

WARHAMMER
AGE OF SIGMAR
ROLEPLAY

SOULBOUND™

PETRIFIED WOOD



UNCOVER THE TRUTH BEHIND THE MURDER OF A MIGHTY SYLVANETH IN
THE FOURTH ADVENTURE FOR THE SHADOWS IN THE MIST CAMPAIGN

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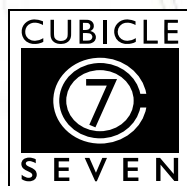
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INTRODUCTION

Petrified Wood sees a party of Soulbound heroes tasked with investigating the murder of one of the Sylvaneth that dwell in Anvilgard. This is the forth adventure in the *Shadows in the Mist* campaign, a sprawling six-part adventure that will see the party explore the city of Anvilgard and the surrounding lands. In *Shadows in the Mist*, the party are tasked by Lord-Castellant Ephrem Vanhelm of the Anvils of the Heldenhammer with rooting out corruption in the city and exposing the mysterious Blackscale Coil — an organisation made up of members of the Darkling Covens, Scourge Privateers, and other Aelven outcasts.

Readers who are familiar with the **Warhammer Age of Sigmar** battlegame will know that the Blackscale Coil, led

by the High Oracle of Khaine Morathi, have already made their move on Anvilgard. The events of this attack are detailed in the **Warhammer Age of Sigmar** book *Broken Realms: Morathi*. We will not spoil the story here, but it is safe to say that Morathi's attack on Anvilgard will forever change the city.

The *Shadows in the Mist* campaign takes place before Morathi's attack, and gives players and GMs a chance to explore the City of Scales and meet some key figures who will be important in upcoming events. For players and GMs who want insight into what happens to Anvilgard after the events of *Broken Realms Morathi*, the complete *Shadows in the Mist* campaign book will have a section dedicated to the events and ramifications of that story.



The party encounter the scene of a horrifying murder in the city streets. Not far from the Sylvaneth haven of Spireroot, a Kurnoth Hunter stands petrified, shrouded in Anvilgard's mists. After investigating the crime scene and uncovering clues, the party can visit a number of key locations: Spireroot, to talk to the coven of Branchwyches that care for Sylvaneth in Anvilgard, either the prison of Dum Duraz or the home of Irina Heiksdotr, depending on where she currently resides, and the Defoliant Production Facility to uncover the cause of the petrification.

The Spireroot coven believes that the concentrated defoliant deployed in the wake of *Rotten to the Core* is responsible for this crime. They voice their increasing hatred of the defoliant and the Grand Conclave's lack of care for Sylvaneth living in the city. It is heavily implied that if the culprit isn't found soon, the Sylvaneth will enact their revenge on Anvilgard.

Following clues from the crime scene, the party can also return to the Defoliant Production Facility and discover that the Kurnoth Hunter was affected by some form of highly altered defoliant. This defoliant was not produced at the facility, but several barrels were never recovered from the Blackscale Coil's warehouse (see *Rotten to the Core*), so the culprit could be anywhere.

At this point, the party discovers they are being followed by some mysterious strangers. Through ambushing them or chasing them through the streets of Anvilgard, the party manage to trace the culprits to a hidden laboratory, where stolen defoliant is being used to create a new form of weapon — 'Defilement Cannons' for use against Sylvaneth.

After investigating the laboratory and clashing with the Skaven leader Uzeek Smoulderhide, the party discovers that a large-scale test of their new weapon is underway — an all-out assault on Spireroot. The party must race to Spireroot to stop the attack and save the Sylvaneth before it's too late. Their success or failure will shape the future of the Sylvaneth in Anvilgard.

GETTING STARTED

Rumour: The Sylvaneth of Spireroot are a reclusive and unsettling presence in the city. Nobody knows why they have chosen to make an embassy in a city cloaked in choking defoliant.

Fear: The Sylvaneth have remained aloof and isolationist, rarely leaving Spireroot. The area around their grove has been abandoned, as the people grow fearful of the Sylvaneth's intentions and agitated by troublesome Spites invading in their homes.

Threat: A Kurnoth Hunter known as 'Redleaf' was found murdered, their towering form petrified on the spot in the middle of the streets. The Sylvaneth are furious and are looking to enact vengeance for their fallen kin.

DEFILEMENT TOXIN

At various points throughout *Petrified Wood*, the party can come into contact with the twisted creation of Uzeek Smoulderhide (see page 22), the Defilement Toxin. This brown-green liquid is a concentrated and corrupted version of the Anvilgard defoliant, designed to be toxic to all life and especially devastating to the Sylvaneth. Contact

with the toxin brings about instant nausea, sickness, and excruciating pain in all living creatures. Sylvaneth feel these effects even more, as their bark petrifies and rots away before their eyes. The exact effects of the Defilement Toxin depends on the amount of exposure a character has to it, and whether the unfortunate character is Sylvaneth. The adventure highlights points where different doses may be encountered.

- ✱ **Small Dose:** Characters must make a **DN 6:1 Body (Fortitude)** Test or be *Poisoned* until the end of their turn, as waves of crippling nausea and vomiting wash over them. In addition, a Sylvaneth character's Natural Armour is reduced by 1 until they complete a Rest
- ✱ **Medium Dose:** Characters suffer three points of Damage which ignores Armour and are *Poisoned* until the end of their next turn. In addition, a Sylvaneth character's Natural Armour is reduced by 2 until they complete a Rest.
- ✱ **Large Dose:** Characters suffer five points of Damage which ignores Armour and are *Poisoned* until the end of their next turn. In addition, a Sylvaneth character suffers a Major Wound, regardless of their remaining Toughness.

If a Sylvaneth becomes Mortally Wounded as a result of damage from Defilement Toxin, the Difficulty of Death Tests increases by 1. Uzeek Smoulderhide has also developed a number of weaponised methods of delivering Defilement Toxin.

- ✱ **Defilement Glass Globe:** These crude weapons are simply fragile glass orbs filled with Defilement Toxin. As an Action, make a Ranged Attack. If successful, the target suffers a Medium Dose of Defilement Toxin. On a miss, all creatures in the Zone suffer a Small Dose of Defilement Toxin.
- ✱ **Defilement Cannon:** These modified warpfire throwers spray devastating streams of Defilement Toxin across the battlefield. As an Action, choose a Zone within Medium Range. Each creature in that Zone must make a **DN 6:1 Body (Reflexes)** Test or suffer from a Medium Dose of Defilement Toxin.

Needless to say, the Defilement Toxin is incredibly deadly towards Sylvaneth characters. Be sure to convey this as clearly as possible to any Sylvaneth players in your group.

PART 1: FROM WOOD TO STONE

This adventure begins when one or more of the party stumble across the murder scene moments after the crime has occurred. This could take place at the end of an Endeavour period or catch a party member by surprise as they return from a period of drinking or shopping. It could even interrupt another adventure, provided that Rotten to the Core has been completed. But if you cannot find a seamless way to place your party at the scene of the crime, they can instead be alerted shortly after the murder by a relevant contact with interests in seeking out the culprit. This could be Morgan Kassin or another friendly member of the Grand Conclave. This contact should bring the party to the crime scene as soon as possible.

Read aloud or paraphrase the following to the players:

The roiling green mists are thick in the harbour tonight. So thick your every breath burns in your lungs and your footsteps are muffled whispers on the pavement. You can barely see your own hands in front of your face, but even through the sense-dampening mists, there is no mistaking the shrill cry of shocked horror that fills the air around you.

The characters can easily track the source of the screams through the mist. When they arrive, read aloud or paraphrase the following:

You track the bouncing screams through the dockside mists until a vast shape emerges from the haze. Before you stands a towering Kurnoth Hunter, seemingly unmoving. As you get closer, you see its bark has turned a sickly white and they are frozen in place.

When the party arrive, they find an Aelven woman standing before the petrified Kurnoth Hunter, one hand over her mouth in shock. Though the party do not know it yet, this Kurnoth Hunter is the first Sylvaneth victim in Anvilgard to be exposed to Uzeek Smoulderhide's Defilement Toxin, in a calculated assault by Uzeek's Skryre Acolytes wielding Defilement Globes.



INVESTIGATING THE CRIME SCENE

A few minutes after the party arrives at the crime scene, a number of Freeguild Guards arrive under the command of Morgan Kassan (see *Blood Tide*, page 5). They form a perimeter to cordon off the area and keep back the growing crowd of onlookers that emerge from the mist. Provided the party are in good standing with the law, their status alone should be more than enough to let them investigate the crime scene, under the agreement that they report any findings to Morgan Kassan.

TELARI MISTBLOOM

'Every new bloom is a hope given life, even the darkest places deserve them... Especially the darkest places.'

Appearance: An elderly Aelf woman with a frail build and tired eyes. She wears simple clothing and has developed a wheezing cough in her advancing years, which she claims is connected to her long life of breathing the tainted air in Anvilgard.

Goals: Tend to her gardens and keep a spark of life in Anvilgard; try to encourage the Sylvaneth to stay in Anvilgard and build bridges with the estranged children of Alarielle.

Roleplay Notes: You are ancient, having lived in the city of Anvilgard for well over a hundred years. You have seen the same 'young fools' make the same silly and self-destructive mistakes over and over again. You talk to most non-Aelves as if they were your grandchildren – kind, but condescending. Whenever you talk for a long time or raise your voice, you are interrupted by a chronic, dry cough.

Telari Mistbloom is one of the few characters in Anvilgard who has a connection with the reclusive Sylvaneth and a strong motivation to hunt down the Redleaf's killer. In addition, while she is a staunch pacifist and will do everything she can to avoid causing harm, she is a wielder of restorative Jade magic. This can make her a valuable ally during the investigation and in the future, but bringing her into such dangerous situations puts her at great risk.

Telari Mistbloom uses the **Wanderer** stat-block (*Soulbound*, page 303), but replaces Ballistic Skill with Channelling (2d6, +1). In addition, she knows the *Realmblood* and *Lifebloom* Jade spells.

TELARI MISTBLOOM

The Aelf woman at the scene of the crime is **Telari Mistbloom** (see page 4). She is visibly distraught and, unless guided otherwise, sits down on the wet pavement at the side of the street and alternates between looking up at the Kurnoth Hunter and holding her head in her hands in shock. She wants nothing more than to locate the murderers and bring them to justice, so if the party explains to her that they aim to find the killers, she happily shares all she knows and offers her help in the investigation.

Questioning Telari reveals the following information:

Her background: Telari is a elderly, high-class gardener, a very rare profession in Anvilgard. She is employed by various wealthy patrons to tend to private gardens throughout the city, notably those in Firstwall-on-the-Line (*Anvilgard City Guide*, page 17). She utilises subtle Jade magic and copious amounts of Aqua Ghyranis (provided by her clients) to help plants grow despite the defoliant mist. She has spent the last few centuries honing her craft, and she takes great pleasure in encouraging plantlife where none should normally grow. *'Each flower and bloom is a small blessing from the goddess Alarielle.'*

Relationship to the deceased: Telari was overjoyed when the small group of Sylvaneth moved into Anvilgard. As a lover of nature and a worshipper of Alarielle, she felt like this could be a great opportunity to help mend the relationship between Aelves and the Everqueen by embracing the Sylvaneth. But much to her dismay, the Sylvaneth of Spireroot remained isolated and insular, with few leaving their suspended Grove. Redleaf, the now-deceased Kurnoth Hunter, was one of those few. Every third day after dark, Redleaf would leave Spireroot and patrol the city, seemingly searching for something. Many were suspicious about the Sylvaneth's intentions, but Telari took it upon herself to reach out to him and began to regularly accompany the solitary creature. Redleaf never openly responded to her endless stream of questions and gossip, but he also never objected to her presence — she believes he may have even waited for her on nights she was delayed. This tradition has continued for over two years now. *'Redleaf may never have said so, but I believe he liked the company.'*

What happened?: The night was proceeding as normal, with Redleaf on patrol and Telari swapping local gossip and the state of her most recent gardening attempt — a tragically failed endeavour at coaxing an imported Ghyran lapis-rosebush to climb a local manor's long-bare trellis — when a trio of robed figures attacked them. They

ambushed the pair from all sides, leaping out of the mist. Redleaf leapt into action, protecting Telari from harm by tossing her aside and facing the assailants alone. She didn't see much after that due to the mists, but she heard the sound of fighting and the smashing of glass. *'By the time I returned, Redleaf was already dead. What monster would do such a thing?'*

Who could have done this?: Telari cannot imagine why anyone would attack the Kurnoth Hunter: they were a powerful warrior and carried no valuables. *'But I have walked these streets for most of my life. This is but a bitter reminder that the streets of Anvilgard are never safe, not even for the bravest among us.'*

When Sorrow-branch arrives at the crime scene (see below), Telari regards them with sympathy and offers the following information about the Sylvaneth to the party.

The Branchwyses: The Spireroot grove is run by a coven of three Branchwyses. Nobody knows their true names, but from what little the locals have seen of them, they have earned the names 'Sorrow-branch', 'Joy-branch', and 'Spite-branch' due to their temperament and appearance. *'I have had some dealings with Joy-branch. She is always happy to talk, but it is always brief. The other coven members are... less inclined to social visits.'*

Entry into Spireroot: Spireroot is suspended high above the streets of Anvilgard between a trio of towers. The towers themselves used to have inhabitants, but have since been abandoned as few felt comfortable sharing their space with Sylvaneth. The only relatively safe way to enter Spireroot is by invitation, as the Branchwyses can command living vines to reach down to the streets below and lift visitors or supplies up to the grove. *'I could arrange a meeting with the Branchwyses if it would help?'*

REDLEAF'S CORPSE

Despite standing upright in the mist, the towering Kurnoth Hunter is unmoving and very dead. Their bark is completely petrified, twisted from living armour into a fragile shell of brittle stone.

The party can make the following Tests to investigate the crime scene:

- ✱ A character that makes a successful **DN 4:2 Mind (Medicine)** or **(Nature)** Test to investigate the body discovers that the petrification is far more than bark-deep: it has penetrated deep into the Sylvaneth's heartwood, their equivalent of internal

organs. Regardless of whether this Test is successful or not, the investigation causes the Kurnoth Hunter's left arm to crumble loose and fall to the pavement with a shifting crunch as it is reduced to dusty gravel underfoot. If Sorrow-branch is present when this occurs, they let out a long, low wail at the sight.

- ✱ A successful **DN 4:2 Mind (Weapon Skill)** Test reveals that Redleaf appears to have been petrified in the midst of combat, implying that whatever caused this petrification must have worked almost instantaneously.
- ✱ A successful **DN 4:1 Mind (Awareness)** Test reveals a collection of broken glass shards scattered around the Kurnoth Hunter's feet. The largest of these is a curved segment of fragile and crudely blown glass. This looks like it could have been part of a glass bottle or container. Closer inspection reveals a faint brown-green liquid residue that has an incredibly strong smell reminiscent of the defoliant infused with a cloying rot. If any creature comes into contact with the residue, they are exposed to a small dosage of **Defilement Toxin** (see page 2).
- ✱ Use of the *Witch-Sight* Talent reveals that there is a subtle taint of Chaos magic in the air, and is heavily concentrated in the residue found in the broken glass. If the broken glass has not been discovered yet, this reveals it.

SORROW-BRANCH

After two separate Tests to investigate the crime scene or question Telari, an ashen-barked Sylvaneth Branchwych called **Sorrow-branch** (see page 11) appears in the growing crowd. She carries a vast greatscythe and a half dozen Spites clamber on and around her body, snapping and snickering at onlookers. The babbling noise of the crowd halts suddenly as they part with haste before the strange Sylvaneth. In sombre tones, she demands the guards grant her access to the body so she can *'Save the lamentiri'*. Unfortunately, the guards do not understand the Branchwych's demands and are under strict orders not to let anyone near the crime scene, so they block the Branchwych's path.

A successful **DN 6:1 Mind (Lore)** or **(Nature)** Test informs the party member of the nature of a Sylvaneth lamentiri — a fist-sized seed-pod that resides in the heart of all Sylvaneth, which can be harvested and resown in Sylvaneth Grove and allow the deceased to pass on their memories and life energy to future generations of Sylvaneth. Any Sylvaneth character automatically succeeds this Test.

Any respected member of the party can convince the guards to let her pass with a **DN 4:2 Mind (Guile) or Soul (Intimidation)** Test. If this is successful, Sorrow-branch approaches Redleaf's petrified form and extracts the lamentiri from deep inside the Kurnoth Hunter's heartwood with a single precise swipe of their greatscythe. Doing this causes the entire petrified body to come undone and crumble to the ground in a pile of broken stone, preventing further investigation of the body. The extracted lamentiri is visibly marred by a vein of flaking stone.

Sorrow-branch emits a hollow, groaning sound at the sight, but thanks the party for their aid. The Branchwych will not stop for questioning at this point, insisting that she must return the damaged lamentiri to the Spireroot grove. She grants the party permission to enter Spireroot and meet with the coven in the morning.

If the party does not help Sorrow-branch get past the guards, she is allowed into the crime scene only after the party has completed their investigation, at which point she harvests the lamentiri and retreats to Spireroot with urgency, cursing any and all who prevented her from fulfilling her duty.

FOLLOWING THE CLUES

Before the party finishes their investigation of the crime scene, they should have one or more of the following clues to investigate.

- ✧ **Spireroot:** This is the grove where Redleaf lived along with the rest of the reclusive Sylvaneth in Anvilgard. They may know more about who would want the Kurnoth dead and why. If the party helped Sorrow-branch, she would have told the party to meet them in the morning at Spireroot as well. If they decide to seek more information at Spireroot, proceed to **Part 2: The Root of the Case**, page 6.
- ✧ **The Defoliant:** The broken glass shards are recognisable to anyone who discovered similar ones when retrieving the stolen defoliant at the end of **Rotten to the Core**. In addition, the residue within the glass smells similar to the defoliant itself. The reasonable course of action would be to take the residue to an expert on the defoliant and try to puzzle out what this strange substance is. If they decide to investigate the defoliant or the broken glass, proceed to **Part 3: A Broken Trail**, page 11.

PART 2: THE ROOT OF THE CASE

If the party decides to take Sorrow-branch up on her request to meet the following morning, or seek more direct information on Redleaf himself, they need to approach Spireroot. When they do so, read aloud or paraphrase the following:

Spireroot is a strange sight to behold. Almost appearing like a small island, suspended high above the shrouded streets by a trio of great living vines that reach out and wrap themselves around three vast, long-abandoned towers. The odd leaf or petal spins down from above, browning and shriveling as it struggles against the defoliant mist. The streets are surprisingly quiet here, with few choosing to live near such alien and unpredictable beings. But you spot the odd diminutive but colourful Spite flitting to and from Spireroot overhead. One lets out an ominous melodic cackle in your direction, darting past your faces at startling speed before zipping through the air towards Spireroot.

ENTERING SPIREROOT

Gaining access to Spireroot is done via a collection of living vines controlled by the Sylvaneth Branchwyches. By using their magic, they stretch and lower them to the street below, coiling around visitors and lifting them slowly up to the staggering, wind-swept heights above.

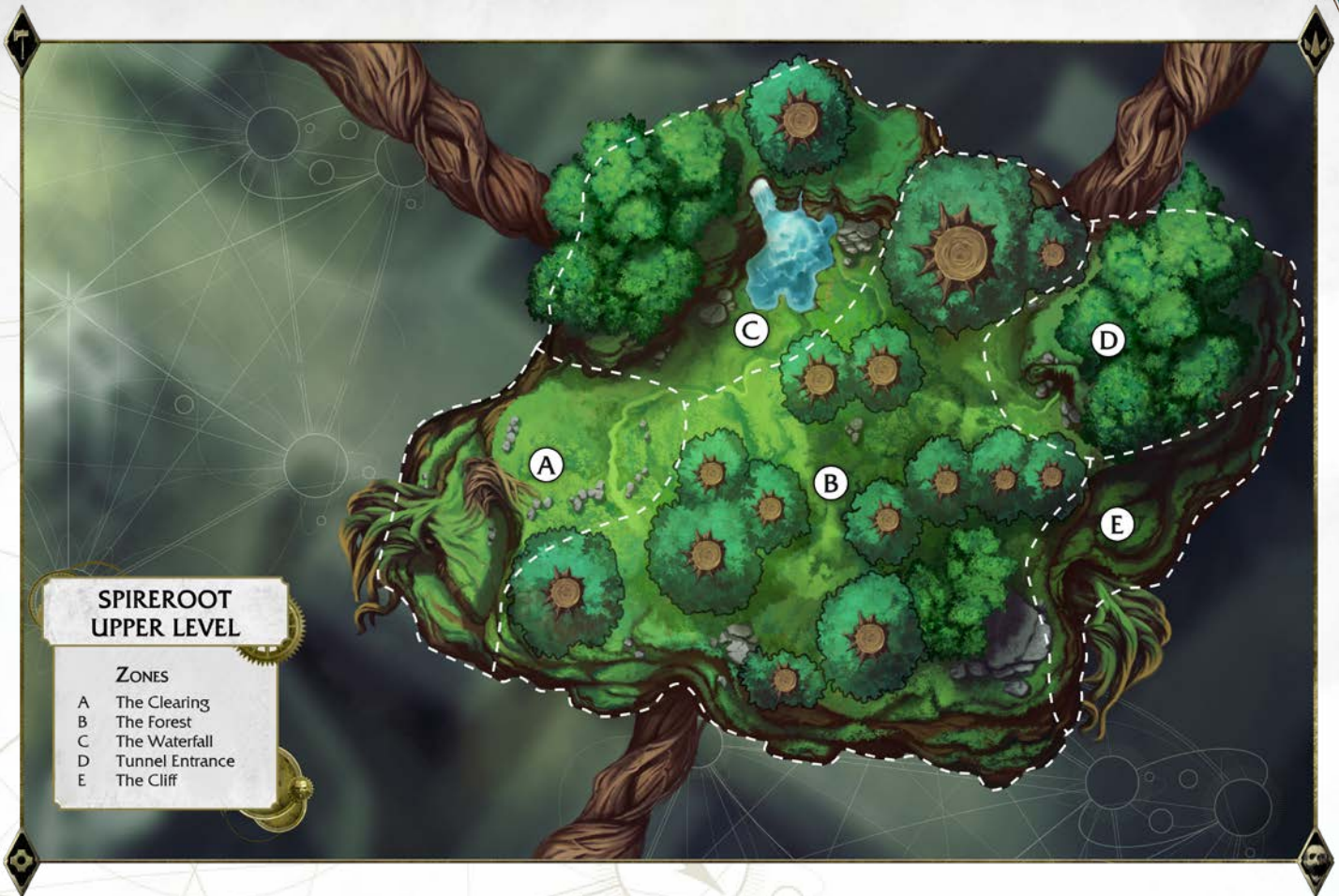
The party are left standing for a few moments until one of the vines descends carrying **Joy-branch** (see page 9). She enthusiastically greets the party and asks their business at Spireroot. If Telari Mistbloom is with the party, Joy-branch embraces her in a foliage-enveloping hug and asks if they are unharmed. Provided the party speak truthfully — stating they are here to investigate the murder of Redleaf — Joy-branch allows them access to Spireroot.

SPIREROOT

Spireroot is split into two distinct levels. The upper level, an area that resembles a wild forest filled with luscious plantlife life, and a lower level of murky underground tunnels.

THE UPPER LEVEL

The upper level of Spireroot is divided into five separate Zones. Spireroot is suffused with life magic, and as such all Channelling Tests to cast Jade spells while in Spireroot are made with +1d6.



SPIREROOT UPPER LEVEL

ZONES

- A The Clearing
- B The Forest
- C The Waterfall
- D Tunnel Entrance
- E The Cliff

The Clearing

Located at the top of one of the living vines used to transport people to and from Spireroot, the Clearing is a tranquil area with a scattering of flat warm stones to rest upon. For non-Sylvaneth, the Clearing is the only place in the entire Spireroot they are permitted to visit. Even then, this is only allowed under the express permission of at least one of the Spireroot Branchwyses, and any visitors must suffer the hostile glares of numerous Dryads that live in the shadows of the tall trees surrounding the Clearing.

The Forest

A small but dense forest of shadowed trees and brambly thickets dominates much of Spireroot's upper level. Dryads and Spites tend to the wild places and the small but surprisingly vibrant ecosystem of insects and other creatures. The Dryads are incredibly territorial and easily agitated within the forest, openly attacking any who set foot in the shadow of the trees without a Branchwych escort.

The Waterfall

This Zone is dominated by a strange sight: a waterfall of the purest water sparkling and shimmering in the sunlight. This water tumbles down into a wide pool before trickling through a basin of porous rock and into the Soulpod Grove in the lower levels. From here, a barely visible system of hidden vines suck the water back up from the Soulpod Grove, purifying it and bringing it back to the top of the waterfall. In this way, the relatively small volume of water is cycled endlessly. This is where Joy-branch spends the majority of her time, using the pure waters to wash and care for the Spites and Dryads of Spireroot.

The Tunnel Entrance

Partially concealed beneath a thick cover of thorny brambles, this tunnel entrance is the only safe way into the Lower Level of Spireroot. Unless the party is made aware of its existence, discovering the tunnel requires a **DN 6:1 Mind (Awareness) Test**.



SPIREROOT LOWER LEVEL

ZONES

- A The Tunnels
- B The Garden
- C Resting Place
- D The Soulpod Grove

The Cliff

This part of the upper level is a rocky and mossy cliff face that runs down the side of Spireroot at a shear angle. From the southeast edge of the Forest Zone looking down, the living vines and undercut entrance that brings Sylvaneth directly into the lower levels of Spireroot can just barely be seen. Climbing down or up the cliff requires a **DN 4:3 Body (Athletics)** Test. If failed, the character must make a **DN 6:1 Body (Reflexes)** Test or fall to the street below. If this happens, the character is reduced to 0 Toughness, fills all spaces on their Wound Track, and is Mortally Wounded. At the start of their next turn, they must make a **DN 4:3 Death** Test.

THE LOWER LEVEL

The lower level of Spireroot is divided into four Zones. All Zones in the lower levels are lit only by the dim bioluminescence of various plants, insects, and waters. As such, all Zones have the *Lightly Obscured* Trait.

The Tunnels

Thick roots woven into traversable tunnels lead between the upper and lower levels of Spireroot. A pair of Kurnoth Hunters and Spite-branch guard the tunnels, ready to face anyone foolish enough to try and force their way into the lower levels.

The Garden

The Garden is covered with subterranean flora and fauna. Patches of healthy mushrooms, flowering vines, and countless bugs thrive in this space. There is also a small pool of mundane but clear water here, which is used to moisten the vines and roots to promote growth.

The Resting Place

This quiet area of Spireroot is particularly dark and even sound seems to resist travelling through the twice thick root-walls. There are many cocoons of tightly woven thorny vines in this area, housing slumbering Dryads. Unless characters have a light source, this Zone has the *Heavily Obscured* Trait.

The Soulpod Grove

The Soulpod Grove is the most sacred place in Spireroot. It is where the Sylvaneth lamentiri are sown, submerged in a wide, waist-high pool of pure Aqua Ghyranis. Sorrow-branch tends to the Soulpod Grove alone, singing along with the Spirit-Song in her own mournful tones. The pool has the *Difficult Terrain* and *Partial Cover* Traits. In addition, every turn that a character is fully submerged in the pool, they restore all Toughness, remove all Conditions, and reduce the severity of a single Wound by one step.

SPIREROOT SYLVANETH

Any character familiar with Sylvaneth can recognise that Spireroot and its Branchwyses are very unusual, even by Sylvaneth standards. Exaggerated personalities and a willingness to live in a city is almost unheard of among Sylvaneth. In truth, Alarielle saw the defoliant for what it is: a devastating weapon that could one day be turned against her children. To this end, she cultivated the personalities of the Branchwyses and sent them to Anvilgard, attempting to integrate them into the city and its people so they could monitor the defoliant. Unfortunately the results are volatile and extreme, as can only be expected with the alien Sylvaneth who do not normally concern themselves with a range of mortal emotions.

A FRIEND AMONG US

The Spireroot Sylvaneth are distrusting of outsiders, but Telari Mistbloom is one of the few mortals in the city that the Branchwyses know and trust, to varying degrees. If she is with the party, any lines of questioning which require Opposed Tests to reveal additional information can be made with Advantage. These Tests can also be taken with Advantage if the party contains a Sylvaneth member, though only after the Sylvaneth in question agrees to take personal responsibility for any failure or ill intent the party may enact.

A WARM WELCOME

The living vines under the control of Joy-branch hoist the party up to the Clearing. When they arrive, read aloud or paraphrase the following:

As soon as you set foot onto the rich grass of Spireroot's clearing, you feel as if you have been transported to another place entirely. After all your time in the streets of Anvilgard, so devoid of natural life, the sheer variety and vibrance of plant life here is almost overwhelming. Even the wind, which should whip and howl through the trees at this altitude, is somehow reduced to a balmy breeze that rustles leaves and sets the grass into waves of soothing emerald motion. You can hear melodic and melancholy tones on the breeze and can't help but feel as if you have arrived during a time of mourning.

The party are invited to sit with Joy-branch in the Clearing and talk for a while, as word of their arrival spreads through Spireroot. Joy-branch is outwardly enthusiastic and cheerful, even when discussing morbid topics. There are a number of key lines of questioning the party might use.

Redleaf: Joy-branch doesn't take to dealing with the Kurnoth Hunters too much, that is more Spite-branch's area of expertise. She confirms that Redleaf had been regularly patrolling the city for some reason but laments: *'Kurnoth Hunters do not care for small talk.'*

Why are the Sylvaneth in Anvilgard?: Joy-branch wishes to strengthen the bonds between the Sylvaneth and the people of Anvilgard. She knows that one of the four realmgates in the Black Nexus leads to Ghyran and as such it is very important that their alliance is strong, lest the enemies of Order claim the city for their own and gain access to the heart of Ghyran.

Joy-branch's background: Joy-branch will happily talk about her time in Anvilgard, though she is saddened that so few people visit. If left to ramble, she talks about her favourite Spites and all the mischief they get up to. *'It is a shame the people in the towers did not get along with them.'*

The Defilement Toxin: If shown the broken globe with the Defilement Toxin residue inside, Joy-branch remains unphased, but tells them to *'Put that away, it stinks!'*

After Joy-branch has answered a few questions, a commotion is heard coming through the Forest. Joy-branch tuts and lets out a sigh, saying: *'And here comes the thorny one.'*

JOY-BRANCH

'Have you tried the firefruit? Toxic in large doses, but delightful to nibble on.'

Appearance: Her unmoving wooden face holds an unsettling, too-wide smile and huge eyes. Her lush leaves and vines are over-full, covering almost her entire body and giving her the illusion of a surprisingly round figure for a Sylvaneth. Small flowers perpetually bloom and wilt across her body.

Goals: Try to build bridges between the Sylvaneth and other mortals; tend to Spireroot's vegetation and ensure it remains lush despite the defoliant.

Roleplay Notes: You were made by Alarielle to be an open hand for those seeking closer relationships with her beloved children. You speak in an unsettlingly positive voice, no matter the topic being discussed. You constantly tilt your head to the side and nod robotically, while letting out over-enthusiastic affirmations of *'Yes!'* and *'Of course!'*.

A THORNY REBUTTAL

Moments later, Spite-branch emerges from the Forest, greatscythe in hand and flanked by a pair of towering Kurnoth Hunters. She aggressively demands that Joy-branch ‘Go back to your waters. Leave these intruders to me.’

Spite-branch is far less accommodating than Joy-branch, but has more detailed information that may prove useful. Before talking, she demands proof that the party is actually aiming to find the criminals and bring them to justice. Proof could be in the form of previous good deeds the party has done around the city, providing aid to other Sylvaneth in the past, or if all else fails, a solemn oath to the god the party serves. The following lines of questioning can be taken with Spite-branch.

Redleaf: Spite-branch insists that Redleaf was a great hunter who cared for the well-being of Spireroot above all else. ‘He stalked the poison mists to protect us from hidden dangers unseen’. But a **DN 4:2 Mind (Intuition)** Test reveals there is more to the story that Spite-branch is not saying. If pressed, this leads to agitation and potentially discussions on why the Sylvaneth are in Anvilgard. ‘Mind your tone, smooth-skin. Redleaf was a great hunter — worth ten of you.’

Why are the Sylvaneth in Anvilgard?: Spite-branch becomes increasingly agitated at this line of questioning. ‘You dare question our intentions! We are here because the Everqueen commands it.’ A **DN 6:1 Soul (Devotion)** Test allows a character to connect with Spite-branch over unquestioning devotion to their gods, at which point she admits that the Everqueen has tasked them with an important mission, but she cannot speak of it to outsiders.



Spite-branch’s background: Spite-branch has no time for small-talk. ‘I lead our warriors and hunters to protect our grove in a hostile land. That is all you need to know.’ A **DN 4:2 Mind (Weapon Skill)** or **(Ballistic Skill)** Test allows a character to realise the Sylvaneth are in a vulnerable position. Even with a height advantage, Spireroot is too small to house a defensive force large enough to threaten or defend themselves from the city for long.

The Defilement Toxin: If shown the broken globe of Defilement Toxin, Spite-branch hisses in fury and lowers into a battle stance, causing her accompanying Kurnoth Hunters to draw their bows at the party. ‘You bring poison into our home! The vile substance that murdered our finest hunter! You taunt us! Defile our grove! I want you out! Gone!’

If the party incite Spite-branch’s fury through revealing the Defilement Toxin, or when their questions reach a natural conclusion, Spite-branch twitches her head to listen to the Spirit-song then snarls at the party: “Do not be here when I return”. She then storms off into the forest, taking her Kurnoth Hunters with her.

SPITE-BRANCH

‘Harken well, soft-skin. If I must raze this city to find Redleaf’s murderer, I shall not hesitate.’

Appearance: Her unmoving wooden face is fixed in a permanent scowl and sneering mouth. Small Spites constantly clamber around her tall crown of thorny branches and she is never seen without her greatscythe in hand. Painful thumb-sized thorns push through her rich, red bark and her every move is made with savage precision.

Goals: Convince her sisters to leave Anvilgard; manage the Dryads and Hunters that live in Spireroot; enact vengeance against those who have harmed the Sylvaneth.

Roleplay Notes: You were made by Alarielle to act as the pessimistic and vicious member of the coven. You don’t trust anyone and would rather reap your way through the population of Anvilgard than let Redleaf’s murderer escape. You make swift, cutting motions with your arms and snap orders and insults with curt tones.

AN OMINOUS PARTING

A few moments after Spite-branch departs, Sorrow-branch emerges silently from the forest. Like the other Branchwyses, Sorrow-branch can discuss the following lines of questioning:

Redleaf: Sorrow-branch mournfully confirms that Redleaf's lamentiri was too damaged to be resown. *'There will be no more seasons for him now. We feel his loss inside.'*

Why are the Sylvaneth in Anvilgard?: A DN 4:2 Mind (Guile) Test can convince the mourning Sylvaneth to reveal more than she normally would. *'The Everqueen commanded us to watch these people and the poisons they spray into our forests. We should never have come here.'*

Sorrow-branch's background: Sorrow-branch seems weary and reluctant to talk about herself, but a DN 5:1 Mind (Theology) or (Nature) Test encourages her to discuss her duties tending to the Soulpod Grove. *'Overseeing death and rebirth is my duty. What happened to Redleaf is not natural.'*

The Defilement Toxin: If shown the broken globe of Defilement Toxin, Sorrow-branch sighs and waves it away. *'It stinks like the mists that itch at our bark and kills our forests, but worse. Far worse.'*

SORROW-BRANCH

'We have failed in our task. We are doomed, all of us.'

Appearance: Her unmoving wooden face is locked in seemingly inconsolable grief, complete with embossed tears down her cheek. Her bark is a pale ashen wood and her branches are bare of foliage, giving her a brittle appearance.

Goals: To act as a mediator for her coven; tend to the soulpods and be left alone.

Roleplay Notes: You were made by Alarielle to act as a mediator between the vastly different personalities of Joy-branch and Spite-branch; you are often forced to break stalemates between the coven. You are fatalistic in the extreme, speaking in somber tones and avoiding eye contact where you can, preferring to keep your eyes downcast as much as possible.

Finally, Sorrow-branch leaves the party with a foreboding message. As they prepare to depart, she tilts her head to the side, listening to the Spirit-song: *'Not long now. Spite-branch will lead the Spireroot to war. The streets will bleed until she finds the killer.'*

Once the party has finished questioning the Branchwyses, Joy-branch returns to wish them a pleasant farewell and summon the living vines to lower the party to the streets below.

PART 3: A BROKEN TRAIL

If the party decides to investigate the broken glass globe and the Defilement Toxin residue, there are a couple of individuals who may know more. They could return to the production plant to speak with Acting High Architect Zadreh or visit the Duardin prison of Dum Duraz to meet the imprisoned Irina Heiksdotr.

ACTING HIGH ARCHITECT ZADREH

Asking around will indicate that the Duardin in charge of defoliant production in the city can be found in the production plant daily, conducting regular inspections and security checks. When the party enter the facility, read aloud or paraphrase the following:

Some subtle changes have taken place since the last time you visited the facility. Armoured guards now stand watch at the entrances, wheel-lock rifles in hand, eyeballing passersby with simmering hostility. Somehow the stink of mixed chemicals is more potent than ever, sinking into your clothing and hair. You almost instinctively know that you are going to reek of defoliant chemicals for days after just this short visit. After a curt exchange of words, one of the guards escorts you into the facility. It's not long before a call goes up at your arrival. You look up at the source of the shouting and see Dietger leaning over a railing high above, with what looks like Zadreh beside him with his back to you, bellowing over the commotion and gesturing at workers.

Dietger, the Human Ironweld engineer in charge of the facility, is less than happy to see the party again. As they approach he exclaims, *'Oi! You lot better not be here to cause more trouble! Last time you stuck your nose in my tanks, I lost a dozen good workers and gained twice as many trigger-happy babysitters!'*

This exchange aggravates Zadreh and he shoos away the foreman with a frown so he can talk to the party alone. Zadreh can discuss the following lines of questioning.

Redleaf's murder: Zadreh gives a grim nod at this. Rumour travels fast in Anvilgard and he had heard of Redleaf's fate. *'Nasty business all of that. But I don't see what it has to do with me?'*

The defoliant's role: Zadreh scoffs at the assertion the defoliant may have indirectly led to Redleaf's death. *'Impossible. Do you have any idea the painstaking effort we go through to make sure the defoliant doesn't harm living creatures? If I wanted to kill tree-folk, there are easier ways.'*

The Defilement Toxin: If the party shows Zadreh the glass globe with the Defilement Toxin residue inside, he seems curious. He takes the residue over to a nearby testing station and runs a number of quick tests before exclaiming, *'Well, no denying there's some defoliant in the mix, but you could say that for half the water sources in Anvilgard! Whatever this is, it's got so many active agents I'd need weeks and a lot more volume to figure it all out. I can't tell from this sample, but there might even be some magic in here. I'm seeing some strange reactions...'*

Who made the Defilement Toxin?: Zadreh shrugs. *'Anyone with a good enough understanding of chemistry and a lab can brew up a toxin. Could just be Irina trying to get back at me, make my new mix look dangerous? But if this toxin does what you say it does? I dare say the biggest ingredient is hate. You have to really hate the victim to make something like this.'*

Missing defoliant: Zadreh frowns and becomes angry at this question assertion more thefts have occurred. *'Not since the incident, no. I've made sure of that. Every barrel, bucket, and drop is accounted for.'* If the party presses the issue, he admits that *'We maybe lost a barrel or two from that whole mess with Irina, but I can assure you, that's it.'*

State of the production facility: Zadreh grins. *'Glad to be running the ship, that's for sure. We have proper guards now — security. We look into the workers to make sure they're loyal. There's daily inspections of the facility and the cannons on the walls. It's all neat and tidy, just the way it should have been all along.'*

Once the party is finished asking questions, Dietger returns and insists that Zadreh continues with the inspection so they can get back to work. At this point the party is escorted out of the facility.

IRINA WHO?

If the party have not met Irina Heiksdotr, either by avoiding her during *Rotten to the Core* or on account of not playing that adventure, she can be found in Dum Duraz. Without the party's intervention, the Blackscale Coil managed to frame her and replace her with Zadreh without obstruction. If this is the case, her interrogation will contain less spite towards the party directly, and instead direct it towards her traitorous assistant and the false accusations leveled at her.

IRINA HEIKSDOTR

If the party wants to question Irina Heiksdotr, the former High Architect of Anvilgard, they must first locate her. Irina's location depends on the outcome of *Rotten to the Core*. She will either be in her home in **Hammercroft** (*Anvilgard City Guide*, page 18), easily found by asking around if the party have not visited there before, or she is imprisoned in Dum Duraz, a Duardin prison located in the industrial district (*Anvilgard City Guide*, page 16).

HOUSE ARREST

If Irina is at her home, read aloud or paraphrase the following. For a full description of Irina's home, see *Rotten to the Core*, page 12).

As you approach the former High Architect's home, you can't help but notice the pair of armed guards stationed at her front door. They make no move to interact with you as you knock. A few moments later a frazzled Irina slams open the door and lets out a long sigh. 'You again? Well, any company's better than none... come on in.'

Irina explains that while she managed to avoid a prison sentence, she has been under house arrest and close guard, allegedly until an investigation is complete. Her home and workshop shows signs of a busy mind trapped within a single location for too long: lots of mess and half-finished projects. She offers the party some refreshments, joking that, *'at least they feed me well enough'* and takes a moment to thank the party again for not sharing the fabricated incriminating evidence against her.

From here, she can be questioned as seen in **Once a High Architect** (see page 13).

DUM DURAZ

If instead Irina is locked up in Dum Duraz, read aloud or paraphrase the following:

The walls of Dum Duraz are surrounded by a wide chasm almost as difficult to traverse as the mountains of paperwork it takes to arrange a visit with the former High Architect. It takes the better part of a day dealing with wardens, clerks, and other prison staff before you are finally led into a confined room of dark stone. A few minutes later, Irina is led into the room by a grim-faced Aelf in warden's attire. Her clothes have been replaced with mouldy prison linens and the harsh scraping of her prison shackles echo off the tight space. She meets your eyes and you see a flash of barely contained fury cross her face as she spits, 'You again? Come to throw more false accusations in my face? Go ahead. Not like it can get much worse...'

The warden shackles her to a wall and retreats to the corner of the room, watching carefully over the proceeding questioning, but saying nothing. Proceed to **Once a High Architect**.

If the party helped put Irina in prison, they must pass a **DN 6:1 Mind (Guile) or Soul (Intimidation) Test** for her to discuss a particular line of questioning. If this Test is failed more than three times during the questioning, the warden claims that she is clearly not willing to help and ends the questioning early.

ONCE A HIGH ARCHITECT

Irina can discuss the following lines of questioning:

Redleaf's murder: If Irina is at home, she grimaces and says, *'I heard my new doormen talking about it. A Sylvaneth, correct? Terrible business.* If Irina is in prison, she scoffs and says, *'And what, you're here to accuse me of murder now as well?'*

The defoliant may be involved: If Irina is at home, her eyes go wide and she says, *'I told Zadreh that increasing the potency of the defoliant could have unforeseen consequences. But this? There must be some mistake.'* If Irina is in prison, she blinks in confusion and says *'And? I'm not exactly in charge of the defoliant production any more am I? Zadreh always wanted to use a more concentrated blend, I guess they got their wish.'*

The Defilement Toxin: If Irina is at home, she takes the broken globe and attempts a number of minor tests in her home. But after a few minutes she sighs in frustration and says, *'I'm sorry, I don't have the proper methods of breaking this down here. But I can tell from the smell that there is way more than just defoliant at work here.'* If Irina is in prison, she lets out a bitter laugh and rattles her shackles towards the warden. *'Oh of course, just give that to my assistant and I'll run it through the lab lickety split.'* If pressed further, she concedes that she has no idea what it is, but it doesn't smell like defoliant alone.

The Defilement Toxin's creator: If Irina is at home, she bites her lip, glances towards the door and lowers her voice, *'Something fishy is going on with the defoliant. The false accusations, the investigation, all this security and now Zadreh's new formula? This could be part of whatever is going on.'* If Irina is in prison, she shrugs and says, *'Zadreh was always messing with the formula, why don't you go pay him a visit? He's guilty of something, that much I'm sure. Should be him in these cuffs, not me.'*

Life under house arrest or in prison: If Irina is at home, she gives a weak smile and waves around at the mess. *'You're the first friendly face I've seen in forever, I'm bored as an Orruk in a library and I'm pretty sure I have rats under the floorboards... but at least I'm not chained to a wall in Dum Duraz.'* If Irina is in prison, she gives a sardonic smile and says, *'Oh I'm having a wonderful time. I just can't wait for execution day to roll around, it's going to be the biggest day of my life!'*





PART 4: INFECTIOUS GENIUS

Once the party has investigated both Spireroot and the defoliant residue, or if they find their investigation has ground to a halt, it is time to increase the stakes. The clock is ticking until the Sylvaneth attack, and the party's investigation has drawn the attention of Uzeek Smoulderhide's Gutter Runners.

A ROTTEN TAIL

As the party is leaving the last location they investigated, read aloud or paraphrase the following to the party member with the highest Passive Awareness.

As you weave your way through the twisting, mist-shrouded streets, you catch a glimpse of motion behind you. As you peer back, you spot a pair of stooped figures. What you first assume to be a pair of over-enthusiastic beggars, both turn at once and move in a strange shuffling gait, unmistakably matching your pace and direction. You are being followed...

Five **Gutter Runners** (*Soulbound*, page 328) have been stalking the party from the shadows for some time, but with the party's increasing interest in the case, the Skaven have become more agitated and come too close. Once they have been spotted, it is up to the party how they wish to deal with their new tail.

AMBUSH

Ambushing the Skaven Gutter Runners is a simple enough task in theory, but tricky in practice. The Skaven have been tailing the party for some time and have grown familiar with the nature of their movements and mannerisms. There is a very good chance the Skaven notice that the party is up to something long before they have a chance to spring their trap.

First, the party must find a suitable location to set their ambush. This could be a narrow back alley, a crowded market, abandoned warehouse, or any other location where movement is hindered or escape can be prevented.

Once the party has found a suitable location, they must make a **DN: 4:8 Group Test** (see *Soulbound*, page 297) using **Mind (Guile)** or **Body (Stealth)** to successfully spring the ambush.

Some groups may relish the opportunity to adopt specific roles for the ambush, with some luring the Skaven into position while others slip behind them, or executing more complex plans such as using a familiar setting or magic to their advantage. Feel free to reward players for creative planning and execution of the ambush by granting them Advantage on the Group Test.

If the ambush is successful, the Skaven are trapped, caught, or otherwise incapacitated and the party can interrogate them — see **A Rat in Beggar's Clothing** on page 17.

If the ambush fails, something goes wrong and the Skaven make a break for it. At this point, the party must give chase or let the lead slip through their fingers — see **Giving Chase** below.

GIVING CHASE

The simplest and most direct way to get some answers is to turn the tides on the Skaven and give chase. The party can choose to do this as soon as they realise they are being followed, or if they fail an ambush attempt.

As soon as the Gutter Runners spot that the party are aware of their existence, read aloud or paraphrase the following:

As you turn towards the stooped figures that follow you, they let out a startled shriek and skid to a halt. The low hood on one of your stalkers slips back, revealing a long rat-like snout, complete with prominent fangs and beady eyes. The creatures chitter and then turn as one, claws scraping off the ground as they flee with shocking agility.

Any characters in the party who have dealt with or heard of Skaven before instantly recognise the distinctive appearance of the infamous ratmen before the chase begins.

There are two different methods of representing the dramatic chase through the mist-thick streets of Anvilgard. The easiest and simplest method requires that the party make **DN: 4:10 Group Test** (see *Soulbound*, page 297) using **Body (Athletics)** or **Body (Reflexes)** to catch up with and capture the Skaven.

Alternatively, if you want a more granular and dramatic chase scene, you can utilise the optional **Chase Rules** as detailed below.

CHASE RULES

Use the following rules for chasing down the Skaven. You can use these rules for any chase scene in this or future adventures.

QUARRY AND HUNTERS

When running a chase scene, it is important to distinguish between Quarry and Hunters. Quarry can be an individual, vehicle, or even group that is being chased by the Hunters. In this case, the two Gutter Runners are our Quarry, and the party are the Hunters.

DISTANCE AND SPEED

When the chase begins, the Quarry and the Hunters have a designated number of Zones between them. In this case, there are five Zones between the Gutter Runners and the Hunters at the beginning of the chase.

It is generally accepted during a chase that both the Quarry and the Hunters are moving as fast as they can in an attempt to catch or escape their opponents, while avoiding or overcoming countless minor obstacles. For creatures with the same Speed, this means that the distance between Quarry and Hunters does not vary without additional influences from Chase Actions or Chase Complications.

If there is a difference between the speed of a Quarry and Hunter, the distance between them will grow or shorten at the start of the Quarry's turn by one Zone for each step of difference.

Example: A Quarry with a Speed of Fast automatically moves one Zone further away from a Hunter with Speed Normal at the start of their round. A Quarry with a Speed of Slow moves one Zone closer.

Finally, due to chase participants ducking and weaving through living and varied environments too complex to track in detail, all Zones within chase scenes count as having the *Partial Cover* Trait.

I'M TOO OLD FOR THIS!

If Telari Mistbloom is still accompanying the party when they decide to ambush or chase the Skaven, she offers to stay behind or out of the way. *'This sounds like business best left to younger people.'* Unfortunately, if she has accompanied the party up until this point, she has been marked by the Skaven as a valuable hostage. If she leaves the party, she is kidnapped shortly after by Skaven Gutter Runners and taken to the **Skaven Laboratory**, page 19.



CHASE ACTIONS

The Actions available to characters during a chase are slightly different than normal play. Rather than the usual Move, Action, and Free Actions that are taken in combat, on each round of a chase participants can take one of the following Chase Actions on their turn, in addition to standard Free Actions.

- ✱ **Hold Pace:** The Quarry or Hunter spends their full attention on moving as fast and safely as possible. The distance between Quarry and Hunters remains the same, but they gain Advantage on any Tests from Chase Complications that may arise.
- ✱ **Slow Down:** A Quarry or Hunter spends a portion of their attention and energy attempting something other than moving at full speed. The character in question may make a single non-movement based action, such as making an Attack Action or using a Talent (including casting a spell or Miracle). If the Quarry takes this Action, the distance between them and the Hunters is reduced by one Zone at the end of their turn. If a Hunter takes this action, the distance is instead increased by one Zone at the end of their turn.
- ✱ **Break Off:** A Hunter decides to give up the chase or break off. They effectively leave the Chase Scene. This action is automatically taken if a Hunter finds themselves with ten or more Zones between them and the Quarry at the beginning of their turn, if any character is *Restrained*, knocked *Prone*, or becomes Mortally Wounded, or if the Quarry decide to turn and face the Hunters in combat.

PACING A CHASE

This chase scene should feel like a mad dash through misty and crowd-thick streets. Turns should come fast and decisions should be snappy, otherwise what should be a dramatic chase scene can feel more like power walking along a conveyor belt. With the optional Chase Actions rules, each player only has to make one decision on their turn, and then everyone has to deal with the Chase Complications on the Quarry's turn. This should help to keep the pace fast and furious

CHASE COMPLICATIONS

A chase is a dynamic game of cat and mouse often through a busy, complex, or otherwise changing environment. When running at such breakneck speeds, obstacles and opportunities can easily take you by surprise.

To represent this, at the beginning of the Quarry's turn, the GM picks or rolls on the Chase Complication table (see page 17) then reads aloud or paraphrases the description and applies the effect.

END OF THE LINE

In many cases, the Quarry are aiming to flee to a specific location while the Hunters are attempting to catch them before they reach it. This is simply represented by a Chase counter that is reduced by one each round — consider using a pair of dice to represent this. In this case, the Gutter Runners are trying to reach a specific sewer entrance that leads to the Skaven Laboratory.

If ten turns pass and one or more Quarry are still leading the chase, they reach a narrow drain which leads down to the sewers and squeeze through, vanishing beneath the streets and ending the chase scene.

If the party is three Zones or closer to the Skaven at the end of the chase scene, they spot the sewer entrance the Skaven squeeze through. This gutter is too small for most normal-sized creatures to crawl into, but after a few minutes of searching the party can find an alternative way into the sewers through a service hatch in a back alley. If the party are too far away to spot the Skaven entering the sewers, they are instead approached by some shocked onlookers who will point the way. Either way, proceed to **The Anvilgard Sewers** (see page 19).

If one or more of the Skaven have been captured and the party wishes to interrogate them, proceed to **A Rat in Beggar's Clothing** (see page 17).

If all of the Skaven die during the chase, the party discovers a small scrap of rotting paper in one of the dead Skaven's robes. It seems to be a crude sketch of a sewer network, accompanied by a symbol of three claw marks in an inverted triangle. Using this, the party can head down into the sewers to find the source of the Skaven. Proceed to **The Anvilgard Sewers** (see page 19).

CHASE COMPLICATIONS

2d6	Effect	Effect
2-3	Serpentis Monster: 'A vast <i>Order Serpentis</i> sea-dwelling beast is being transported through the streets. In a flash, the shrieking Skaven clamber over its hide, cutting its bonds and enraging the monster into a thrashing fury.'	All Hunters within three Zones of the Quarry must immediately make a DN: 5:2 Body (Reflexes) Test or take 5 Damage and fall two Zones behind while they recover and find a way around the beast.
4-5	To the Roofs!: 'The <i>Gutter Runners</i> scamper up a rickety section of scaffolding and begin dashing across the sloped rooftops.'	For the following three turns, do not roll for new Chase Complications. Instead each Hunter must make a DN 6:1 Body (Athletics) Test at the beginning of their turn to cross various gaps or slopes. If they fail, they take 4 Damage and fall one Zone behind.
6-8	Opportunity: 'The Skaven trip, stumbling and righting themselves in a furious scrabbling of clawed limbs, giving you a chance to catch up.'	All Hunters in the chase can make a DN 4:2 Body (Athletics) Test. If successful, they move one Zone closer to the Quarry.
9-10	Dense Crowds: 'Your chase leads you right into a dense market square, where even the diminutive Skaven have trouble moving freely.'	For the following three turns, do not roll for new Chase Complications. Instead each Hunter must make a DN 6:1 Body (Reflexes) Test at the beginning of their turn. If they succeed, they move one Zone closer to the Quarry.
11-12	Marbles: 'A group of children playing with marbles in the street spot the approaching Skaven, and scatter the glass beads in the ratmen's path, laughing as the Skaven tumble head over claw.'	All Hunters within three Zones of the Quarry must make a DN 5:2 Body (Reflexes) Test. If successful, they manage to avoid the marbles and move two Zones closer to the Quarry.

THINK ON YOUR FEET

At the GM's discretion, the Difficulty of Chase Complications can be reduced by 1, but only if the players come up with a way of avoiding it in a speedy manner. Some complications may even be completely avoidable by characters with a Flight Speed or other unique methods of traversal. Chase scenes really shine when the turns flow fast and players respond to complications quickly.

A RAT IN BEGGAR'S CLOTHING

If one or more of the Skaven Gutter Runners are captured and the party wish to interrogate them, read aloud or paraphrase the following:

The battered Skaven snap and snarl beneath their ragged robes, hissing and scrabbling in an impotent animalistic fury. The stench of sewage-soaked fur and pungent musk is enough to make you gag. Their twitching gaze darts between you and the gathering crowd as their panicked breathing increases to a fevered state of hyperventilation.

The largest of the Gutter Runners is called Snikket Rot-tooth, named after a prominent fang protruding from their snout that weeps a yellow-green pus from its tip. They have grey matted fur that falls out in clumps if grabbed. They thrash wildly and make every attempt to escape unless bound or held, cursing the '*wretched man-things*' and spitting flecks of pus and saliva at anyone that he can.

The smallest of the group is called Krel Guttershank. They have a light brown pelt and appear somewhat younger than Snikket. They plead, whimper, and shiver when caught, curling up into themselves as a pungent musky stink emanates from somewhere within their ragged robes.



If only one Skaven is caught, it is revealed to be Krel. If two are caught, it is both Krel and Snikket. If more are caught, they do not reveal their names and will not answer questions for fear of what Uzeek will do to them.

Both Snikket and Krel have the following information. Uncovering each of these pieces of information requires a member of the party make a Test using the **Soul (Intimidation)** or **Mind (Guile)** Skills, with a DN equal to the listed value for each piece of information. Miracles such as *Unburden Thyself* and spells such as *Seeker of Truth* can also be used to reveal this information.

- ✧ The Skaven of the **Virulent Procession** (see page 29) have infiltrated the city. **DN 4:1**
- ✧ They seek revenge on the Sylvaneth that thwarted their plans some years ago in a great battle and heard of the 'plant-rotter' that was used to defend Anvilgard. **DN 4:2**
- ✧ There is a laboratory in the sewers run by Uzeek Smoulderhide, a '*big-brain with the best plans*'. **DN 5:2**
- ✧ Uzeek Smoulderhide is developing a new 'plant-rotter', an improved version they are calling 'the Defilement Toxin', specifically designed to kill Sylvaneth. **DN 5:3**
- ✧ The route to the laboratory is marked by a series of small symbols scored into the stone: three overlapping scratches that form an inverted triangle. **DN 5:3**

Unfortunately, interrogating the ratmen is not an easy task. Snikket is a half-feral fanatic, the kind of Skaven that will gnaw his own arm off and stab his ally in the chest before revealing any of their closely held secrets. Meanwhile, Krel is a subservient coward who will do or say anything to save his own hide, including betray his masters, but is absolutely terrified of their fellow Skaven.

If both Snikket and Krel are caught, Snikket takes the dominant role, shouting down and cursing the subservient Krel at every opportunity, calling him a '*Stupid pink-nose!*' or '*Wretched soft-claw!*' any time he tries to speak. He even blames Krel for the pair getting caught in the first place, regardless of how it transpires. Krel responds to this by cowering further and whimpering weak, chattering protests and placations.

A successful **DN 4:2 Mind (Intuition)** Test highlights the pair's strenuous relationship and indicates that isolating Krel should offer better results. If Krel is isolated, or Snikket is killed before or during the interrogation, Krel is a lot more forthcoming, answering questions in a rapid and detailed way, without need for further Tests. This is, of course, all an attempt to weasel their way out of captivity. Krel even offers to lead the party to the laboratory, though this is largely a ploy, as they attempt to escape at the first chance they get once the party enters the sewers.

If Snikket is harmed in a manner that draws blood, or Krel answers any questions, Snikket flies into a frothing, pus-spitting frenzy. They bite and gnaw on any restraints they have, or living creatures that come within range. This continues until they are freed, *Incapacitated*, or knocked *Unconscious*. If they cannot possibly gnaw through their restraints, they instead attempt to gnaw through their own limbs. They are not capable of answering any questions during this time.

If this interrogation is held out in the open with civilian onlookers, Doom increases by 1 as word quickly spreads of the Skaven menace within the city.

Once the party has finished the interrogation, it is up to them what they want to do with the Skaven duo. They could be imprisoned or executed, commanded to escort the party to the laboratory, or even released. Regardless, the party's next goal should be to locate the Skaven Laboratory and bring justice to the murdered Sylvaneth. Proceed to **The Anvilgard Sewers** (see page 19).

IT STINKS DOWN HERE!!

All Zones in the Anvilgard sewers and the Skaven Laboratory have the *Heavily Obscured* Trait, while the raw sewage itself has the *Difficult Terrain* Trait. In addition, any non-Skaven that set foot in the sewage must make a **DN 6:1 Body (Fortitude)** Test or become *Poisoned* until the end of their next turn. This Test is repeated at the beginning of each turn that the character remains in the sewage.

THE ANVILGARD SEWERS

Once the party enter the sewers, read aloud or paraphrase the following:

Your footsteps give off a wet echo as you lower yourself down into the wide sewers beneath Anvilgard. You are assaulted by the wretched stench of the city's waste immediately. Unidentifiable lumps — organic and otherwise — tumble lazily through the waist-high brown-green sludge that slops along the subterranean canals. Some form of horrific chemical reaction must be taking place in the sewage, as long ribbons of an oily, bioluminescent substance ripple along its surface, filling the claustrophobic space with a sickly green hue. Lucky for you, cramped paths of slippery bricks run along the walls beneath the arched tunnels, keeping you out of the sewage itself... mostly.

Finding the Skaven Laboratory can be done in a few ways.

If the party failed to capture or interrogate the Gutter Runners in **Giving Chase**, they must follow the trail left behind by the Gutter Runners. To track them through the sewers, the party must make a **DN 4:10 Group Test** (see *Soulbound*, page 297) using **Mind (Survival) (Awareness)** or **(Lore)**. Succeeding on this Test lets the party follow claw marks and scuffed stone or disturbed parts of the sewage sludge in a reasonable time.

However, if the party fails this Test, the Gutter Runners manage to gather allies and lure the party into an ambush of their own. Two Gutter Runners per party member attempt to sneak up on the party as they reach a four-way junction in the sewer. They do so by swimming through the sludge, granting them Advantage on their Stealth Tests to avoid detection. If they succeed, they attack from Surprise with their *Eshin Throwing Star* Attack, focusing their attacks on characters with the highest Armour and Body values initially, before spreading out their attacks. The Gutter Runners continue to fight until either half their number are defeated, or they manage to cause a Wound on each character, at which point they attempt to flee and return to the laboratory.

The party can try to capture one of the Gutter Runners and interrogate them as per **A Rat in Beggar's Clothing** (see page 17). Alternatively, they can follow the trail of the ambushing Skaven to the Skaven Laboratory.

If the party managed to capture and interrogate the Gutter Runners in **Giving Chase** or as a result of this ambush, they can instead simply follow the subtle Skaven markings pointing the way to the laboratory.

THE SKAVEN LABORATORY

As the party approaches the Skaven Laboratory, read aloud or paraphrase the following:

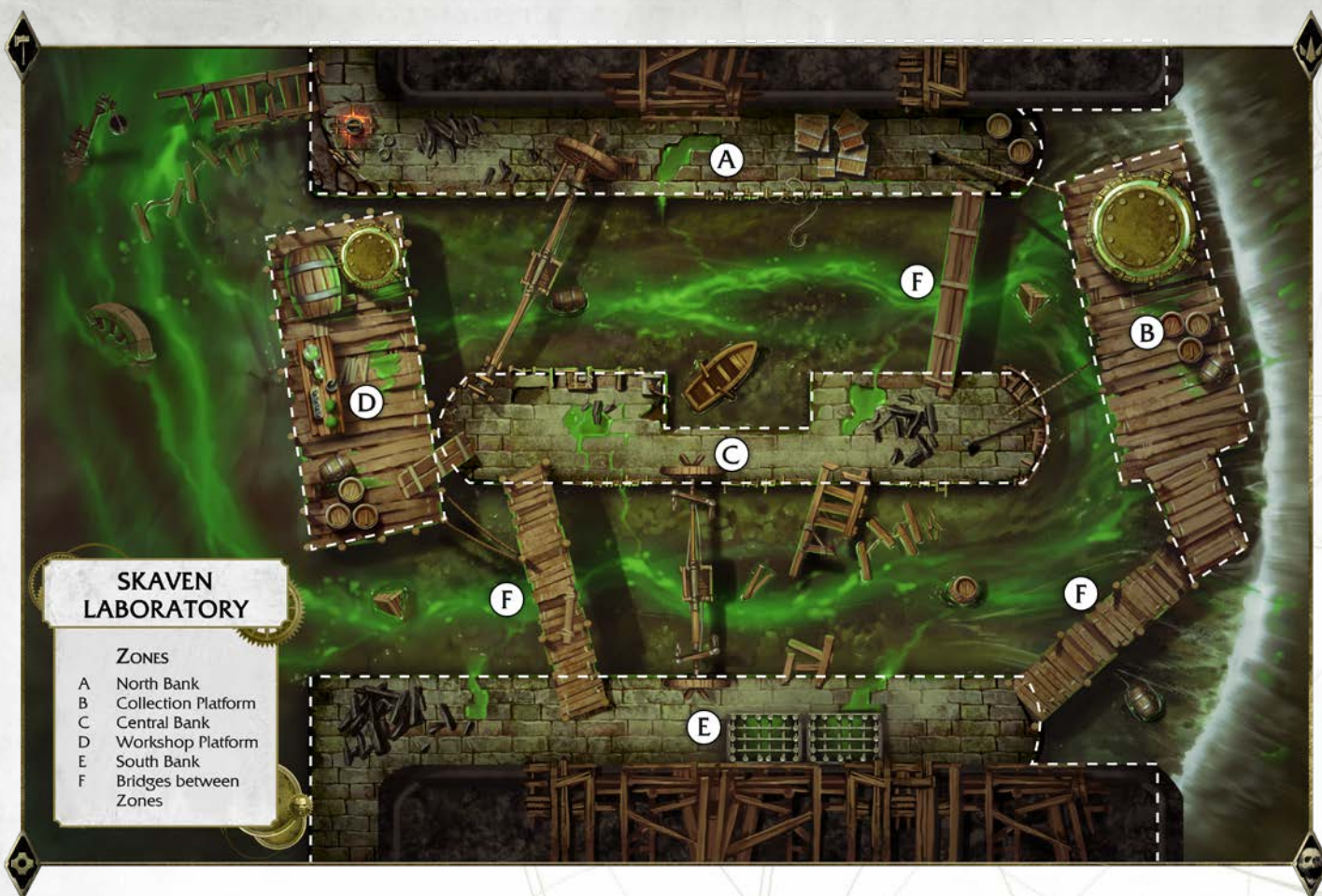
As you wind your way through the stinking sewers, you notice the sound of rushing water coming from up ahead. Just above it, you catch the muted sounds of chittering and rusted tools scraping against untreated wood.

The Skaven Laboratory is the headquarters of the Virulent Procession in Anvilgard, a ramshackle network of rotting platforms raised above the slimy sewage at a vast outlet that spews the toxic sludge out of the towering city walls.

The raised platform to the west is known as the Workshop Platform, where Uzeek Smoulderhide conducts his twisted experiments. It sits on stilts 10 feet from the sewer level. Filthy alchemical equipment lies strewn across rotting wood and piles of foul smelling and leaking barrels of Defilement Toxin. Any character who sets foot on this raised platform must make a **DN 4:2 Body (Reflexes)** Test or suffer a Small Dose of Defilement Toxin (see **Defilement Toxin**, page 2).

The raised platform to the east of the lair is known as the Collection Platform as it contains a vast defoliant collection device. Long pipes trail down into the water, sucking up and filtering out the defoliant from the sewage that spews over the waterfall, in addition to collecting the trickling runoff from a wall-mounted Defilement Cannon high above the outlet.





SKAVEN LABORATORY

ZONES

- A North Bank
- B Collection Platform
- C Central Bank
- D Workshop Platform
- E South Bank
- F Bridges between Zones

The platform sits 10 feet off the ground and is secured in place against the rushing flow of sewage by a pair of thick anchors. Each anchor can take 5 points of Damage before it breaks. The first time one of the anchors breaks, every creature standing on the platform must make a **DN 6:1 Body (Reflexes)** Test or fall *Prone* as it shakes and twists. If the second anchor breaks, the same Test must be made again as the entire platform comes loose. The platform lurches free and teeters over the edge of the waterfall, as the pipes and filters snap and crumple under its weight. At the end of the next round, the platform falls over the waterfall. Any characters that remain on the platform plummet hundreds of feet to the defoliant-cleared wasteland outside the city walls.

Should any characters end up tipping over, landing in, or being the target of a thrown barrel from either the collection or workshop platform, they suffer a Large Dose of the Defilement Toxin (see page 2).

The twin cages to the south of the laboratory hold four captured Sylvaneth **Dryads** (see page 31) brought here from the Wailing Grove, a Sylvaneth grove outside of the city (see *Anvilgard City Guide*, page 33). They have been experimented on extensively, with much of their natural

armour reduced to stone and one of them missing an arm. If Telari Mistbloom has been captured, she is also in the cage, having been sought out and captured by Uzeek's Gutter Runners to provide additional leverage for his negotiations. The crude iron cages can be forced open with a **DN 6:2 Body (Might)** Test, or smashed open by dealing 8 Damage to the locking mechanism. Uzeek Smoulderhide also holds the keys to the cages. If freed, the Dryads fight with unbridled fury until they perish or the Skaven are defeated. Any that survive the encounter accompany the party to Spireroot.

All of the bridges, ramps, and scaffolding in the area are rickety constructions not built to carry anything larger than a Skaven. Any time a non-Skaven character crosses one of the bridges, they must roll 1d6. If the result is equal to or greater than their Body score, the bridge groans and shudders in protest, but holds strong as they cross it. If they roll less than their Body, the bridge collapses, dealing 1d6 Damage and dropping them *Prone* into the sewage.

Most of the Skaven forces have already been sent away to prepare for the attack on Spireroot, leaving behind a relatively small force. This consists of:

- ✧ Uzeek Smoulderhide, a **Plague Priest** (see page 33).
- ✧ Two **Rat Ogors** (*Soulbound*, page 329) wielding Defilement Cannons (see **The Defilement Toxin**, page 2) in place of their Warfire Throwers.
- ✧ Four **Clan Moulder Packmasters** (see page 32).
- ✧ Two Swarms of ten **Plague Monks** (see page 33).
- ✧ One **Plague Censer Bearer** (see page 32) per party member.
- ✧ One **Clan Skryre Acolyte** (see page 32) per party member.
- ✧ One **Gutter Runner** (*Soulbound*, page 328) per party member, each equipped with a single Defilement Globe (see **The Defilement Toxin**, page 2).

The party approaches the laboratory from the north, but the arrangement and initial interaction with the Skaven forces and Uzeek Smoulderhide differs based on whether they are aware of the party's approach or not.

'WHO ARE YOU?'

If the party managed to capture or defeat all of the Gutter Runners during **Giving Chase**, the Skaven are unaware of the party's approach and are arranged as follows:

Uzeek Smoulderhide is located on the Collection Platform along with the two Rat Ogors and four Clan Moulder Packmasters. There is a lot of chittering and yammering as Smoulderhide fiddles with the Rat Ogors' wicked looking Defilement Cannons, while the Packmasters keep the Rat Ogors in line.

The Gutter Runners are hunched over a sputtering campfire to the north arguing in Queekish — the Skaven native tongue — about which dried mortal skin makes the best kindling or snack.

The Plague Censer Bearers, along with the Clan Skryer Acolytes, are located on the laboratory platform, fixated on their failed attempts to fill their rusting Censers with a vaporised form of the toxin, in a twisted ritual punctuated by the snickering and clacking of gnashing teeth.

A Swarm of Plague Monks are taunting the prisoners in the cages, telling them all the horrible, rotten things they are going to do to the Sylvaneth with the 'sacred toxin'.

Any remaining Plague Monks mingle around the central area of the laboratory, engaged in a grizzly auto-cannibalistic ritual, where they compete over who is most devoted to the Great Corruptor by ripping off and consuming strips of their own rotting flesh or fur.

Provided the party approach stealthily, they can gain a Surprise round. If the party attacks or are spotted, the Skaven sound the alarm and rush to attack. Uzeek fumbles with a bulky device of warpstone shards and jumbled wiring called a far-squeaker and shrieks into it 'Go-go! Start the Defilement!' This order marks the beginning of **Part 5: The Defilement** (see page 23).

Once Uzeek has executed his command, he instructs one of the Rat Ogors to attack the party head on, and demands the other stay by his side and defend him. The defending Rat Ogor uses its Mettle to take the Defend action each turn to protect Uzeek and hurls barrels of Defilement Toxin at any characters who approach within Medium Range. The attacking Rat Ogor does not use bridges, instead crossing through the sewage and attempting to Shove or Grapple party members into the sewage and fight them there. Remember that non-Skaven who touch the sewage must pass a **DN 6:1 Body (Fortitude)** Test or become *Poisoned* until the end of their next turn.

Uzeek remains atop the Collection Platform, hurling insults and spells at the party while trying to keep as many Skaven allies between himself and the party as possible.

Should Uzeek be reduced to half of his maximum Toughness or witness the party defeat half the Skaven in the laboratory or his defending Rat Ogor, he orders a surrender. Proceed to the negotiation in **'You're Too Late'**.





UZEK SMOULDERHIDE

'Yes-yes! Mix, mix till it makes the good stink-stink! Like rotten meat under filthy claws!'

Appearance: A rotund Skaven covered in blackened fur and a patchwork of pink burn marks. They dress in rotting Plague Priest rags and their clawed hands are permanently stained from countless chemical spills. Some dire lab accident has left them permanently stinking of burning fur.

Goals: Enact vengeance on the Sylvaneth by bringing together the expertise of various clans to create the ultimate weapon to destroy them; prove your genius and devotion to the Great Corrupter.

Roleplay Notes: Like most Skaven, you have a conflicting sense of superiority and anxiety that manifests in a highly unpredictable personality. When talking about your achievements in bringing so many clans together, you wave your arms around to boast and cackle at how 'clever-smart' you are, while scratching and tugging at your ears in dismay when anyone doesn't recognise your genius. When you are in charge, you are an egotistical mastermind, convinced of your own genius. But you are quickly terrified when isolated with individuals that could clearly overpower you, bowing your head and trying to appear small while emitting the vile smelling 'musk of fear'.

Uzeek Smoulderhide uses the **Plague Priest** stat-block, page 33, but carries three globes of Defilement Toxin (see page 2).

'I'VE BEEN WAITING FOR YOU!'

Alternatively, if the party were unable to capture or defeat both of the named Gutter Runners during **Giving Chase**, they return to the laboratory and warn Uzeek Smoulderhide about the incoming attack. This gives Uzeek time to prepare for the party's arrival and signal the beginning of **Part 5: The Defilement** before the party arrives. In this case the Skaven forces are laid out as follows:

Uzeek Smoulderhide is crouched atop the prisoner cages with his two Rat Ogors on either side of them. He holds a Defilement Globe (see **The Defilement Toxin**, page 2) above the cage in a menacing fashion.

The Gutter Runners are hidden beneath the Workshop Platform, submerged in the sewage aside from the tips of their snouts and watchful eyes. They wait in ambush for the party to make their move or for Uzeek's signal. While under the water and in shadow, they are in *Total Cover* and have Greater Advantage on Opposed Tests to hide.

The Plague Monks and Plague Censer Bearers are spread out evenly across the remaining Zones.

When the party approaches, Uzeek calls out to them over the rush of the sewage outflow, *'No need to sneak-creep, small-brains! Uzeek knows you're there! Let us squeak-speak like the clever-smart ones we are! Or the tree-things die!'*

From the reports of his Gutter Runners, Uzeek knows the party is not a force to be trifled with and hopes that he can talk his way out of a swift and bloody end. Uzeek holds the prisoners hostage, poised to drop the Defilement Toxin into the cage at the first sign of attack.

If the party chooses to negotiate, move on to **'You're Too Late'**.

If the party chooses to attack, Uzeek uses the same tactics shown in **'Who are you?'**, with two additions. First, he drops the Defilement Globe into the cage, killing the inhabitants. Secondly, he orders the concealed Gutter Runners to ambush the party, Surprising them when they cross to the centre of the laboratory. Once the ambush is sprung, Uzeek attempts to flee to the south alone, commanding the Rat Ogor protecting him to Defend the Zone and guard his escape.

'YOU'RE TOO LATE'

Uzeek is as clever and sneaky as Skaven come. He has reached his position of power through countless schemes involving duplicitous negotiations, bloody betrayal, and exploiting the Virulent Procession's religious fanaticism. Should he talk with the party, either through negotiations in **'I've Been Waiting for You'** or when surrendering in **'Who are you?'** he reveals the following information:

- ✧ The Defilement Toxin is his own genius creation. He took the new, more concentrated form of defoliant and was able to 'bless' it and ferment it with shards of warpstone into the terrible Defilement Toxin.
- ✧ Once the toxin soaks into the heartwood of a Sylvaneth, they are doomed. There is no cure and the lamentiri will never grow again.
- ✧ Uzeek believes that his Defilement Toxin is the first step to uncovering one of the Thirteen Great Plagues sought after by the Clan Pestilens.
- ✧ Uzeek claims to have felt the presence of the Great Corrupter within the city — a rotting stink in the air that only true followers can scent.
- ✧ He believes that the man-things of Anvilgard are all worshippers of the Great Corrupter without knowing it. In this way he believes that the party and the citizens of Anvilgard are not so different from the Skaven, as they all make weapons and brew poisons to murder living things they don't like — Uzeek's toxin is just better.
- ✧ The Skaven are only immune to the effects of the Defilement Toxin due to their faith in the Great Corruptor.
- ✧ This is all a long sought after revenge for a humiliating defeat the Virulent Procession faced at the hands of the Sylvaneth. By making this new weapon, Uzeek believes he will ascend even higher in the ranks of Skaven society.
- ✧ The Skaven had to test the Defilement Toxin on the Sylvaneth in Anvilgard to make sure it affected more than just the Sylvaneth in the Wailing Grove.

- ✧ Uzeek claims that there are dozens more laboratories making plenty more of the toxin. A **DN 4:2 Soul (Intuition)** Test reveals this to be a lie, since logic would dictate that if there were multiple laboratories, Uzeek would have just relocated when he learned the party was approaching.

Uzeek speaks with the party for as long as he can. He claims that he just wants to leave the city and take his discoveries with him. He goes to great lengths spinning a fake negotiation over the life of the prisoners, any wounded or Mortally Wounded party members, and any other leverage he might have, saying:

'Leave Uzeek's sewers and Uzeek will leave! Yes-yes! We will go-scuttle far away!'

But his true intention is simply to delay the party as long as possible, giving his forces time to complete the Defilement and return to the laboratory.

If negotiations run dry, or the party moves to attack, Uzeek cackles and informs them that the Defilement is already underway and they must make a choice: waste time fighting Uzeek and his followers in the laboratory, or leave now and stop the Defilement, saying:

'Time to pick-choose, small-brains! Let Uzeek go and save the tree-things! Or waste time killing Uzeek, and all the tree-things die!'

PART 5: THE DEFILEMENT

From the moment Uzeek signals the beginning of the Defilement through the far-squeaker, a race against the clock begins, as the Skaven assault and systematically defile Spireroot. The longer the party take to reach the Sylvaneth grove, the further the attack progresses and the more Sylvaneth die.

THE WITHERING OF THE ROOT

The goal of the Skaven assault is to trap the Sylvaneth in Spireroot and fight their way through the grove to destroy the Soulpod Grove, slaughtering the Sylvaneth with their new Defilement weaponry until nothing remains but decay and petrified corpses.

THE BATTLE OF SPIREROOT

The Skaven force that attacks Spireroot consists of:

- ✱ One **Plague Priest** (see page 33) equipped with three Defilement Globes (see **The Defilement Toxin**, page 2).
- ✱ One **Rat Ogor** (*Soulbound*, page 329) per party member, each wielding a Defilement Cannon (see **The Defilement Toxin**, page 2) in place of their Warfire Throwers.
- ✱ One **Plague Censer Bearer** (see page 32) per party member.
- ✱ Three Swarms of ten **Plague Monks** (see page 33) per party member.

This force moves as one through Spireroot in a grim and deadly procession, chattering prayers to the Great Corruptor as they slaughter the Spireroot Sylvaneth. The Rat Ogors act as the devastating spearhead, dousing Zones in Defilement Toxin. Plague Monks accompany the Censer Bearers to clear up any survivors. Meanwhile, the Plague Priest leads from the heart of the procession, shouting out the phases of the battle and commanding the troops.

If the party arrives before the Defilement is complete, the Plague Priest commands half of the procession to attack them, while they lead the other half to continue the assault.

Use the **Defilement Timeline** table to track the progress of this attack. The ambush begins when Uzeek uses the far-squeaker to signal the attack during **Infectious Genius**. This means that by the time the fight in the sewers is won, the first phase of the attack is already completed.

If for some reason Uzeek is prevented from using the far-squeaker, the ambush starts instead when a Skaven scout spots the party leaving the sewer.

From that moment on, the Defilement Timeline progresses until the party reaches Spireroot (see **The Ascent**, page 27).

At various points throughout this section, the GM must roll to see if the Skaven force progresses onto the next phase of the Defilement. For every 10 minutes the party spend outside of combat, one volunteer player must roll 3d6 and add the current Doom score. If the combined total is equal to or greater than 13, the Defilement Timeline advances to the next phase

While the slaughter of the Sylvaneth is brutal, they do not go down without a fight. At the end of each phase, roll 1d6 on the **Sylvaneth Resistance** table to determine which Skaven forces fall during the phase.



THE DEFILEMENT TIMELINE

Attack Phase	Description	Effect
Cut-stab now! Kill-kill!	The Skaven rush out of the abandoned towers and scuttle across the supporting roots holding Spireroot aloft, taking the Sylvaneth by surprise and overwhelming them with ease.	Increase Doom by 1.
Trap-trap! No escape!	The Skaven push into the Clearing. They target the living root elevators with Defilement Cannons, destroying them and preventing escape or reinforcements.	The living roots can no longer be used to access Spireroot.
Defile! Spread the rot-stink!	Fighting continues in the Clearing. These areas are covered in Defilement Toxin and rot in a matter of moments.	The Clearing is Defiled.
Taint the water!	Fighting pushes into the Waterfall. Joy-branch attempts to protect the water supply with one Swarm of ten Dryads . A Plague Monk empties a canister of toxin into the waterfall, polluting it and killing all within the waters.	Joy-branch dies. The Waterfall becomes a <i>Deadly Hazard</i> that ignores Armour. The Waterfall is Defiled. Doom increases by 1.
Soil the green-wood!	The Skaven fight through the Forest. Spite-root leads a rushed counter attack with two Swarms of ten Dryads. The Dryads are wiped out and Spite-branch falls back to the Tunnel Entrance.	The Forest is Defiled. The Tunnel Entrance is revealed.
Find-seek the heart!	The Skaven aim to reach the lower level via the Tunnel Entrance. Spite-branch makes her last stand along with two Kurnoth Hunters at the Tunnel Entrance.	Spite-branch dies. The Tunnel Entrance is Defiled. Doom increases by 1.
Gnaw-chew on the Corpse!	The Skaven breach the lower level and spread out to begin their final Defilement. With the majority of the Dryad and Kurnoth slaughtered, the true massacre begins.	The Garden is Defiled.
Strike-stab where they nest!	The Skaven push into the Resting Place and slaughter all of the remaining Sylvaneth resting there.	The Resting Place is Defiled.
Yes-yes! Defile the soul!	The Skaven find the Soulpod Grove and begin their attack. Sorrow-branch along with one Swarm of five Dryads and a single Kurnoth Hunter stand in defence of the grove.	Sorrow-branch dies. The Soulpod Grove is Defiled. Doom increases by 1.
Slice-chew the tendons!	With the Defilement complete, the Skaven begin their retreat with one final victorious dousing of Defilement Toxin across anything that managed to survive.	The Sylvaneth are wiped out and Spireroot is unsalvageable. Doom increases by 2.
Quick-quick! Return to Shadows!	The Skaven descend the abandoned towers and vanish into the sewers, taking their terrifying new weaponry with them.	The remaining Skaven return to the Skaven Laboratory.

DEFILED

At certain points in the Defilement Timeline, various Zones become Defiled. If this happens, the Zone becomes *Lightly Obscured* and a *Minor Hazard*, the damage from which ignores Armour. This is in addition to any other Traits the Zone already has. This represents the effects of the horrifying toxin taking hold, as all plant life in the Zone withers and dies, and a cloud of choking miasma fills the air. This removes the Jade magic Channelling bonus and the healing benefits of the Soulpod Grove.

TRACKING THE BATTLE

By using the Skaven force deployments, Defilement Timeline, and the Sylvaneth Resistance table, you can quickly and easily track the progress of the battle without worrying about running detailed combat encounters the characters are not involved in. Simply keep a note of the remaining Skaven forces and their location on the Defilement Timeline. Once the party arrives at Spireroot, provided they are not too late, you can begin tracking the battle in more detail.

SYLVANETH RESISTANCE

1d6	Effect
1-2	Overwhelmed: The Sylvaneth are caught off guard or simply overwhelmed by the tide of virulent Skaven. The Skaven forces are not reduced.
3-5	Brave Effort: Despite heavy losses, the Sylvaneth manage to give as good as they get. Reduce the Skaven forces by one Swarm of Plague Monks and their accompanying Plague Censer Bearer.
6	Heroic Feat: Through noble sacrifice or martial prowess, the Sylvaneth strike a major blow against the encroaching Skaven horde. Reduce the Skaven forces by one Swarm of Plague Monks, their accompanying Plague Censer Bearer, and a single Rat Ogor.

NO TIME TO SPARE

Once the party has finished dealing with the Skaven in the sewers, they must navigate their way back to Spireroot as fast as possible. If they take their time and trace their steps carefully, they can exit the sewers in 10 minutes with no Test required.

If the party leave the sewers and return to the streets above, read aloud or paraphrase the following:

The instant you emerge from the sewers you can tell the mad Skaven was telling the truth. The misty streets are filled with bystanders that ripple and murmur with passing waves of shocked gossip. Something is happening at Spireroot. An attack of some sort? Screams and blood are flowing from the towers surrounding it. Is this a move by the Coil? Have the Sylvaneth gone mad? The Freeguild are being deployed, but they have been caught flat-footed. Stay away from Spireroot, lest your life be forfeit.

Moving through the congested streets proves difficult, even for a group of Soulbound. The closer the party gets to Spireroot, the denser the crowds grow, ultimately resulting in a mass of civilians pressed shoulder to shoulder in fear and curiosity.

Reaching Spireroot from this area normally takes 20 minutes, but this can be reduced if the party somehow circumvents or clears a path through the crowds. A successful **DN 4:10** Group Test using **Soul (Intimidation)** or **Body (Athletics)** allows the party to force their way through the crowd and reach Spireroot in 10 minutes. Flight, teleportation, taking to the rooftops, or other inventive forms of traversal allows the party to move through the streets in 10 minutes.

Alternatively, the party can attempt to find a shortcut back to Spireroot through the sewers, though there is risk of getting lost. If they decide to try this, the party makes a **DN: 4:8** Group Test (see *Soulbound*, page 297) using **Mind (Survival)** or **(Lore)**. If successful, the party manages to escape the sewers by using a series of hidden Skaven tunnels. By doing this, they avoid the congested streets and emerge on the ground floor of one of the abandoned towers featured in *The Ascent* within 10 minutes. If they fail the Test, the party finds themselves turned around or lost in the sewers. They emerge out of the sewers after 20 minutes and must progress through the crowded streets as described above.

NARRATING THE CLIMAX

The party has roughly an hour and a half from the ambush beginning until the fall of Spireroot. This does not give them long to avert the crisis, and any time the party is seriously delayed, engaged in combat, or stops to Take a Breather, another phase is increasingly likely to pass. This is as intended.

As the dramatic climax of the adventure, the party should feel the pressure hit from the moment they hear of the attack. Consider cutting away from the party's point of view to share the description for each phase of the attack. Show the valiant efforts of the Sylvaneth as they try to protect their home and the tragedy as their grove is destroyed. This should solidify in the players' minds that their every delay costs lives.

THE ASCENT

Once the party reach the base of Spireroot, read aloud or paraphrase the following:

Peering through the low-lying mists, you can see Spireroot suspended high overhead, but something is clearly amiss. From this angle, you can only see the underside of the Sylvaneth grove, a mass of compact soil and rock, but the great living vines which once carried goods and people up to the dizzying heights have withered and turned to brittle stone. Civilians stand clear of the massive mound's shadow, as chunks of rotting debris and sticky streams of Defilement Toxin rain down on the cold streets below, accompanied by the windborne sound of shrieking war cries and vicious combat.

With the living roots destroyed, the party must come up with an alternative solution for reaching Spireroot.

If a party member has a method of flight, they can fly to Spireroot without issue. A Tree-Revenant Waypiper can use their Waypipes to *Walk the Spirit Paths* (see **Soulbound**, page 109), travelling up the supporting roots and emerging in any chosen Zone within Spireroot. Both of these methods take 10 minutes.

Otherwise, the party must ascend one of the abandoned towers that support Spireroot on foot. There are three towers: one to the northwest, northeast, and southwest. For the purposes of the ascent, they are identical, but the connected vines lead to different Zones on the top layer of Spireroot. If the party choose to climb one of the vines, read aloud or paraphrase the following:

It looks like the only way you can reach Spireroot is through one of the abandoned towers. You pick one and make a break for it, smashing through the flimsy barricade of damp wood erected to prevent squatters from accessing the abandoned towers. Inside the vast cylindrical tower is a dark and miserable sight. The floor slabs have been torn up to reveal a freshly dug tunnel. The sickly stench of sewage wafts up from the dark opening. You spot the twinkle of shrewd eyes in the shadows a split-second too late, as the waiting Skaven spring their trap.

Ascending the abandoned tower on foot takes time, and while the citizens of Anvilgard have largely abandoned the towers in the wake of the Sylvaneth's arrival, they are now infested with Clan Pestilens Skaven. The Skaven are holding the towers as their main escape route, so have left behind scouts and traps to ambush any who threaten it.

Each floor within the tower is a large cylindrical space, with a spiral staircase running around the wall and up to the next floor. The towers were originally constructed as cheap housing for a large number of unfortunate Anvilgard civilians. Each floor once held upwards of ten families each, with their meager living spaces separated by little more than hanging canvas, piled crates, or cheap dividers made of scrap. This detritus grants all Zones within the tower the *Partial Cover* Trait.

The abandoned tower is made up of thirty floors in total, with the massive supporting vines that connect the tower to Spireroot located on the 20th floor. Every 10 minutes the party spends climbing, they move up 2d6 floors. Various floors within the tower have obstacles, traps, or Skaven forces that the party need to overcome to proceed, as shown on the table below.

THE ASCENT

Floor	Event
Ground	Ambush! : The Skaven have left one Swarm of ten Plague Monks and a single Plague Censer Bearer behind to defend the tunnel to the sewers. They attack from Surprise.
6	Crumbling Floor : Parts of the floor have been trapped to give way. The first time two characters set foot onto this floor at the same time, the trap is triggered. The floor gives out under foot, dealing 2 points of Damage to each character and dropping them to the floor below. A character with Passive Awareness 3 or more can spot this trap before it is triggered and find a safe path across.
12	Defilement Accident : A number of large barrels are scattered around this floor. Each once held the vast quantities of Defilement Toxin used to power the Rat Ogors' weaponry. One of the barrels has been damaged and spilled its contents. Characters crossing this floor must make a DN 4:3 Body (Reflexes) Test or suffer from a Small Dose of Defilement Toxin.
20	Vines : A wide hole has been broken through the wall here. Beyond you can see one of the great vines which traverse the space between the towers and Spireroot. A single Rat Ogor and infuriated Clan Moulder Packmaster waits here, blocking the hole. The Rat Ogor appears to be afraid of heights, and refuses to move despite the Packmaster that continually attempts to shove it out the window and across the vine.

DIE ON THE VINE

Once the party deal with the Skaven on the 20th floor, read aloud or paraphrase the following:

The wind howls through the gaping hole in the tower wall, tugging at your clothing and forcing you to shout just to be heard. Stretching out over the open air is the vast vine that leads to Spireroot. From your vantage point you can see movement through the forests. Lumbering shapes spewing torrents of sticky Defilement Toxin in devastating arcs.

Crossing the vine can be done safely by staying low to and crawling through the buffeting wind, but this is slow going and takes 10 minutes to complete. Rushing across the vines makes the time to cross it trivial, but requires a successful **DN 4:2 Body (Athletics)** or **(Might)** Test. If any character fails this Test, they are buffeted by a particularly strong gust of wind and must make a successful **DN 6:1 Body (Reflexes)** Test or fall from the vine and plummet to the streets below.

If the party successfully crosses the vine, they arrive in the Forest, the Waterfall, or the Tunnel Entrance Zone of Spireroot's top layer depending on which tower they chose to climb.

From here, the party needs to find and stop the remaining Skaven force before Spireroot falls.

AFTERMATH

The resolution of **Petrified Wood** varies greatly depending on the actions of the party and the outcome of the Defilement.

THE DEFILED GROVE

Depending on how far the Defilement progresses before it is stopped — if it is stopped at all — the fate of the Sylvaneth can vary greatly.

If the Defilement is stopped, all three Branchwyses survive, and the Soulpod Grove remains undefiled, the Branchwyses thank the party from the core of their heartwood and declare them a true friend of the Spireroot Sylvaneth. Each of the Branchwyses grants the following gift to the party, provided they survive:

- ✧ **Joy-branch:** Gifts 2 spheres of Aqua Ghyranis per party member, taken from a hidden supply originally intended for use in trade with the non-Sylvaneth mortals of Anvilgard.
- ✧ **Spite-branch:** Offers to hone up to three of the party's weapons with Ghyran life magic. Choose three weapons the party currently has. Each weapon gains one of the following Traits: *Penetrating*, *Reach*, or *Restraining*. These weapons are visibly altered with rich oak and gnarled thorns that betray their Sylvaneth enhancements.
- ✧ **Sorrow-branch:** Gifts the party a necklace made of hard bulbs that blooms into a vibrant chain of iridescent flowers when worn. When the flowers are in bloom, the wearer can use the *Verdant Growth* Miracle (*Soulbound*, page 94). After one use, the flowers wilt and return to their bulb state for one day, after which they bloom and can be used again.

Unfortunately, regardless of the outcome of the Defilement, any surviving Sylvaneth leave Anvilgard for good. They failed their task to monitor and prevent the defoliant from becoming weaponised, and as a result, Anvilgard is no longer safe for them. They trail out of the city in a mournful procession in the shadow of a massive Wardroth Beetle carrying the Soulpod Grove in a basket of woven vines. After a long and perilous journey, they eventually return to the Wailing Grove (see *Anvilgard City Guide*, page 33), leaving what remains of Spireroot to decay. Depending on the number of surviving Sylvaneth, they may even request the party's aid in this dangerous expedition.



Two weeks after the Sylvaneth leave, the living roots that hold Spireroot aloft decay and break, causing the massive structure to fall to the street below, killing and injuring dozens of innocents. Over the next few months, with the Sylvaneth and their irritable Spites gone, impoverished Anvilgard civilians reclaim the area, clearing the rubble and returning to the abandoned towers. Before long, you would never be able to tell that Sylvaneth once lived in Anvilgard.

BALANCING THE SCALES

If you are planning on continuing the *Shadows in the Mist* campaign to its conclusion with *Balancing the Scales*, the eventual departure of the Sylvaneth and collapse of Spireroot is delayed until after the events of that adventure.

The surviving Sylvaneth instead make clear their intention to leave the city, and begin the lengthy process of reclaiming the life magic from Spireroot, summoning the Wardroth Beetle, extracting the Soulpod Grove, and preparing the survivors for the arduous journey to the Wailing Grove.

If all three Branchwyses were saved, the party and Telari Mistbloom are the only mortals allowed to enter the Spireroot during this time. But even then, the Sylvaneth are busy and unlikely to offer aid.

If one or two of the Branchwyses die during the Defilement, the survivors erect a vast dome of living wood around Spireroot to protect it from any threats. Even if the party came to the rescue, they will not be granted entrance lightly.

And finally, if all three of the Branchwyses die during the Defilement, the magic slowly begins to leave Spireroot. The lush greenery and magics which protected Spireroot from the weather fade, leaving it to rapidly decline into a barren lump of earth adorned with a crown of skeletal trees.

THE VIRULENT PROCESSION

If Uzeek is defeated and the Defilement halted, the methods of creating the Defilement Toxin are lost to the Virulent Procession. Some Defilement Cannons or Defilement Globes may remain, smuggled out of the city by opportunistic Skaven survivors, but they become little more than relics for ambitious Skaven to fight over and fail to reproduce.

If Uzeek manages to escape the city, he returns to the Virulent Procession with his knowledge. This spells a dark portent for the Sylvaneth, as the Skaven have managed to craft one more weapon to use against them. Unfortunately

for the Virulent Procession, Uzeek's formula requires the Anvilgard defoliant as a base ingredient. For all his ambition, Uzeek did not manage to reverse engineer the defoliant itself. If the Virulent Procession wants to make more Defilement Toxin, they must siphon more defoliant from Anvilgard, or invent a suitable replacement.

A BLOOM IN THE MIST

If Telari Mistbloom survives, she is grateful to the party for doing what they can, but ultimately devastated at the Sylvaneth's departure. After Spireroot falls, she petitions the Grand Conclave to build a small, glass-domed garden where it fell — a memorial to the lives and allies lost. After a long and hard fought campaign of fundraising and petitioning, her plans are finally approved, mere days before Anvilgard is claimed by Morathi and the Daughters of Khaine.

If Telari Mistbloom dies, what little foliage there is in Anvilgard dies quickly without her care. The wealthy and noble who live in Firstwall-on-the-Line begin offering exorbitant rewards for any civilians who will save their gardens from the withering onslaught of the mists.

AWARDING EXPERIENCE

As well as awarding XP for achieving any personal or party Short- or Long-term Goals, award additional XP for the following:

- ✱ For completing the adventure, award 1 XP.
- ✱ For keeping Telari Mistbloom alive, award 1 XP.
- ✱ For interrogating Snikket Rot-tooth, Krel Guttershank, or Uzeek Smoulderhide, award 1 XP.
- ✱ For stopping the Defilement before it reaches the Soulpod Grove, award 1 XP.



APPENDIX:

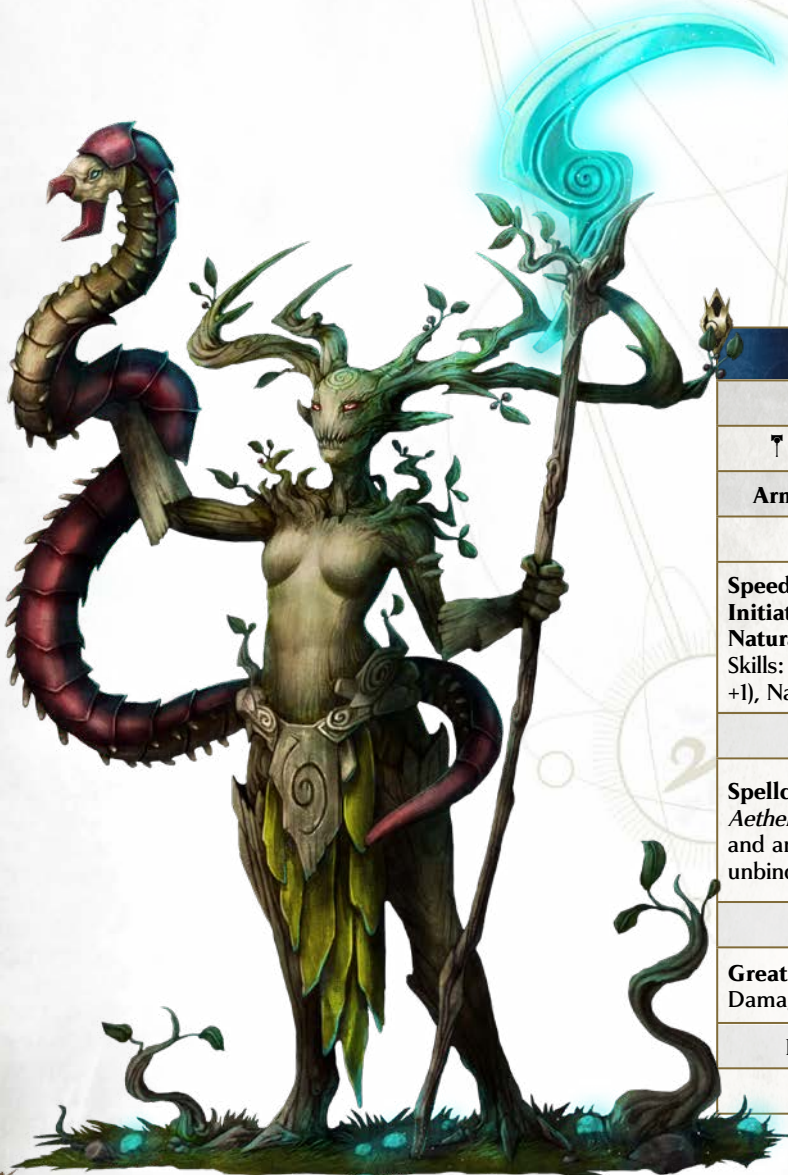
ALLIES AND ENEMIES

SPIREROOT SYLVANETH

The Spireroot Sylvaneth are a small but hardy grove. Originally residents of the Wailing Grove far beyond the walls of Anvilgard, they have been tasked with something few Sylvaneth ever attempt: to live in a mortal city where the very air they breathe decimates plantlife and irritates their skin. Reclusive and quick to anger in the presence of those who would threaten their home, mortals would do well to tread lightly on their soil, lest nature's wrath be unleashed.

BRANCHWYCH

Branchwyches are the spiritual custodians of Sylvaneth groves. With their powerful life magics, they oversee the cycle of life and death for the Sylvaneth. They harvest the lamentiri of fallen brethren and resow them in the soulpod groves so their souls and memories can be passed onto future generations that sprout from the groves. But when called to defend their home, this caring nature turns as quick as the autumn wind, from a gentle breeze to a vicious storm of scything blades and nature's fury.



BRANCHWYCH

Medium Mortal (Sylvaneth), Champion

⚔ Average

⚔ Average

⚔ Poor

Armour

Toughness

Wounds

Mettle

2

8

–

1

Speed: Normal

Initiative: 5

Natural Awareness: 3

Skills: Awareness (+1d6), Arcana (+1d6), Channelling (+2d6, +1), Nature (+1d6), Weapon Skill (+2d6)

TRAITS

Spellcaster: The Branchwych is a spellcaster. It knows the *Aetheric Armour*, *Arcane Blast*, *Arcane Bolt*, *Mystic Shield*, and any 3 Jade spells. Additionally the Branchwych can unbind spells per the *Unbind* Talent.

ATTACK

Greatscythe: Melee Attack (Average), 4d6, 2 + S Damage. *Cleave*, *Slashing*, *Two-handed*.

BODY

MIND

SOUL

2

4

2

DRYAD

The most numerous of the forest folk, Dryads are willowy creatures of resilient wood and wicked claws. Though they have gained infamy among non-Sylvaneth for their ferocity in battle — where they fly into a wild fury and are capable of shrugging off great blows or punching through armour with ease — they are not always driven to such violence. Their minds are simply impulsive and difficult to comprehend to most. They are insular and distrustful at the best of times, prone to suspicion and swift retribution for any perceived slight.

KURNOTH HUNTER

Towering figures of armoured bark and stoic calm, Kurnoth Hunters are the far-ranging hunters of the Sylvaneth. Through intense focus and an unwavering determination, they have been known to track their prey across entire realms to complete a hunt. Among Sylvaneth society, they are often viewed with quiet suspicion, as they worship not just Alarielle, but the hunter god Kurnoth. This on top of their often nomadic lifestyles sets them apart from the rest of the enclaves, though rare is the Kurnoth Hunter who objects to their place in the natural order.

DRYAD			
<i>Medium Mortal (Sylvaneth), Minion</i>			
☙ Good	☹ Poor	☞ Good	
Armour	Toughness	Wounds	Mettle
2	1	—	—
Speed: Normal Initiative: 5 Natural Awareness: 2 Skills: Athletics (+1d6), Reflexes (+2d6), Stealth (+1d6) Weapon Skill (+2d6),			
TRAITS			
Swarm: If three or more Dryads occupy the same Zone they become a Swarm. The Dryad Swarm acts as one. Add +1d6 to attacks and +1 Toughness per Dryad in the Swarm. The Swarm suffers double Damage from effects that target a Zone.			
Impenetrable Thicket: A Dryad Swarm increases its Defence by one step.			
ATTACK			
Piercing Claws: Melee Attack (Good), 5d6, 1 + S Damage. <i>Penetrating, Piercing.</i>			
BODY	MIND	SOUL	
3	2	1	

KURNOTH HUNTER			
<i>Medium Mortal (Sylvaneth), Champion</i>			
☙ Good	☙ Good	☞ Average	
Armour	Toughness	Wounds	Mettle
2	8	—	1
Speed: Normal Initiative: 4 Natural Awareness: 2 Skills: Awareness (+1d6), Ballistic Skill (+2d6, +1), Fortitude (+1d6), Might (+1d6), Stealth (+1d6), Weapon Skill (+2d6, +1)			
TRAITS			
Trample Underfoot: Kurnoth Hunters often use their towering size to simply overpower lesser foes. Once per turn as a Free Action, a Kurnoth Hunter can make a Body (Might) Test opposed by the target's Body (Might) or Body (Reflexes). If the Kurnoth succeeds, the target is knocked <i>Prone</i> .			
ATTACK			
Great Bow: Ranged Attack (Good), 6d6, 1 + S Damage. <i>Range (Long), Subtle, Piercing, Two-handed.</i>			
Greatsword: Melee Attack (Good), 6d6, 2 + S Damage. <i>Slashing, Two-handed.</i>			
Greatscythe: Melee Attack (Good), 6d6, 1 + S Damage. <i>Cleave, Slashing, Two-handed.</i>			
BODY	MIND	SOUL	
4	3	1	



THE VIRULENT PROCESSION

The Virulent Procession are one of the many Clans Pestilens, a branch of Skaven society that worships an aspect of the Great Horned Rat known as the Great Corruptor. Notoriously fanatical and masters of plague and disease, they spend their short and pox-riddled lives in search of the Thirteen Great Plagues, the combination of which is said to bring about the end of all things in a glorious mass of chattering rot. On the battlefield, they surge forward in a cloud of poison gasses, a wave of rotting fur, and pus-filled maws driven into gibbering violent fevers by the countless wasting plagues that they spread with every claw, blade, and bite.

For Clans Moulder Packmasters, use **Clanrats** (*Soulbound*, page 327) with the following adjustments:

- ✧ A Packmaster has Armour 1, and 3 Toughness.
- ✧ A Packmaster uses a Whip (Melee Attack (Poor), 2d6, + S Damage, *Reach*, *Restraining*, *Slashing*).
- ✧ **Crack the Whip:** Rat Ogors in the same Zone as the Packmaster deal +1 Damage.

For Skryre Acolytes, use Clanrats with the following adjustments:



✧ A Skryre Acolyte has Armour 1, and 3 Toughness.

✧ Each Skryre Acolyte carries 1 Defilement Globe.

PLAGUE CENSER BEARER

Some Plague Monks who prove their dedication to the Great Corruptor are gifted with Plague Censers. Spiked balls of twisted iron lashed to the end of rusted chains, these holy symbols are one of the Clan Pestilens most distinctive weapons. At the heart of each Plague Censer lies a shard of simmering warpstone. When poisons or pox-riddled bile is poured across this shard, it begins to spew out a cloud of choking fumes. Wielding a Plague Censer into battle is a great honour to a Plague Monk and it is in the wake of their shrieking devotion and the arcing sweeps of toxic clouds that the tide of Plague Monks flows.

PLAGUE CENSER BEARER			
<i>Medium Mortal (Skaven), Warrior</i>			
⚔ Average	⚙ Poor	⚔ Poor	
Armour	Toughness	Wounds	Mettle
1	5	—	—
Speed: Normal Initiative: 2 Natural Awareness: 1 Skills: Athletics (+1d6), Fortitude (+1d6), Stealth (+1d6, +1), Theology (+2d6), Weapon Skill (+2d6)			
TRAITS			
Frenzied Assault: When Censer Bearers take the Charge Action, add +2d6 to their Weapon Skill instead of +1d6.			
Plague Censer: Any Zone the Censer Bearer occupies gains the <i>Lightly Obscured</i> and <i>Minor Hazard</i> Traits, the Damage from which ignores Armour. If two Censer Bearers or Plague Priests are in the same Zone, it becomes a <i>Major Hazard</i> . If three Censer Bearers or Plague Priests are in the same Zone, it becomes <i>Heavily Obscured</i> and a <i>Deadly Hazard</i> . Clan Pestilens Skaven are immune to this Damage.			
Plague Disciples: Plague Monks bolster and protect Censer Bearers with frenzied devotion. When a Censer Bearer is within Close Range of one or more Plague Monks, the Plague Monks may take the Defend Action, targeting the Censer Bearer, as a Free Action each turn.			
ATTACK			
Plague Censer: Melee Attack (Average), 4d6, 1 + S Damage. <i>Reach</i> , <i>Crushing</i> . A creature damaged by this weapon must make a DN 4:2 Body (Fortitude) Test or become <i>Poisoned</i> until the end of their next turn.			
BODY	MIND	SOUL	
2	1	2	

PLAGUE MONK

Devotees of the Great Corruptor in mind and body, these Skaven are rotting, fever-driven beasts even by Skaven standards. They count every sore on their patched fur as a badge of honour, every fallen chunk of necrotic flesh an offering, and every rotten claw that pierces unblemished skin a righteous victory. Draped in pus-encrusted robes, they fly into a screaming frenzy and throw themselves blindly at the pure, only stopping when all has been corrupted.

PLAGUE PRIEST

Second only to the Plaguelords of Clan Pestilens, Plague Priests are the religious leaders of the virulent Skaven swarms. With bile spitting shrieks they lead the rotting masses in prayer to the Great Corrupter, and receive their blessings in return. With the point of a finger and a curse, a Plague Priest can flood a healthy body with an onslaught of disease and plague the likes of which few survive.



PLAGUE PRIEST

Medium Mortal (Skaven), Chosen

🏹 Average		🛡️ Poor		🏹 Average	
Armour		Toughness		Wounds	
1		10		5	
				3	

Speed: Normal

Initiative: 5

Natural Awareness: 3

Skills: Awareness (+1d6), Crafting (+1d6), Devotion (+2d6, +2), Guile (+1d6), Reflexes (+2d6), Stealth (+2d6), Weapon Skill (+2d6)

TRAITS

Plague Censer: Any Zone the Plague Priest occupies gains the *Lightly Obscured* and *Minor Hazard* Traits, the damage from which ignores Armour. If two Plague Priests or Censer Bearers are in the same Zone, it becomes a *Major Hazard*. If three Plague Priests or Censer Bearers are in the same Zone, it becomes *Heavily Obscured* and a *Deadly Hazard*. Clan Pestilens Skaven are immune to this Damage.

Frenzied Assault: When Plague Priests take the Charge Action, add +2d6 to their Weapon Skill instead of +1d6.

Miracle Worker: The Plague Priest is a devoted follower of the Great Horned Rat and can cast Miracles. It knows the *Inspire Zeal* and *Disease-disease!* Miracles.

Disease-disease! With a shriek and the pointing of a rotten finger, the Plague Priest afflicts its enemy with an onslaught of horrifying and unspeakable plagues. As an action, choose a creature within Long Range. The creature must make a DN 4:1 Body (Fortitude) Test opposed by the Plague Priest's Soul (Devotion). On a failure, the creature takes Damage equal to the difference in successes and becomes *Poisoned* for one day as their body is overwhelmed with festering disease. This Damage ignores Armour.

When the Plague Priest uses this Miracle, it can spend a Mettle to cause waves of full-body muscle wracking spasms to accompany the diseases. The target becomes *Stunned* until the end of their next turn.

ATTACK

Plague Censer: Melee Attack (Average), 4d6, 1 + S Damage. *Reach, Crushing.* A creature damaged by this weapon must make a DN 4:2 Body (Fortitude) Test or become *Poisoned* until the end of their next turn.

BODY	MIND	SOUL
2	2	6

PLAGUE MONK

Medium Mortal (Skaven), Minion

⚔ Average		⚙ Poor		🛡 Poor	
Armour		Toughness		Wounds	
0		1		—	

Speed: Normal

Initiative: 1

Natural Awareness: 1

Skills: Athletics (+1d6), Fortitude (+1d6), Stealth (+1d6, +1), Theology (+1d6), Weapon Skill (+1d6)

TRAITS

Frenzied Assault: When Plague Monks take the Charge Action, add +2d6 to their Weapon Skill instead of +1d6.

Swarm: If three or more Plague Monks occupy the same Zone they become a Swarm. The Plague Monk Swarm acts as one. Add +1d6 to attacks and +1 Toughness per Plague Monk in the Swarm. The Swarm suffers double Damage from effects that target a Zone.

ATTACK

Rusty Blade: Melee Attack (Poor), 3d6, 1 + S Damage. *Slashing.* A creature damaged by this weapon must make a DN 5:1 Body (Fortitude) Test or be *Poisoned* for one day.

BODY	MIND	SOUL
2	1	1