond.

Ethereal: A Spirit Guardian is an ethereal magical creature. The Spirit Guardian takes half Damage from nonmagical attacks and can pass through solid objects.

Protector: The Spirit Guardian tries to protect the spellcaster it has bonded with. When the Spirit Guardian is within Close Range of its bonded spellcaster, the caster's Defence increases one step.

ATTACK

Spirit Strike: Melee Attack (Poor), 1d6, 1 + S Damage.

BODY	MIND	SOUL
1	1	1

MONSTROUS BEASTS

Every time a mortal leaves the great walled sanctuaries and steps foot into the wilds of the Mortal Realms, they carry the heavy knowledge that any number of monstrous beasts lie in wait. These great and terrible creatures come in all shapes and sizes, from packs of gibbering Squigs to mind-breaking Jabberslythes. Some are simple-minded creatures, with understandable needs like hunting and defending their territories, but others are unnatural monsters, cursed with primal cunning and unknowable goals.

Some primitive mortals even worship these beasts, forming complex sacrificial rituals or fostering symbiotic relationships to gain the bloody favour of certain creatures. A scant few of the wild's most fearsome warriors and warlords seek to prove their worth by breaking a monstrous beast to their will. Those that fail become cautionary folktales of hubris or stupidity, while those that succeed ascend to the status of living legends who ride their monstrous beasts into carnage wrought battle to carve their names into the long history of the Mortal Realms.

ARACHNAROK SPIDER

Gargantuan eight-legged monstrosities coated in blade-turning chitin and possessing a potent necrotic venom that can reduce a grown warrior to a puddle of goop in mere hours, the Arachnarok Spiders are the bane of forest-dwelling mortals across the realms. Younger Arachnarok Spiders are territorial and quick to anger, relentlessly hunting any prey that stray too close. But age slowly twists them into patient and shrewd hunters, capable of complicated ambushes and even mutually beneficial pacts with Grots, who will ride atop them on ramshackle, catapult-equipped platforms.

GRUNTA

A favoured mount of the Orruks, Gruntas are massive boar-like beasts with oversized crushing jaws, and a stinking attitude to match. They require little provocation to charge and seem to take great grunting joy in trampling and messily devouring anything they can fit in their slavering jaws. This tendency often leads them to consume a surprising quantity of chewed weapons and armour, but their great grumbling stomachs have adapted, passing the 'pig-metal' through their system to be salvaged by their Orruk masters for later use.

ARACHNAROK SPIDER

Enormous Beast, Champion

Great	Poor	Superb

Armour	Toughness	Wounds	Mettle
3	18	–	1

Speed: Fast
Initiative: 6
Natural Awareness: 2
Skills: Awareness (+2d6), Reflexes (+3d6), Stealth (+2d6), Weapon Skill (+2d6)

TRAITS

Ambush: If the Arachnarok Spider attacks a creature that is unaware of it, the attack ignores Armour.

Nigh Unkillable: The Arachnarok is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above.

Wall Crawler: The Arachnarok Spider can skitter along any surface as if it were flat ground.

ATTACK

Monstrous Fangs: Melee Attack (Great), 8d6, 2 + S Damage. *Rend, Slashing.* A creature damaged by this attack must make a **DN 4:3 Body (Fortitude) Test** or be *Poisoned* until the end of their next turn.

BODY	MIND	SOUL
6	1	2

GRUNTA

Large Beast, Warrior

Great	Poor	Good

Armour	Toughness	Wounds	Mettle
0	8	–	–

Speed: Fast
Initiative: 1
Natural Awareness: 1
Skills: Might (+2d6), Weapon Skill (+1d6)

TRAITS

Gore-Grunta: Orruks favour Gruntas as mounts, and often clad them in heavy armour and chain. When used as a mount by an Orruk, the Grunta has Armour 2.

Unstoppable Charge: If the Grunta takes the Charge Action, it adds an additional 1d6 to its dice pool for the attack, for a total of +2d6. Additionally, any creature hit by the Grunta's Charge is knocked *Prone.*

ATTACK

Tusks: Melee Attack (Great), 7d6, 2 + S Damage. *Piercing.*

BODY	MIND	SOUL
6	1	1

MAGMADROTH

Magmadroths are the chosen mounts of high-ranking Fyreslayers. These reptilian beasts of magma and flame are raised from infancy in the volcanic mountains of Aqshy. Born of flame and fury, the heat of a Magmadroth causes the air around them to ripple. In battle, they assault their prey with razor-sharp claws, crushing jaws, and their lashing tail. With a bellowing roar, a Magmadroth can spew flaming bile that burns through armour and flesh alike. They are protected by thick scales that only the stoutest blows can penetrate. Even this can have deadly consequences, as jets of roaring flaming-hot blood erupt from the Magmadroth's wounds.

MAGMADROTH

Enormous Beast, Champion

Superb	Poor	Great

Armour	Toughness	Wounds	Mettle
3	28	–	2

Speed: Normal
Initiative: 3
Natural Awareness: 2
Skills: Awareness (+1d6), Fortitude (+2d6), Might (+2d6), Weapon Skill (+2d6)

TRAITS

Born of Fire: The Magmadroth is immune to Hazards and Damage from intense heat or flames.

Nigh Unkillable: The Magmadroth is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above.

Roaring Fyrestream: The Magmadroth throws back its head and spews forth a wave of flaming bile that melts armour. As an Action, the Magmadroth can choose a Zone within Medium Range. Each target in that Zone must make a **DN 4:3 Body (Reflexes) Test**. On a failure, the target takes 4 Damage and their Armour is permanently reduced by 1.

Ur-gold Runes: The leaders of the Fyreslayer lodges use Magmadroths as mounts, hammering ur-gold runes into the beast's flesh to strengthen it with Grimnir's blessing. When used as a Fyreslayer mount, a Magmadroth can have a number of ur-gold runes equal to its Soul. See page 117 for a list of ur-gold runes.

Volcanic Blood: Magmadroths pulse with the volcanic heat of Aqshy. Any creature that Damages the Magmadroth with a melee attack suffers 2 Damage as boiling hot blood spills over them.

ATTACK

Blazing Maw: Melee Attack (Superb), 10d6, 2 + S Damage. *Penetrating, Slashing.*

Claws: Melee Attack (Superb), 10d6, 1 + S Damage. *Rend, Slashing.*

Lashing Tail: Melee Attack (Superb), 10d6, + S Damage. *Crushing.* A creature damaged by this attack must make a **DN 4:5 Body (Might) Test** or be knocked *Prone.*

BODY	MIND	SOUL
8	2	4

MAW-KRUSHA

Enormous Beast, Champion

Great	Poor	Great

Armour	Toughness	Wounds	Mettle
3	20	–	1

Speed: Fly (Normal). The Maw-Krusha has a Slow Speed on foot.
Initiative: 1
Natural Awareness: 1
Skills: Awareness (+1d6), Might (+2d6), Weapon Skill (+1d6)

TRAITS

Innard-bursting Bellow: The Maw-Krusha lets out a cacophonous roar that pulverises all around it. As an Action, the Maw-Krusha can let out a roar. Creatures in the Maw-Krusha's Zone and any adjacent Zones must make a **DN 4:3 Body (Fortitude) Test.** On a failure, the target takes 4 Damage. This Damage ignores Armour.

Nigh Unkillable: The Maw-Krusha is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above.

ATTACK

Mighty Fists: Melee Attack (Great), 8d6, 1 + S Damage. *Crushing.*

Lashing Tail: Melee Attack (Great), 8d6, + S Damage. *Crushing.* A creature damaged by this attack must make a **DN 4:4 Body (Might) Test** or be knocked *Prone.*

BODY	MIND	SOUL
7	1	2

MAW-KRUSHA

Enormous wyverns with brutish proportions, the Maw-Krushas are a thuggish mockery of true dragons. Capable of rupturing organs with their mountain-shaking bellows alone, they nonetheless relish pulverising and crushing anything and everything they can wrap their massive hands around.

The brutish monsters have a primitive intelligence, and rarely suffer riders. Only the most stubborn and toughest Orruks have been known to take control of the beasts; reminding them who's boss is a full-time job.

DISCIPLES OF THE DARK GODS

The Dark Gods rule from their seats of power, deep within the Realm of Chaos. Beings of incalculable capacity and malice, these gods of corruption seek nothing less than the annihilation of the Mortal Realms in their entirety. Yet this shared ambition is the only unifying factor in their existence — each Chaos God is driven by their own all-consuming desires.

Khorne, the Blood God, sits atop his monumental throne of skulls calling every mortal to war. Each drop of blood taken in anger is an offering in his name, every clash of steel a sermon of violence, and every fallen warrior a prayer to Khorne's unquenchable, psychotic thirst.

Tzeentch, the Architect of Fate, is the unknowable weaver of destiny and sorcery. Like their realm spanning machinations, Tzeentch's form is ever changing and defies comprehension. Every follower of Tzeentch is touched in some way. To worship Tzeentch is to be physically warped and gifted with an affinity for baleful magics. But in exchange, they forever remain puppets, dangling on the orchestrated strings of Tzeentch's inscrutable plans.

Nurgle, the God of Plagues, revels in every imaginable disease and blight. His disease-riddled followers worship him as a great father, his every infectious malady a gift to be celebrated and shared.

Slaanesh, the God of Excess, once the youngest and most aspiring of the Chaos Gods, Slaanesh's throne now sits empty. Captured and bound at their weakest moment, the once-resplendent god lies chained for aeons by the Aelven gods. Meanwhile, Slaanesh's disciples seek to uncover the fate of their god, or revel in anticipation of their return.

Finally, there is the Great Horned Rat, Lord of Decay and patron of the chittering Skaven hoards. The newest of the Chaos Gods leads his uncountable 'Ratmen' on a ceaseless and spiteful crusade to eliminate all non-Skaven life within the Mortal Realms.

Slaves to Darkness

Any creature is vulnerable to the twisting influence of the Ruinous Powers. While many seek out the boons of their chosen deity, some become agents of the Chaos Gods without their knowledge or intent. A bloodthirsty pitfighter might begin their career to provide for their family, but slaughter with such ferocity that they attract Khorne's interest. An eccentric artist could seek perfection in their craft, only to slide deep into the downward spiral of pride and obsession that leads to Slaanesh. A wizened scholar could dive deep into ancient tomes in search of an answer to their village's plight, then emerge with newfound arcane abilities and the unflinching eye of Tzeentch upon them.

Flesh, bone, and even souls are but playthings to the Ruinous Powers. Regardless of how a mortal comes to their attention, none can resist the corrupting touch of their influence for long. As time progresses, slowly, insidiously the follower will find themselves changing. Each god has their own preferred alterations of the mortal form. From chords of muscle, heightened senses, groping appendages, or plague-riddled bodies, every gift brings the mortal closer to their new position as a tool of their newfound patron.

Once a mark of Chaos corruption manifests, the affected mortal is doomed for eternity.

Using Them in Your Game

Though the Dark Gods themselves reside deep within the nightmarish Realm of Chaos, their followers can be found almost anywhere within the Mortal Realms. Like cloying weeds, they spread their influence wherever they can. Marauding bands of outcasts with nowhere to turn, aspiration-afflicted politicians seeking an edge against their opposition, and even Sigmar fearing mortals whose faith has been pushed beyond the breaking point, all can turn to Chaos. Then, their malignant cults spread. Slowly they erode the very foundation of the society to which they belong. The community they infect is inevitably purged by the forces of Order, or falls to darkness and Chaos.

In the end, fate rarely leans towards the Chaos worshipers' favour. After all, regardless of what boons, short-term victories or powers are bestowed upon them, all those corrupted by chaos are little more than pawns in the Chaos Gods' plans.

A Chaos Sorcerer Lord is presented below as an example of a mortal corrupted by Chaos. Others include Bloodreavers and Blood Warriors of Khorne (page 314), and Kairic Acolytes of Tzeentch (page 320). Other Slaves to Darkness will be presented in future supplements.

CHAOS SORCERER LORD

Chaos Sorcerer Lords are terrifying foes indeed, capable of warping the very fabric of the realms themselves to bring about the will of the Ruinous Powers. Though many seek it, only a select few are permitted to tap into their malicious patron's unstable magics. Yet this power is a double-edged blade. Many is the tale of a Chaos Sorcerer who sought to drink too deep from the well of power offered to them. Through ill practice, or the displeasure of the gods themselves, Chaos Sorcerers may find their unholy incantations backlashing. If this occurs, their minds are shattered and their bodies twisted into abominable chaos spawn. They become horrific warnings to all who would seek the power of the dark gods.

Chaos Sorcerer Lords may follow different gods and take many forms. The one presented here is a template that can be built upon by adding spells and Traits from followers of the other Dark Gods.

CHAOS SORCERER LORD

Medium Mortal (Corrupted by Chaos), Chosen

Poor	Average	Average

Armour	Toughness	Wounds	Mettle
2	8	4	1

Speed: Normal
Initiative: 5
Natural Awareness: 3
Skills: Arcana (+1d6), Awareness (+1d6), Channelling (+2d6, +2), Intuition (+1d6)

TRAITS

Dark Shroud: The air around the Chaos Sorcerer Lord is saturated with dark magic, distorting its form and confounding enemies, and growing stronger as the influence of Chaos grows. The Chaos Sorcerer Lord's Defence increases one step for each point of Doom. The minimum Doom of 1 has already been included above.

Oracular Visions: The Chaos Sorcerer Lord bestows the gift of foresight on an ally, granting them a glimpse of the future. As an Action, the Chaos Sorcerer Lord can choose an ally within Long Range. The target's Melee, Accuracy, and Defence increases one step until the start of the Chaos Sorcerer Lord's next turn.

Spellcasting: The Chaos Sorcerer Lord is a spellcaster. It knows the *Aetheric Armour, Arcane Blast, Arcane Bolt, Mystic Shield,* and *Daemonic Power* spells. Additionally, the Chaos Sorcerer Lord can unbind spells per the *Unbind* Talent.

Daemonic Power: DN 5:2. The Chaos Sorcerer Lord bestows its allies with daemonic essence, boosting their strength to unholy levels. All allies in a Zone within Medium Range deal +1 Damage until the start of the Chaos Sorcerer Lord's next turn. Each additional success extends the duration by 1 round.

ATTACK

Sorcerer Staff: Melee Attack (Poor), 2d6, 1 + S Damage. *Crushing, Two-handed.*

Chaos Runeblade: Melee Attack (Poor), 2d6, 1 + S Damage. *Penetrating, Piercing.*

BODY	MIND	SOUL
2	4	2

BLADES OF KHORNE

From deep within the Brass Citadel, atop a pile of eternally growing skulls, the Blood God Khorne sits atop his throne to command his war-forged armies. His warriors seek no gold, desire no titles, and claim no lands to pass to kin. They crave only a total and unending war, for war itself is the greatest reward.

Despite the eternal waxing and waning of the Chaos Realm, of all the Chaos Gods, Khorne most often claims the greatest and most deadly martial might. His armies are always growing, tempering themselves in the fires of battle across the realms. Even in the rare times when enemies are scarce, followers of Khorne turn upon each other. Though seemingly self-defeating, it serves to stoke the fires of war and allow his followers to prove their strength.

Unfortunately, pacifism is a luxury denied to the denizens of the Mortal Realms. And so long as battle is made and blood spilled, the Blood God's armies grow in power.

Using Them in Your Game

Khornate Daemons and worshipers can be found throughout the Mortal Realms. Anywhere there is conflict and bloodshed, the Blood God has interest. His presence is most strongly felt in Aqshy, the Realm of Fire, where his forces ruled almost unchallenged during the Age of Chaos. Since the dawn of the Age of Sigmar, the Blood God's forces have been pushed back from a handful of key locations, but they are a constant and ever-present threat to the Cities of Sigmar and anyone foolish enough to venture beyond the walls. Of course, Khorne also has a great presence in the Realm of Chaos, where he holds domain over vast swathes of blood-soaked, ever-shifting landscape.

BLOODREAVER

With the pounding of feet and the blood-mad howling of the damned the Bloodreavers advance. They are the most numerous of Khorne's devotees, the majority of which were once free-thinking tribes of mortals which fell before the bloodtide of Khorne's forces. When the battle had subsided, and the cannibalistic frenzy had begun, the survivors were faced with a madenning choice: kneel down and consume the very hearts of their once-kin, or suffer their fate.

Those that chose to live were damned before they rose with blood on their lips — condemned to a life of never ending violence and consumption in the name of the Blood God.

BLOOD WARRIOR

When the red mist descends and a mighty warrior butchers their foes with such brutality they are bathed in glistening gore, the Blood God may turn his gaze upon them and smile. Then, and only then, is a Blood Warrior born.

The viscera of their foes smoulders and solidifies into a shell of irremovable, bleeding armour. Their minds become trapped within the red mist that birthed them. From this point on, they are the shock-troops of Khorne — armoured behemoths that never rest and eternally seek to sink their gore-soaked weapons into the hot flesh of their foes.

FLESH HOUND

Daemonic Flesh Hounds are the relentless hunting dogs of Khorne's armies. When left to run wild, they form blood-mad packs of unnaturally swift killers that kill not for sustenance but to simply shed blood. When bound and brought to heel by the brass collars of Khorne, Flesh Hounds are capable of using their connection with the Blood God to unmake magic in their vicinity. It is said that a Flesh Hound can smell a single drop of blood on the wind from over ten miles away, and once they have tasted a mortal's flesh, they can track them to the ends of the Mortal Realms.

BLOODREAVER

Medium Mortal (Corrupted by Chaos), Warrior

Average	Poor	Average

Armour	Toughness	Wounds	Mettle
0	6	–	–

Speed: Normal
Initiative: 2
Natural Awareness: 1
Skills: Reflexes (+1d6), Weapon Skill (+1d6)

TRAITS

Blood for the Blood God: The sight of blood sends the Bloodreaver into a frenzied rage. If the Bloodreaver is in the same Zone as any creature who has suffered a Wound, the Bloodreaver's Melee increases one step.

ATTACK

Axe: Melee Attack (Average), 4d6, 1 + S Damage. *Slashing.*

Meatripper Axe: Melee Attack (Average), 4d6, 2 + S Damage. *Slashing, Two-handed.*

BODY	MIND	SOUL
3	1	2

BLOOD WARRIOR

Medium Mortal (Corrupted by Chaos), Champion

Good	Poor	Good

Armour	Toughness	Wounds	Mettle
3	8	–	1

Speed: Normal
Initiative: 3
Natural Awareness: 1
Skills: Athletics (+1d6), Intimidation (+1d6), Might (+1d6), Reflexes (+1d6), Weapon Skill (+2d6, +1)

TRAITS

Blood for the Blood God: The sight of blood sends the Blood Warrior into a frenzied rage. If the Blood Warrior is in the same Zone as any creature who has suffered a Wound, the Blood Warrior's Melee increases one step.

Counter-punch: The Blood Warrior makes a brutal counter-punch with its spiked Gorefist. Once per turn when the Blood Warrior is dealt Damage by a target it is aware of, it can make an attack with its Gorefist.

Death and Blood: The Blood Warrior devotes their dying moments to slaughter. When the Blood Warrior would die, it can make one final attack against any creature in the same Zone. Once the attack is resolved, the Blood Warrior dies.

ATTACK

Goreaxe: Melee Attack (Good), 6d6, 1 + S Damage. *Slashing.*

Gorefist: Melee Attack (Good), 6d6, + S Damage. *Piercing.*

Goreglaive: Melee Attack (Good), 6d6, 2 + S Damage. *Slashing, Two-handed.*

BODY	MIND	SOUL
4	2	2

FLESH HOUND

Medium Daemon (Blades of Khorne), Warrior

Good	Poor	Average

Armour	Toughness	Wounds	Mettle
2	6	–	–

Speed: Fast
Initiative: 3
Natural Awareness: 2
Skills: Awareness (+2d6, +2), Might (+1d6), Weapon Skill (+1d6)

TRAITS

Blood Scent: The Flesh Hound has Advantage on Opposed Tests to track any creature that has suffered a Wound.

Collars of Khorne: Bound Flesh Hounds wear Collars of Khorne, which are the bane of spellcasters. Once per turn, the Flesh Hound can attempt to unbind a spell per the *Unbind* Talent, using Body (Might) instead of Mind (Channelling).

ATTACK

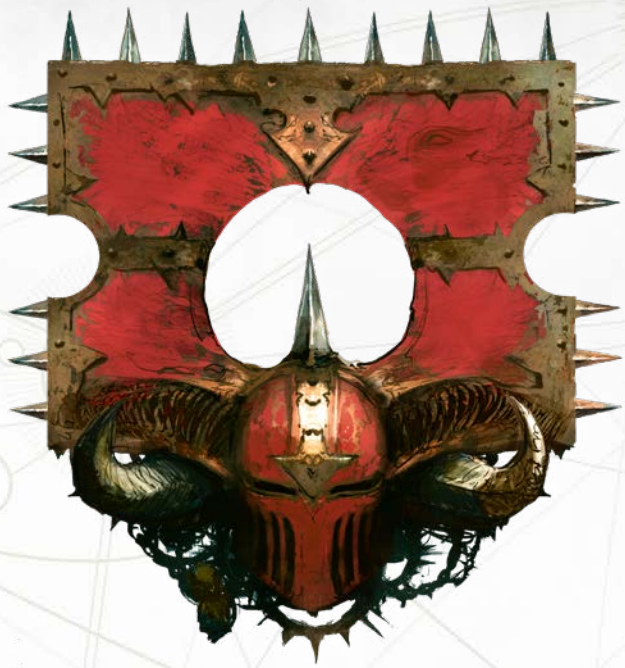
Blood-dark Claws: Melee Attack (Good), 5d6, 1 + S Damage. *Slashing.*

BODY	MIND	SOUL
4	1	1

BLOODLETTER

Bloodletters are the ferocious daemonic foot soldiers of the Blood God. Their bodies consist of knotted sinew and taut muscles that flex beneath gore-coloured, scaly flesh. A foolish combatant may take one look at their snarling bestial faces topped with great horns and write them off as mindless savages. Yet they are far more than that. When they march, they do so as a finely disciplined army, in unison to the beat of war drums, beneath blood-soaked banners. When they fight, they wield great two-handed Hellblades with precise brutality, each trying to shed more blood than their brethren in tribute to their ever-watchful god.

Marching at the head of the Bloodletters are the Bloodreapers. Identifiable by ornate brass adornments on their oversized horns, they are particularly ferocious Bloodletters that have gained the unspoken daemonic respect of their bloody brethren. They seek out the greatest warriors with single minded determination to offer only the most prized skulls to their god.



BLOODLETTER

Medium Daemon (Blades of Khorne), Minion

Good	Poor	Average

Armour	Toughness	Wounds	Mettle
0	1	–	–

Speed: Normal
Initiative: 3
Natural Awareness: 1
Skills: Awareness (+1d6), Might (+1d6), Reflexes (+1d6), Weapon Skill (+2d6)

TRAITS

Decapitating Blow: There are few weapons so feared as the hell-forged blades of the Bloodletters. If an attack from the Bloodletter's Hellblade would cause a creature to become Mortally Wounded, they are instead decapitated and killed instantly.

Swarm: If three or more Bloodletters occupy the same Zone they become a Swarm. The Bloodletter Swarm acts as one. Add +1d6 to attacks and +1 Toughness per Bloodletter in the Swarm. The Swarm suffers double Damage from effects that target a Zone.

ATTACK

Hellblade: Melee Attack (Good), 5d6, 2 + S Damage. *Slashing, Two-handed.*

BODY	MIND	SOUL
3	1	1

BLOODREAPER

Medium Daemon (Blades of Khorne), Warrior

Great	Poor	Good

Armour	Toughness	Wounds	Mettle
1	7	–	–

Speed: Normal
Initiative: 5
Natural Awareness: 2
Skills: Awareness (+1d6), Might (+1d6), Reflexes (+2d6), Weapon Skill (+3d6, +2)

TRAITS

Decapitating Blow: There are few weapons so feared as the hell-forged blades of the Bloodreapers. If an attack from the Bloodreaper's Hellblade would cause a creature to become Mortally Wounded, they are instead decapitated and killed instantly.

Maim and Slaughter: The Bloodreaper's blade is sharpened by pain and suffering. Its Hellblade deals +1 Damage per Doom.

ATTACK

Hellblade: Melee Attack (Great), 7d6, 2 + Doom + S Damage. *Slashing, Two-handed.*

BODY	MIND	SOUL
4	2	1

KHORGORATH

Khorgoraths are the monstrous embodiment of the Blood God's insatiable hunger for mortal skulls. Once mighty predators that strayed too close to Khorne's domain, potential Khorgoraths are imprisoned within the Brass Citadel, where Khorne begins his dark work. They emerge, twisted gargantuan nightmares of bone and muscle, their minds broken, driven only by an agonising need to slaughter and consume. They follow their impulses with furious brutality, pulverising even mighty warriors with their massive claws and scything the heads from still-conscious warriors with lashing tentacles.

Only when they have consumed more skulls than their warped body can contain does the Khorgorath return to the Brass Citadel. There it disgorges its gruesome bounty before its master — and then the hunger returns. Such is the damned beast's eternal cycle of agony and slaughter.

KHORGORATH

Large Beast (Corrupted by Chaos), Champion

Superb	Poor	Superb

Armour	Toughness	Wounds	Mettle
1	20	–	1

Speed: Normal
Initiative: 6
Natural Awareness: 2
Skills: Awareness (+3d6), Ballistic Skill (+1d6), Determination (+3d6), Fortitude (+1d6), Reflexes (+2d6), Weapon Skill (+2d6)

TRAITS

Utterly Fearless: The Khorgorath is immune to being *Frightened.*

Horrifying Slaughter: The assault from a Khorgorath is the stuff of nightmares. If a Khorgorath kills a creature, all other creatures in that Zone are *Frightened* of it until the end of their next turn.

Nigh Unkillable: The Khorgorath is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above.

Skull Taker: The Khorgorath can use an Action to devour the skull of a Mortally Wounded creature, killing the target instantly.

ATTACK

Claws and Fangs: Melee Attack (Superb), 9d6, 1 + S Damage. *Rend, Slashing.*

Bone Tentacles: Melee Attack (Superb), 9d6, + S Damage. *Reach, Slashing, Piercing.* A Medium or smaller creature that suffers Damage from this attack is *Restrained*, as the bone tentacle wraps around them. A *Restrained* creature can use an Action to make a **Body (Might or Reflexes) Test** opposed by the Khorgorath's **Body (Might)** to escape.

BODY	MIND	SOUL
7	1	2

DISCIPLES OF TZEENTCH

Tzeentch, he Architect of Fate and the Changer of Ways, is the all-knowing god of magic, the manipulating hand of evolution, and unparalleled master of deception. His maddeningly convoluted plans are legendary, as is his delight in toying with the destinies of mortals and gods alike.

He appears to the naked eye as an ever-changing mass, a true embodiment of Chaos. He speaks with a thousand faces, whispering of innumerable plans and secrets impossible for mortal minds to comprehend. With infinite eyes he gazes into all that has come and all that ever will be, plucking with needle-like fingers at the invisible strings of time and fate, unreadable grins upon his shifting faces.

His servants may not claim the same martial prowess as the Blood God, yet what they lack in muscle, they make up for in deviousness and raw arcane ability. His followers forever scour the realms, dedicated slaves to an eternal mandate: to locate and hoard ancient magical artefacts, archaic lore, and esoteric spells.

While heroes fall and realms descend into madness with nothing more than his subtle machinations, the Architect of Fate can still play his hand in more immediate manners. At a call, and often unexpectedly, Tzeentch may send his armies on the march.

Whether through direct intervention, or carefully executed plans, eternally twisted and aflame are those that fall beneath the unflinching gaze of Tzeentch.

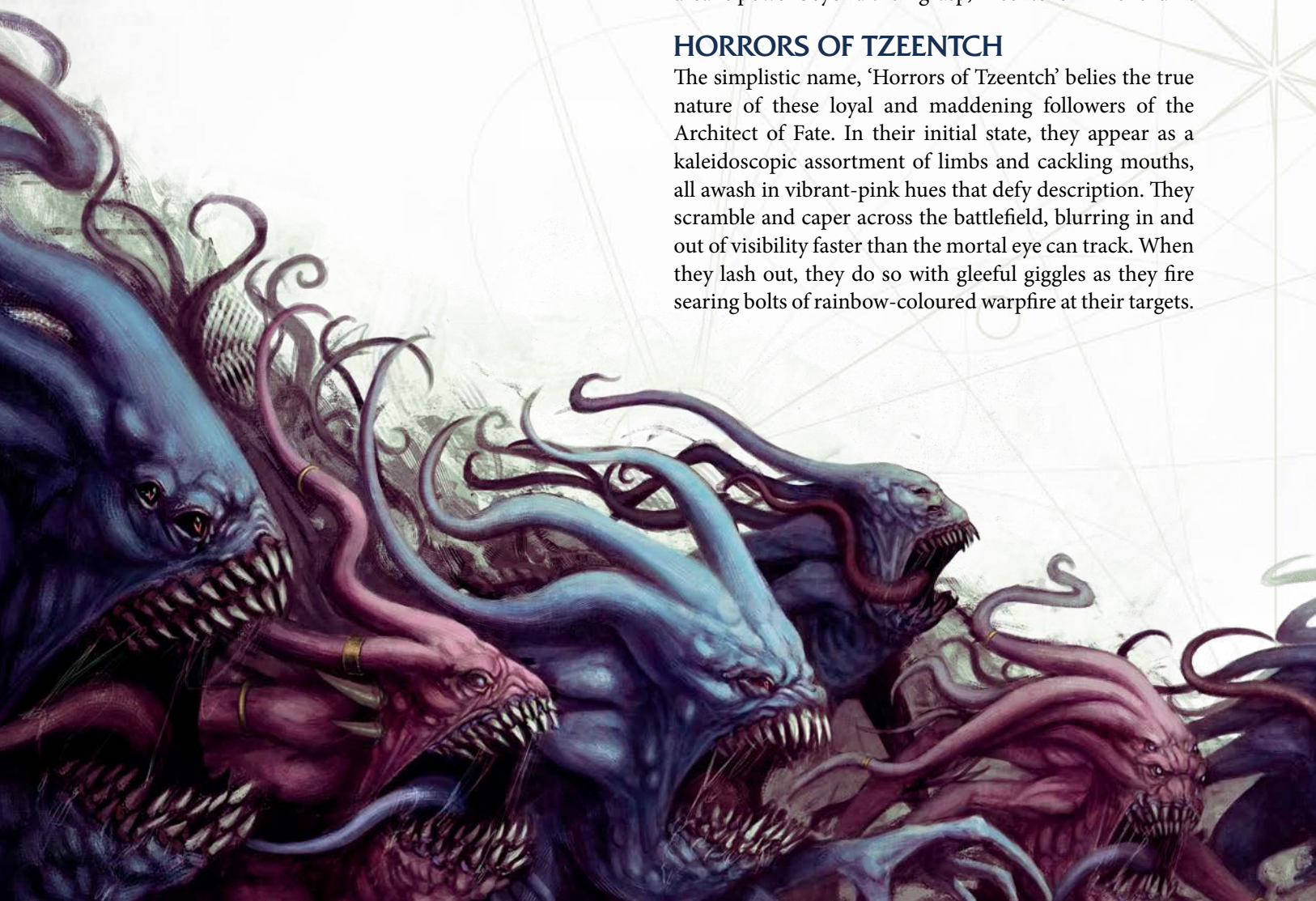
Using Them in Your Game

The Disciples of Tzeentch can, of course, be found aplenty within the Realm of Chaos, but like all the Dark Gods, their malicious tendrils snake throughout the eight Mortal Realms. Chamon, the Realm of Metal, has always been a place of particular interest to the Lord of Change. Its ever-transmuting spires and rivers of liquid metal are the perfect playground for the god's delirious experiments.

Yet even outside of these realms, the Architect of Fate's presence is felt. Anywhere that hidden lore lies dormant, powerful magical artefacts reside, and mortals aspire to arcane power beyond their grasp, Tzeentch's minions lurk.

HORRORS OF TZEENTCH

The simplistic name, 'Horrors of Tzeentch' belies the true nature of these loyal and maddening followers of the Architect of Fate. In their initial state, they appear as a kaleidoscopic assortment of limbs and cackling mouths, all awash in vibrant-pink hues that defy description. They scramble and caper across the battlefield, blurring in and out of visibility faster than the mortal eye can track. When they lash out, they do so with gleeful giggles as they fire searing bolts of rainbow-coloured warpfire at their targets.



Yet striking down one of these monsters is not the end of the nightmare. When severely wounded, a Pink Horror will gladly end its own existence, splitting into two smaller Blue Horrors in a final act of joyful defiance. Blue horrors share much of the shifting appearance of their progenitors, but their temperament is grim and spiteful. They lash out at whoever caused their misfortune, strangling the life from them if possible, while emitting a whining din.

Should a Blue Horror meet an unfortunate end, one final transformation takes place, as they split once more into a pair of diminutive Brimstone Horrors. These tiny creatures are spiteful and vindictive living balls of flame. They delight in nothing more than hurling warpfire at any and all around them, in a sour attempt to make them feel better about their belittled fate — for they have, effectively, been killed twice over.

PINK HORROR

Medium Daemon (Disciples of Tzeentch), Warrior

Average	Average	Average

Armour	Toughness	Wounds	Mettle
0	6	–	–

Speed: Normal
Initiative: 3
Natural Awareness: 1
Skills: Ballistic Skill (+1d6), Channelling (+1d6), Might (+1d6), Reflexes (+1d6)

TRAITS

Raw Chaos Magic: The whirling of the Pink Horror generates raw magic that it can hurl at foes using its *Magical Flames* attack.

Spellcaster: The Pink Horror is a spellcaster. The Pink Horror knows the *Arcane Bolt* and *Mystic Shield* spells.

Split: If the Pink Horror's Toughness is reduced to 0, it splits and becomes two Blue Horrors. The **Blue Horrors** are immediately added to the Initiative.

ATTACK

Choke: Melee Attack (Average), 3d6, 1 + S Damage. *Crushing.* A creature Damaged by this attack is *Restrained* and must use an Action to make a **DN 4:2 Body (Athletics) Test** on their turn to escape. On its turn, the Pink Horror can use its Action to deal 3 Damage to a creature it is choking. This Damage ignores Armour. The Pink Horror cannot Move unless it releases the creature.

Magical Flames: Ranged Attack (Average), 4d6, + S Damage, Medium Range. *Magical.*

BODY	MIND	SOUL
3	2	1

BLUE HORROR

Small Daemon (Disciples of Tzeentch), Warrior

Poor	Average	Average

Armour	Toughness	Wounds	Mettle
0	5	–	–

Speed: Normal
Initiative: 3
Natural Awareness: 1
Skills: Ballistic Skill (+1d6), Reflexes (+1d6)

TRAITS

Raw Chaos Magic: The whirling of the Blue Horror generates raw magic that it can hurl at foes using its *Magical Flames* attack.

Split: If the Blue Horror's Toughness is reduced to 0, it splits and becomes two **Brimstone Horrors.** The Brimstone Horrors are immediately added to the Initiative.

ATTACK

Talons: Melee Attack (Poor), 2d6, 1 + S Damage. *Piercing.*

Magical Flames: Ranged Attack (Average), 3d6, + S Damage, Medium Range. *Magical.*

BODY	MIND	SOUL
2	2	1

BRIMSTONE HORROR

Tiny Daemon (Disciples of Tzeentch), Minion

Poor	Poor	Poor

Armour	Toughness	Wounds	Mettle
0	1	–	–

Speed: Normal
Initiative: 1
Natural Awareness: 1
Skills: Ballistic Skill (+1d6)

TRAITS

Raw Chaos Magic: The whirling of the Brimstone Horror generates raw magic that it can hurl at foes using its *Magical Flames* attack.

Swarm: If three or more Brimstone Horrors occupy the same Zone they become a Swarm. The Brimstone Horror Swarm acts as one. The Swarm gains +1d6 to attack rolls and +1 Toughness per Brimstone Horror in the swarm. The Swarm suffers double Damage from effects that target a Zone.

ATTACK

Talons: Melee Attack (Poor), 1d6, 1 + S Damage. *Piercing.*

Magical Flames: Ranged Attack (Poor), 2d6, + S Damage, Medium Range. *Magical.*

BODY	MIND	SOUL
1	1	1

KAIRIC ACOLYTE

Kairic Acolytes are the unseen agents of Tzeentch, cultists who have dedicated their entire lives to serving the Dark God in exchange for the promise of power and knowledge. They come from all walks of life, and can spend decades working their way into the very core of civilisation before revealing their true colours. At the perfect moment, they cast off their myriad of disguises, becoming muscular warriors that represent the pinnacle of mortal flesh, and summoning cursed armaments from the very air with which to facilitate their plans.

Though lacking in subtlety, when enough Kairic Acolytes band together, they are capable of unleashing violent barrages of raw magic to rip apart non-believers and bring about Tzeentch's will.

TZAANGOR

The Tzaangor are Tzeentch's trusted seekers of arcane power and his ferociously cunning warriors when his plans call for bloodshed. Once beast-kin or tragic mortals, they have been elevated through faithful servitude or warping dark rituals by the Changer of Ways. They emerge from this metamorphosis as monstrous avian humanoids, resplendent with shimmering feathers, ferocious beaks, and crowns of curved horns. These gifts of the flesh are matched by gifts of the mind. Tzaangors claim intellects and understanding of arcane magics that far outstrips their beast-kin brethren, a fact they often relish. Those that serve well may even find their gifts growing over time until they ascend to the rank of Tzaangor Shaman. These are the leaders of the Tzaangor, who wield warping spells and sweeping blades with equal grace from atop the flying daemonic entities of flesh and steel known as Discs of Tzeentch.

VULCHARC

Tzeentch's multicoloured hunting birds, Vulcharcs are shrewd creatures that are gifted to particularly loyal followers of the Changer of the Ways. The Vulcharc have an especially honed disdain for enemy magic wielders, and often aim to use their razor-sharp beaks to pluck out their eyes and tongues to prevent them from incanting.

Their colour shifting plumes are a highly prized reagent in divination rituals, though it is said that to take one without the Vulcharc's permission is to bring about nine generations of accursed luck upon your bloodline.

KAIRIC ACOLYTE

Medium Mortal (Corrupted by Chaos), Minion

Average	Poor	Average (Good with shield)

Armour	Toughness	Wounds	Mettle
0	1	–	–

Speed: Normal
Initiative: 3
Natural Awareness: 2
Skills: Awareness (+1d6), Channelling (+1d6), Guile (+2d6), Intuition (+1d6), Stealth (+1d6), Theology (+1d6), Weapon Skill (+1d6)

TRAITS

Gestalt Sorcery: Through combined worship, a cult of Kairic Acolytes can swell their arcane power to new levels. When nine or more Karic Acolytes are within Medium Range of each other, the each roll 9d6 for Channelling Tests.

Spellcaster: The Kairic Acolyte knows the *Arcane Bolt* spell.

ATTACK

Cursed Blade: Melee Attack (Average), 3d6, 1 + S Damage. *Slashing.*

Cursed Glaive: Melee Attack (Average), 3d6, 2 + S Damage. *Slashing, Two-handed.*

BODY	MIND	SOUL
2	2	1

VULCHARC

Small Beast (Corrupted by Chaos), Minion

Average	Average	Average

Armour	Toughness	Wounds	Mettle
0	1	–	–

Speed: Fly (Fast)
Initiative: 7
Natural Awareness: 3
Skills: Awareness (+2d6), Reflexes (+2d6), Weapon Skill (+2d6)

TRAITS

Magical Prey: The Vulcharc's Melee increases one step when it is attacking a spellcaster.

ATTACK

Talons: Melee Attack (Average), 3d6, + S Damage. *Penetrating, Piercing.*

BODY	MIND	SOUL
1	3	1

TZAANGOR

Medium Mortal (Corrupted by Chaos), Warrior

Good	Average	Average (Good with shield)

Armour	Toughness	Wounds	Mettle
2	8	–	–

Speed: Normal
Initiative: 4
Natural Awareness: 2
Skills: Awareness (+1d6), Ballistic (+1d6), Guile (+1d6), Might (+1d6), Weapon Skill (+1d6, +1)

TRAITS

Anarchy and Mayhem: When two or more Tzaangors occupy the same Zone, their melee attacks deal +1 Damage.

ATTACK

Savage Blade: Melee Attack (Good), 5d6, 1 + S Damage. *Slashing.*

Savage Greatblade: Melee Attack (Good), 5d6, 2 + S Damage. *Slashing, Two-handed.*

Vicious Beak: Melee Attack (Good), 5d6, + S Damage. *Piercing.*

Bow: Ranged Attack (Average), 5d6, 1 + S Damage, Long Range. *Piercing, Two-handed.*

BODY	MIND	SOUL
4	3	1

TZAANGOR SHAMAN

Medium Mortal (Corrupted by Chaos), Chosen

Average	Good	Good

Armour	Toughness	Wounds	Mettle
2	10	5	1

Speed: Normal. Can fly at Normal Speed when mounted on its *Disc of Tzeentch*
Initiative: 7
Natural Awareness: 3
Skills: Arcana (+2d6), Awareness (+1d6), Channelling (+2d6, +1), Guile (+1d6), Reflexes (+1d6), Theology (+1d6)

TRAITS

Disc of Tzeentch: The Tzaangor Shaman flies atop a Disc of Tzeentch, which functions as a mount. On its turn, the Tzaangor Shaman can use an Action to direct the Disc of Tzeentch to Attack with its *Teeth and Horns*.

Sorcerous Elixir: The Tzaangor Shaman carries one dose of a strange concoction which can augment their sorcerous might. As a Free Action on their turn, they can drink the concoction to immediately cast a spell without taking an Action.

Spellcasting: The Tzaangor Shaman is a spellcaster. It knows the *Aetheric Armour, Arcane Blast, Arcane Bolt, Mystic Shield,* and *Boon of Mutation* spells. Additionally, the Tzaangor Shaman can unbind spells per the *Unbind* Talent.

Boon of Mutation: DN 5:3. The Tzaangor Shaman curses a target with the gift of Tzeentch's mutagenic power. One target within Medium Range suffers 1 Damage. This Damage increases by +1 per additional success. If this spell would Mortally Wound a target, they are instead transformed into a **Tzaangor** and become an NPC under the GM's control. If this happens to a player character, Doom increases by 1.

ATTACK

Staff of Change: Melee Attack (Average), 3d6, 1 + S Damage. *Two-handed.*

Dagger: Melee Attack (Average), 3d6, + S Damage. *Light.*

Teeth and Horns (Disc of Tzeentch): Melee Attack (Average), 4d6, 2 + S Damage. *Piercing.*

BODY	MIND	SOUL
3	5	2

HEDONITES OF SLAANESH

Slaanesh is the hedonistic Prince of Pleasure and obsessive Lord of Excess. Youngest of the Chaos Gods, Slaanesh is by far the most beautiful of the ruinous pantheon. They appear before their servants androgynous and magnificent with an ethereal, uncanny grace that beguiles all mortals who gaze upon them.

With rapturous glee they prey upon those who seek indulgence, perfection, and excess above all else. The prideful dancer seeking to reach unparalleled grace, the warrior practising elegant martial arts and the seamstress working with ever more illustrious materials, all can find themselves sliding down the path of mounting indulgence and obsession that leads to Slaanesh.

Though worship to Slaanesh continues across the realms, the throne of the Dark Prince lies vacant. Through trickery and betrayal, Slaanesh was exposed at their weakest moment. Lying glutted upon countless souls consumed during the Age of Chaos, Slaanesh was unable to resist the combined power of the Aelven gods.

Slaanesh was cornered, captured, and dragged from their throne to be secreted within a hidden prison beneath the realms. There, the Aelven gods go about the aeons-long task of retrieving the lost souls of their fallen kin from Slaanesh's engorged form.

Despite this, the daemonic servants of the Prince of Pleasure continue to haunt the realms. Graceful and sublime, these creatures await their master's return. When called to battle, they indulge vivaciously in balletic bloodshed, utilising every ounce of their finely polished art to bring euphoric and horrifying ends in the name of their absent god.

Using Them in Your Game

Slaanesh is a unique Chaos God in that their current otherworldly incarceration forces their daemons and followers to face interesting questions about their loyalties and actions. What does one do in the absence of their god? Do they simply continue to preach and share their hedonistic practices, safe in the knowledge that Slaanesh will return? Do they seek to ally themselves with other beings of power and influence for protection? Do they eye the empty throne with a delectable hunger and plot to seize it for themselves? Or do they strike out across the realms, taking it upon themselves to seek their god and rescue them from their fate.

DAEMONETTE

Daemonettes are the most numerous of Slaanesh's daemonic servants. Part insidious seducers, part clawed nightmares, mortals that look upon the porcelain skin, lithe bodies and chitinous claws of the Daemonettes find their minds besieged by their unnatural allure and instinctual horror. They emit wafting musks that stupefy and confound. When they speak, they do so with mocking, musical voices that ring clear through sleepy, shadow-cloaked manors and war-torn battlefields alike.

KEEPER OF SECRETS

Enormous Daemon (Hedonites of Slaanesh), Chosen

Superb	Great	Superb (Extraordinary with shield)

Armour	Toughness	Wounds	Mettle
2	42	11	4

Speed: Normal
Initiative: 11
Natural Awareness: 5
Skills: Arcana (+2d6), Awareness (+2d6), Channelling (+3d6, +3), Determination (+2d6), Entertain (+2d6), Fortitude (+1d6), Guile (+3d6, +3), Intuition (+3d6, +3), Reflexes (+2d6), Weapon Skill (+2d6, +2)

TRAITS

Additional Limbs: The Keeper of Secrets has four arms. It can wield any combination of one-handed weapons, two-handed weapons, or a shield as long as it has a hand free. The Keeper of Secrets can attack with all its weapons at once, splitting its dice pool as if it were dual wielding.

Dark Temptations: Few mortals can resist the temptations whispered by a Keeper of Secrets. Any non-Hedonite that starts its turn within Medium Range of the Keeper of Secrets must make a **DN 4:5 Mind (Determination) Test.** On a failure, the target is Charmed until the start of their next turn.

Nigh Unkillable: The Keeper of Secrets is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above.

Sinistrous Hand: If an attack from the Keeper of Secrets's Impaling Claws would cause a creature to become Mortally Wounded, they are instead killed instantly as the Keeper of Secrets rips out their heart and eats it.

Spellcasting: The Keeper of Secrets is a spellcaster. It knows the *Aetheric Armour, Arcane Blast, Arcane Bolt, Mystic Shield,* and *Cacophonic Choir* spells. Additionally, the Keeper of Secrets can unbind spells per the Unbind Talent.

Cacophonic Choir: DN 5:2. The Keeper of Secrets unleashes a sanity-shattering chorus of magical sound. Each non-Hedonite in the Keeper of Secrets's Zone must make a **DN 4:S Mind (Determination) Test.** On a failure, the target is *Incapacitated* until the start of the Keeper of Secrets's next turn. Each additional success extends the duration by 1 round.

ATTACK

Elegant Greatblade: Melee Attack (Superb), 9d6, 2 + S Damage. *Slashing.*

Impaling Claws: Melee Attack (Superb), 9d6, + S Damage. *Penetrating, Piercing.*

Living Whip: Melee Attack (Superb), 9d6, + S Damage. *Reach, Slashing.* A Medium or smaller creature that suffers Damage from this attack is *Restrained,* as the whip wraps around them. A *Restrained* creature can use an action to make a **Body (Might** or **Reflexes) Test** opposed by the Keeper of Secrets's **Body (Might)** to escape.

BODY	MIND	SOUL
7	7	7

Masters of sensation, even the most savage slash of a Daemonette's claws can bring with it unparalleled ecstasy, while the lightest caress can cripple the mind with blistering agony. Daemonettes feed on emotion and delight in inflicting turmoil upon the mortal soul. Only once they have sated their lustful appetites for inflicting pain and pleasure upon their targets, will they grant them a final, blissful death.

KEEPER OF SECRETS

A Keeper of Secrets is the true corrupting essence of Slaanesh's given form. Towering above mortals, they closely resemble their smaller Daemonette cousins, though their heads vary from bovine elongated skulls, to beautiful yet terrible mockeries of Human or Aelven visages.

Wherever their clawed toes tread, the land warps and an unnatural mix of inspiration and horror springs forth. Mortal minds are suffused with dark thoughts, as their inhibitions are eroded away rapidly. This can result in entire towns or battalions falling to hedonistic self-indulgence before the Keeper of Secrets has even raised a single drawn-out limb in anger. Of course, if mortals in the vicinity do not immediately fall beneath the blanket of its perverse aura, the Keeper of Secrets is not shy in indulging in its own desire for bloodshed, pain, and pleasure.

DAEMONETTE

Medium Daemon (Hedonites of Slaanesh), Minion

Average	Poor	Good

Armour	Toughness	Wounds	Mettle
2	1	–	–

Speed: Fast
Initiative: 4
Natural Awareness: 1
Skills: Athletics (+1d6), Guile (+2d6), Intuition (+1d6), Reflexes (+2d6), Weapon Skill (+1d6)

TRAITS

Grotesque Beauty: Any non-Hedonite that starts its turn in Close Range of the Daemonette must make a **DN 4:2 Mind (Determination) Test.** On a failure, the target is *Charmed* until the start of their next turn.

ATTACK

Piercing Claws: Melee Attack (Average), 4d6, 1 + S Damage. *Penetrating, Piercing.*

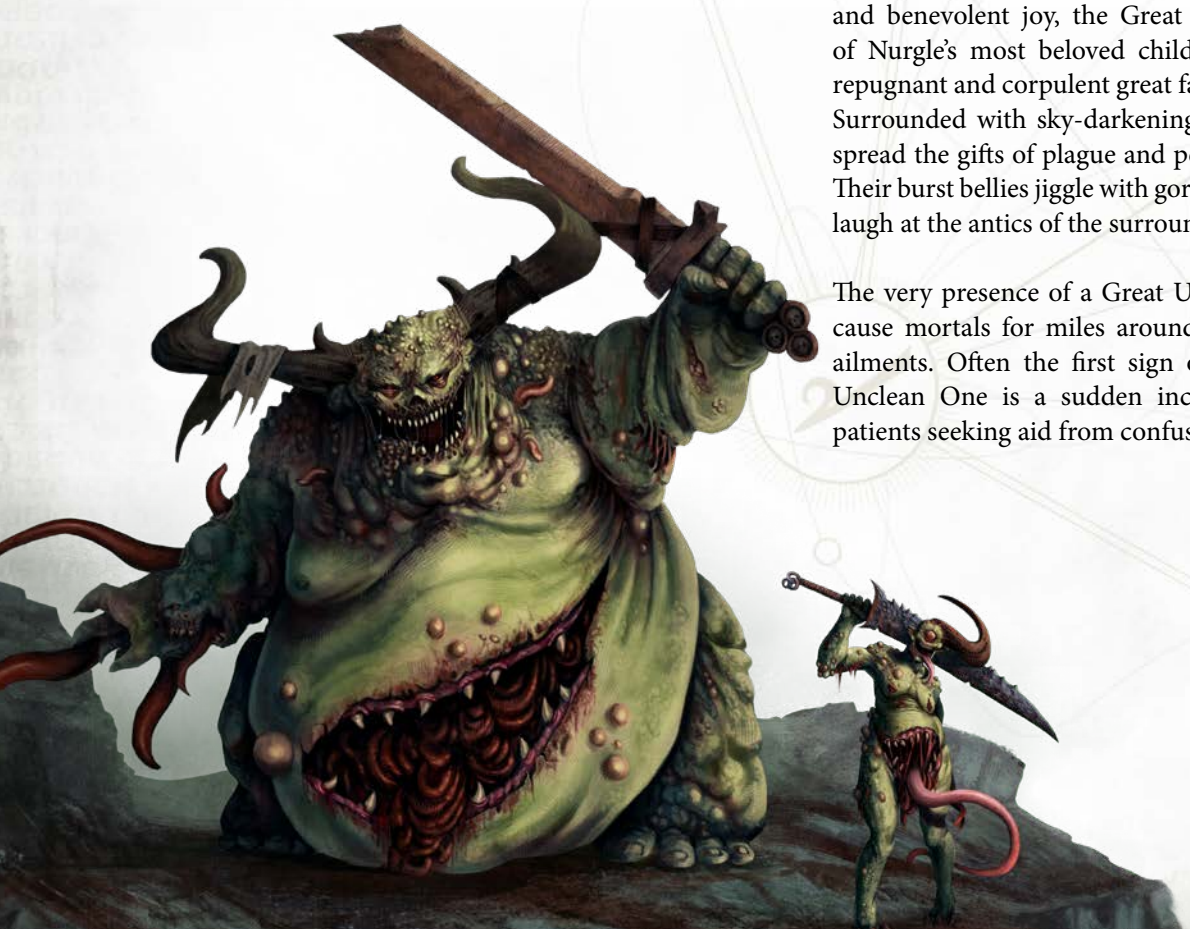
BODY	MIND	SOUL
3	2	1

MAGGOTKIN OF NURGLE

Nurgle, the Lord of Pestilence, is the ever-rotting god of decay, death, and rebirth. His corpulent form bloats and distends when plague and illness is rife among the realms, only to shrivel and sag like an oozing sack of tumours when they run their course.

Sickness, deterioration, and eventual death is the inevitable cycle that connects every mortal being across the realms. Through this, Great Father Nurgle shows an unusual connection with his followers. Rather than weapons, tools, or playthings, Nurgle sees those who worship him as favoured children. He dotes upon them, blanketing them with the warm stench of plague and contagion. He laughs through yellowed teeth at their jubilant antics, and grants them inhuman durability to endure the hardships of life. He encourages his children to explore the realms, drink in the decay of life, and share his carefully crafted diseases to all who would carry them.

While Nurgle's blessings can be found in every sickbed and festering wound across the realms, he makes his true home within Nurgle's Garden. Spread out across the Realm of Chaos, the Garden is a rot-infested swamp of choking contagion, a playroom for his blighted followers and his workshop for the crafting of pox and plague.



Though Alarielle's rebirth has pushed back some of his forces, Nurgle once held dominance over Ghyran, the Realm of Life. He cared for it in his own way, relishing and corrupting the unprecedented extension to his Garden. Nurgle still holds sway in much of the Realm of Life, but he has become obsessed with reclaiming every inch of the verdant realm. After all, he has many children to care for.

Using Them in Your Game

Wherever there is illness, plague, or pestilence, Nurgle and his followers flourish. With war a constant throughout the realms, there is rarely a shortage of corpse-strewn battlefields. When the warriors move on to fresh slaughter, Nurgle's influence goes to work in his new playground.

Even the cities of the Mortal Realms are not safe. The waste and pollution that flows through the gutters and sluices beneath the very feet of Sigmar-fearing mortals carries with it all manner of potential gifts from the Lord of Pestilence.

Nowhere is the might of Nurgle levelled more than the realm of Ghyran. His influence is ever present in the Realm of Life as he seeks to expand his already sizable Garden to overtake the entire realm — and the Everqueen herself.

GREAT UNCLEAN ONE

Overflowing with burst organs, rampant virulence, and benevolent joy, the Great Unclean Ones are some of Nurgle's most beloved children. They embody their repugnant and corpulent great father in almost every way. Surrounded with sky-darkening swarms of insects, they spread the gifts of plague and pestilence with open arms. Their burst bellies jiggle with gore slicked intestines as they laugh at the antics of the surrounding daemonic legion.

The very presence of a Great Unclean One is enough to cause mortals for miles around to suffer all manner of ailments. Often the first sign of an approaching Great Unclean One is a sudden increase in the number of patients seeking aid from confused healers.

GREAT UNCLEAN ONE

Enormous Daemon (Maggotkin of Nurgle), Chosen

Extraordinary	Superb	Superb

Armour	Toughness	Wounds	Mettle
3	48	12	3

Speed: Normal
Initiative: 9
Natural Awareness: 5
Skills: Ballistic Skill (+1d6, +1), Channelling (+2d6, +2), Fortitude (+3d6, +3), Might (+2d6), Weapon Skill (+1d6, +2)

TRAITS

Corpulent Mass: The rotting flesh of a Great Unclean One continually grows and scabs over. At the start of its turn, the Great Unclean One heals 5 Toughness, up to its maximum.

Grandfather's Blessing: The Great Unclean One is immune to being *Poisoned* and any other effects associated with sickness and disease.

Host of Nurglings: Nurglings caper about the Great Unclean One's feet, attacking with razor sharp teeth. The Great Unclean One's Zone is a *Major Hazard* for any non-Maggotkin.

Nigh Unkillable: The Great Unclean One is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above.

Putrid Offering: The Great Unclean One can carve out its own rotting guts as an offering to Nurgle. When the Great Unclean One attempts to unbind a spell, it can choose to suffer a Minor Wound. If it does so, the dice gained from Training in Channelling are doubled (to +6d6) for the Test.

Spellcasting: The Great Unclean One is a spellcaster. It knows the *Aetheric Armour, Arcane Blast, Arcane Bolt, Mystic Shield,* and *Plague Wind* spells. Additionally, the Great Unclean One can unbind spells per the *Unbind* Talent.

Plague Wind: DN 5:4. The Great Unclean One belches forth a noxious blast of plague-ridden air. Each enemy in a Zone within Medium Range suffers 1 Damage, which ignores Armour, and must succeed on a **DN 4:S Body (Fortitude) Test** or be *Poisoned* until the start of the Great Unclean One's next turn. This Damage increases by +1 per additional success. Maggotkin of Nurgle in the Zone instead heal an amount of Toughness equal to the Damage.

ATTACK

Bileblade: Melee Attack (Extraordinary), 11d6, 2 + S Damage. *Slashing.* A creature damaged by this weapon must make a **DN 4:5 Body (Fortitude) Test** or be *Poisoned* until the end of their next turn.

Plague Flail: Melee Attack (Extraordinary), 11d6, 1 + S Damage. *Crushing, Rend.* A creature damaged by this weapon must make a **DN 4:5 Body (Fortitude) Test** or be *Poisoned* until the end of their next turn.

Noxious Bile: Ranged Attack (Superb), 11d6, + S Damage, Medium Range. *Spread.* A creature damaged by this weapon must make a **DN 4:5 Body (Fortitude) Test** or be *Poisoned* until the end of their next turn.

BODY	MIND	SOUL
10	8	6

PLAGUEBEARER

Nurgle's Rot is often heralded as one of the Plague God's greatest and most evil concoctions. Once infected by the highly-contagious disease, it is only a matter of time until the unfortunate mortal succumbs to an untimely demise. Their bloated, boil-covered corpses are disposed of, but their soul is plucked lovingly by Nurgle himself. They are planted within his terrible garden, only to grow into the blighted Plaguebearers.

They are shambling, cyclopean monstrosities, with impossibly durable, sloughing, infected skin and a reeking death stench that carries on the winds. They serve as vanguards and bodyguards to the Great Unclean Ones, wielding rust-stained Plague Swords in battle, the slightest scratch from which birth all manner of infections.

PLAGUEBEARER

Medium Daemon (Maggotkin of Nurgle), Minion

Average	Poor	Average

Armour	Toughness	Wounds	Mettle
0	1	–	–

Speed: Normal
Initiative: 2
Natural Awareness: 1
Skills: Awareness (+1d6), Fortitude (+2d6), Weapon Skill (+1d6)

TRAITS

Cloud of Flies: The Plaguebearer is surrounded by a swarm of bloated flies. Its Defence is one step higher when it is targeted by a ranged attack.

Grandfather's Blessing: The Plaguebearer is immune to being *Poisoned* and any other effects associated with sickness and disease.

Swarm: If three or more Plaguebearers occupy the same Zone they become a Swarm. The Plaguebearer Swarm acts as one. Add +1d6 to attacks and +1 Toughness per Plaguebearer in the Swarm. The Swarm suffers double Damage from effects that target a Zone.

ATTACK

Plaguesword: Melee Attack (Average), 4d6, 1 + S Damage. *Slashing.* A creature damaged by this weapon must make a **DN 4:2 Body (Fortitude) Test** or be *Poisoned* until the end of their next turn.

BODY	MIND	SOUL
3	1	1

CHILDREN OF THE HORNED RAT

Skaven, or 'Ratmen', as they are often dubbed by common folk, are creatures born of the most twisted and cowardly of Chaos corruptions. Standing just short of the average Human, they make up for their stature in primal savagery. Yellowed gnawing teeth snap in their long snouts, lashing slender tails whip behind them, matted stinking fur coats their bodies and wicked claws tip their wiry limbs. Guiding it all are peering eyes, filled with an uncanny intelligence and a dark, bottomless hatred for all living beings, even other Skaven.

Yet their animalistic appearance conceals a twisted brilliance. Skaven are masters of stealth, slinking through the shadows of the Mortal Realms' cities unseen, working their dark machinations away from prying eyes. In addition, their dark magics and unstable science are nothing to be laughed at. Though prone to mishap and self-destruction, should their twisted invocations and contraptions actually function, their results are, without exception, horrifyingly cruel.

Much of Skaven society is driven by the accumulation and use of 'warpstone'. The corrupted substance is raw Chaos made physical, and is used in everything from alchemical and mechanical endeavours, to jewellery and weaponry. Finely-crushed warpstone is even consumed or used as a recreational drug by some Skaven willing to risk mutation, madness or death for the potential power contained within.

The Skaven are divided into five 'Great Clans', each with its own grotesque speciality:

- **Skryre:** Engineers and weapon masters
- **Pestilens:** Zealots and plague spreaders
- **Verminus:** Warriors and slave masters
- **Moulder:** Flesh stitchers and monster birthers
- **Eshin:** Unparalleled infiltrators and assassins.

Most concerning is their use of 'Gnawholes', impossible tunnels that puncture deep wounds between the very fabric of the realms themselves, allowing the Skaven to bypass the use of Realmgates entirely. This allows the Skaven to infiltrate and propagate almost anywhere without resistance.

Using Them in Your Game

Skaven can fill many interesting narrative roles in your game. They can be stealthy thieves or assassins moving in the shadows of a city. They can be mad scientists, toiling away on some horrifying alchemical or mechanical experiments in the depths. They could be slave masters, lording over hard toiling prisoners for some greater goal.

Their rivalries are bitter and spite filled, both on an individual and clan basis. The player characters could easily end up caught up among the Skaven's treachery-filled society.

In the worst-case scenario, they could form into a nightmarish Skaventide, an unstoppable swarm of fur and teeth that can sweep across an entire battlefield, leaving nothing but gnawed corpses in their wake.

And of course, with the use of their Gnawholes, Skaven are one of the few enemies that can truly be found skulking anywhere within the Mortal Realms.

CLANRAT

Second only to labourers and slaves, Clanrats are the most numerous and low ranking of the Skaven. Despite this, like all Skaven, every Clanrat is convinced of its superiority and the inevitability of its ascension to greatness. They clutch rusted arms stolen from dead rivals and seek any opportunity to advance their station.

Individually, a Clanrat is no match for a prepared hero, in fact, a lone Clanrat is just as likely to squirt the musk of fear and flee than stand and fight. Yet Clanrats rarely fight alone, instead swarming together in hordes of frenzied fighters that throw themselves at their foes in a smothering wall of stinking flesh and chittering savagery.

CLANRAT

Medium Mortal (Skaven), Minion

Poor	Poor	Poor (Average with shield)

Armour	Toughness	Wounds	Mettle
0	1	–	–

Speed: Normal
Initiative: 2
Natural Awareness: 1
Skills: Awareness (+1d6), Stealth (+1d6, +1), Weapon Skill (+1d6)

TRAITS

Swarm: If three or more Clanrats occupy the same Zone they become a Swarm. The Clanrat Swarm acts as one. Add +1d6 to attacks and +1 Toughness per Clanrat in the Swarm. The Swarm suffers double Damage from effects that target a Zone.

ATTACK

Rusty Blade: Melee Attack (Poor), 2d6, 1 + S Damage. *Slashing.*

Rusty Spear: Melee Attack (Poor), 2d6, 2 + S Damage. *Piercing, Two-handed.*

BODY	MIND	SOUL
1	1	1

GREY SEER

On a rare occasion, deep in the bowels of Blight City, a Skaven is born with ghostly-grey fur and a crest of gnarled horns. These Skaven are marked from their first screeching cries as emissaries of the Horned Rat itself. They are skittered away by the rest of their kind, so they spend a lifetime in fanatical devotion to mastering the lore and ruinous arts of the Skaven god.

Grey Seers rarely emerge from their shadowed warrens, and almost always travel with protection, but their presence among the Skaven populace inspires awe, fear, and envy. All of which they manipulate to feed the malicious machinations that fill their horned heads.

GREY SEER

Medium Mortal (Skaven), Chosen

Poor	Good	Average

Armour	Toughness	Wounds	Mettle
1	10	5	1

Speed: Normal
Initiative: 9
Natural Awareness: 4
Skills: Arcana (+1d6), Awareness (+1d6), Channelling (+2d6, +2), Crafting (+1d6), Guile (+1d6), Reflexes (+2d6), Stealth (+2d6)

TRAITS

Warpstone Treat: The Grey Seer carries a small fragment of deadly warpstone, which it consumes to bolster its arcane power. As a Free Action on its turn, the Grey Seer can eat the warpstone. The dice gained from Training in Channelling are doubled (to +4d6) until the end of combat. However, if the Grey Seer fails a Channelling Test while affected by warpstone, it immediately dies. The Grey Seer explodes in an eruption of warpfire, dealing 5 Damage to all creatures in the same Zone. This Damage ignores Armour.

Spellcaster: The Grey Seer is a spellcaster. It knows the *Aetheric Armour, Arcane Blast, Arcane Bolt, Mystic Shield,* and *Wither spells.* Additionally, the Grey Seer can unbind spells per the *Unbind* Talent.

Wither: DN 5:3. The Grey Seer hurls a glowing green globe of magical energy at a foe, causing their body to shrivel and wither away. The target suffers 3 Damage at the start of their turn for a number of rounds equal to 1 plus any additional successes. This Damage ignores Armour.

ATTACK

Warpstone Staff: Melee Attack (Poor), 2d6, 1 + S Damage. *Crushing, Two-handed.*

BODY	MIND	SOUL
2	6	2

GUTTER RUNNER

Medium Mortal (Skaven), Warrior

Good	Average	Average

Armour	Toughness	Wounds	Mettle
1	5	–	–

Speed: Normal
Initiative: 5
Natural Awareness: 2
Skills: Awareness (+2d6), Ballistic Skill (+1d6), Reflexes (+1d6), Stealth (+2d6, +2), Weapon Skill (+2d6)

TRAITS

Dual-wielder: The Gutter Runner's Melee increases one step when it is wielding a melee weapon in each hand (included already).

Sneaky Infiltrator: If the Gutter Runner attacks a target that is unaware of its presence, the attack deals double Damage and ignores Armour.

ATTACK

Punch Dagger and Blade: Melee Attack (Good), 4d6, 1 + S Damage. *Piercing, Slashing, Subtle.* A creature damaged by this weapon must make a **DN 4:2 Body (Fortitude) Test** or be *Poisoned* until the end of their next turn.

Eshin Throwing Star: Ranged Attack (Average), 3d6, + S Damage, Medium Range. *Piercing, Subtle.*

BODY	MIND	SOUL
2	2	1

GUTTER RUNNER

Elite assassins-in-training, Gutter Runners are nimble skirmishers charged with infiltrating cities and harrying enemy formations. Working individually, or in small packs, they pounce from the shadows, ambushing the unsuspecting with wicked blades coated in deadly venom, before evading retribution by scuttling into gutters or scaling sheer surfaces.

Yet Gutter Runners are often most dangerous before the battles have even begun. They relish in skulking through populated areas undetected to enact their own brand of vile guerilla warfare. Fouling water supplies, devastating acts of arson and even petty theft of key assets are all parts of the insidious back alley dance of the Gutter Runners.

RAT OGOR

Stitched, grown, and mutated under the claws of Clan Moulder's most demented fleshcrafters, then sold to the highest bidder, Rat Ogors are the horrific fusion of Skaven and Ogor. Hulking masses of muscle and claw capable of ripping entire battalions to shreds, the Rat Ogors are singularly violent monsters, who's only drive is to kill.

While effective in the right circumstances, Rat Ogors are brutally stupid beasts, incapable of comprehending even the simplest of orders or using any weapons aside from their own teeth and claws. Yet with the symbiotic grafting of a secondary, and always unwilling, brain into the proceedings, a Rat Ogor is somewhat elevated. While the creature will never gain true intelligence, the parasitic brain can enforce its will upon the Rat Ogor, allowing it to follow commands, and more importantly, wield weapons.

In a rare cooperative endeavour, Warlock Engineers of Clan Skryre often work with the Moulder Fleshcrafters, to outfit these creatures with devastating weapons that normally take multiple Skaven to operate. Thus, Stormfiends are born — Rat Ogors equipped with the most deadly weapons the Skaven can bring to bear.

VERMINLORD DECEIVER

Towering daemons of malice and decay, the Skaven Verminlords are the greatest manifestation of the Great Horned One's dark power. Though each is unique in its desires and drives, they all share the stature, lithe musculature, scything claws, and unpredictable twitching

VERMINLORD DECEIVER

Enormous Daemon (Skaven), Chosen

Superb	Superb	Superb

Armour	Toughness	Wounds	Mettle
1 + Doom	40	10	3

Speed: Fast
Initiative: 11
Natural Awareness: 5
Skills: Awareness (+3d6, +2), Ballistic Skill (+3d6, +3), Channelling (+2d6, +2), Determination (+2d6), Fortitude (+3d6), Intuition (+3d6, +3), Reflexes (+2d6), Stealth (+3d6, +3), Weapon Skill (+2d6, +2)

TRAITS

Doomstar: A Doomstar is a huge triple-bladed throwing star. When thrown, it scythes down foes in a great circling arc before returning. When the Verminlord Deceiver makes an attack with the Doomstar, each creature in the same Zone as the target suffers half Damage. If a creature in the Zone has a higher Defence than the target of the attack, they can make **DN 4:1 Body (Reflexes)** Test opposed by the Verminlord Deceiver's Attack roll to avoid taking Damage.

Nigh Unkillable: The Verminlord Deceiver is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above.

Shrouded in Darkness: The Verminlord Deceiver is wreathed in unnatural shadow. It gains +1 Armour per Doom.

Terrifying: The Verminlord Deceiver strikes fear into the hearts of anyone who looks upon it. Any non-Skaven that starts its turn within Medium Range of the Verminlord Deceiver must make a **DN 4:3 Mind (Determination) Test** or become *Frightened* until the start of its next turn.

Spellcasting: The Verminlord Deceiver is a spellcaster. It knows the *Aetheric Armour, Arcane Blast, Arcane Bolt, Mystic Shield,* and *Dreaded Skitterleap* spells. Additionally, the Verminlord Deceiver can unbind spells per the *Unbind* Talent.

Dreaded Skitterleap: DN 5:2. The Verminlord Deceiver or one of its followers vanishes in a puff of smoke, only to reappear elsewhere an eye-blink later. Choose either the Verminlord Deceiver or a Skaven in the Verminlord's Zone. The target immediately teleports to a point within Long Range. The next attack the target makes ignores Armour. Each additional success adds +1 Damage to this attack.

ATTACK

Warpstiletto: Melee Attack (Superb), 10d6, 1 + S Damage. *Piercing, Rend.*

Prehensile Tail: Melee Attack (Superb), 10d6, + S Damage. *Reach, Slashing.* A Medium or smaller creature that suffers Damage from this attack is *Restrained*, as the tail wraps around them. A *Restrained* creature can use an Action to make a **Body (Might or Reflexes) Test** opposed by the Verminlord's Body (Might) to escape.

Doomstar: Ranged Attack (Superb), 11d6, + S Damage, Long Range. *Penetrating, Slashing.*

BODY	MIND	SOUL
8	6	6

speed that makes them deadly adversaries in combat. The Verminlord Deceivers further augment these already formidable abilities with supernatural stealth and guile, allowing them to summon and slip through unnatural shadows while hurling impossibly sharp throwing stars to eviscerate foes, or executing choice targets with their man-sized venomous stilettos.

Despite their martial prowess, the mind of a Verminlord Deceiver is still its greatest weapon. Each is an unparalleled manipulator, capable of peering into the future and executing a series of cunning ploys and treacherous deeds from the shadows, with a viciousness that lesser minds can barely comprehend.

RAT OGOR

Large Mortal (Skaven), Champion

Great	Poor	Good

Armour	Toughness	Wounds	Mettle
2	16	–	1

Speed: Normal
Initiative: 2
Natural Awareness: 1
Skills: Athletics (+1d6), Awareness (+1d6), Ballistic Skill (+1d6), Fortitude (+2d6), Might (+2d6), Weapon Skill (+2d6)

TRAITS

Nigh Unkillable: The Rat Ogor is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above.

Rabid Fury: The Rat Ogor flies into a frenzied rage when it smells blood. If the Rat Ogor is in the same Zone as any creature who has suffered a Wound, the Rat Ogor's Melee increases one step.

ATTACK

Bladed Fist: Melee Attack (Great), 8d6, 1 + S Damage. *Piercing, Slashing.*

Teeth or Claws: Melee Attack (Great), 8d6, + S Damage. *Piercing* or *Slashing.*

Warpfire Gun: Ranged Attack (Poor), 7d6, 1 + S Damage, Long Range. A creature damaged by the Warpfire Gun must succeed a **DN 6:1 Body (Fortitude) Test** or become *Poisoned*. This Condition lasts until the target finishes a Rest or is cured by some other means.

BODY	MIND	SOUL
6	1	1

LEGIONS OF NAGASH

From graves of fresh soil and hard-packed earth they rise. Through tombs shrouded in shadow and echoing sepulchers they wail: the Legions of Nagash. Countless lost souls from across the Mortal Realms claw their way back to the land of the living, inhabiting rotten flesh and spectral forms, all under the irresistible call of Nagash, the Supreme Lord of Undeath.

From his seat of power in Shyish, the Realm of Death, he rules his undead empire. His machinations are older than the Mortal Realms themselves, and with every rattling step and sorrowful cry his eternal servants further his plans. The most recent result of his aeons-long plans was the Necroquake, a cataclysmic wave of primal death magic that originated in Nagashizzar, and ripped across the Mortal Realms, carrying with it hungry souls that sought out and reclaimed their lost flesh. In one masterstroke, Nagash spread his army to every corner of every realm. Now the inhabitants of the realms wait to see what his next move is, with laden hearts and weapons ready, as the Legions of Nagash rise to take vengeance on the living.

Using Them in Your Game

The Legions of Nagash are an otherworldly threat both familiar and alien. Countless are the stories of ghosts and wraiths haunting cursed marshes and terrorising the living. The chilly atmosphere brought on by eerie wails and half glimpsed phantoms are all at your disposal when using Nagash's servants. But since the events of the Necroquake, the disturbed Undead are no longer confined to moody graveyards and sepulchers. The ghostly apparitions can appear in any number, in any realm, at almost any location you can imagine. This makes these ghostly threats a versatile and interesting opponent to haunt your Soulbound, no matter where they tread.

CHAINRASP DREADWARDEN

Medium Undead (Legions of Nagash), Warrior

Good	Poor	Good

Armour	Toughness	Wounds	Mettle
0	7	–	–

Speed: Normal (Fly)
Initiative: 3
Natural Awareness: 2
Skills: Awareness (+1d6), Weapon Skill (+2d6, +1)

TRAITS

Dreadful Cold: When a Chainrasp Dreadwarden is in the same Zone as two or more Chainrasps, the Hazard created by the Chainrasp's *Chill of the Grave* Trait becomes a *Major Hazard*. The Damage from this Hazard ignores Armour.

Ethereal: A Chainrasp's body has long rotted away, making it harder to hit with mundane weapons. The Chainrasp Dreadwarden takes half Damage from nonmagical attacks and can pass through solid objects.

Forlorn Light: The Chainrasp Dreadwarden carries a candelabra whose flames burn with a deathly-green light. A Chainrasp in the same Zone as the Dreadwarden increases their Defence one step. This bonus is already included in the Dreadwarden's Defence above.

Lifeless: The Chainrasp Dreadwarden is immune to being *Charmed* and *Frightened*.

ATTACK

Great Malignant Weapon: Melee Attack (Good), 5d6,2 + S Damage. *Slashing, Two-handed.*

BODY	MIND	SOUL
3	2	2

CHAINRASP

Miserable spirits held together by the curse of Nagash and their own irredeemable spite, Chainrasps are one of the most common spirits to wage war on the living. They are born from the plentiful tortured souls of the realms' most wretched prisoners. Their ethereal forms resemble twisted skeletal versions of their past selves at the point of death, complete with the chains or weights that bound them in life. Mundane weapons pass clean through their otherworldly bodies, but their rusted weapons, coated in grave soil, bite home in mortal flesh, making them a terrifying foe for even the most stalwart warrior.

Chainrasps are often led by a spirit known as a Dreadwarden — the wardens of unrepentant souls. The candles they bear cast a dread light that the Chainrasps believe will lead to their freedom. In truth, it is this eerie glow that binds the impenitent to eternal servitude.

CHAINRASP

Medium Undead (Legions of Nagash), Warrior

Average	Poor	Poor

Armour	Toughness	Wounds	Mettle
0	4	–	–

Speed: Normal (Fly)
Initiative: 1
Natural Awareness: 1
Skills: Weapon Skill (+1d6)

TRAITS

Chill of the Grave: When Chainrasps gather together, the chill of the grave can be felt by all around them. When two or more Chainsrasps occupy the same Zone, the Zone gains a *Minor Hazard* Trait. The Damage from this Hazard ignores Armour.

Ethereal: A Chainrasp's body has long rotted away, making it harder to hit with mundane weapons. The Chainrasp takes half Damage from nonmagical attacks and can pass through solid objects.

Lifeless: The Chainrasp is immune to being *Charmed* and *Frightened.*

ATTACK

Malignant Weapon: Melee Attack (Average), 3d6, 1 + S Damage. *Slashing.*

BODY	MIND	SOUL
2	1	1

GLAIVEWRAITH

Contorted wraiths with skeletal equine features, Glaivewraiths are the hunchbacked remnants of mortals that delighted in the thrill of hunting. The tips of their great hunting glaives point unerringly to the heart of their cursed quarry, regardless of distance. No matter where their target runs, the Glaivewraiths do not stop.

Despite this unwavering determination, the Glavewraiths take no joy in the hunt. Instead they go about their task in grim silence, punctuated only by the thrumming beat of their skin-drums. Their heavy glaives are lowered for only the briefest moment of sorrowful contemplation between kills, before they rise with haunting damnation to seek their next target.

GLAIVEWRAITH

Medium Undead (Legions of Nagash), Warrior

Average	Poor	Poor

Armour	Toughness	Wounds	Mettle
0	5	–	–

Speed: Normal (Fly)
Initiative: 4
Natural Awareness: 2
Skills: Awareness (+2d6), Weapon Skill (+2d6)

TRAITS

Heartseeker: A Glaivewraith's blade always points towards the beating heart of their next victim. At the start of combat, the Glaivewraith can choose one creature within Long Range. The Glaivewraith's Melee increases one step for all attacks made against the target. If the target dies, the Glaivewraith can choose a new victim.

Ethereal: A Glaivewraith's body has long rotted away, making it harder to hit with mundane weapons. The Glaivewraith takes half Damage from nonmagical attacks and can pass through solid objects.

Lifeless: The Glaivewraith is immune to being *Charmed* and *Frightened.*

ATTACK

Hunter's Glaive: Melee Attack (Average), 4d6, 2 + S Damage. *Piercing, Slashing, Two-handed.*

BODY	MIND	SOUL
2	2	1

MYRMOURN BANSHEE

When the practitioners of occult magic pass into the world of Shyish without offering proper considerations to the Supreme Lord of the Undead, Nagash often sees fit to twist their immortal souls to his own wicked designs. In death, they become Myrmourn Banshees, blind spirits that harbour an eternal hunger which can only be sated by the consumption of arcane energies. As such, they are drawn to magic sources and users with a furious rage, stabbing any and all who cross their path with frost-rimmed daggers and devouring every scrap of magic they can suck through their gossamer death-veils.

MYRMOURN BANSHEE

Medium Undead (Legions of Nagash), Warrior

Average	Average	Poor

Armour	Toughness	Wounds	Mettle
0	5	–	–

Speed: Normal (Fly)
Initiative: 4
Natural Awareness: 2
Skills: Awareness (+1d6), Channelling (+2d6, +2), Stealth (+1d6), Weapon Skill (+2d6)

TRAITS

Ethereal: A Myrmourn Banshee's body has long rotted away, making it harder to hit with mundane weapons. The Myrmourn Banshee takes half Damage from nonmagical attacks and can pass through solid objects.

Lifeless: The Myrmourn Banshee is immune to being *Charmed* and *Frightened*

Mournful Cry: The Myrmourn Banshee lets out a cry of agony, shaking the spirits of those who can hear it. As an Action on a turn after consuming a Spell with its Spell-eater ability, the Banshee can let out a pained cry. All creatures within Medium Range who can hear the Banshee must succeed on a **DN 5:2 Soul (Determination) Test** or become *Frightened* until the end of their next turn.

Spell-eater: These spirits have been cursed by Nagash to agonisingly consume magic. Once per turn, the Myrmourn Banshee can attempt to unbind a spell per the *Unbind* Talent.

ATTACK

Chill Dagger: Melee Attack (Average), 3d6, + S Damage. *Piercing.* Damage from this weapon ignores Armour.

BODY	MIND	SOUL
1	3	1

VARGHEIST

Beneath the calm facade of even the greatest Vampire noble prowls a wretched creature, a corrupted winged monster that towers over mortal warriors and thirsts for arterial blood and gore-soaked viscera. Vargheists are the eventual result of these dark urges. When a Vampire is driven mad through hunger or isolation, their carefully crafted facades can crumble, metamorphosing into the mind-shattered unholy monsters of primal desires. Some Vampire houses even punish their kin by forcing this change upon them, chaining them within stone sarcophagi, and dominating the resulting beasts to act as effective weapons of war to unleash upon their foes.

VARGHEIST

Large Undead (Legions of Nagash), Warrior

Good	Poor	Good

Armour	Toughness	Wounds	Mettle
1	6	–	–

Speed: Fly (Fast). The Vargheist has a Normal Speed on foot.
Initiative: 5
Natural Awareness: 2
Skills: Awareness (+2d6), Reflexes (+2d6), Weapon Skill (+2d6)

TRAITS

Blood Scent: The Vargheist has Advantage on Opposed Tests to track any creature that has suffered a Wound.

Blood-maddened Rage: The Vargheist flies into a frenzied rage when it smells blood. If the Vargheist is in the same Zone as any creature who has suffered a Wound, the Vargheist's Melee increases one step.

Feeding Frenzy: If an attack from the Vargheist's Fangs and Talons would cause a creature to become Mortally Wounded, they are instead ripped asunder and devoured. The creature is killed instantly and the Vargheist can immediately make an attack against any creature in its Zone.

ATTACK

Fangs and Talons: Melee Attack (Good), 5d6, 1 + S Damage. *Penetrating.* A creature Damaged by this attack is *Restrained* and must make a **DN 4:2 Body (Athletics) Test** on their turn to escape. On its turn, the Vargheist can use its Action to move itself and a *Restrained* creature. It can release a *Restrained* creature as a Free Action.

BODY	MIND	SOUL
4	1	1

FLESH-EATER COURTS

Long ago, in times long since forgotten, one of Nagash's closest servants displeased their master to such a heinous degree, that the God of Death cursed them. Where once they were noble and beautiful, now they would become an eternally warped perversion of their former self — a flesh-eating ghoul doomed to prowl the darkest corners of Shyish for scraps of the dead.

This was the first Abhorrent Ghoul King, and the resulting madness of his accursed exile was so potent it became an infectious disease. Any who shared his putrid flesh or stagnant blood became obsessed with the delusion that they were in fact taking part in a grand feast at a royal court, and that the wretched ghouls around them were nothing but the finest lords and ladies the Mortal Realms had ever produced.

And thus, the Flesh-eater Courts were born. The madness of the first Ghoul King still lingers as strong as ever, having passed through countless generations and splinter-courts. Each court is led by their own Abhorrent Ghoul King or Queen, and is just as complex with rituals and titles as any sane noble court. But to the onlookers and victims of their madness, the Flesh Eater Courts are an impenetrable cavalcade of cannibalistic debauchery, one that threatens to shatter the mind just as it did to the first Ghoul King all those years ago.

Using Them in Your Game

The Flesh-eater Courts are a unique faction to utilise in your adventures. While they are undoubtedly horrific and monstrous, they are at their core a dark reflection of the Mortal Realms' kingdoms, and are made from the very same mortals. The Courts are closely tied to each of the Mortal Realms; every Ghoul was once a sane individual. How a society reached this point is an ur-gold mine of storytelling opportunities. In addition, the nature of their noble madness can lead to positive outcomes, with Ghoul armies striking out against the forces of darkness in their own misguided and utterly mad crusades.

ABHORRENT GHOUL KING OR QUEEN

Twisted Vampires whose minds have been engulfed by the Carrion King's madness, the Abhorrent Ghoul Kings and Queens are the ruling monarchs of their gore-drenched societies. Whenever an Abhorrent Ghoul chances upon a place filled with the cannibalistic remnants of mortal settlements, they see scattered peasants and downtrodden soldiers in need of benevolent leadership, and gladly take on the role.

Fearsome creatures of towering muscle and butchering claws in their own right, the true danger of an Abhorrent Ghoul is the inevitability that they are surrounded by their blood-anointed knights and servants, all of whom defend their monarch with a hungry fury.

CRYPT GHOUL

The fearless warriors and noble servants that make up the armies of the Flesh-eater Courts, Crypt Ghouls are once-sane mortals that have long succumbed to their master's madness. They wield little but their own filth-caked claws or blood-stained maws, and wear nothing in the way of protection bar deteriorating rags, but in their own minds they wear the finest armour and swing the deftest blades.

Each Crypt Ghoul is so fervently loyal to their monarch that they fight to the death rather than risk displeasing them, which makes them a surprisingly dangerous foe, especially in large numbers, where their raving masses can overpower even the stoutest of warriors.

CRYPT GHOUL

Medium Undead (Flesh-eater Courts), Minion

Average	Poor	Average

Armour	Toughness	Wounds	Mettle
0	1	–	–

Speed: Normal
Initiative: 2
Natural Awareness: 1
Skills: Athletics (+1d6), Awareness (+1d6), Stealth (+1d6), Weapon Skill (+1d6)

TRAITS

Blood Scent: The Crypt Ghoul has Advantage on Opposed Tests to track any creature that has suffered a Wound.

Lifeless: The Crypt Ghoul is immune to being *Charmed* and *Frightened.*

Voracious Hunger: Ghouls are ferocious when fighting for a meal. The Crypt Ghoul's Melee increases 1 step if another Crypt Ghoul is in the same Zone.

ATTACK

Claws: Melee Attack (Average), 4d6, 1 + S Damage. *Slashing.*

BODY	MIND	SOUL
3	1	1

ABHORRENT GHOUL KING OR QUEEN

Medium Undead (Flesh-eater Courts), Chosen

Great	Average	Good

Armour	Toughness	Wounds	Mettle
2	12	6	2

Speed: Normal
Initiative: 6
Natural Awareness: 3
Skills: Awareness (+1d6), Channelling (+2d6, +2), Guile (+1d6), Reflexes (+1d6), Weapon Skill (+2d6, +1)

TRAITS

Blood Scent: The Abhorrent Ghoul has Advantage on Opposed Tests to track any creature that has suffered a Wound.

Lifeless: The Abhorrent Ghoul is immune to being *Charmed* and *Frightened.*

Royal Blood: The vampiric blood of an Abhorrent Ghoul can heal terrible injuries. At the start of its turn, the Abhorrent Ghoul heals 5 Toughness, up to its maximum.

Spellcasting: The Abhorrent Ghoul is a spellcaster. It knows the *Aetheric Armour, Arcane Blast, Arcane Bolt, Mystic Shield, Malefic Hunger* and *Unholy Vitality* spells. Additionally, the Abhorrent Ghoul can unbind spells per the *Unbind* Talent.

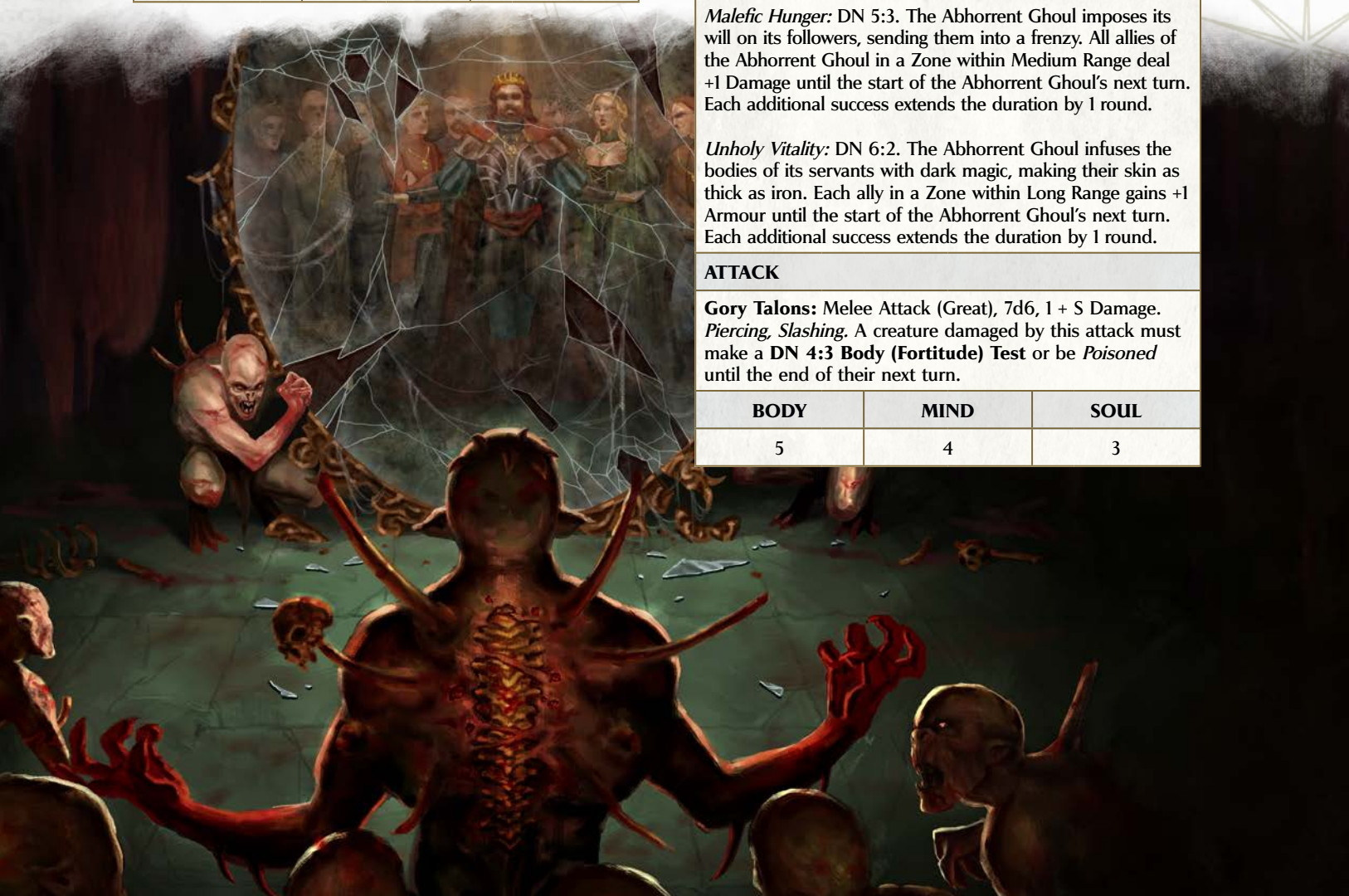
Malefic Hunger: DN 5:3. The Abhorrent Ghoul imposes its will on its followers, sending them into a frenzy. All allies of the Abhorrent Ghoul in a Zone within Medium Range deal +1 Damage until the start of the Abhorrent Ghoul's next turn. Each additional success extends the duration by 1 round.

Unholy Vitality: DN 6:2. The Abhorrent Ghoul infuses the bodies of its servants with dark magic, making their skin as thick as iron. Each ally in a Zone within Long Range gains +1 Armour until the start of the Abhorrent Ghoul's next turn. Each additional success extends the duration by 1 round.

ATTACK

Gory Talons: Melee Attack (Great), 7d6, 1 + S Damage. *Piercing, Slashing.* A creature damaged by this attack must make a **DN 4:3 Body (Fortitude) Test** or be *Poisoned* until the end of their next turn.

BODY	MIND	SOUL
5	4	3



TERRORGHEIST

Enormous Undead (Flesh-eater Courts), Champion

Great	Poor	Great

Armour	Toughness	Wounds	Mettle
3	18	–	1

Speed: Fly (Fast). The Terrorgheist has a Normal Speed on foot.
Initiative: 5
Natural Awareness: 2
Skills: Awareness (+2d6), Fortitude (+2d6), Reflexes (+2d6), Weapon Skill (+2d6, +1)

TRAITS

Death Shriek: The Terrorgheist lets out a horrifying screech that shakes its foes to their very souls. As an Action, the Terrorgheist can choose a Zone within Medium Range. Each non-Undead creature in that Zone must make a **DN 4:3 Soul (Determination) Test.** On a failure, the target is *Stunned* until the end of its next turn.

Infested: When the Terrorgheist dies, it explodes in an eruption of ichor and bone as thousands of bats burts from its body. When it dies, each creature in the Terrorgheist's Zone suffers 5 Damage.

Lifeless: The Terrorgheist is immune to being *Charmed* and *Frightened.*

Nigh Unkillable: The Terrorgheist is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above.

ATTACK

Fanged Maw: Melee Attack (Great), 8d6, 2 + S Damage. *Penetrating, Slashing.* The Terrorgheist recovers Toughness equal to the Damage dealt.

Claws: Melee Attack (Great), 8d6, 1 + S Damage. *Rend, Slashing.*

BODY	MIND	SOUL
6	1	2

TERRORGHEIST

Monstrous mounts of the Abhorrent Ghouls, the Terrorgheists are Undead abominations that crash from the sky in a shrieking blast of mind-shattering and blood-draining horror. Their cries can reduce seasoned warriors to wailing imbeciles, and they are capable of draining every drop of blood from large beasts in mere moments, regenerating their own rotting corpses in the process.

Nobody knows the origin of the Terrorgheists, but should one be slain, countless shrieking bats burst forth from its decaying form. If even one of these is nurtured by Vampire blood, it matures into a fresh Terrorgheist, ready to fulfill its unholy parent's master.

OSSIARCH BONEREAPERS

In the wake of the great Necroquake Nagash set the next part of his grand plan into motion; with the creaking of reformed bone and metal, the Ossiarch Bonereapers marched upon the Mortal Realms. Towering skeletal warriors forged from the hardest material and most brutal combat doctrines, the Bonereapers are no mere army of marionette skeletons dancing to a necromantic tune. They are carefully constructed from the fragmented bones and souls of thousands of mortals, each one purpose built with intelligence and a self-sufficiency no puppet could claim. They are truly Nagash's children, and his ultimate vision for the future of the Mortal Realms.

For an age they have secretly tithed the cities of Shyish, claiming the bones of mortals and monsters alike to be reconstituted into fresh Bonereapers for Nagash's army. Inhumanly strong, durable, and clever, the Ossiarch Bonereapers have only just begun to make their presence known throughout the realms, but already mortals dread the day when they appear outside the walls of their once-safe cities and state their unwavering demand: 'Tithe your bones! Or face total annihilation and become the harvest!'

Using Them in Your Game

The Ossiarch Bonereapers are a relatively new threat to the Mortal Realms, which means they are great for surprising well-travelled Soulbound characters and creating interesting scenarios. In addition, they are one of the few factions of Nagash's forces that are not inherently hostile upon first meeting. In fact, their primary goal is the long-term sustainability of their Bone Tithes. As such, Soulbound might find themselves in a situation where Bonereapers are seen as a necessary evil in a settlement, or even praised as protectors in places that have not been graced with Sigmar's light in some time, no doubt creating complicated scenarios for any who disturb the balance.

MORTEK GUARD

Built to fight alone with skill and power, or to execute complex unit tactics with unerring synchronicity, the Mortek Guard are the unbeating heart of the Ossiarch Bonereaper armies. They are constructed with dense bone and stand tall above their donor mortals; their souls carefully forged from warriors and champions all to make them far greater than the sum of their parts. Though they are birthed with complete loyalty to Nagash and by extension their leaders, each Mortek Guard is capable of independent thought and free to act under their own impulses should their leaders fall.

NECROPOLIS STALKER

Towering, multi-limbed, and four-faced shock troops of the Ossiarch Bonereapers, the Necropolis Stalkers are a terror to behold on the battlefield. Each of their four faces is carefully imbued with the soul of a once-legendary warrior. Their memories are long gone, but their mastery of arms remains. With a creaking snap, any of the four heads can take command of the looming construct and lend their skills to battle, whether this be offensive or defensive in nature.

MORTEK GUARD

Medium Undead (Ossiarch Bonereapers), Minion

Good	Average	Average (Good with shield)

Armour	Toughness	Wounds	Mettle
3	1	–	–

Speed: Normal
Initiative: 4
Natural Awareness: 2
Skills: Lore (+1d6), Reflexes (+1d6), Weapon Skill (+2d6, +2)

TRAITS

Lifeless: The Mortek Guard is immune to being *Charmed* and *Frightened.*

Shieldwall: If three or more Mortek Guards wielding shields are in the same Zone, they can lock their shields to create an almost impenetrable barrier. The Defence of all Mortek Guards in the shieldwall increases one step, to Great. Additionally, a creature must make an opposed **DN 4:1 Body (Might) Test** to enter or leave the Zone.

ATTACK

Nadirite Blade: Melee Attack (Good), 5d6, 1 + S Damage. *Slashing.*

Soulcleaver Greatblade: Melee Attack (Good), 5d6, 2 + S Damage. *Slashing.* The severity of any Wound dealt with the Soulcleaver Greatblade increases one step.

BODY	MIND	SOUL
3	3	1

NECROPOLIS STALKER

Large Undead (Ossiarch Bonereapers), Champion

Great	Average	Good

Armour	Toughness	Wounds	Mettle
3	11	–	1

Speed: Normal
Initiative: 7
Natural Awareness: 3
Skills: Awareness (+2d6), Lore (+1d6), Reflexes (+1d6), Weapon Skill (+3d6, +2)

TRAITS

Additional Limbs: The Necropolis Stalker has four arms. It wields either four Spirit Blades or two Dread Falchions. The Necropolis Stalker can attack with all its weapons at once, splitting its dice pool as if it were dual wielding (see page 148).

Lifeless: The Necropolis Stalker is immune to being *Charmed* and *Frightened.*

Quadrarch Aspects: Necropolis Stalkers are imbued with powerful skill by whichever of their four skulls is facing forward. At the start of combat, declare which of the four heads is facing forward and choose one of the aspects below. As a Free Action on its turn, the Necropolis Stalker can rotate its head and choose a different aspect.

Blade-strike Aspect: The Necropolis Stalker's Melee increases one step.

Blade-parry Aspect: The Necropolis Stalker's Defence increases one step.

Destroyer Aspect: The Necropolis Stalker deals +1 Damage.

Precision Aspect: The Necropolis Stalker's weapons have the *Penetrating* Trait.

ATTACK

Spirit Blade: Melee Attack (Great), 8d6, 1 + S Damage. *Slashing.*

Dread Falchion: Melee Attack (Great), 8d6, 2 + S Damage. Rend, *Slashing, Two-handed.*

BODY	MIND	SOUL
5	4	2

GREENSKIN HORDES

Brutal but cunning, the Greenskin Hordes are an ever-present and unpredictable danger infesting almost every corner of the Mortal Realms. Followers of Gorkamorka, the god of destructive, primal violence, they live to fight. What little culture they claim revolves around preparing for a fight, proving who is the strongest with skull-cracking violence, and stomping on smaller creatures. They are a species who live for the great WAAAGH! — a tidal wave of violence that smashes entire civilizations to rubble.

During the Age of Myth, Gorkamorka was part of Sigmar's Pantheon of Order. During this time, Gorkamorka gladly fulfilled the role of monster hunter, leading his hordes in clubbing to death the greatest predators in the Mortal Realms.

In time, Gorkamorka grew tired of the tedious commands and councils and, with a whisper from Tzeentch, he snapped. Gorkamorka let out an earth shattering roar and cried out the first Great WAAAGH! The invasion that followed shattered mountains, citadels, and cities, and only ended when Gorkamorka was fractured into two beings — Gork and Mork. His clans broke into fragments and fought amongst themselves, and continue to do so to this day.

The Orruks believe that when enough of them unite, the Great WAAAGH! will reform. On that day, the realms themselves will quake.

Using Them in Your Game

While Greenskins may seem to be simple and brutish brawlers on the surface, fit only to adopt the role of roving barbarian hordes, in fact, they are capable of making alliances and even following orders, provided the person giving them is big enough. They have a particular appreciation for the strength of Sigmarite warriors, on account of the great legends that speak of Sigmar's legendary battles with the Greenskin god Gorkamorka.

As such, Greenskinz could be a dangerous green wave that washes across the land under the influence of the WAAAGH! In truly exceptional circumstances, they could also be recruited by the Soulbound to help hunt down a monstrous beast.

ARDBOY

Each Ardboy sees itself as an aspirant Ironjaw, the toughest Orruks to walk the Mortal Realms, and aims to prove themselves by mastering martial combat. But where most Orruks would simply pick up a heavy weapon and get swinging at the first big thing to cross their path, Ardboys forge crude suits of armour and weapons and march in formation. Most Greenskinz don't understand the Ardboys' obsession with drums and banners, but they don't deny that they know their craft, and nothing beats a big block of Ardboys at the front when it's time to charge.

DANKHOLD TROGGOTH

Lumbering creatures that regenerate from grievous wounds in an instant and shrug off spells like rainwater, Dankhold Troggoths are terrifying beasts that tower over Greenskin hordes and pulverise anything that gets in their way. They are naturally slothful creatures, happy to sleep in underground caves for so long that fungi and even stalagmites grow upon their skin. But when they hear the call of the WAAAGH!, they rouse and stomp to the surface, clubs in hand and carnage on their minds.

FUNGOID CAVE-SHAMAN

Mad Grots that stuff their faces with all kinds of hallucinogenic mushrooms, Fungoid Cave-Shamans are part religious zealot, part demented apothecary. They cultivate and harvest mushrooms to grant glorious visions of skull-crushing violence and wicked poisons to use against their foes. Particularly enthusiastic Cave-Shamans may even find the fungi that they love so much infesting their very body, with bright-capped mushrooms bursting through their flesh only adding to their bountiful harvests.

GROT

Grots are small Greenskins that traditionally live under the yoke of Orruk and Ogor masters. Most are treated as little more than disposable servants, or at best fond pets. They fill all manner of roles in Greenskin society, from cooks to looters, but they're not much in the way of fighters. Even then, they are expected to do their bit when the fighting starts, where they use their small stature and cunning savagery to stab at ankles or hurl distracting rocks as the bigger Orruks do the heavy lifting.

SQUIG

Hopping mad creatures with more teeth than brains, Squigs are ravenous little monsters. The Gloomspite Gitz often employ these voracious beasts as erratic but effective living weapons, meat shields, and waste disposal. They are never satisfied, always looking for the next thing to get a bite of — a deadly lesson that many aspiring Squig Herders learn only once.

WEIRDNOB SHAMAN

Twitchy, madness-tortured Orruks with the ability to channel the great green energy of the WAAAGH!, Weirdnob Shamans are the closest thing the Greenskins have to a magic user. Where they get their power from is a source of much head scratching among the Orruks, but what is known is that they are a dangerous and unpredictable lot, even by Greenskin standards. Mess with a Weirdnob and you're just as likely to get your head popped or find a building-sized ectoplasmic green fist landing on your head.

ARDBOY

Medium Mortal (Orruk), Warrior

Great	Poor	Good (Great with shield)

Armour	Toughness	Wounds	Mettle
2	8	–	–

Speed: Normal
Initiative: 1
Natural Awareness: 1
Skills: Might (+2d6), Weapon Skill (+2d6)

TRAITS

WAAAGH! Drummer: Some Ardboys carry a booming wardrum instead of a Choppa and shield. The Melee of any Ardboy in the same Zone as a WAAAGH! Drummer increases one step.

ATTACK

Choppa: Melee Attack (Great), 7d6, 1 + S Damage. *Slashing.*

Drumstick: Melee Attack (Great), 7d6, + S Damage. *Crushing.*

BODY	MIND	SOUL
5	1	2

WEIRDNOB SHAMAN

Medium Mortal (Orruk), Champion

Average	Good	Average

Armour	Toughness	Wounds	Mettle
0	9	–	1

Speed: Normal
Initiative: 5
Natural Awareness: 3
Skills: Channelling (+2d6), Fortitude (+2d6), Weapon Skill (+1d6)

TRAITS

Brutal Power: The Weirdnob Shaman channels the WAAAGH! energy emitted by nearby Orruks. It gains +1d6 to Channelling Tests for each Orruk in its Zone.

Lost to the WAAAGH!: The Weirdnob Shaman is immune to being *Charmed* or *Frightened.*

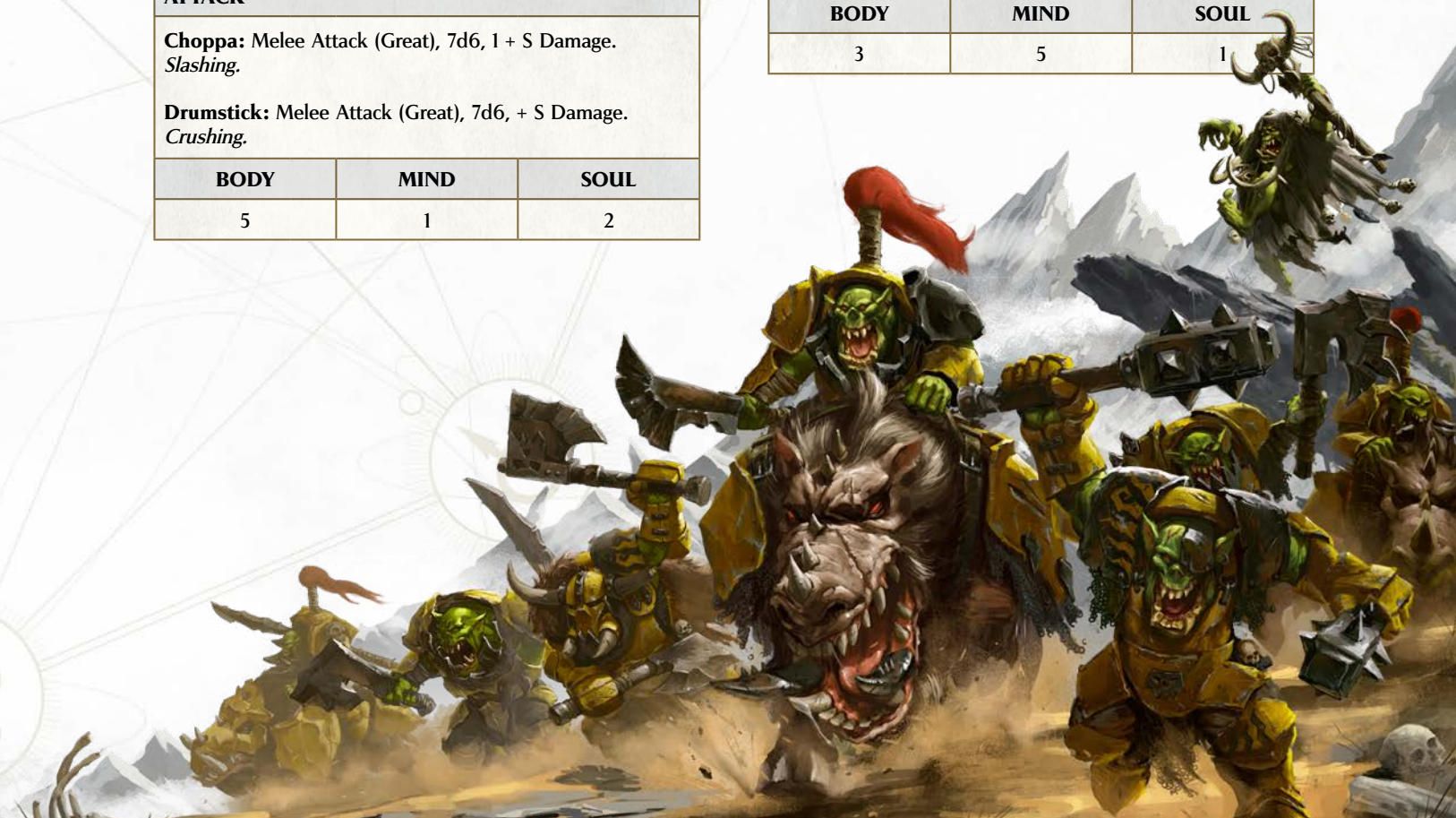
Spellcasting: The Weirdnob Shaman is a spellcaster. It knows the *Aetheric Armour, Arcane Blast, Arcane Bolt, Mystic Shield,* and *Green Puke* spells. Additionally, the Weirdnob Shaman can unbind spells per the *Unbind* Talent.

Green Puke: DN 6:1. The Weirdnob Shaman vomits forth a green river of searing ectoplasm. Each creature in the Weirdnob Shaman's Zone suffers 1 Damage, which ignores Armour. This Damage increases by +1 per additional success.

ATTACK

WAAAGH! Staff: Melee Attack (Average), 4d6, 1 + S Damage. *Crushing, Two-handed.*

BODY	MIND	SOUL
3	5	1



GROT

Small Mortal (Grot), Minion

Poor	Poor	Poor (Average with shield)

Armour	Toughness	Wounds	Mettle
0	1	–	–

Speed: Normal
Initiative: 2
Natural Awareness: 1
Skills: Awareness (+1d6), Ballistic Skill (+1d6), Stealth (+1d6), Weapon Skill (+1d6)

TRAITS

Swarm: If three or more Grots occupy the same Zone they become a Swarm. The Grot Swarm acts as one. Add +1d6 to attacks and +1 Toughness per Grot in the Swarm. The Swarm suffers double Damage from effects that target a Zone.

Back Stabbin' Mob: A Grot Swarm deals +1 Damage.

ATTACK

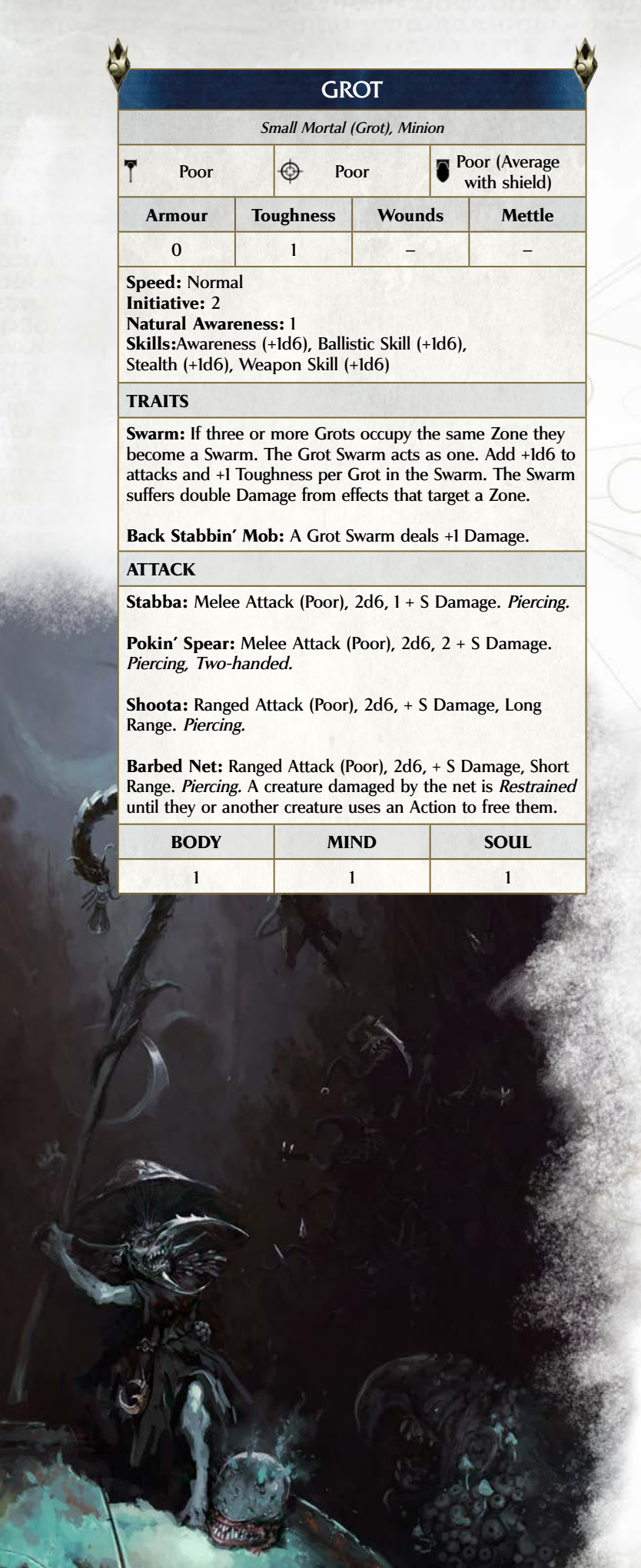
Stabba: Melee Attack (Poor), 2d6, 1 + S Damage. *Piercing.*

Pokin' Spear: Melee Attack (Poor), 2d6, 2 + S Damage. *Piercing, Two-handed.*

Shoota: Ranged Attack (Poor), 2d6, + S Damage, Long Range. *Piercing.*

Barbed Net: Ranged Attack (Poor), 2d6, + S Damage, Short Range. *Piercing.* A creature damaged by the net is *Restrained* until they or another creature uses an Action to free them.

BODY	MIND	SOUL
1	1	1



FUNGOID CAVE-SHAMAN

Small Mortal (Grot), Champion

Poor	Good	Average

Armour	Toughness	Wounds	Mettle
2	7	–	1

Speed: Normal
Initiative: 8
Natural Awareness: 3
Skills: Awareness (+1d6), Channelling (+2d6, +1), Reflexes (+2d6)

TRAITS

Deffcap Mushroom: The Fungoid Cave-Shaman carries one Deffcap Mushroom, which increases the eater's magical capabilities. As a Free Action on their turn, the Fungoid Cave-Shaman eats the mushroom and immediately casts a spell without taking an Action.

Mouthpiece of Mork: The visionary Fungoid Cave-Shaman has a knack for cunnin' plans. As a Free Action on its turn, the Cave-Shaman can choose any Greenskin in its Zone. The target can take one extra action this round.

Spore Squigs: The Fungoid Cave-Shaman is covered in spore squigs, which exude thick green spores. The Cave-Shaman's Defence is one step higher when it is targeted by a ranged attack.

Spellcasting: The Fungoid Cave-Shaman is a spellcaster. It knows the *Aetheric Armour, Arcane Blast, Arcane Bolt, Mystic Shield,* and *Spore Maws* spells. Additionally, the Fungoid Cave-Shaman can unbind spells per the *Unbind* Talent.

Spore Maws: DN 5:1. The Cave-Shaman causes thick spores around it to coalesce into gnashing green mouths. Until the start of the Cave-Shaman's next turn, any creature that makes a melee attack against the Cave-Shaman suffers 3 Damage. Each additional success extends the duration by 1 round.

ATTACK

Moon-sickle: Melee Attack (Poor), 1d6, 1 + S Damage. *Crushing, Two-handed.*

BODY	MIND	SOUL
1	5	1

DANKHOLD TROGGOTH

Large Mortal (Troggoth), Champion

Superb	Poor	Great

Armour	Toughness	Wounds	Mettle
2	24	–	2

Speed: Normal
Initiative: 1
Natural Awareness: 1
Skills: Fortitude (+3d6, +3), Intimidation (+2d6), Might (+2d6), Weapon Skill (+2d6, +2)

TRAITS

Nigh Unkillable: The Dankhold Troggoth is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above.

Magic Resistance: The mushrooms and realmstone that Dankhold Troggoths consume make them naturally resistant to magic. The Dankhold Troggoth doubles their dice pool for any Tests to resist the effects of a spell. Additionally, the Dankhold Troggoth's Armour is doubled for the purposes of calculating Damage from spells.

Regeneration: Troggoths can regrow flesh almost as quickly as it is harmed. At the start of its turn, the Dankhold Troggoth heals 4 Toughness, up to its maximum.

Squiggly-beast Followers: Dankhold Troggoths are followed by a horde of small skittering cave-creatures that crawl and bite anyone nearby. The Dankhold Troggoth's Zone is a *Minor Hazard* for any non-Greenskinz.

ATTACK

Boulder Club: Melee Attack (Superb), 10d6, 2 + S Damage. *Crushing, Two-handed.*

Crushing Grip: Melee Attack (Superb), 10d6, + S Damage. *Crushing.* A Medium or smaller creature that suffers Damage from this attack is *Restrained*, as the Dankhold Troggoth wraps its hand around them and picks them up. The Dankhold Troggoth can restrain two creatures in this way, holding one in each hand. On its turn, the Dankhold Troggoth can use an Action to crush any *Restrained* creatures, dealing 5 Damage. This Damage ignores Armour. A *Restrained* creature can use an Action to make a **Body (Might** or **Reflexes) Test** opposed by the Troggoth's Body (Might) to escape.

BODY	MIND	SOUL
8	1	3

SQUIG

Small Beast, Warrior

Good	Poor	Poor

Armour	Toughness	Wounds	Mettle
0	5	–	–

Speed: Fast
Initiative: 1
Natural Awareness: 1
Skills: Athletics (+1d6), Might (+1d6), Weapon Skill (+2d6)

TRAITS

Boing! Smash!: The Squig bounces high into the air and tries to squash its enemies into a pulp. As an Action, the Squig can choose a creature within Long Range. The Squig launches itself into the air and attempts to land on the target. The Squig makes a Fang-filled Maw attack, with its Melee reduced one step for the attack. If the attack hits, it deals double Damage and the target is knocked *Prone.*

ATTACK

Fang-filled Maw: Melee Attack (Good), 5d6, 2 + S Damage. *Piercing, Slashing.*

BODY	MIND	SOUL
3	1	1

CONDITIONS

Blinded

- A *Blinded* creature cannot see.
- The Difficulty of Mind (Awareness) Tests that rely on sight are increased by 2.
- Opposed Mind (Awareness) Tests are made at Greater Disadvantage.
- The target's Melee, Accuracy, and Defence decrease one step.

Charmed

- A *Charmed* creature cannot attack the source of the charm, and cannot target it with abilities or spells that would affect it negatively.
- The charmer has Advantage in social interactions with the *Charmed* target, and the target has Disadvantage.

Deafened

- A *Deafened* creature cannot hear.
- The dice pool for any Tests a *Deafened* creature makes that require hearing is reduced by 1.

Frightened

- While the source of a *Frightened* creature's fear is in line of sight, they roll one less die for all Tests. The character can not willingly move closer to the source of its fear.

Incapacitated

- An *Incapacitated* creature can't Move, take Actions, or spend Mettle.
- *Incapacitated* creatures can't defend themselves. The DN to hit an *Incapacitated* creature is always 2.

Poisoned

- A *Poisoned* creature's dice pool is reduced by 1 for all Tests.

Prone

- A *Prone* creature can only move by crawling (see page 140), unless they use their Move to stand up to end the Condition.
- The creature's Melee and Accuracy are decreased one step.
- A creature attacking a *Prone* target from Close Range increases their Melee or Accuracy one step.
- A creature attacking a *Prone* target from outside Close Range decreases their Accuracy one step per Zone: one step for Short Range, two steps for Medium Range, and three steps for Long Range.

Restrained

- A *Restrained* creature cannot move.
- A *Restrained* creature's Melee, Accuracy, and Defence decrease one step.

Stunned

- A *Stunned* creature can take either an Action or Move, but not both.
- The creature can't spend Mettle to take additional Actions.
- The creature's Speed becomes Slow (see page 140).
- The *Stunned* creature's Defence decreases one step.

Unconscious

- An *Unconscious* creature immediately drops anything they are holding, falls *Prone*, and is *Incapacitated*.
- *Unconscious* creatures can't move or speak, and are unaware of their surroundings.

WARHAMMER AGE OF SIGMAR ROLEPLAY

SOULBOUND

ARCHETYPE | SPECIES

AGE | EYES | HAIR | HEIGHT | WEIGHT

CHARACTER NAME | DISTINGUISHING FEATURES | XP

BODY

MIND

SOUL

SKILLS

	TRAINING	FOCUS		TRAINING	FOCUS		TRAINING	FOCUS
Arcana	☐☐☐	◇◇◇	Devotion	☐☐☐	◇◇◇	Medicine	☐☐☐	◇◇◇
Athletics	☐☐☐	◇◇◇	Dexterity	☐☐☐	◇◇◇	Might	☐☐☐	◇◇◇
Awareness	☐☐☐	◇◇◇	Entertain	☐☐☐	◇◇◇	Nature	☐☐☐	◇◇◇
Ballistic Skill	☐☐☐	◇◇◇	Fortitude	☐☐☐	◇◇◇	Reflexes	☐☐☐	◇◇◇
Beast Handling	☐☐☐	◇◇◇	Guile	☐☐☐	◇◇◇	Stealth	☐☐☐	◇◇◇
Channelling	☐☐☐	◇◇◇	Intimidation	☐☐☐	◇◇◇	Survival	☐☐☐	◇◇◇
Crafting	☐☐☐	◇◇◇	Intuition	☐☐☐	◇◇◇	Theology	☐☐☐	◇◇◇
Determination	☐☐☐	◇◇◇	Lore	☐☐☐	◇◇◇	Weapon Skill	☐☐☐	◇◇◇

NATURAL AWARENESS

GOALS

TALENTS

CONNECTIONS

COMBAT ABILITIES

EXTRAORDINARY	✺	✺	✺
SUPERB	✺	✺	✺
GREAT	✺	✺	✺
GOOD	✺	✺	✺
AVERAGE	✺	✺	✺
POOR	○	○	○

ATTACK DN	
⚒ OR ⌖ VS ⛨	DN
Two or more steps higher	2
One step higher	3
Equal	4
One step lower	5
Two or more steps lower	6

INITIATIVE

METTLE

Current Total

ARMOUR

TOUGHNESS

Current Total

ATTACKS

WEAPON	POOL	FOCUS	DAMAGE	TRAITS

WOUNDS

MORTALLY WOUNDED

PORTRAIT

BACKGROUND

NOTES

EQUIPMENT

HEAD

CLOAK

ARMOUR

R. HAND

L. HAND

ARMS

BOOTS

JEWELRY

OTHER

OTHER

CURRENCY

DROPS PHIALS SPHERES

OTHER GEAR

SPELLS & MIRACLES

NAME	DN/COST	TARGET	RANGE	DURATION	EFFECT

PARTY NAME

MEMBERS

USING SOULFIRE

Maximise Successes - Everything counts as 6
Reroll as many dice as you like
Regain all spent Mettle
Recover all your Toughness
Cheat Death - You are no longer Mortally Wounded

TOTAL SOULFIRE

SOULFIRE POOL

SHORT-TERM GOALS

ALLIES

RESOURCES

LONG-TERM GOALS

ENEMIES

RUMOURS

FEARS

THREATS

DOOM

1 2 3 4 5 6 7 8 9 10

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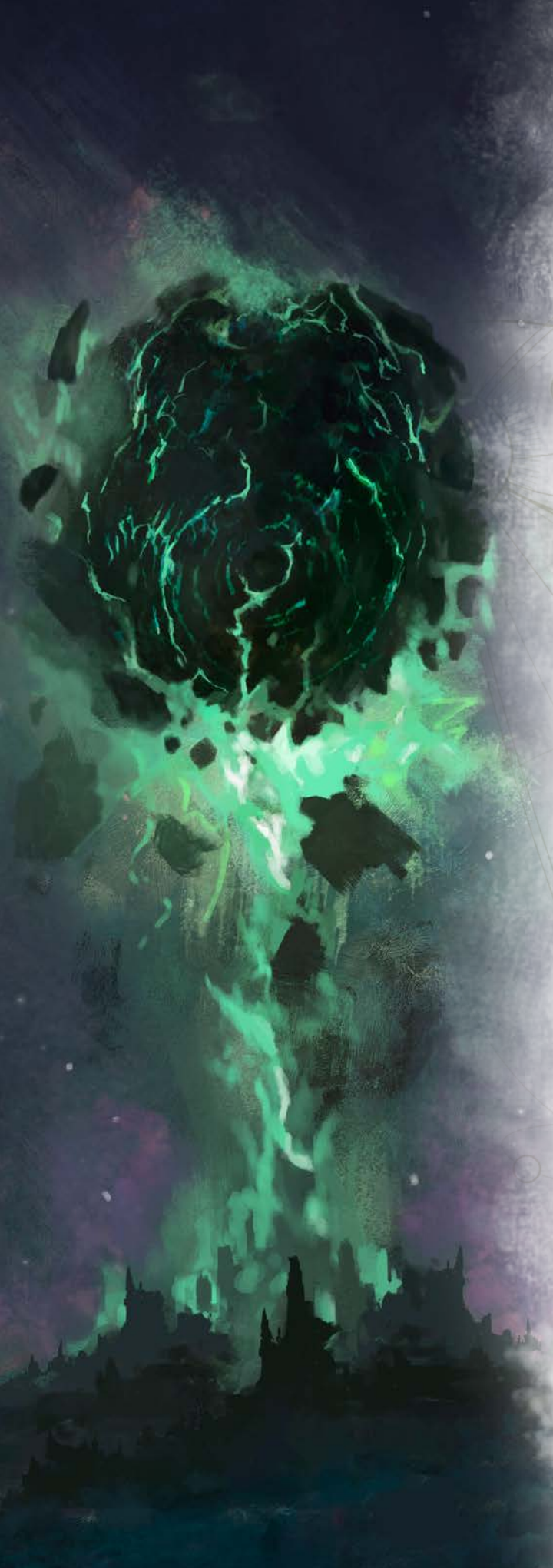

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