

SOULBOUND™ FALTERING LIGHT



DISCOVER THE TRUTH OF WHAT LIES BENEATH BRIGHTSPEAR

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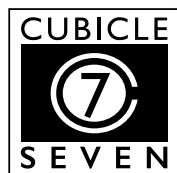
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INTRODUCTION

1

Welcome to the **Starter Set** for **Warhammer Age of Sigmar: Soulbound**! This set is designed to get you playing the game as fast as possible. This book contains an adventure that you can start almost immediately and that teaches you the rules as you go. The other book, the **Brightspear City Guide**, is an in-depth look at the city where the adventure is set and gives you more information about the location and many other adventure outlines and hints. We will talk more about the other materials in just a moment.

In this game you play Soulbound, heroes bound together by an ancient ritual to fight the forces of Chaos, Death, and Destruction (each of these factions has many representatives across the Mortal Realms, the different planes of existence). Some characters may instead be the Soulbound's allies, the undying Stormcast Eternals. These warriors were forged by the God-King Sigmar himself for the unending battles and do not die, instead returning to Azyr, the Celestial Realm, to be reformed. This adventure takes place in Aqshy (otherwise known as the Bright Realm or the Realm of Fire) in an area called The Great Parch. The characters of our story have just arrived in Brightspear, a city recently reclaimed from Chaos by the Stormcast Eternals.

WHAT IS A ROLEPLAYING GAME?

Don't skip this! (We'll get this over quickly but we do want to talk about how to help players have fun together.) You're probably familiar with roleplaying games in one way or another. You might be a veteran gamer, or have watched one of the many different streaming shows that feature folks playing this game or another, maybe you play the Age of Sigmar battlegame and have always wondered exactly what the roleplayers at the other table over were up to, or have played a computer roleplaying game (which is similar, except a tabletop game is limited by the computer's programming).

A tabletop roleplaying game is a cooperative endeavour where a group of people create a story together. Most players control a single character, bringing that person to life by making decisions about what they do, how they act, and what they say. Some folks speak in character and like to act out their character's facial expressions and movements, others prefer to say *'Vel is angry and stomps off, muttering to herself'*. Either way is fine and neither are more advanced or make you a 'better' roleplayer. You don't need an array of voices and accents, props, singing, or perfect one-liners to be a player. All you have to do is make decisions for your character. All of the characters together are called the party (just the Soulbound together is called the Binding).

The other player is the Gamemaster (GM) and their job is a bit harder (and guess what? If you've made it this far into the book, this is probably you*). They present the situations that force the players to make decisions. The GM might describe an ancient council chamber and the important person waiting for the heroes to introduce themselves. Or the dozen Skaven Clanrats that have pounced out of the shadows with swords drawn, throwing the characters into peril. A GM's job is to present the characters with a situation, help them resolve that situation, and then introduce a new situation based on what has happened before. It's a big job, but you get to bring a whole realm to life and guide the players through a story that will stay with them long after the session ends.

Before you get started playing, it's very important to talk about the expectations between the players and the Gamemaster:

✱ **The players are here to play.** As long as the GM is being fair, the players will make decisions that respect the story and the game. For example, if the game begins by someone begging the heroes to help them, a refusal to help that person is telling the GM 'we're not interested in that story' — which could be fine, but if the GM has no other story ready, you're probably not going to play Soulbound today.

☼ **Everyone is respectful.** No talking down to anyone else. No telling jokes that upset other people at the table (and if you're not sure, it's probably safer to stay quiet). Pay attention to other folks — you never know when your character might be able to help them. Telling the GM that you'd like to chat after the game about a ruling is respectful, arguing about it and holding the game up is not. Don't talk over others. Prepare for the game like it's important and you're important (this means personal grooming, appropriate dress, having your materials, etc.).

☼ **Everyone has limits.** This is a game about heroes. But it's also a game about the forces of Chaos, Death, Destruction, and more. The Mortal Realms are in deep peril. But everyone has limits — some folks would rather not deal with gory details, others might be reminded of personal experiences. Talk with folks about what they want out of the game. Some folks don't mind a bit of blood, others will want the actions of invaders described only in the vaguest terms, some might prefer that all wounds be the clean sort that we associate with cinema for younger folks. Don't cross these lines and be careful edging up to them.

** Maybe you're not the Gamemaster. If it's not going to be you, pick someone else — preferably someone who's fair and reasonable. The person who figured out the time to meet between five different people or who made arrangements for the food despite everyone's different preferences and allergies might be a good choice.*

WHAT'S IN THE BOX?

The following items are in the box:

- ☼ This book, **Faltering Light**.
- ☼ The **Brightspear City Guide**.
- ☼ Eight (8) six-sided dice (called d6s in RPG parlance).
- ☼ Five (5) pregenerated character sheets (each player needs one of these).
- ☼ The Party Sheet.
- ☼ Three (3) reference sheets (general rules, combat, magic).
- ☼ A sheet of tokens (Soulfire, Doom, Mettle).
- ☼ A map of Brightspear.

WHAT DO WE NEED TO PLAY?

Each player needs a character sheet (unless you have the core rules, this is one of the pregenerated ones included), some way of marking up the character sheet (pencil, digitally, pen, etc.), and an appropriate number of Mettle tokens. The group as a whole needs the appropriate number of Doom and Soulfire tokens. It's ideal if each player has their own dice, 8-12 should be more than enough. Your FLGS — Friendly Local Game Store — almost certainly has blocks of d6 dice for sale or you can scrounge from other games. If you need to share, that's fine. Just pass the dice to the next player when your turn is done.

Each character starts the game with Mettle tokens equal to their Mettle score.

The group receives Soulfire tokens equal to the number of players that are not playing Stormcast Eternals. So if a group of five people are playing all of the pregen characters, the group starts with four Soulfire tokens. A beginning group has one Doom token.

If you've played before and are just continuing the game, you might have different amounts of Soulfire and Doom. Setup whatever is the right answer for your group.

ROLLING DICE

Soulbound uses six-sided dice exclusively. Most times you roll the dice, you'll be making a Test which we will teach you about in the next chapter. But there are two other notations that we use, especially once the party begins to explore the magically shifting halls of the Undercity:

1d6: This is rolling a single die and reading the number result, to look up on a table or to use as a random number.

2d6: This time you roll two dice, use the numbers rolled and add them together for a result from 2 to 12 (used for tables or random numbers, as above).



THE ADVENTURE

Faltering Light focuses on the Spear of Heaven, the highest structure in Brightspear and the central focus of the orrey-like Upper Tier. At the base of the Spear, deep in the Undercity, is a realmgate, a magic portal connecting two or more of the eight Mortal Realms, that has been dead since the days of the ancient arcanists known as the Agloraxians. The Soulbound are charged with exploring the Undercity and discovering how to reactivate the realmgate.

But things are not so simple. Not only do the forces of Chaos still lurk in the Undercity, they have snuck their way into the highest places of power in Brightspear. One of the main characters the party meets is a traitor (the GM chooses or this is randomly determined) and works to undermine the characters. After recruiting a guide (and having a chance to explore a bit of the city), the party heads down into the Undercity.

Once there, the party discovers a number of dangers. Not only do monsters and the forces of Chaos hide here, but the paths themselves shift and move, thanks to ancient Agloraxian magic and the effects of the Chaos God Tzeentch, the Changer of the Ways and master of magic. After many challenges, the Soulbound discover the hidden vault where the machinery of the gate is powered by the souls of those doomed by the Agloraxians long ago.

While the characters reactivate the gate, the traitor strikes. Forces of Tzeentch ambush the group, attempting to prevent them from reaching the realmgate. Once the party does reach the gate, they realise the full extent of the treachery and must take decisive action to prevent Brightspear from falling once again to the forces of Chaos.

LEARN AS YOU GO

During the adventure, each section will teach you and the players the game's rules, with later sections building on earlier ones. Look for the special rules boxes, especially if you're using this as a rulebook after playing through the main adventure.

We have also included a number of rules summaries on separate pieces of cardstock. Once you know the basics, these summaries can help keep the game moving. Some of the information on the summaries contains special-case rules not included in this book, you'll want the core rulebook eventually for these situations. But you can run all of the suggested adventures using these basic rules.

WHAT NEXT?

After playing through **Faltering Light** you have many different ways to proceed. All of the products listed below can be found on our webstore at www.cubicle7games.com, and can be purchased through your FLGS.

THE CITY GUIDE

The first and most obvious one is to read the **Brightspear City Guide**. Not only are there leads for more adventures included amidst the background information, there are also a series of adventure outlines, complete with new monsters and new situations.

THE CORE RULEBOOK

Warhammer Age of Sigmar: Soulbound is the core rulebook for the game. It has information on creating your own characters, lots of background information on the Mortal Realms, The Great Parch, and the Cities of Sigmar. It also includes the complete rules, lots of other monsters and magic that we couldn't include in these few pages.

CRASH & BURN

You might use our free adventure **Crash & Burn** to introduce the characters to Brightspear. Or you could use it when the group is ready to leave the city and head to another location, perhaps Anvilgard (to begin the **Shadows in the Mist** adventures) or another city in The Great Parch (see **Cities of Flame**, next).

CITIES OF FLAME

Cities of Flame is included with the Gamemaster's Screen and has 25 adventure outlines, including five set in and around Brightspear itself. If the players are ready to explore more of The Great Parch, this can be a great resource. You could also modify the adventures to be set in Brightspear just by changing background details.

SHADOWS IN THE MIST

Shadows in the Mist contains six exciting ready-to-play adventures set in the city of Anvilgard, as well as a complete guide to the city (similar to the **Brightspear City Guide**). The heroes must venture into the deadly mist-shrouded streets of Anvilgard and uncover the rot at the heart of the city. If your players are interested in a longer term campaign, **Shadows in the Mist** is an ideal choice.

2

THE RESTORED CITY

The group of characters, commonly called a party, have been sent to aid the city of Brightspear, which has only recently been reclaimed from the forces of the Chaos God Tzeentch. Most of the party are Soulbound — their souls have been magically bonded together, making them stronger than other mortals. Part of being Soulbound is receiving missions, directly or indirectly, from the God-King Sigmar and the Pantheon of Order.

The text below is a 'read-aloud text': you should read it aloud to your players or paraphrase its contents. Most of this chapter contains information that you'll be describing to the players, but these boxes help highlight specific information that you'll want to make sure that they receive.

You are scions of what remains of the Pantheon of Order, driven by divine purpose. Some of you are direct representatives of the God-King Sigmar, entrusted with a holy duty. Others are bound together by a powerful arcane ritual, your souls entwined for eternity. You are Soulbound, destined for greatness or death in the war for the Mortal Realms.

When you are finished, go around the table and ask each player about their connections to the other members of the Binding and their goals in Brightspear. Have them look at the notes on the inside of their character sheets and encourage them to expand on the information given. Ask each player to show off their character portrait and list some of the things they are good at. Some of these might not make much sense now, but you will all learn what they mean as you play.

Once everyone has had a turn, read the text below. Normally read-aloud text isn't this long, but since we are introducing a new city to new players this is a way to provide a sense of scope and a feel for the various areas of Brightspear — and a way to get you to the action quicker!

You stand on the deck of The Grund, a Kharadron airship bound for the newly reclaimed city of Brightspear. The ship pitches and sways as the wind whips past, and the Duardin crew race back and forth in preparation for landing. As you look out before you, the gleaming city of Brightspear awaits.

The city is divided in two. The sprawling Lower Tier is filled with new construction built atop ancient ruins, while above an enormous plate circles a spire that reaches up to the heavens — the Beacon of Brightspear. Around the Beacon, nine globes attached to enormous armatures slowly rotate as the Great Orrery follows the rotation of the eight Mortal Realms. The ninth globe, representing the Realm of Chaos, has been shattered.

Brokka Brokkisdotr, captain of The Grund, calls out her final orders as you come in to land. The ship docks in a berth at the top of the Highport — a huge spiralling tower that descends into one of the busiest parts of the Lower Tier of the city. A treacherous staircase continues downwards in great loops and you can see other airships docked further below.

As you disembark, a man clad in heavy maroon armour and dark robes approaches you. He is close to 7 feet tall and carries an arcane looking staff.

'My name is Vontus Tavaría, Knight-Incantor of the Stormcast Eternals. Lord-Arcanum Salonia Gravewing has been waiting for your arrival.' Without any further word he turns and leads you to a waiting gyrocopter — a small vessel that can carry half a dozen passengers over short distances.

The gyrocopter lifts off with a shudder, giving you a clear view of the city. You see bustling markets, great factories, thick smoke from an enormous crematorium, an imposing fortress and prison, a great garden hanging from the Upper Tier, and countless other sights. At its centre is the Spear of Heaven — the Beacon at the heart of Brightspear.

The sights the characters see, in order, are The Bright Market, the Megadepots, the Grand Pyre, the Arbiter's Fortress and the Bleak Stockade, and the Hanging Gardens. More information on these can be found in the **Brightspear City Guide**.

As the characters fly over the city, have each of them make a **DN 4:1 Mind (Lore)** Test. For Xan, reduce the DN to 3:1 — even though he grew up here, the city has changed a lot since his youth so he still needs to roll. Each time a character succeeds reveal one of the following bits of information in order:

- ✱ Unlike many other cities of Sigmar, the Stormcast Eternals rule Brightspear directly.
- ✱ This is because many of the original Conclave members were killed in an uprising called the Necroquake.

MAKING A TEST

Making Tests is the backbone of action in **Soulbound**. Any time the outcome is uncertain, the heroes or the GM will make a Test — a dice roll that pits their Attributes and Skills against the Difficulty Number (DN) of the task.

How many dice do I roll? The number of dice rolled for a Test are affected by two things: the character's Attributes (Body, Mind, or Soul) and any Training in the Skill being tested (in this case Lore). To make the Mind (Lore) Test, the player gathers as many d6s (six-sided dice, included in the box) as the character's Mind score and adds additional d6s equal to their Training in Lore (any solid black squares next to the Skill).

Example: Ímren has Mind (4) and one level of Training in Lore, so she rolls five dice. As long as one scores a 4 or higher, she has succeeded.

Sometimes the rules will give you options about what to roll. In that case the player gets to decide what they want to use, based on their character's strengths and weaknesses.

What do I need to get? The DN (Difficulty Number) is made up of two parts: the target Difficulty (the first number) and the Complexity (the second number). You roll all of the dice and any that show the target Difficulty or higher count as successes. If you have as many successful dice as the Complexity number, you succeed at the Test.

All of the Tests in this section only need a single die to meet the target Difficulty in order to succeed. In this case, you just need a 4 on at least one die.

Uh oh, I failed. If you didn't get any dice showing 4 or higher, you might have failed the Test. First, take a look at the character's Lore Skill and see if the character has any Focus levels (the diamond symbols). The player can add +1 to any one die result for each level. For example, a 3 could become a 4, turning a failure into a success. Otherwise, it wasn't the character's time to succeed, maybe another player will try as well.

- ✧ The Necroquake was caused by Nagash, the god of Death. Undead rose throughout the realms and slaughtered countless mortals.
- ✧ The threat of Tzeentch and the other Chaos Gods exceeds even the threat of Nagash.
- ✧ Brightspear's youth means that it can serve as an example to the older Cities of Sigmar as a new way of achieving victory against the enemies of Order.

VISITING THE LORD-ARCANUM

When the party reach the Spear of Heaven, read the following text.

The gyrocopter lands with a bump on a raised platform in the shadow of the Spear of Heaven. The gigantic tower stretches from the storm-wracked heavens above and seems to plunge all the way down to the depths of the city below. A huge fortress has been built around the Spear, and a number of other Stormcast Eternals guard it. Without a word, Vontus disembarks the gyrocopter and gestures for you to follow.

Any character can make a **DN 6:1 Mind (Lore)** Test to recall legends of the Spear. It was made in the Age of Myth and has weathered storms and wars untold. It is now dark, but it is said that the Beacon atop it once shone with a light that banished all evil. The fortress around it is a new construction. It is known as the Portentarium (*Brightspear City Guide*, page 15) and was built to house the Stormcast Eternals that protect the city.

Xan or Vel can make a **DN 6:1 Mind (Arcana or Devotion)** Test to note that the Knights-Incantor and Lords-Arcanum are members of the Sacrosanct Chambers — a group of Stormcast Eternals responsible for special projects that need Sigmar's direct attention. They can choose to share this with the rest of the party or keep it to themselves.

THE PORTENTARIUM

Vontus leads the party to the Portentarium and guides them to the main chamber. Gold-clad columns stretch upwards to support a curved ceiling that once held images dedicated to the ancient Agloraxian Empire that founded the city. These have been repainted to show Sigmar's Storm throwing back the forces of Chaos during the Realmgate Wars. Vel or Xan can explain the significance of the painting to the others by making a **DN 3:1 Mind (Lore or**

Theology) Test. Darach, Ímren or Malgra can make a **DN 5:1 Mind (Lore) Test** to explain what is underneath the fresh coat of paint.

MULTIPLE SUCCESSES

When a character makes a Test it is possible that they score additional successes above the minimum required number (the Complexity of the Test). This represents the characters achieving more than the basic requirements of the Test, and can be represented by providing additional information or benefits to the character.

TWO HISTORIES

The stories told depend on who succeeded:

Vel or Xan: The Stormcast Eternal and the Warpriest of Sigmar explain that the God-King Sigmar, protector of the realms, sent forth his chosen warriors, the Stormcast Eternals, to defeat the forces of Chaos (including Tzeentch, one of the Chaos Gods) and free the realmgates so that the mortal peoples could resettle the realms in safety.

Additional Successes: There have been many battles over Brightspear and the Stormcast have not won all of them. Even now the city is still recovering from the Necroquake (see above) and secret cultists of Tzeentch remain in the city (*Brightspear City Guide*, page 3).

Darach, Ímren or Malgra: Any of these characters remember a little bit of the history of this area and explain that the Agloraxians were a powerful nation where magic ruled. Those without magic suffered and were often the subject of horrific experiments by the ruling class.

Additional Successes: The character can tell the others that it is rumoured that many of the mages' experiments and cast-offs remain in the Undercity. They might even be able to tell the others that the oldest legends speak of the Agloraxians manipulating the very forces of life and death.

THE SOULBOUND'S MISSION

When the party are finished exploring the main hall, read the following text:

Vontus leads you to a large set of ornate double doors that adjoin the main hall. He pulls the heavy doors open and gestures you inside, but does not follow.

The floor of the huge hall is an intricate pattern of multi-coloured marble tiles, swirling in a sinuous design that is unsettling to the eyes. At the far end, the Lord-Arcanum stands, surrounded by her advisors, listening to their counsel. But her eyes are intent on the table beside her: a dark wood frame surrounds a field of enchanted sand. It moves and shifts, forming the shapes of Stormcast warriors in miniature as they survey the Disintegrating Shores. Now new figures emerge from the sand: Tzeentch Daemons. The Stormcast Eternals turn and give battle, the sands shifting to and fro as the combat rages on.

With a concerned glance back at the sandtable, the Lord-Arcanum waves away her advisors and beckons you forward. 'Thank you for coming. The war here ... it's not going well. There are agents of Tzeentch everywhere, even in some of the highest positions in the city. Our warriors are spread thin and the city has little wealth to hire more mercenaries. But there is hope, if we believe in legends.'

She looks earnestly into your eyes and then continues. 'We believe the stories regarding the Spear of Heaven are true. I will show you, but you must swear absolute secrecy. If the agents of Chaos here learned our plan, they would do anything to stop it.'

If the party readily agrees to their mission then she leads them back to the main hall. If they have questions, she urges them to accompany her to *'a better place to talk'*.



THE BEACON

Salonia Gravewing leads the party out of the Portentarium, gathering Knight-Incantor Vontus Tavarria along the way. In public, she asks after the party's recent experiences, whether in battle or in reaching Brightspear. With long strides, she reaches the Spear of Heaven. Tavarria takes a set of ancient-looking keys and unlocks the door.

Salonia opens the doors to the Spear of Heaven and ushers you in. Above, suspended hundreds of feet above you, is a gigantic white crystal, dull and lifeless. 'Behold, the Beacon of Brightspear. Centuries ago it burned brightly, keeping the enemies of the city at bay and providing guidance for travellers in this realm. But it is no more.'

She guides you to the railing around a central shaft that descends into darkness. 'Below, a thousand feet or more, lies a most unusual realmgate. It too is dead. We are certain that the two are linked. But the best of the Collegiate Arcane, the Ironweld Arsenal, and other clever folk have not made much progress. The key, we believe, is in the Undercity.'

'Now,' she says, 'You wish to serve the city of Brightspear? Solve the riddle of the Beacon and the gate. Without them we are but one battle away from losing the city again.'

If the party agrees to this challenge, she explains that Tavarria will escort them down to the realmgate and provide them with contact information for a guide to the Undercity. She says *'The guide is a liar, a cheat, a sneak-thief and a coward. But he's also our most reliable option.'*

THE DEAD GATE

Tavarria grimaces at the characters, he'd rather be leading the charge against Tzeentchian horrors assaulting the city, smoking out cultists, or sending wraiths back to the Realm of Death than escorting the party. But he touches a control in the observation room and a whirring sound comes from below. A few moments later, a most unusual lift rises from the empty shaft. In its centre is a circular platform that remains motionless, whilst an outer track spins, carrying itself up the walls of the shaft. It comes to a stop and the Knight-Incantor motions the characters to board the lift.

It begins to spin and the wind whistles by the heroes as they descend into the Undercity. Vontus looks nervous as he stands at attention while the lift goes down.



Any character can make a **DN 4:1 Soul (Intuition)** Test. If they succeed, they realise that the Stormcast Eternal is uncomfortable and would rather be fighting the enemy directly. If they get 3 or more successes, Vontus leans in close and, though no one else is around, whispers that he suspects a traitor amidst the realmgate researchers.

THE REALMGATE

The circular lift descends into the centre of a gigantic chamber. The disc comes to rest inside a circle inscribed with dozens of magical runes. Around the circle you can see an almost upside-down orrery consisting of a set of nine spheres. Eight of them shine with the light of a certain realm: yellow for Chamon and the Lore of Metal; purple for Shyish, the Lore of Death, blue for holy Azyr and the Lore of the Heavens, and so forth. Each is semi-translucent and seems to have something within. The final sphere does not glow but seems to suck in light, runes around it identify it as Chaos.

Even characters well-versed in realmgates have never seen such an elaborate construction. Any character can make a **DN 6:1 Mind (Arcana)** Test to theorise that this gate, once reactivated, might be able to reach any of the realms and perhaps beyond.

Vontus steps off the lift into a busy scene. There are groups of academics, mages, and engineers clustered around tables and work areas around the chamber. In the centre is a circular area with an orrery encircling it similar to the above the city. Noticing your descent, one of the group, a

tall dark-skinned woman adorned in yellow robes of the Collegiate Arcane, turns to address you. She motions toward the contraption 'An ancient realmgate, nearly forgotten. Dead, as far as we know.'

THE REALMGATE OF THE AGLORAXIANS

This realmgate was made by the ancient Agloraxians at the height of their power and understanding. The entire city is part of the gate. The orrery above represents the realms as they are, the inverted orrery is the arrangement of the realms as the mage would wish it, allowing someone who understands the mechanisms to open the realmgate to any realm (including the infinite terrors of Chaos). But unlocking the realmgate's full capabilities requires immense power. When the gate was operational, it consumed vast amounts of magical force, supplied by the soul-caskets beneath the city. Thousands of sacrifices died the true death in order to open the gate each time. But the Agloraxians were not wasteful, access to the breadth of the realms allowed them to illuminate the Beacon with magical light and protect the city.

No one in the room completely understands the gate, but careful questioning and deduction might allow the characters to learn some of the above.

THE SEALED DOORS

The woman nods to the Knight-Incantor. *'You may return to your post, Vontus.'* He grimaces and remains motionless. She frowns, but recovers quickly and reaches out her hand to the characters. She says *'I am Cadice Amard, Head of the Gold College here in Brightspear. The Lord-Arcanum thinks you can help us? What do you think?'*

She listens closely to the party's answers but then looks back at her work area. She looks back to the group. *'The first problem is getting the doors open. We've never been able to pry them open, despite our best efforts.'*

She points out three huge doors spaced evenly around the chamber. She then tells the group that she must return to her work but encourages them to introduce themselves to each of the groups and she will have more time to talk later.

REALMSTONE DOORS

To examine the doors, a character can make a **DN 5:1 Mind (Arcana or Crafting)** Test. On an Arcana success, the character learns that the doors are magically sealed and can see traces of emberstone, the magically infused realmstone native to Aqshy, patterns inlaid into the floor. The tracings lead to the workstations and also to the circle around the realmgate. On a Crafting success, the character recognises that the hinges are hidden, each door must weigh a tonne or more and the construction indicates that it would likely open from the other side.

THE RESEARCHERS

While there are many researchers here, there are three primary folks to speak with: Bragga Coppertoe, Aashira Khatri, and Cadice Amard herself. A fourth, the guide Prezarium Shandos, must be found in the city.

BRAGGA COPPERTOE, CAPTAIN OF THE FYRESLAYERS

Wearing an impressive helmet that allows only a little of his fire-red hair to show, Bragga is in charge of the Fyreslayers hired to protect Brightspear. Fyreslayers are Duardin warriors and mercenaries that eschew armour, instead relying on supposedly-magical runes that they hammer into their skin. See page 6 of the *Brightspear City Guide* for more information. Bragga is gruff and prefers to answer questions with short phrases, including *'It's not important'* for those things he believes are below his notice (which is everything not directly related to the safety of Brightspear). If he feels that one or more of the party are kindred souls interested in destroying Chaos, then he will allow some passion to creep in his voice, speaking quicker and using longer sentences full of his desire to battle the enemy and defeat them.

Bragga is a regular visitor to the realmgate, judging that any success with it will only increase danger to the city. If he is questioned, have the character make a **DN 5:1 Mind (Guile)** Test. The Difficulty of the Test decreases by 1 if a Duardin is asking the questions, to **DN 4:1**. Each success (including the first) reveals a piece of information from the list below. If the character fails, Bragga only says that his Fyreslayers deserve to explore the Undercity as much as the party does, and dismissively turns away.



THE TRAITOR

Lord-Arcanum Gravewing's and Tavarja's suspicions about traitors are merited. One of the four is a traitor to the city and will make sure that Tzeentch, the Changer of the Ways, gains control of the gate. The default traitor is Magister Amard, tempted by Tzeentch's promise of unlimited magical power. But if you want to determine the answer randomly, roll 1d6: on a 1-2 it is Aashira Khatri, a 3-4 is Cadice Amard, a 5 is Bragga Coppertoe, and a 6 is Prezarium Shandos. Of course, you might choose to select another traitor of your choice without using a random roll. Some groups might enjoy the drama of their most favoured ally turning out to be an agent of Chaos.

- ✧ The Lord-Arcanum has retained the Fyreslayers to patrol the city for threats. She is concerned about remaining Tzeentch cultists hidden in the city, as well as raiders and other dangers.
- ✧ Bragga believes that his guards have been very successful and has petitioned the Lord-Arcanum to begin patrols in the Undercity *'to clear out the filth that dwells beneath our feet!'*. He has been rebuked so far.
- ✧ He believes that there might be valuable gold in the Undercity, as part of Agloraxian devices left over when the city was first abandoned.

If Bragga is the Traitor

He gives the characters bad advice about the Undercity, setting them up for failure. When wandering the Undercity, secretly reduce the Guide's success by one step for the first three rolls (see page 22). The agents of Chaos have offered a wealth of gold to buy his divided loyalty, and he wants the Soulbound out of the way as soon as possible.

AASHIRA KHATRI, HIGH ARTISAN AND MASTER OF THE RELIQUARIES

A Human smith of sunny disposition and endless optimism, they wear a thick leather apron over oil-stained garments and always carry a few tools, usually larger than you think would be necessary. The High Artisan bears the emblems of the Ironweld Arsenal, the group of elite engineers and artisans that supply the forces of Order, and have several tables where they've assembled bits and pieces



of Agloraxian equipment. Aashira is blissfully absorbed in their work and has already begun to create new devices based on their discoveries. Any character can make a **DN 4:1 Mind (Crafting, Guile, or Lore) Test** to try to engage Aashira in conversation. Reveal one piece of information for each success or offer one of the experimental devices. On a failure, Aashira remains engrossed in their work but asks the party to bring them any Agloraxian artefacts that they discover — *'and be careful with them!'*

- ✧ The High Artisan shows the party a collection of Agloraxian artefacts and hints that there are many more such things to be found in the Undercity.
- ✧ Aashira offers one of the three following items for the party's use: The Bridgecaster, The Slow Mine, or the Borekey. Aashira attempts to explain how to use the device to whomever will carry the equipment. In order to successfully activate the artefact, the user must make a **5:2 Mind (Arcana or Crafting) Test**. Each artefact performs only once, after which something malfunctions and will need Aashira's attention to work again.
- ✧ Aashira begins to describe the realmgate as they understand it. Everything seems to be in order, but there is nothing to power the gate. The realmstone should be enough, but there seems to be some sort of outside catalyst missing to activate the device.

The Bridgecaster: This device is the size of a backpack. When placed on the ground and activated, a series of interlocking plates extend from the device, creating a platform up to 30 feet long and 5 feet wide. The backpack can be picked up at this point, but it will not function again until reloaded with new plates.

The Slow Mine: This handheld artefact is about the size of an apple and has a single button. When pressed, the device begins to activate. From the start of the next round, when a creature enters the same Zone as the Slow Mine or starts its turn there, it is *Stunned* (see page 30). At the start of each round after the first, roll 1d6. On a result of a 1 or 2, the Slow Mine malfunctions and stops working. After 1 minute, the Slow Mine malfunctions regardless and the effect ends.

The Borekey: This device is the size and shape of a handleless tankard. When pressed against a keyhole or lock and activated, it drills through almost any material up to 1 foot thick and safely disables any locking mechanism. It does not work on the realmgate doors (Aashira has lost more than one Borekey trying).

If Aashira is the Traitor

They offer one of the artefacts for the party's use regardless of their level of success. They also present a small device with a single button to whomever they presume is the leader of the group. They ask that person to press the button only when they're certain that they've figured out the gate and activated it. It is supposed to alert Aashira (and it will), but it also does 1d6 Damage to each character in the Zone and makes it a *Major Hazard* (see page 27) as it explodes, sending a flaming liquid across the Zone.

If Aashira is the traitor, they have been promised unlimited access to Agloraxian equipment in the Undercity as long as Tzeentch controls the city.

CADICE AMARD, KEEPER OF THE ARCHIVES

She is a Battlemage of Chamon, the Realm of Metal, with dark skin, close-cropped curly hair and sculpted features. Cadice speaks slowly, measuring her words carefully. She is considered and exact in everything she does, and expects the same from others. She grows frustrated with people who ask the same questions repeatedly, or who don't seem to grasp the concepts she is trying to explain.

Anyone asking Cadice about the realmgate can make a **DN 4:1 Mind (Guile)** Test, with Cadice revealing one piece of information for each success. On a failure, Cadice only mentions that the realmgate needs power from some source, which she believes is in the Undercity.

- ✧ The realmgate needs external power to operate. She knows it has something to do with the orrery here and the one above.
- ✧ The Beacon and the gate are tied together. If the gate can be powered, the Beacon can be recharged and its magical energy can be sent forth from the Spear of Heaven in order to protect Brightspear.
- ✧ Once the realmgate is opened, Cadice believes that it can be 'tuned' to any of the realms, allowing travel to various locations from a single gate.

If Cadice is the Traitor

She makes sure to mention to the heroes about the realmgate's ability to reach many different realms. She asks them to watch out for a tuning key in the Undercity and shows them an Agloraxian rune that she believes would indicate such a device. The key would make configuring the gate's orrery easier, but she already has it arranged such that the realmgate will make contact with the Realm of Chaos, where a Lord of Change, one of Tzeentch's most powerful daemons, awaits.

As her reward, Cadice has been promised unlimited magical power by Tzeentch.



THE GUIDE

Unlike the other NPCs, Prezarium Shandos is not at the realmgate. Instead, once the party has spoken to everyone else, Vontus asks the characters to board the lift and return to the Upper Tier. As the disc rises, he reminds the group that Shandos is not trustworthy. However, he's the most successful Undercity explorer, and makes a fine living auctioning off his finds, some of which Aashira acquired and repaired.

Once he escorts the party out of the Spear, he makes arrangements for the Gyrocopter to carry the party to the Bright Market and he advises them to seek Prezarium at one of the taverns, most likely *The Pickled Efreet* or *Lowstone's*.

EXPLORING BRIGHTSPEAR

The party now has their first chance to explore the city itself. Directions to either establishment are easy to come by and the party are heartily welcomed by all they meet — Brightspear is a young, cosmopolitan city that readily accepts the new and different. While travelling, roll on the table below for an event along the way (one for each destination). Choose the most appropriate (or funniest) character to receive the event.

EXPENSE ACCOUNTS

The party, especially if they're brand new, may be wondering how they'll pay for things. The Lord-Arcanum can provide free room and board in a wing of the Portentarium as long as the Soulbound are in Brightspear, and she might be willing to give the group some spending money (up to 500 Drops) if they convince her that it is for necessary expenses. For more on currency in *Soulbound*, see *Brightspear City Guide* page 8.

TRACKING DOWN PREZARIUM

The Pickled Efreet is a dining establishment in one of the residential districts of the New City. It is a low stone building recovered from the ruins, but sports new furniture, glassware, and other accoutrements thanks to the owner coming out ahead in a bet. For more information, see *Brightspear City Guide* page 35.

BRIGHTSPEAR MEETINGS

1d6	Event
1	A small child has a wooden doll painted like a Stormcast Eternal. They run up to Vel or another Stormcast, excitedly hugging the real-life version of their toy. They babble excitedly until one of their parents removes them from her leg, with a smile that indicates their own reverence for Sigmar's Chosen.
2	A shabby looking Human snatches a phial-case (used to safely hold phials of Aqua Ghyranis when shopping) from an elderly person. Any character can make a DN 5:1 Body (Athletics, Might or Reflexes) Test to stop the thief, earning a reward of one Phial (10 Drops) for their trouble. Freeguild guards take the troublemaker away.
3	A barker incorporates the presence of the Soulbound into their sales pitch. They glibly make bold statements such as promising that the ointment they're selling will both lubricate Kharadron armour joints and both clean and toughen Sylvaneth bark, or their one-size-fits-all cloak would look dashing on either Ímren or Vel.
4	One of Xan's old friends notices him and greets him by name. They are tall and thin, but not gaunt. Clasp Xan on the shoulder, they encourage him to visit Sigmar's Hope once his current business is taken care of, to learn 'other rewarding ways of devoting yourself to the God-King.'
5	Sensing an opportunity to draw a crowd (and thus sales), a fruit cart vendor offers a Crimson Pear to one of the Soulbound. It is sweet, with a filling warmth like fresh-baked pie. As he sells other pears to the gathering folk, he laments that the last few crops have been sparse and they are becoming harder to obtain.
6	One of the children of Crinna's Coneys (<i>Brightspear City Guide</i> , page 31) begs Darach or another tall character to retrieve a rabbit that has improbably become stuck on the rooftop of a shop. After getting the animal back, the child dashes back towards home with a shouted 'Thanks!' being their only reward.

Lowstone's is a tavern and attached hostel near the Highport, run by a retired Duardin. Its prices are low and the accommodations spartan, since most Duardin are quite comfortable sleeping on bare stone. See *Brightspear City Guide* page 23.

Whichever place the party chooses to search first, Prezarium is at the other location, so that the party has a chance to explore the city. If they're discreet in their initial enquiries, Prezarium is easily located when they reach the second tavern.

But if they attract too much attention, Prezarium will be tipped off, and guess that the party is coming to collect (after all he does owe favours and money to a considerable number of folks) instead of talking. In this case, he tries to escape when he sees the party, sending them on a short chase. Anyone following must make an Opposed **DN 4:1 Body (Athletics)** Test (Prezarium has Body (2) and Training (1) in Athletics). As long as one hero succeeds, they catch up with Prezarium and can begin to explain that they are there to hire him, not shake him down.



OPPOSED TESTS

When two characters are in direct competition, you can use an Opposed Test to figure out who wins. Each character rolls the dice and whoever gets the most successes wins. If they tie, repeat the Test until there's a clear winner or, if it makes sense, you can declare a tie (like for a race).

PREZARIUM SHANDOS, THE GUIDE

Prezarium is nervous and easily startled. He shows obvious relief if the characters tell him that he's not in trouble.

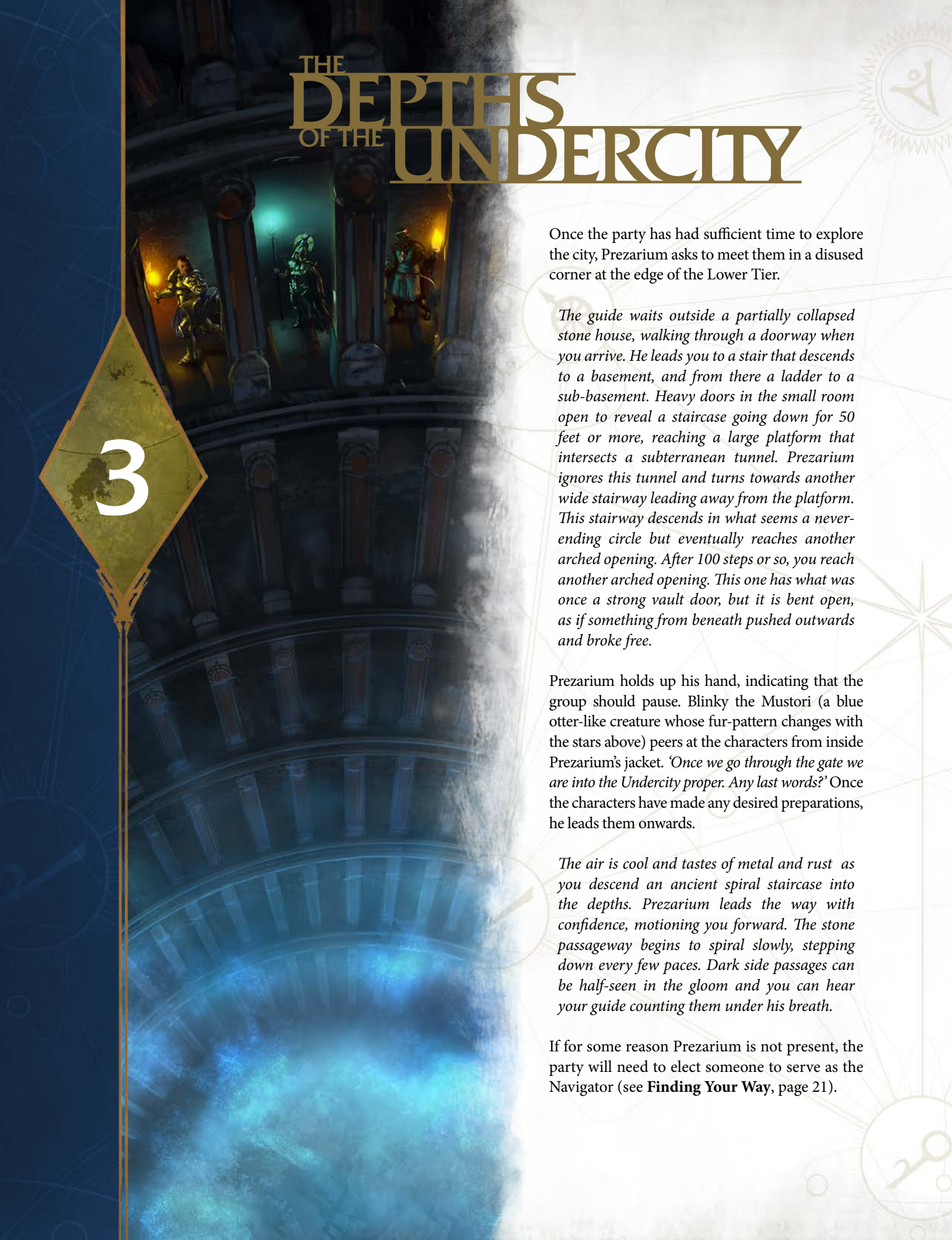
The person who takes the lead in talking to Prezarium should make a **DN 4:1 Mind (Guile)** or **Soul (Intimidation)** Test. For each success, Prezarium provides one of the following pieces of information. On a failure, he simply acknowledges that he's an expert at the Undercity and is mollified when the party assures him that he'll be rewarded by the Lord-Arcanum herself.

- ✧ Prezarium admits that he's familiar with the Undercity. He might even brag that no one knows the passages better than him.
- ✧ He warns that the tunnels shift and are difficult to map. He's not certain if this is due to ancient Agloraxian enchantments or interference from the Tzeentch cultists and daemons hiding down there.
- ✧ Prezarium says that he's seen lots of strange things in the Undercity. There are places he won't go, where he's seen strange stuff or been in terrible danger.

Prezarium recommends the party prepare themselves before the journey into the Undercity. If the party would like to explore Brightspear, see **Exploring Brightspear** on page 14. If the party wishes to head straight to the Undercity, continue to the next chapter. As for Prezarium, he needs just one thing — Blinky, his pet Mustori.

If Prezarium is the Traitor

The first time Prezarium gets the **Lost the Way** result when exploring the tunnels, he instead guides the party into a **Lair of Chaos** (see page 26) and hides at the back of the battle, claiming inexperience if confronted. If the party triumphs, he apologises for the mistake and does not lead them into a cult area again (use **Strange Sights** instead). Instead, he leaves secret messages, assuring an attack at the realmgate (see **The Twist of the Knife**, page 39).



THE DEPTH OF THE UNDERCITY

3

Once the party has had sufficient time to explore the city, Prezarium asks to meet them in a disused corner at the edge of the Lower Tier.

The guide waits outside a partially collapsed stone house, walking through a doorway when you arrive. He leads you to a stair that descends to a basement, and from there a ladder to a sub-basement. Heavy doors in the small room open to reveal a staircase going down for 50 feet or more, reaching a large platform that intersects a subterranean tunnel. Prezarium ignores this tunnel and turns towards another wide stairway leading away from the platform. This stairway descends in what seems a never-ending circle but eventually reaches another arched opening. After 100 steps or so, you reach another arched opening. This one has what was once a strong vault door, but it is bent open, as if something from beneath pushed outwards and broke free.

Prezarium holds up his hand, indicating that the group should pause. Blinky the Mustori (a blue otter-like creature whose fur-pattern changes with the stars above) peers at the characters from inside Prezarium's jacket. 'Once we go through the gate we are into the Undercity proper. Any last words?' Once the characters have made any desired preparations, he leads them onwards.

The air is cool and tastes of metal and rust as you descend an ancient spiral staircase into the depths. Prezarium leads the way with confidence, motioning you forward. The stone passageway begins to spiral slowly, stepping down every few paces. Dark side passages can be half-seen in the gloom and you can hear your guide counting them under his breath.

If for some reason Prezarium is not present, the party will need to elect someone to serve as the Navigator (see **Finding Your Way**, page 21).

THE SHIFTING HALLS

The Undercity of Brightspear is huge, the result of countless cycles of excavation, building, and expansion. Unfortunately for the party, many of the spells that the Agloraxians wrought for their defense are still operational, and some of their more unwholesome experiments have escaped. Worse yet, centuries of Tzeentchian influence means that the passages twist and reshape constantly, making progress in the Undercity is just as much about willpower as it is about having a good sense of direction.

WINDING PATHS

The influence of powerful change magic means the Undercity resists mapping. Instead, we present a series of rules that allow the group to move from one point of interest to another, bypassing many empty halls, rooms, side passages, stairways, chutes, ladders, and other obstacles along the way. Occasionally remind the characters that these areas are not truly empty, they're just not what the party is focused on right now.

WELCOMING COMMITTEE

Prezarium advances forward. Blinky curls around his shoulders, the star map of his fur the only source of light here. It is difficult to see the way forward, or even the way back. Strange sounds echo in the darkness, and the air is very cold.

The characters might have brought torches or lanterns down into the Undercity, but if Ímren is available, she can cast *Ghost Light* and provide a light that uses no fuel at all.

Once the characters have established some sort of light source, read aloud or paraphrase the following:

The light begins to fill the corridor, revealing beige stone surfaces criss-crossed by shiny black webbing. You have only a moment to reflect upon them before shapes pounce out of the darkness!

These are **Fyrehunters** (page 43). There are four of them, plus an extra one if there are six or more characters. This fight is an easy one and is designed to introduce the players

to combat in **Soulbound**. We will start with the basic rules in Turn One and add turn by turn. If your players already know the combat rules, you can play this fight normally and it will probably only last a round or two.

The **Soulbound** rulebook and the **Combat Reference Sheet** offers many more options for combat too.

COMPLEX TESTS AND SPELLCASTING

Up until this point, the Tests the players have made required only one success, with additional success granting benefits. In this chapter, the party will be faced with more complex Tests which require multiple successes to pass.

The successes required to pass is the Complexity number (the second number in the DN). Additional successes past the minimum needed might still provide benefits.

Example: *Malgra is serving as the Navigator (see page 21) and must make a DN 4:2 Mind (Awareness) Test. Their player rolls 5, 6, 3, 1 on the dice. Malgra has just the minimum two successes so they've passed the Test without any extra benefits.*

To cast a spell, you use an Action to make a Mind (Channelling) Test. The difficulty of the Test is determined by the DN of the spell you are trying to cast. Any additional successes beyond the Complexity of the Test can be used to Overcast the spell. The spell entry tells you what you can do with the extra successes. Overcasting often increases the Damage or duration of the spell.

The spell entry also tells you who the spell affects and its range. See page 19 for more about ranges. Some spells only affect the caster (self) and some spells only last a moment before fading (instant).

The spells that are available to Ímren are included on her character sheet. Enemies use Common Spells, provided on the **Spellcasting Reference Sheet**, or unique spells, provided in their stat-blocks.

Example: *Ghost Light is DN 3:1. Ímren has Mind 4 and 2 levels of Training in Channelling. She casts the spell and rolls 6, 5, 3, 2, 2, 1. She has 1 level of Focus and can turn one of the '2's into a 3. That's a success, plus 3 more successes. Each extra success for Ghost Light is worth another hour, so the spell will last 4 hours.*

Before beginning the combat, we need to establish the battlefield and figure out who goes first. For this battle there is only one Zone, the corridor. This makes everything very easy.

The turn order for this combat is: Ímren, Malgra, Darach, Vel, the Fyrehunters, and Xan. If a character is not present, just skip over them. If you're using custom characters, see **Initiative**, below.

ROUND ONE

Characters can Move and take an Action on their turn. This is a cramped space, so a character can only Move into Close Range with an enemy (to use a melee weapon) or a friend (if they want to take a special action, like casting a spell on them). Characters wanting to use a ranged weapon should not move, unless their weapon has the *Close* Trait.

The first round begins with Ímren. She can take an Action on her turn (see **Actions**, below). Will she cast a spell like *Arcane Bolt* using her *Spellcasting* Talent? Or try to Attack someone with her Staff? If she uses a spell, refer to **Spellcasting**, in the box above. If she uses her Staff, see **Attacks**, on the next page.

Next up is Malgra. They can use their Aethermatic Saw or their Warhammer for close-up combat or their Aetheric Grenade, Drill Launcher, or Rapid-fire Rivet Gun for ranged combat. Since there's only one Zone, everything is within range. See **Attacks**, on the next page.

Darach is next. He can use his Greatbow or Greatsword. See **Attacks**, on the next page.

It is now time for any remaining Fyrehunters to act. If there are two or less Fyrehunters after the characters' attacks, then two more move into the Zone. The first Fyrehunter uses its *Prepared Traps* Trait. This causes 3 Damage to each character in the Zone (see **Wounds and Healing**, page 21). The Fyrehunters are immune to this Damage. Then each other Fyrehunter either attacks a character in Close Range or Moves into Close Range with a random character and attacks with its bite.

Finally, Xan can act. He can Move into Close Range and then Attack with either his Warhammer or Hand Hammer, remain where he is to make a ranged Attack with his Hand Hammer, or Use a Talent to invoke one of his Miracles (see **Miracles** on page 20).

INITIATIVE AND ACTIONS

In **Soulbound**, combat is organised into 6-second long rounds. During a round, each combatant gets a turn, where they can make a Move and take one or more Actions. Combat continues until one side is victorious.

Your turn's order in the battle is determined by your Initiative (on your character sheet or bestiary entry) with the highest going first. If players are tied, they decide who will go first for this battle. If a player and enemy are tied, the player goes first. If two enemies are tied, the GM decides who goes first. Once your order is determined, it usually doesn't change.

On your turn you can choose to Attack, Dodge, Help, Improvise, Run, or Use a Talent:

✱ **Attack:** You use some sort of weapon or spell to hurt the enemy, see the rules starting on page 19.

✱ **Dodge:** You spend your turn trying to avoid harm. Your Defence goes up one step (see below) and you add 1d6 to any Body (Reflexes) Tests.

✱ **Help:** You assist an ally. Choose to either add 1d6 plus 1d6 for each point of Training you have in the relevant Skill being used for their Test or harass an enemy in Close Range to add 1d6 plus 1d6 for each point of Training you have in Weapon Skill to an ally's attack.

✱ **Improvise:** You come up with an idea not listed here. The GM assigns an Attribute, Skill, and Difficulty Number for your idea. If you succeed, you make some sort of change to the combat environment.

✱ **Run:** You can use your Action to move between your current Zone and another Zone. This is separate from your Move.

✱ **Use a Talent:** You use your Action to activate one of your Talents, spending Mettle if needed (see below).

For a complete list of actions, see the **Soulbound** core rules or the **Combat Reference Sheet** included in this set.

ATTACKS

When you attack an enemy you are doing everything you can to deal them grievous bodily harm, and they do everything they can to avoid it. The steps for making an attack are as follows:

I want to hit it: (you must be in Close Range)

1. Using the comparison chart on your character sheet, determine the DN for the attack by comparing your **Melee**  to the target's **Defence** . If your Melee is two steps or higher from their Defence, your DN is 2:1. If it is one step, it is 3:1. If it is tied, the DN is 4:1. If their Defence is one step higher, your DN is 5:1. If it is two steps or better, it is 6:1.
2. Make a **Body (Weapon Skill)** Test.
3. If you succeed, add all of your successes together plus any automatic Damage from the weapon to determine the Damage of the attack.
4. Subtract the target's **Armour** from the Damage.
5. The target suffers any remaining **Damage**. Reduce their Toughness by this amount. If they have no Toughness remaining and have no Wounds (most enemies do not have Wounds), they are dead. If the creature has Wounds, see **Wounds and Healing**, page 21.

Example: Xan chooses to attack one of the Fyrehunters with his Warhammer. His Melee is Average and their Defence is Average, so he needs 4 or better to score a success: 6, 2, 1, only one success and he doesn't have enough Focus to improve another roll into a success. His Warhammer deals $1 + S$ Damage, or 2 Damage in this case. The Fyrehunter has Armour 1, so it takes 1 point of Toughness Damage ($2 - 1 = 1$).

I want to shoot it: (see Range, below)

1. Using the comparison chart on your character sheet, determine the DN for the attack by comparing your **Accuracy**  to the target's **Defence** .
2. Make a **Body (Ballistic Skill)** Test.
3. If you succeed, add all of your successes together plus any automatic Damage from the weapon to determine the Damage of the attack.
4. Subtract the target's **Armour** from the Damage.
5. The target suffers any remaining Damage. Reduce their Toughness by this amount. If they have no Toughness remaining and have no Wounds (most enemies do not have Wounds), they are dead. If the creature has Wounds, see **Wounds and Healing** on page 21.

Example: Darach shoots at a Fyrehunter. His Accuracy is Good and their Defence Average. He needs 3 or better to hit: 5, 5, 3, 2. He can turn the 2 into a 3 by spending a point of Focus. That means he did 5 points of Damage ($1 + S$). The Fyrehunter's Armour of 1 reduces the total Damage to 4. The Fyrehunter has 6 Toughness reduced now to 2. Another hit like that and it'll be dead!

Ballistic Weapons have a **Range**. Short Range is a target in your current Zone; Medium Range is a target in an adjacent Zone; Long Range is a target up to two Zones away. Only ranged weapons that have the *Close* Trait work at Close Range (right beside the target).

COMBAT ABILITIES						
				INITIATIVE	METTLE	WOUNDS
EXTRAORDINARY				 5	 1 Current Total	
SUPERB						
GREAT						
GOOD						
AVERAGE				 2	 7 Current Total	
POOR						
						 MORTALLY WOUNDED

ROUND TWO

Now that everyone has had a chance to act, it is time to begin again. At the start of each character's turn, they recover a point of Mettle up to their maximum. Most characters (except possibly Xan) have not already spent Mettle, but can do so in this round. See the rules for **Mettle in Combat**, below.

On their turn, each character can choose to spend Mettle or not, and how to spend it. Since you recover a point of Mettle back each round, it's almost always worth using a point. Out of combat, you still receive Mettle every 'round' (about once every six seconds), so using Miracles out of combat is very easy.

When it is the Fyreslayers turn, if there are less than three of them, then enough arrive to make their count three again. Then they Move away from whomever they're fighting and use their *Spit Fire* Trait. *Rend* means that every 6 on their attack dice reduces the target's Armour by 1. Malgra can temporarily repair Armour in combat but afterwards the patching falls apart.

ROUND THREE AND ON

From here on out, the characters are free to use as much Mettle as they have available and no more Fyrehunters will join the fight. Before the round starts, explain to the characters that they can use Soulfire if they believe it is important enough (see **Soulfire** and **Doom**, page 22).

TIME TO REFLECT

The start of a round is a perfect time to take a moment and think about what the monsters would do. While daemons and undead might fight to the bitter end, a hungry beast that attacked the party looking for a meal isn't likely to stick around to be slaughtered. Other enemies might retreat to find reinforcements or a defensive location. Some might cry out to allies or try to bluff their way out of the situation, or even try to sneak away.

If the group doesn't agree but a character uses Soulfire anyways, Doom increases by 1. If a character runs out of Toughness, they start to take Wounds (see **Wounds and Healing** below). Continue to run the combat until all of the Fyrehunters are dead — driven mad by the experiments of the Agloraxians they never retreat.

AFTER THE COMBAT

Prezarium stands up from the rock he was cowering behind. 'Wow, you're good fighters! Blinky and I usually just run away. Keep your eyes open, there's lots more nasty things down here.'

METTLE IN COMBAT

You can use Mettle to take an extra Action, enhance an Action, or to fuel Talents and Miracles. When you use a Mettle, toss one of your Mettle tokens into the middle of the table. Be sure to take one back at the start of your turn!

Take an Extra Action

On your turn, you can spend Mettle to take an additional Action. When you do so, you can use any of the Actions listed above. Each time you roll a Skill you can use your Focus score to improve your score.

Double Your Training

When making a Test in combat, such as attacking or casting a spell, you can spend a point of Mettle to double the dice gained from any Training in the Skill being tested. This is often useful when attacking an enemy with high Armour or when trying to cast a particularly difficult spell. You can only use Mettle in this way in combat.

Double Your Focus

After making a Test in combat, you can spend a point of Mettle to double your Focus in the Skill being tested. This is useful when it is crucial you succeed on a Test, such as with a powerful spell. You can only use Mettle in this way in combat.

Use a Talent or Miracle

A number of Talents and Miracles have a Mettle cost listed in their description. This is the amount of Mettle you must spend in order to use that Talent. Most Talents are used on your turn and require you to take the Use a Talent Action while spending the requisite amount of Mettle.

Some Talents, such as *Unbind*, have a trigger that allows you to spend Mettle during someone else's turn to activate the Talent. If you have a Talent that allows you to do this, you may want to reserve some Mettle to use these abilities later in the round.

Once the Fyrehunters have been defeated, the group may decide they need to rest. They can **Take a Breather** (10 minutes) and recover all of their Toughness. For more Healing options, see **Wounds and Healing**, above.

FINDING YOUR WAY

As the party explores the Undercity, they will confront many dangers, not the least of which is becoming utterly lost in the catacombs. In order to have a sense of who is responsible for what, we're going to assign three roles to members of the group.

Navigator

This character is responsible for the overall route and keeping track of the twisting maze the party is exploring. A hero that has a high Survival and a good Mind attribute is ideal. Prezarium has Mind (2) and Training (2) in Survival (+2d6) and one Focus (+1). Blinky, his Mustori, gives

him an additional +1 Focus because Prezarium can use Blinky's star map to keep from getting lost. He will take this position unless another character claims it first.

Who Else?: Malgra is the ideal candidate for this role due to their Mind (3), Training (1) in Survival, and their ability to fly thanks to their aether-endrin.

Remember that Prezarium is not Soulbound. So he cannot use Soulfire like a member of the party could. This is probably the only reason (other than suspecting him of being a traitor) for a hero to take the role instead.

Point Guard

This character is first into any room or hallway and needs to work constantly to make sure that the party does not stumble into traps or enemies. A character with three or more dice in Mind (Awareness) or Body (Reflexes) is suited to this task.

WOUNDS AND HEALING

When you take Damage, that Damage is subtracted from your Toughness. If your Toughness is reduced to 0, you begin to suffer Wounds instead. Until you recover some of your Toughness, all Damage you suffer inflicts Wounds.

Most enemies only have Toughness and do not have a Wound Track. When they reach 0 Toughness, they die. Some very hardy enemies have both Toughness and Wounds. Some dangerous enemies can deal Wounds directly, bypassing Toughness.

You can suffer three different types of Wounds:

- * **Minor Wound.** If you take 1 Damage (after subtracting any remaining Toughness, if possible) then you take a Minor Wound, which fills one space on your Wound Track.
- * **Serious Wound.** If you take 2-4 Damage (after subtracting any remaining Toughness, if possible) then you take a Serious Wound, which fills two spaces on your Wound Track.
- * **Deadly Wound.** If you take 5+ Damage (after subtracting any remaining Toughness, if possible) then you take a Deadly Wound, which fills three spaces on your Wound Track.

The **Combat Reference Sheet** has information on Damage and Wounds, so be sure to leave it within easy reach of the players.

When there are no more spaces on your Wound Track, you are Mortally Wounded and gain the *Stunned* Condition (see page 30). Since this is an introductory game, have any enemy ignore a Mortally Wounded character to focus on an active threat. A Mortally Wounded character remains *Stunned* until they heal one or more spaces on their Wound Track.

You can rest in order to recover Toughness. If you **Take a Breather**, you spend about 10 minutes recuperating, drinking, and perhaps eating, binding wounds and preparing yourself for further challenges. You regain all of your Toughness.

Taking a **Rest** represents bedding down for the night and getting some sleep (for those that do sleep). A Rest lasts for 8 hours, 2 hours of which you can use to prepare and eat a meal, study or read a book, or hunt. At the end of a Rest, your Toughness returns to its maximum and your Wounds heal slightly. You can clear one space on the Wound Track.

You can consume Aqua Ghyranis to heal your body. Each drop of Aqua Ghyranis restores 1 Toughness; a phial (10 drops) restores 10 Toughness and removes one Condition; and a sphere (100 drops) of Aqua Ghyranis restores all Toughness, removes all Conditions, and allows you to clear one space on the Wound Track.

Who: Ímren rolls the most dice for Mind (Awareness) Tests with 5d6, and also has Training (1) in Reflexes so she may be a good candidate for this role. Both Malgra and Darach roll 4d6 for Mind (Awareness) Tests.

Rear Guard

This character is at the end of the party lineup as they travel the tunnels. They're responsible for making sure that enemies don't sneak up on the group and that the party doesn't accidentally attract attention to itself. A character with a good Intuition or Stealth and a high Soul will do best.

Who: Ímren and Darach are both suited to this task, with Darach being a better option due to his Stealth. However, if Xan takes this role, the keen perception of his Gryphhound Tolla means that he party can never be surprised.

INTO THE DEEPS

As the heroes explore the Undercity, they move from area to area, using the same rules (for the most part) each time. Once they decide to leave an area, the following happens:

- ✧ The Rear Guard makes a **Body (Stealth)** Test to avoid leaving signs of their passage and a **Soul (Intuition)** Test to determine if the group is being followed. If the Rear Guard succeeds on the Intuition Test, any creatures following the group are revealed and a combat might result.
- ✧ The Navigator makes a **Mind (Survival)** Test. The results from that Test tell you where the party ends up next. The party begins to move there. The GM can describe the journey if they like.
- ✧ Finally, when you enter the new area, the Point Guard makes a **Mind (Awareness)** Test to scout it out. If they fail this Test and the area is trapped, they'll need to make a **Body (Reflexes)** Test to avoid the trap.

Leaving the corpses of the Fyrehunters to smolder, you continue along the corridor. It opens up into a cavernous area, with many different paths crossing at different angles and heights. Prezarium stares at the passages and then closes his eyes for a moment, superb concentration on his face. Finally he opens them up again, and says 'That way', pointing to one of the lower exits.

Navigation

The Rear Guard should make a **DN 4:2 Body (Stealth)** Test. On a failure, more Fyrehunters begin to shadow the party (one per party member).

The Navigator should make a **DN 4:2 Mind (Survival)** Test. Compare the result to the listing below to determine the party's next destination:

- ✧ **Success:** The party finds themselves at a **Strange Sight**.
- ✧ **Success with 1 or more additional successes:** The party passes **Explorers or Patrols** in an empty passageway.
- ✧ **Failure:** The party finds themselves stumbling into a **Lair of Chaos**.

If Prezarium is the traitor and he fails this roll, he won't yet take the group to a Cult location, as he wants to build trust with the group. Go to the **Strange Sights** section instead.

Returning the Way You Came

If the party decides to backtrack, the Navigator must make a **DN 4:2 Mind (Survival)** Test to reach their previous area. Otherwise the party has **Lost the Way** (see page 26). You may want to remind the players that this is due to the magic of the Undercity and the Navigator is not necessarily to blame.

SOULFIRE AND DOOM

Soulfire allows the Soulbound to do exceptional things. Some of these things are:

- ✧ Achieve maximum success on a Test (each die counts as a 6).
- ✧ Reroll as many dice as you like on a Test.
- ✧ Recover all your Toughness.
- ✧ Regain all spent Mettle.
- ✧ Recover from being Mortally Wounded (see page 21).

A character that wants to spend Soulfire must have permission from the group. If the group disagrees, the Soulfire is still spent but Doom goes up by 1.

Doom represents the world's general danger level. As the party descends into the Undercity, they will disturb powerful enemies, activate ancient mechanisms, and attract unwanted attention. Through inaction or failure, Doom will increase and the world will become darker and more dangerous – and some enemies may even become more powerful. Doom starts at 1, and can never go below this number. However, heroic deeds and self-sacrifice can reduce it once it begins to grow

WEIRD ENCOUNTERS

1D6	Encounter
1	Gossamers. These seem to be creatures that mostly live on the ceilings and sometimes the walls of the Undercity's chambers. They move and interact with each other but any attempt by the characters to touch them or even loud noises causes them to shatter into tiny wisps of nothingness, leaving no blood or anything else behind.
2	Hybrids. Select two common animals and blend them, such as giving rats the ears of hares, a bat the face of a fox, or a snail the size of a bear. None of these creatures are aggressive and will usually flee when they encounter the party.
3	Landmarks. These entities appear like stalagmites the size of a Stormcast Eternal with a single circular column. They are often near forks in the path or large chambers. Patient observers can see them move over time, slowly crawling to a new spot. Bladed or piercing weapons do no damage to them, but any sort of crushing damage destroys them instantly.
4	The Lost. The group meets a member of one of the common species of Aqshy (Human, Duardin or Aelf) but this person is beyond their aid. They don't acknowledge the existence of anyone else, simply repeating whatever simple task they have set for themselves or running away from the group instead.
5	Orators. A series of floating orbs (each the size of a Human eye) wanders by. Each of them speak in a distinct voice though the language is unknown to any of the party. They seem to be arguing amongst themselves and totally ignore the characters. None of the party's weapons can do any damage to the orbs.
6	The Walker. A broken automaton consisting of just the lower legs of a humanoid form wanders by. Without any way to understand its environment, it just blunders aimlessly.

WEIRD ENCOUNTERS

There are many strange things in the Undercity. Any time you want to add a bit of extra complexity to a scene, roll on the above table. Try to avoid using more than two or three entries per session however, since other adventures in the *Brightspire City Guide* also take place in the Undercity.

STRANGE SIGHTS

The Navigator leads the party through many empty chambers and hallways on their way to more significant destinations. If you want to add more descriptive colour to these areas, use the table on page 24. Roll 1d6 to get the row, and another 1d6 for the column. Once you use one of the descriptions, cross it out. If you get the same result for a new area, it is instead an unremarkable corridor or room or you might just pick another Strange Sight.

Once you determine the area, have the Point Guard make a **DN 4:2 Mind (Awareness)** Test. There's nothing special about any of these areas, so even on a success just use the description given below.

Navigation Test

The Rear Guard should make a **DN 4:2 Soul (Intuition)** Test. On a success, they detect anything following the party. The Rear Guard should make a **DN 4:2 Body (Stealth)** Test. On a success or failure, no new creatures begin to follow the party.

The Navigator should make a **DN 4:2 Mind (Survival)** Test. Compare the result to the listing below to determine the party's next destination:

- ✱ **Success:** The party finds one of the **Ancient Traps**.
- ✱ **Success with 1 or more additional successes:** The party comes across **Memories of a Lost Age**.
- ✱ **Failure:** The party finds that they have **Lost the Way**.

ROLL THOSE DICE

Players might want to make Tests when encountering one of the previous areas – they might ask for Arcana, Crafting, Intuition, Lore, or other Skills. Have them make a **DN 4:1** Test. On a success they might gather some details of the area's construction (use the description and your imagination about how powerful wizards might have created these areas) or realise there's nothing more to see here. On a failure you might drop some vague hints or indicate that their character has no idea what's going on in this area.

STRANGE SIGHTS

1d6	1-2	3-4	5-6
1-2	Agloraxian Diagrams. One or more walls of this area are covered by engravings made by the ancient Agloraxians. The details seem incomprehensible, displaying items and ideas even more fantastical than the things that Aashira Khatri had in the realmgate room.	Misty Passages. A dense fog lies over this hallway, such that the characters can only see a few feet in front of them. (Treat this area as being <i>Lightly Obscured</i> , see the back cover.) There's no detectable source for the mist and it remains in the passageway and does not spread to other areas.	Partially Collapsed Tunnel. This passageway is filled with rubble and collapsed pieces of the walls, but there is enough room for the party to move through it. As they pass by the ruins might settle and kick up some dust, but the characters are not in any real danger.
3-4	Temperature Differential. The walls of this room are different temperatures: one is ice-cold to the touch, the other comfortably cool, the third as hot as steaming water, and the fourth seems to be body temperature. There is a constant gentle breeze as the air is stirred by the different temperatures.	Inverted Tunnel. The floor of this area is U-shaped, as if it were a curved ceiling instead of the floor. Conversely, the ceiling is flat and consists of paving stones and seems that it would be an ideal walkway. The party might be cautious in proceeding, but there are no other effects or traps waiting for them.	Strange Lights and Sounds. If the Point Guard succeeds at their Test, they hear indistinct voices and see hints of moving lights from this area or passage. However, when the group gets closer there is no sign of anyone here and no explanation of the sounds or sights that the Point Guard experienced earlier.
5	Gravitic Pulses. In this room, you occasionally feel lighter or heavier than usual. The sensation passes in a second or two and is not strong enough to hurt you. The effects seem to move around the room in a random fashion. (If the party spends time investigating this room and then lures an enemy to here in order to fight them, the enemy's Defense is reduced one step for one round.)	Recently Occupied. This area shows signs of recent habitation – scraps of food, clothes, stains or blood on the walls or floor, or other byproducts. But nothing is fresh and it seems like the one-time occupants have moved on. (If the players wish to investigate, they discover that the signs are a few weeks old and it is impossible to tell where the occupant went.)	Passage of Reliefs. This hallway has a number of carvings set into the walls, faces or full bodies of Humans, Aelves, Duardin, and others partially within the stone. All of the figures share a single emotion. Roll 1d6: on 1-3 it is fear, on a 4 it is joy, on a 5 sorrow, and on a 6 each of the figures seems to plead with the viewer for mercy.
6	Signs of Movement. This tunnel has a series of fresh markings on one of the walls. The symbols are some sort of code that none of the characters recognize. They were made with chalk and seem to be days or weeks old. (Any attempt at deciphering them fails, since they're just markings of someone driven mad by Chaos.)	Change of Elevation. This passageway has a steep incline, either going upwards or downwards. There are handholds carved into the side of the wall for safety. They are well-worn with age. (It's possible to move up or down the tunnel without the handholds, but then the tunnel counts as Difficult Terrain.)	Chitinous Exterior. This hall or passageway is not made out of stone, but some sort of chitin-like material. It shines blue-green in the light and is smooth to the touch. There are occasional joints to the material, but still, whatever creature provided the material must have been immense.

EXPLORERS OR PATROLS

The Point Guard must make a **DN 3:1 Mind (Awareness)** Test to notice the patrols. If they fail and the group are enemies, the party is Surprised (see **Surprise**, page 25).

The party has stumbled across another group exploring the Undercity. The meeting usually takes place in an otherwise unremarkable area, but it might be near to an area of interest (especially if the Gamemaster wants to feature that area as part of the meeting). If any creatures are following the party and a combat begins, they attack as well. If the party is forced to flee, Doom increases by 1.

If the group that the party meets is friendly, any pursuing creatures are scared off instead.

Roll 2d6 and consult the table below to determine the other group. There are additional rules for each group below.

EXPLORER OR PATROL GROUP

2d6	Group
2	Stormcast Eternals (Sequitors, one for every two party members).
3-6	Fyreslayers (one for each party member).
7-9	Kairic Acolytes (one for each party member).
10	Pink Horrors of Tzeentch (one for each two party members).
11	Tzaangors (one for every two party members).
12	Tzaangor Shaman (only one for the entire group).

Stormcast Eternal Sequitors

There are precious few Stormcast Eternals left in Brightspear but the Lord-Arcanum still sends regular patrols into the Undercity to seek out the remnants of Chaos that lurk there. These Sequitors are standoffish — few of Sigmar's chosen warriors believe that the Soulbound are the strongest sword in his armoury — and they only tell the party that they have their own mission and the Soulbound are risking their lives by being here. If Vel is with the group or a character succeeds at a **DN 4:2 Soul (Guile)** Test, they can be convinced to give advice on the way forward, reducing the next Navigation Test to **DN 3:2**.

Fyreslayers

These Duardin warriors were hired to serve as security and reserves as the Stormcast Eternals began to be called elsewhere. They are comfortable in the Undercity — there are many channels of emberstone here, reminding them of the warmth of their own Fire Lodges. If Bragga Coppertoe is the traitor, these Fyreslayers are loyal to him and attack the party. The notes for the Fyreslayers can be found on page 42.

Kairic Acolytes

These Human cultists patrol the Undercity for their daemonic masters. When they encounter the heroes, all but one seek to kill the party, while the chosen one retreats to a nearby **Lair of Chaos** to gather reinforcements. See page 45 for their stat-block.

Horrors of Tzeentch

You see several bouncing pink daemons, seemingly mostly arms and mouths, gibbering nonsense. Squealing with delight, they turn towards you, their arms flailing as raw magical energy fills the room.

The cultists of Tzeentch sometimes allow their daemons to hunt the halls of the Undercity. The party encounters Pink Horrors, see page 44.

Tzaangors

These avian beastmen sometimes venture among the halls of the Undercity to protect their lairs, retrieve hunting Horrors or as a retinue for a Shaman. See page 45 for more information about these monsters.

Tzaangor Shaman

If this powerful agent of Tzeentch is discovered alone, they will almost immediately gather a Tzaangor patrol to them. See page 46.

Navigation Test

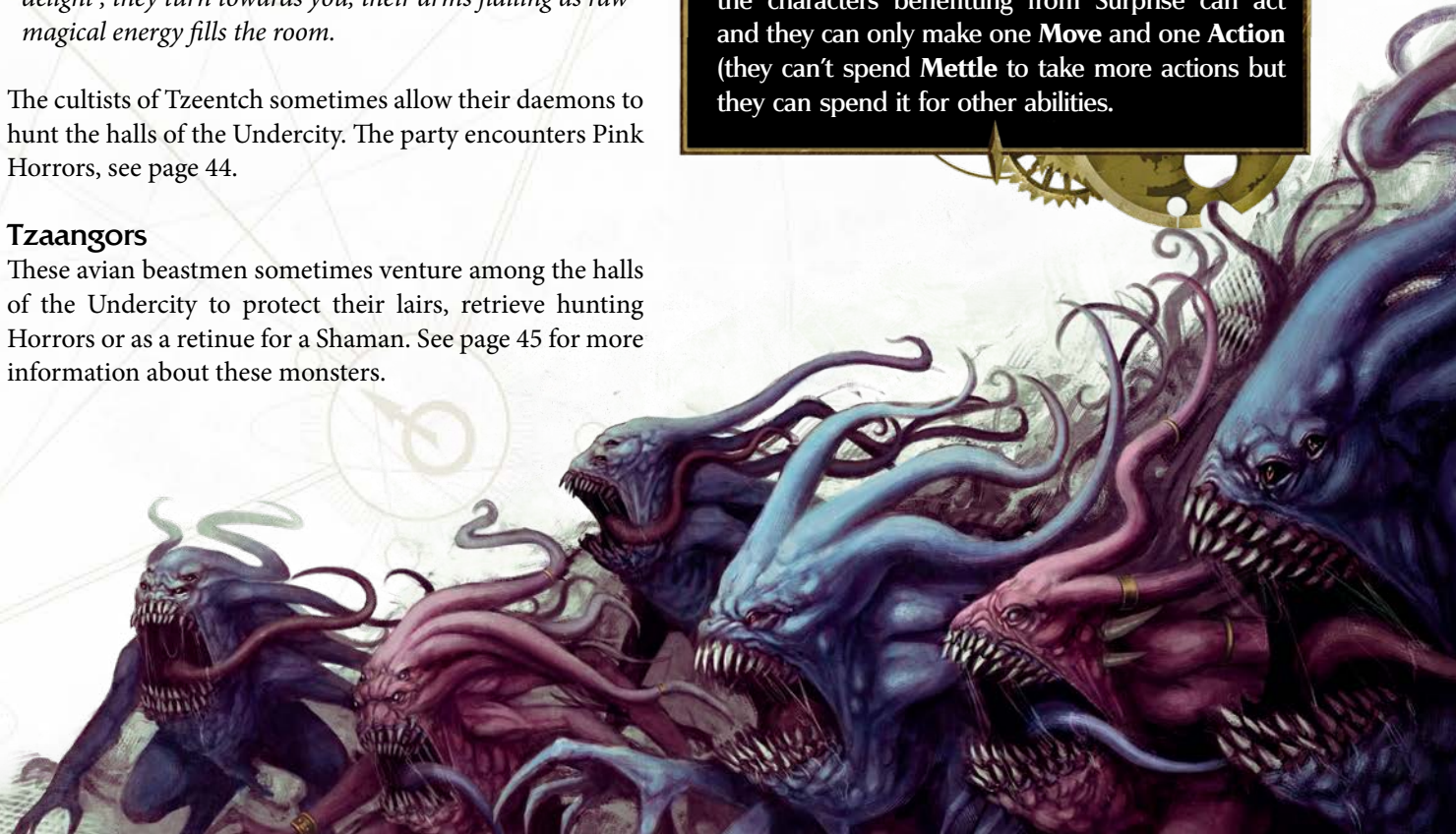
The Rear Guard should make a **DN 4:2 Body (Stealth)** Test if there was combat. On a success, they do not leave any signs of their passage. On a failure roll 1d6. On a 1 or 2, an enemy group like the one they just fought decides to shadow the heroes.

The Navigator makes a **DN 4:2 Mind (Survival)** Test. Compare the result to the listing below to determine the party's next destination:

- ✱ **Success:** The party wanders near one of the **Ancient Traps**.
- ✱ **Success with 1 or more additional successes:** The party follows subtle signs to uncover a **Lair of Chaos**.
- ✱ **Failure:** The party discovers more of the **Strange Sights**.

SURPRISE

If you get the drop on someone, or they get the drop on you, there's a special first round, called the **Surprise** round. During a Surprise round only the characters benefitting from Surprise can act and they can only make one **Move** and one **Action** (they can't spend **Mettle** to take more actions but they can spend it for other abilities).



CONFUSING PASSAGES

ID6	Extra Details
1	Molting Pit. There are parts of dark blue or green carapaces here in a variety of sizes, from smaller than a cat to larger than a Troggoth. None of them are complete, but might remind the party of the material than some parts of the Undercity seem to be made from.
2	Smooth Bores. These passages are exceptionally smooth and rounded, as if something huge had passed by this way time and time again.
3	Scintillating Colours. All of the surfaces here seem to gleam with a shifting array of colours, changing slowly.
4	Webworks. Every corner in the passages are covered with a sticky black webs that seem to shine in any light.
5	Broken Engines. This area is littered with broken and rusted parts of automata and machinery.
6	Dead Fyrehunters. There are a cluster of Fyrehunters here, all dead. A DN 3:2 Mind (Awareness or Medicine) Test discovers huge translucent quills or spines buried deep into their flesh.

LOST THE WAY

The Point Guard can make a **DN 4:3 Mind (Awareness)** Test. On a success, they know for certain that they are lost.

The party has become completely bewildered by the shifting passageways, twisted by the magic of Tzeentch and ancient Agloraxian wards. Roll on the **Strange Sights** table, if you get a result that is already crossed off, the party actually manage to circle back to that location and revisit it. Otherwise, roll on the **Confusing Passages** table below to add detail to the area.

The Rear Guard should make a **DN 4:2 Soul (Intuition)** Test. If successful, they detect any creatures following the group. Otherwise, the creatures still attack but Surprise the party. If there are no following creatures, the group wanders for a long time before realising that they need to change course.

Navigation Test

The Navigator should make a **DN 4:3 Mind (Survival)** Test. Compare the result to the listing below to determine the party's next destination:

- ✱ **Success:** The party moves into another one of the **Strange Sights**.
- ✱ **Success with 1 or more additional successes:** The party discovers an area protected by one of the **Ancient Traps**.
- ✱ **Failure:** The party stumbles into a **Lair of Chaos**.

LAIR OF CHAOS

Entering this area, the Point Guard should make a **DN 3:1 Mind (Awareness)** Test. On a success, they hear and see the following:

The passageway widens out and a large underground space opens up before you. There's a stone edifice here, glowing with ever-changing colours. Beyond the open doorway you can hear profane chants rising in intensity.

If the Point Guard failed their Test, the enemy has sighted the heroes and the chants reach a crescendo as they burst forth to do battle. Otherwise, the party is free to investigate or attempt a **DN 3:2 Body (Stealth)** Test to sneak away. The Complexity of this Test is based on the enemy's highest Natural Awareness (their chance to notice unexpected things).

Within the temple to Tzeentch are 9 **Kairic Acolytes**, and a **Pink Horror** for every two party members. There will not be any Tzaangors or a Tzaangor Shaman unless the party has already encountered them exploring the Undercity and they escaped here.

KNOW YOUR SURROUNDINGS

This is an opportunity for the party to interact with their environment during a fight. In the worship area, the candle-stands can be knocked over to start a small fire, creating a *Minor Hazard* in the Zone. In the rest area, sheets or blankets might make someone *Blinded* or *Restrained*. In the food area, some of the equipment can serve as improvised weapons while others might create a Hazard or make the Zone *Lightly Obscured*.



ZONES AND MOVEMENT

For the most part, the exact distance you can move on a turn doesn't matter, nor does the shape of the area. When it does, we use Zones to define the area. In the map above, there are four natural zones: the tunnel, the worship area, the rest area, and the food area.

You can decide to Move before or after taking an Action, and can also break up your movement to allow you to Move, take an Action, then Move again. If you need to cover more ground on your turn, you can use your Action to Run (see below).

Moving somewhere depends on its range to you and your Speed (all examples assume Normal Speed):

Close Range is anything within arms reach. You don't have to Move at all.

Short Range is anything within the same Zone (usually up to 30 feet or so away). You can move to something here for free.

Medium Range is another Zone adjacent to your current Zone. Moving to another Zone costs your Move.

Long Range is a Zone that is separated from your current Zone by another Zone in the middle. You can't reach that Zone unless you take the Run action.

Extreme Range is a Zone that has two or more Zones between your Zone and it. It is impossible to reach in a single turn. Often this represents very far away objects or areas.

You can normally move as you wish. If you select the Run action, you can Move again.

A creature that is Slow uses its full Move to go anywhere within its own Zone. It cannot go to another Zone without using the Run action.

A creature with Fast Speed can move anywhere in their Zone as a free action and move two Zones away using their Move.

A Hazard is something dangerous in a Zone that does Damage. Minor Hazards do 1 point of Damage per round, Major Hazards cause 3 Damage, and Deadly Hazards do 5 Damage.

This is the first battle to have multiple Zones, so movement is more complex (see **Zones and Movement**, below). There are three areas inside the temple:

- ✧ The worship area. This has items like chairs, benches, and burning candle-stands.
- ✧ The rest area. This has sheets, heavy blankets, and other bedding material.
- ✧ The food area. This has larger tables, benches, knives, pots, pans, and raw foodstuffs. Some of the boxes are stamped with 'Sigmar's Hope' on the outside (see *Brightspear City Guide*, page 36).

If the party is forced to flee, Doom increases by 1.

Navigation Test

Once the battle is complete, the Rear Guard must make a **DN 4:3 Body (Stealth)** Test. On a success, they manage to conceal their presence, making the carnage look like a disagreement between allies. On a failure, anything nearby (for example a Tzaangor Shaman) realises the existence of the party and begins to stalk them.

The Navigator should make a **DN 4:3 Mind (Survival)** Test. Compare the result to the listing below to determine the party's next destination:

- ✧ **Success:** The party moves forward but soon enough discovers one of the Ancient Traps.
- ✧ **Success with 1 or more additional successes:** The group chances across a Memory of a Lost Age.
- ✧ **Failure:** The party leaves the temple but has soon Lost the Way.

The Rear Guard should make a **DN 4:2 Mind (Awareness)** Test. On a success, they detect anything already following the party, on a failure any enemies that retreated from the battle begin to shadow them.

ANCIENT TRAPS

The party has stumbled into one of the many traps that the Agloraxians left for their foes when they abandoned the city so long ago. To determine which trap, roll 1d6. If you roll a trap that you've used before, then the party has come across a similar device but it has been worn down by the ages and is no longer a threat.

Each trap description includes **Hint** information for the Point Guard and the consequences of failure (**The Trap**).

ANCIENT TRAPS	
1d6	Trap
1	Amphitheatre.
2	Containment.
3	The Disappearing Door.
4	Ice-grinder.
5	The Pits.
6	Stormway.

Amphitheatre

Hint: A large open chamber with strange carvings like sound-absorbing baffles on all the walls and ceilings. If the Point Guard succeeds at a **DN 3:2 Mind (Awareness)** Test, they realise that their footsteps have begun to echo unnaturally.

If they fail, they must make a **DN 5:2 Body (Fortitude)** Test or become *Deafened* (see page 30) for 3 rounds as their first step within the chamber creates a reverberating echo.

The Trap: If the party continues, the next sound causes each creature in the zone to make another **DN 5:2 Body (Fortitude)** Test. If the character is already *Deafened*, the next sonic attack causes them to become *Incapacitated* for 3 rounds. If they can remain motionless for one minute, the Condition clears. Spells or some way of making quiet progress can allow the group to get through the area.

If a creature is pursuing the party, it uses this chance to attack the party with any ranged weapons.

SOLVING THE TRAPS

Most of the traps were designed by the Agloraxian mages for their amusement and to separate and confuse visitors. As the party encounters the traps and tries to work out ways past them, reward innovative thinking. Efforts to bypass the trap using Talents, Magic, and equipment should succeed unless the trap specifically negates the characters' efforts. Similarly, if they are totally stumped by a trap, then you might drop hints to them by allowing a **DN 4:1 Mind** Test for them to recall or figure out some important detail. The most important thing is that the trap should not cause the action to come to a stop

UNBINDING

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

Containment

Hint: This is a large, squarish room with only a single exit on the far wall directly across from the entrance. The Point Guard can make a **DN 3:1 Mind (Awareness)** Test but the room seems harmless from the outside. If the Point Guard enters the room alone, they can walk across it without trouble.

The Trap: Once more than one person is in the room, magical bands of energy surround each creature in the room. If a person tries to move, the band constricts. If the person continues to move, the bands squeeze tightly, causing 1d6 Damage. Once the character stops moving, the energy bands return to their normal size. Flying creatures can move through the room without becoming captured.

A creature with the *Unbind* Talent can destroy a band by a **DN 6:1 Mind (Channelling)** Test. Doing 10 Damage (Defence: Poor, Armour: 0) to a band also destroys it. Attacking a band causes a captured character to move, causing the band to constrict and deal 1d6 Damage. Creatures following the party might try to attack at range while the characters are struggling against the trap.

The Rear Guard should make a **DN 4:1 Mind (Stealth)** Test to avoid attracting attention. A failure means a randomly determined **Beast from Below** (see page 30) begins to follow the group.

The Disappearing Door

Hint: If the Point Guard's **DN 6:1 Mind (Awareness)** Test is successful, they detect the faintest tingle of magic before stepping into this chamber and can choose to remain outside if they wish. Otherwise, as soon as they step in, from the point of view of the other characters, they disappear instantly (a potential clue to the others is that the Soulbinding energy is not released even if it was a Soulbound member of the party). Doom goes up by 1.

The Trap: The Point Guard is actually alive and well. If they turn around, it seems to them that the rest of the party has suddenly disappeared. The entrance is magical, allowing entry from outside the chamber only and no communication from inside the chamber to the outside. The exit is magically blocked, preventing them from leaving the chamber as long as someone is waiting near the entrance. If another character enters the chamber, they join the first but seem to also disappear from the point of view of those outside the chamber. A character that only places an extremity into the chamber feels no effect and cannot determine anything until they step fully into the chamber.

Once the group is together, exiting the other side of the chamber is trivial. If the chamber is preventing the group from making progress, you might have a creature native to the area (such as a rat) enter the doorway confidently, since it knows it can get out the other side.

Ice-grinder

Hint: The air in this passage is frigid. The Point Guard must make a **DN 4:2 Mind (Awareness)** Test. On a failure, they enter the passage and take 1 point of Damage that ignores Armour. In the centre of the tunnel are a series of levers and dials that look like controls for the area. The passage consists of three Zones: the entrance, the control area, and the exit.

The Trap: The Zones are Difficult Terrain and the cold is a *Minor Hazard* that ignores Armour. A character that simply crosses the trap takes 3 Damage. Anyone who goes to the central control area can make a **DN 6:3 Mind (Arcana)** Test. On a success, they realise that the controls do nothing. A character that spends time at the station must make a **DN 4:1 Body (Fortitude)** Test or take a Minor Wound from the freezing conditions.



The Pits

Hint: This passageway is a series of five circular segmented areas, each over 30 feet in diameter. Each segment is formed from a smooth material that seems like it might once have been the carapace of a giant insect. If the Point Guard failed their **DN 3:2 Mind (Awareness)** Test, they do not notice the segments and step on the first one. It spins open and the Point Guard must make a **DN 5:2 Body (Athletics or Reflexes)** Test or end up falling into the first pit (see below).

The Trap: When a creature steps onto a segment, it rapidly opens and they must make a **DN 5:2 Body (Athletics or Reflexes)** Test. On a failure, the character falls 30 feet and takes 3 Damage. In the first four compartments there is nothing within the pit, though the characters can see valves and pipes where the Agloraxians pumped in boiling water, oil, acid, or other substances as their amusement dictated. The fifth has become infested with **Fyrehunters**; there are two spiders per character and they attack anyone who falls in.

Stormway

Hint: This is a tunnel of moderate width and height, made of a bluish-grey stone. If the Point Guard succeeds at a **DN 4:2 Mind (Awareness)** Test, they detect a strange scent, like the air before a storm rolls in.

The Trap: Once a character enters the trap, they begin to be lashed by storm winds and rain, which the stone absorbs as easily as it generates them. The tunnel is four Zones long and each Zone is a *Deadly Hazard*, dealing 5 Damage. When a character enters a Zone they must make a **DN 4:2 Body (Athletics or Fortitude)** Test or become *Stunned* until the start of their next turn.

CONDITIONS

Your character can be affected by many different Conditions in *Soulbound*. For a complete listing, see the Conditions on the back cover.

- ✧ *Deafened* reduces a character's pool for Tests that involve hearing by 1 die.
- ✧ *Incapitated* means that the character cannot Move, take actions, or spend Mettle. They can't defend themselves and are hit on a 2 or better.
- ✧ *Stunned* characters can either Move or take an action, can't spend Mettle for extra actions, have their Speed reduced to Slow, and their Defence decreases one step.

Due to the danger of the trap, it is probably best to run it as a combat. This means the characters enter Initiative and allows them to spend Mettle to take additional actions or improve their Training or Focus.

Navigation Test

Once the group has passed through the trap, the Navigator should make a **DN 4:3 Mind (Survival)** Test. Compare the result to the listing below to determine the party's next destination:

- ✧ **Success:** The party attracts the attention of one of the **Beasts from Below**.
- ✧ **Success with 1 or more additional successes:** The party learns that the trap was protecting **Memories of a Lost Age**.
- ✧ **Failure:** The party exits the trap but finds they have **Lost the Way**.

BEASTS FROM BELOW

There are still some things that live within the Undercity, surviving on what they can find — usually foolish visitors from above. The Point Guard must make a **DN 5:2 Mind (Awareness)** Test or the party is Surprised. If the party is forced to flee, Doom increases by 1. Roll 1d6 and consult the table for what the characters encounter:

BEASTS FROM BELOW	
1d6	Monster
1–2	Bore-Beetle
3–4	Spine-Worm
5–6	Fyrehunters

Bore-Beetle

An insect-like creature the size of a horse with a carapace that goes from fiery-red at its mandibles and forelegs to a mottled bluish-green at its end. It bursts forth from a tunnel or by digging out the very stone itself and attacks the party immediately out of hunger. There is one Bore-Beetle for every two characters, rounding down. See page 44 for the Bore-Beetle's statistics.

Fyrehunters

About the size of Gryph-Hounds, these spiders use their black webbing to lay traps and then attack their prey by spitting burning globules of acid at them. If the Point Guard failed their Awareness Test, they fall into a trap of sticky webbing and become *Restrained*. There are as many Fyrehunters as heroes. See page 43 for their statistics.

Spine-Worm

This huge segmented worm-like creature takes up an entire Zone or more. If the Point Guard fails their Awareness Test, the first sign of the monster is a set of whistling spines that attack the party. Fortunately there is only one Spine-Worm to fight. See page 43 for the Spine-Worm's statistics.

Navigation Test

Once the party has dealt with the beast or decided to flee, the Navigator should make a **DN 4:3 Mind (Survival)** Test. Compare the result to the listing below to determine the party's next destination:

- ✱ **Success:** The party finds the **Casket Vaults**.
- ✱ **Success with 1 or more additional successes:** The party discovers a **Memories of a Lost Age**.
- ✱ **Failure:** The party escapes the beast but has soon **Lost the Way**.

The Rear Guard should make a **DN 4:2 Soul (Intuition)** Test. On a success, they detect anything already following the party. On a failure, a random **Beast from Below** begins to shadow them.

MEMORIES OF A LOST AGE

The party has stumbled across some ancient workshop or storage area of the mages that once ruled the city. Randomly determine which location by rolling 1d6. If the party continues to explore the Undercity and you get the same result again, simply describe the new location as a decrepit version of the same sort they already discovered. Equipment will be missing or destroyed, everything is caked by dust or rust and the entrance has been broken open or weakened by decay.

When a vault is first discovered, its door is sealed shut. Opening it requires a **DN 5:3 Body (Might)** Test or a **DN 4:3 Mind (Arcana)** Test to puzzle out the magical locks. One common solution might be to properly align symbols representing the eight Mortal Realms.

MEMORIES OF A LOST AGE	
1d6	Vault
1–2	Conversion Station
3	The Laboratory
4	The Repository
5	Shell Harvester
6	Workshop

Conversion Station

This room contains a large slab, big enough to hold a casket-like device designed to fit an average humanoid. Inside the casket you can see a series of needles, probes, hoses, machinery, and thin plates of chitin etched with arcane runes. Around the slab are racks and racks of the same sort of casket devices and a series of straps, ropes, and levers that seems designed to lift the caskets from the racks and deposit them onto the slab or elsewhere. Several caskets seem to have bodies in them, they feel slightly warm to the touch..

If a person climbs inside the casket and someone closes it, the needles and other instruments come to life and dig into the person, finding their way past regular armour (a fully armoured Stormcast Eternal does not fit into the casket). The subject takes a Minor Wound every round until they



become Mortally Wounded. After this, the casket keeps the creature at the point of death in a constant state of delirium. The outside of the casket glows with energy.

If a character opens one of the caskets with a body inside it, the incomplete process has made them undead, use the **Chainrasp** on page 47. They lurch out of the casket and attack whoever is closest.

Details: If Doom is 2 or higher or Cadice Amard is the traitor, there is evidence that several caskets have recently been used and a new set of straps installed. The used caskets are stacked in a corner. Each has a body in it — one of which is a local man named Onno that Prezarium recognises. Only the Soulbound are strong enough to withstand the grim caskets — for now.

The Laboratory

A large chamber stretches out from the entrance, filled with a series of huge vats, metal carts with rotting restraints, and stacks of jars containing strange things floating in amber liquid. Dust covers almost everything and the air smells stale and dry.

This is one of the places where the Agloraxians performed some of their most horrific experiments upon the common people. In the jars are a series of organs, some natural, some imbued with realmstone, some warped by magic. Failed experiments with all sorts of strange changes and mutations float in the ancient vats — beast folk, people with extra limbs, bony protrusions, gaping wounds, translucent skins and other effects. None of them were given a chance at an ordinary life, all were just experimental subjects to the old mages.

Details: Some of the vats are empty. Fortunately, this is only because the Agloraxians did not fill this facility up to capacity — none of these folk are alive.

The Repository

This vault contains row after row and shelf after shelf of various items of use to the mages of Agloraxia. Now almost everything is rotten and ruined, destroyed by time. The air smells sickly sweet and the floor is ever so slightly sticky in a way that you may not wish to spend time pondering. Many of the vessels are broken, or have exploded from pressure within as the components degraded. In another area of the vault there are stacks and stacks of coins, each organised by the type of metal used and the marked value.

Details: A determined character can find enough supplies to aid them in one of their spells. If they collect the items and use them, for a single casting they gain one additional die to their dice pool and one additional Focus as well. A character with the *Sense Ur-gold* Talent that examines the currency will detect faint traces of the substance, though it would require melting down hundreds of pounds of coins to recover any.

Shell Harvester

This area is most noticeable for its large cages that hang from the ceiling. They are on a series of rails and a chain system allows them to be moved and positioned over a gruesome set of machinery, where a door on the bottom of the cage opens. Next to the equipment are a few broken remnants of a chitinous material.

If the party have fought a Bore-Beetle or found a molting pit or an area made with their chitin, they recognise the material.



Details: If the party encounter a Bore-Beetle and must flee from it, a clever plan could lure it to the room and one of the cages, either to leave it trapped or to see if the Agloraxian equipment still functions. If so, they find the equipment is out of alignment, and as it holds the squirming giant insect, scything blades cut off each piece of its chitinous armour, leaving a bit of flesh attached. Then huge needles plunge into the body, draining it of ichor. But the pipes and valves are old and burst, spraying ichor all over the room and the characters.

Workshop

This room has a series of tools and supplies, some of which resemble the strange artefacts that the party saw on Aashira Khatri's desk. A handful of parts and junked machinery also sits in bins near a wall.

If they've already used one of the devices Aashira gave them, a character can make a **DN 5:2 Mind (Crafting)** Test to restore it and allow one more use. A character with the *Sense Ur-gold* Talent will note that a few of the devices use the blessed metal as part of their construction. A character can make a **DN 3:3 Mind (Craft)** Test to determine how to remove the ur-gold components.

Details: If Doom is 2 or higher or Aashira is the traitor, a device identical to one that Aashira recovered and offered the party is on a worktable in essentially complete form. If Aashira showed them the equipment earlier, the characters can take the device and make use of it.

Navigation Test

Once the party has explored the location, the Navigator should make a **DN 4:3 Mind (Survival)** Test. If the group has explored two or more of these locations, the Test becomes **DN 4:2** instead. If they have explored all of the locations, the Test is **DN 4:1**. **Compare** the result to the listing below to determine the party's next destination:

- ✱ **Success:** The party finds a **Beast from Below**.
- ✱ **Success with 1 or more additional successes:** The party reaches the **Casket Vaults**.
- ✱ **Failure:** The party leaves the vault but soon finds themselves facing one of the **Ancient Traps**.

The Rear Guard should make a **DN 4:2 Soul (Intuition)** Test. On a success, they detect anything already following the party, on a failure, any enemies that retreated instead begin to shadow them.

CASKET VAULTS

You reach a huge chamber with a vaulted ceiling that stretches into the darkness above you. The entire room has a faint green glow and every surface is engraved with strange arcane runes. In the distance you can see another vast door. In front of it is a group of Tzaangor, with one lying prone and a Tzaangor Shaman crouching over it with a gleaming dagger. The Shaman stabs its victim and blue-white energy arcs from the blade, across the chamber, up into the darkness above and then back down into the Soulbound. Each of the Binding glows with radiant blue and white energy that flickers between all of you.

Any Soulfire spent by the Binding is restored as they 'steal' the soul energy the Shaman was attempting to use to open the door. **Note:** If you have a group of only Stormcast Eternals or non-Soulbound characters, the Shaman's ritual succeeds and opens the door. The resulting combat might be more complicated because of this.

There is the **Tzaangor Shaman** and one surviving **Tzaangor** for each party member. They fight to the death, wanting to earn the glory of being the ones to open the battery chamber.

If the door to the battery chamber is still locked, the Binding must spend a point of Soulfire to open it. Ímren, or any character with the *Witch-Sight* Talent, sees lines of energy bouncing from her allies to the door, tracing its way through the arcane patterns. As soon as they approach the door, they feel it 'tugging' at them, and after watching the interrupted ritual, they can easily realise they must give it a piece of their soul to open it.



THE CASKETS OF THE DAMNED

4

The energy of the Soulbinding crackles around you as the massive doors begin to glow and arcane symbols engraved on them begin to twist and change. The doors swing silently open and there is another chamber beyond, as big as this one or bigger. In the foreground are a series of horizontal slabs with cabling running to and fro on the floor. But most of the chamber that you can see is taken up by coffin-like pods, stacked dozens high, each with wires running between them.

The characters have discovered one of the soul-casket chambers that was once used to power the realmgate of Brightspear — and its Beacon. The exact state of the caskets and chamber depends on which of the three the party discovered. Roll 1d6 and consult the table below to determine the type of chamber that lies before the Soulbound:

BATTERY CHAMBERS	
1d6	Chamber
1–2	The Broken One. See below.
3–4	The Dead One. See page 35.
5–6	The Charged One. See page 36.

THE BROKEN ONE

This huge room is quiet. There are many shelves inlaid with emberstone etchings that form arcane patterns. In some spaces, the casket-like pods remain in place, but many of them have been smashed and broken. A few of the remaining

pods glow with a pale sickly green colour. As you explore the room, sometimes a bright flash of energy arcs between yourself and the caskets or other machinery, but it is always temporary and does not hurt you. Out of the corner of your eye, you see a swirling motion around some of the pods. Suddenly spirits of the dead rush at you!

There are two **Chainrasps** (see page 47) for each character, and a single **Chainrasp Dreadwarden**. These are the undead remains of those mortals who were sacrificed in the caskets. There is the main corridor leading to the control area and corridors on either side for the casket-pods, creating three Zones. Once the party has dealt with the undead, who do not flee and fight to the last, they can explore the chamber.

THE CASKETS

If the characters explore the pods more thoroughly, they soon discover that some of the caskets malfunctioned terribly, creating the undead instead of soul-drained bodies. A few seem to still have Humans suspended within them. If the party has a casket and hooks it up here, it simply remains unchanged.

THE CONTROLS

Deeper into the room, the emberstone etchings come together at a bank of various control surfaces, looking like something between a Kharadron airship's cockpit and a mage's laboratory. Many of the controls are broken

THE DESIRE OF NAGASH

Each of the thousands of charged caskets represents the soul of a mortal who was denied its place in the afterlife. The Lord of Death desires his due and were he to learn what lies beneath Brightspear, he would surely wage war upon it with all of his forces.

For the moment, the caskets tend to draw the undead, who are attracted to the energies of Shyish, the Realm of Death, without truly comprehending the reasons they are drawn to the Undercity. It would take a powerful lord of the undead to find the soul siphon chambers and the caskets, understand their purpose, and report the truth to Nagash. Then Nagash, the Undying King, will

fall upon Brightspear, taking ten times the number that was denied to him. The city will be a place of undeath where only ghosts walk the streets.

Some of the Soulbound (such as Xan) might be able to sense this possible fate and might feel ill at ease around the caskets. But there are complications – the realmgate consumes the souls, sending them into utter darkness but also lights the Beacon, protecting the city from the undead. But the gate is dangerous and the caskets are limited, unless the Soulbound wish to reinstitute the policies of the Agloraxians and have the citizens of Brightspear pay for their protection with their very souls.

or smashed, revealing arcane workings within. Those knowledgeable in such things see symbols for each of the realms, as if the great machine were capable of sorting out the various powers themselves. A **DN 6:2 Mind (Arcana or Crafting)** Test allows a character to find one of the tuning instruments, if Cadice mentioned such a thing to them. A similar Test reveals that the damage to this facility is extensive and would take weeks or months to repair, even if the workers had a clear understanding of the purpose of all of the equipment.

THE EXIT

Despite being in slightly better condition than the Dead One, this main door does not open either. There are side doors leading to the other battery chambers. See the **More Exploration!** Box for another approach to finding the other battery chambers.

THE DEAD ONE

This giant chamber is completely silent. The rows and rows of caskets are empty, with dead and decayed bodies inside of them. The intricate lines of emberstone inlaid into the arcane patterns of the equipment glow with the dulllest of red lights. Everything here feels used up and useless. Most of the right side of the chamber is covered in rubble — at some point over the centuries part of the ceiling collapsed.

A character can examine the room and make a **DN 5:2 Mind (Arcana)** Test to notice that most of the arcane symbology are runes concerning Ghyran, the Realm of Life, and Shyish, the Realm of Death and seat of Nagash.

THE CASKETS

If a character inspects any of the caskets, there are only the mostly withered and trace remains of the people that occupied them. If the party somehow has created an occupied casket and plugs it into the machinery, the character within dies with a bright flash of light in the connected circuits. However, a single soul is not enough to restore the machinery and their death is in vain. Doom increases by 1.



THE CONTROLS

All of the control surfaces are cold to the touch and nothing is functional. However a **DN 6:1 Mind (Arcana)** Test indicates everything here is set as if it was still in use — this was the final chamber used to defend the city before the Agloraxians abandoned it long ago. There are no signs of a tuning key or other removable equipment.

THE EXIT

At the far end of the chamber all of the tracings and wiring comes together into huge cylinders that connect via piping to other smaller cylinders mounted on the floor. A series of emberstone traces head towards a huge door. On the left and right are smaller doors that connect to an accessway leading to the other chambers. The big door is solidly shut and will not move.

MORE EXPLORATION!

The side doors lead to the other two soul-casket chambers. This is so that the party does not need to wander through the Undercity again in order to find another entrance to the other chambers. However, if your group especially enjoys exploring the Undercity, then the doors to the corridor might be stuck closed.

THE CHARGED ONE

This chamber is gigantic and a low thrumming sound permeates the room. There are rows and rows of casket-like pods on some sort of rack system and most of them glow with various colours, ebbing and swelling in intensity as the sound changes. As you approach the control equipment in the centre of the room, brilliant white-blue arcs of energy erupt from your body, playing across the equipment and causing the channels of emberstone to glow with a brilliant red light.

THE CASKETS

A **DN 5:1 Mind (Arcana or Theology)** Test proves to the characters what the players may already fear: these caskets hold the bodies and souls of mortals captured by the Agloraxians long ago. For untold centuries they have waited here, trapped and removed from the cycle of life

and death in order to serve as an energy source for the needs of the ancient mages. Activating the realmgate of Brightspear incurs a heavy cost.

THE CONTROLS

In the centre of the chamber are a series of controls and arcane equipment. They glow with various runes and symbols, most of them incomprehensible, though a **DN 5:3 Mind (Arcana)** Test can identify some of them being associated with Jade (life) and Amethyst (death) magic, along with the other Lores of Magic. If the characters have examined **The Dead One** above then the DN is only **4:3**.

From this area, the rest of the chamber begins to glow as well, and giant cylinders throb with energy, feeding into smaller ones, until the doors open and a corridor leading into the darkness erupts, all of the emberstone traces in its floor glowing almost too brightly to look at. Something has begun!

The deep thrumming sound increases and from far overhead there is a grinding sound as the Orrery of the Upper Tier begins to reconfigure itself. The caskets thrum and begin to glow in time to the throbbing sound. The energy of the dead is being directed towards the realmgate.

THE EXIT

Once the party has activated the casket controls, the main door begins to open slowly (it will take 5 rounds before a medium creature can squeeze through to the other side). But before that, the forces of Tzeentch attack!

From the side corridors, **Karic Acolytes** (2 per character), **Pink Horrors** (1 for every two characters) and **Tzaangors** (1 for each character) all converge on the party. The Acolytes arrive in the first round, the Horrors in the second, and the Tzaangors in the third. It should be clear to the party that they're trying to prevent the group from entering the central shaft where the realmgate waits. Once the party defeat the forces of Tzeentch, move on to the next section.

THE CUT SCENE

For a more 'cinematic' scene, you can describe the Orrery's actual movements as it tears itself from its old position in sync with the Upper Tier and spins into a new configuration, some of the Colleges spinning wildly and the arms smashing into Kharadron airships in flight.

THE REALMGATE OPENS

5

Having defeated the forces of Tzeentch in the Undercity, you race into the realmgate chamber. There is blood and death everywhere, with pockets of Fyreslayers fighting the forces of Chaos while unprotected researchers die to their vicious weapons. The orbs of realmstone shiver in a new configuration.

The realmgate itself glows and an impossibly bright light bursts forth from the bottom of the gate, shooting upwards towards the Beacon high above. Down here, something is coming through the gate, forcing itself against the arcane barriers.

The party has managed to activate the realmgate and the power from the soul batteries is charging up the Beacon. As the heroes step into the chamber, the realmstones begin to spin violently and a new, pinkish-purplish colour appears within the gate. A Lord of Change is come and it begins to force its way through the realmgate.

LIGHT AND DARKNESS

The realmgate is shining with the energy provided by the soul batteries. The realmstone

orbs spin violently, and the Chaos warpstone moves to the centre of the gate. A great clawed hand reaches out, grabbing the orb and trying to pull itself up out of the realmgate. Amard was not wrong earlier — this realmgate was designed only to send explorers out from Brightspear. But Chaos does not play by the rules, and a Lord of Change is trying to force its way into the city.

This is a foe beyond the Soulbound — if they need convincing, a **DN 4:2 Mind (Arcana or Theology)** Test confirms the intruder is the greatest of Tzeentch's daemons. Their only hope is to quickly dispatch their lesser enemies and do something to shut down the realmgate. A hero that uses their action to survey the room notices three control stations similar to the equipment that they saw in the soul battery chambers. They should be able to shut down the gate from there.

Once a character reaches one of the control stations, the Extended Test (page 38) begins. The party has three rounds to score 12 successes to shut down the gate. Multiple characters can contribute, but each must be at their own station. Since this is a combat situation, they can use Mettle to increase their Training or Focus.

If they fail, the Lord of Change has made it through (see **Chaos and Confusion**, below). If they succeed, the gate has been shut down, but their lack of knowledge and souls means that it will be hard to reopen it again (see **The Desire of Nagash**, page 35).

A character can also smash the realmstone traces or the realmstone orbs themselves. This requires a **DN 5:2 Body (Athletics, Ballistics Skill, Might or Weapon Skill)** Test — each success counts towards the total. However, such damage to the realmgate will be hard to repair and it will be a long time before anyone can use the gate again.

Finally, a spellcaster might channel energy into the realmgate, hoping to destabilise it. This requires a **DN 6:2 Mind (Channelling)** Test. On a failure, Doom increases by 1 and the caster is *Stunned* for one minute as Chaos overwhelms their mind.

Of course, the characters may still have many enemies to fight as well. (See **The Twist of the Knife**, next page.)

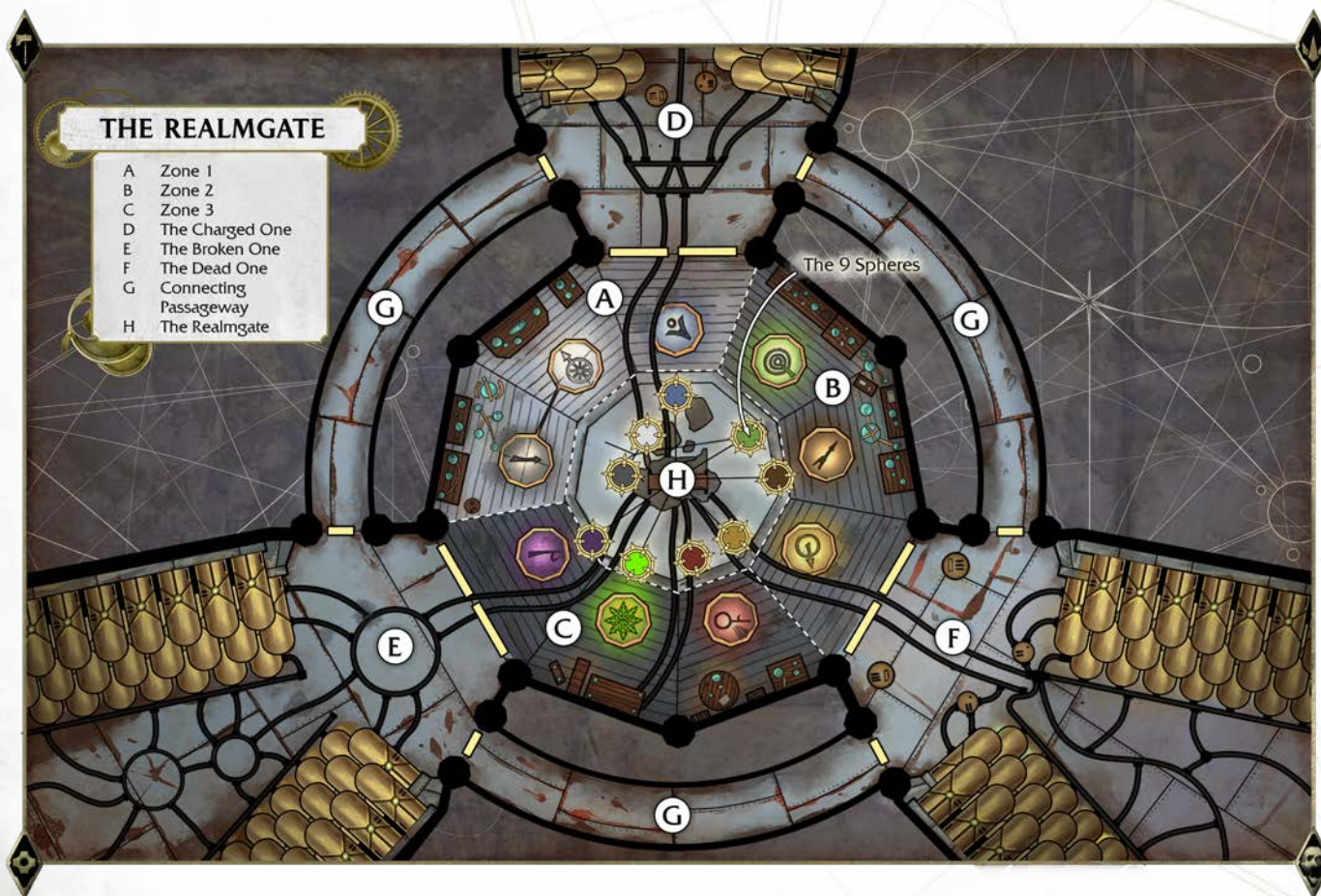
If the group gains 12 successes before the end of the third round, the realmgate suddenly closes in a flash of light. The Lord of Change's arm and head is severed,

becoming protoplasmic goo. Otherwise, at the end of the third round, the daemon has made it through and disaster seems likely. The party may want to flee back into the Undercity!

EXTENDED TESTS

This challenge is represented by an Extended Test, which requires more successes than any one character could achieve with a single roll. Instead, the character(s) make several attempts at shutting down the realmgate before the Lord of Change breaks through.

Multiple characters can contribute to the Extended Test. Each control station requires a **DN 5:2 Mind (Arcana)** Test. Any additional successes count towards completing the Extended Test. Another character with Arcana at the same control station can Help, adding 1d6 plus their Training in Arcana (see page 18).



THE TWIST OF THE KNIFE

With the daemon coming through the gate and enemies surrounding them, the party will have to fight their enemies as well as try to disable the realmgate! There are two **Kairic Acolytes** and one **Tzaangor** for each hero, in addition to a force depending on the identity of the traitor:

- ✱ If Bragga Coppertoe was the traitor, then he and one **Fyreslayer Mercenary** for each character attack the party when they least expect it.
- ✱ If Aashira Khatri was the traitor, then each of the Tzaangors and Cultists are armed with Agloraxian gadgets and the Master of Reliquaries wears a full suit of Arcanoarmour (see below).
- ✱ If Cadice Amard was the traitor, she has the *Sorcerous Elixir* Trait and the *Boon of Mutation* spell from the Tzaangor Shaman, in addition to her spells of Chamon.
- ✱ If Prezarium Shandos is the traitor, add one **Pink Horror** for every two party members. He also leaps into the fray against the heroes.

If Prezarium is not the traitor and he is present, he fights alongside the party. The other loyal researchers and their assistants and guards are scattered about the chamber, dead or dying.

BRAGGA COPPERTOE

If Bragga is the traitor, he and his chosen Fyreslayers attack the party immediately. Despite being nominally allied with the forces of Tzeentch, his troops fight independently, trying to quickly conclude the unpleasant business of killing the Soulbound and then departing with their promised gold before others can learn of their betrayal.

AASHIRA KHATRI

The artificer themselves is wearing Arcanoarmour, which resembles ancient Agloraxian armour. It has integrated weaponry, including a battery of crossbow-like launchers controlled by the wearer's mind and a sword that extends out of one of the greaves on their forearm. It also has the original inspirations for the magnetoshield and swiftboots built into it as well.

They have provided the cultists and Tzaangors with similar equipment. It's not as reliable but the collective effect is that each Zone is a *Major Hazard* doing 3 Damage every round to the characters in addition to the Tzaangors' regular attacks.

CADICE AMARD

Tzeentch corrupts mages with promises of forgotten secrets and forbidden powers and it was this way that he gained control over the Battlemage. Now she would do anything to learn more, including welcoming a Lord of Change into Brightspear.

PREZARIUM SHANDOS

If Shandos is the traitor, then he is not only a guide, but a sneak-thief and messenger for the cultists. He has sent word ahead, gathering all the forces of Tzeentch that are available. He will attempt to fade into the whirl of combat, in order to use his *Backstab* Trait effectively.

LORD OF CHANGE

A Lord of Change is a greater daemon in service to Tzeentch. They are huge avian-like creatures that wield powerful spells and are surrounded by a prismatic cloak of ever-changing magic. A Lord of Change is more cunning and aloof than other greater daemons, and revels in manipulating and toying with their enemies. They are shrewd and unpredictable, and serve as the commanders of Tzeentch's armies.

WARNING! The party are not meant to fight the Lord of Change head on! The greater daemon is too much for even the Soulbound to deal with. However, if you wish to highlight the daemon's devastating power, we have included its statistics on page 46.



CHAOS AND CONFUSION

If the characters fail to shut down the gate after three rounds, backup will appear. Read the following:

The disc lift descends as the Lord of Change surges out of the realmgate. Vontus Tavaría and a cluster of Stormcast Eternals leap off of the lift and attack the daemon. Seeing you, he shouts 'Take the lift back up! Alert the Lord-Arcanum!' as the avian Lord of Change's beak snaps a Stormcast in two, sending them back to Azyr in a flash of golden light.

Hopefully the party obeys Tavaría's last order. Once alerted, Salonia Gravewing brings all of her forces to bear, defeating the daemon. Many Stormcast Eternals are sent to be reforged, including Vontus himself. But the city is saved, thanks to the actions of the Soulbound.

THE BEACON BRIGHT

No matter how the fight concludes, read the following:

After the battle, the realmgate once again grows still. Who knows when it will be activated again, and at what cost? However, there is one point of hope in all the death and destruction. The Beacon has been lit.

Far above the realmgate, the crystal at the top of the Spear of Heaven glows with magical energy. Its light will keep away undead, stabilise the Disintegrating Shores and provide a guide to Kharadron airships fighting

through the storms to reach Brightspear. There's no way of knowing exactly how long it will stay lit, and the city will again descend into true darkness, but for now the light of Sigmar shines brightly at the top of his newest city.

WHAT NEXT?

Whether the Lord of Change was slain by the Stormcast or prevented entry by the Soulbound, any remaining cultists and their servants attempt to flee into the Undercity. They will continue to make trouble in the future, meaning that the party might need to explore the Undercity in the future (you can use the rules in **Chapter 3** but make the final goal a larger Chaos lair or dangerous enemy).

There are also many other challenges and dangers facing Brightspear and a close review of the city guide will reveal many opportunities for the party to defeat evil and help bring peace to this part of the Bright Realm.

PARTY FAVOURITES

The *Brightspear City Guide* and this adventure were prepared with the knowledge that not all of the characters that the heroes meet would survive. If the players have latched onto a particular nonplayer character, then it is usually a good idea to keep them alive (unless, or especially if, they proved to be the traitor). That way they will be available to hand out hooks for future adventures and also provide advice and guidance when the heroes inevitably get stuck.



APPENDIX:

ALLIES AND ENEMIES

This appendix contains the various enemies that the characters may encounter during the adventure. Each is presented in a stat-block format that is similar to a character sheet, but in condensed form. For example, only the Skills that the creature has Training or Focus in are listed. These are noted in parentheses: +1d6 per level of Training and +1 per level of Focus. Attacks also list the total dice pool the creature rolls when making an attack.

There are several different types of monsters. **Minions** only have a single point of Toughness; they are easy to defeat but still dangerous in larger groups. **Swarms** are similar to Minions (and some Minions have the ability to form Swarms) but their Toughness and attack scores increase or decrease according to the number of members in the Swarm. **Warriors** work much like player characters but don't have Mettle or Wounds — they are defeated as soon as they reach 0 Toughness. **Champions** have Mettle but not Wounds and **Chosen** have both Mettle and Wounds. They are the most dangerous kinds of monsters.

In addition to the general monsters, we also have several named nonplayer characters that the group might have to fight (if that character proves to be a traitor).

ALLIES

The following entries provide stats for the various named characters or patrols the party might meet. Aashira, Bragga, Cadice, and Prezarium are presented here in case they betray the party. If you run this adventure for more than one group, you can experiment with having a different traitor each time.

AASHIRA KHATRI

The artificer is wearing arcanoarmour, with integrated weapons and magical enchantments. Due to personal pride, they focus on any Stormcast foremost.

BRAGGA COPPERTOE

If Bragga is the traitor, he and his chosen Fyreslayers (see page 42) attack the party at the first opportunity.

AASHIRA KHATRI			
<i>Medium Mortal (Human, Corrupted by Chaos), Chosen</i>			
† Good	⊕ Great	‡ Good	
Armour	Toughness	Wounds	Mettle
1	12	6	2
Speed: Fast** Initiative: 6 Natural Awareness: 3 Skills: Ballistic Skill (+1d6), Crafting (+3d6, +1), Lore (+2d6), Weapon Skill (+2d6)@			
TRAITS			
Magnetoshield*: This improves Aashira's Defence, already included above. Swiftboots**: Despite the great weight of the armour, Aashira is able to move with lightning quickness.			
ATTACK			
Mindbow Battery: Ranged Attack (Great), 4d6, 2 + S Damage. <i>Piercing.</i> Forearm Sword: Melee Attack (Good), 5d6, 1 + S Damage. <i>Slashing.</i>			
BODY	MIND	SOUL	
3	6	3	

BRAGGA COPPERTOE			
<i>Medium Mortal (Duardin, Corrupted by Chaos), Chosen</i>			
† Great*	⊕ Average	‡ Good	
Armour	Toughness	Wounds	Mettle
2	8	6	2
Speed: Normal Initiative: 3 Natural Awareness: 1 Skills: Fortitude (+2d6), Might (+2d6), Reflexes (+1d6), Weapon Skill (+2d6)			
TRAITS			
Rune of Awakened Steel: Any weapon Bragga wields has the Rend trait. Rune of Fury: Bragga's Melee is increased one step. Runes of Iron Skin: These ur-gold runes provide armour for the Fyreslayer.			
ATTACK			
Battleaxe: Melee (Great), 5d6, 1 + S Damage, <i>Rend, Slashing.</i>			
BODY	MIND	SOUL	
3	2	3	

CADICE AMARD

The Battlemage of the Lore of Metal has been thoroughly corrupted by Tzeentch and provided a sorcerous elixir and the *Boon of Mutation* spell.

CADICE AMARD			
<i>Medium Mortal (Human, Corrupted by Chaos), Chosen</i>			
⚔ Average	☉ Good	☠ Average	
Armour	Toughness	Wounds	Mettle
1	10	5	1
Speed: Normal Initiative: 7 Natural Awareness: 3 Skills: Arcana (+3d6), Awareness (+1d6), Channelling (+3d6, +1), Guile (+2d6), Reflexes (+1d6)			
TRAITS			
Spellcasting: Amard is a spellcaster. She knows the <i>Arcane Bolt</i> , <i>Boon of Mutation</i> , <i>Gift of Chamon</i> , <i>Mystic Shield</i> , and <i>Transmutation of Lead</i> spells. Additionally, Cadice can unbind spells per the <i>Unbind</i> Talent.			
Boon of Mutation: DN 5:3, 1 Target in Medium Range, +S Damage. Amard curses a target with the gift of Tzeentch's mutagenic power. If this spell would Mortally Wound a target, they are instead transformed into a Tzaangor and become an NPC under the GM's control. If this happens to a player character, they are effectively dead and Doom increases by 1 as normal.			
Gift of Chamon: DN 5:1, 1 Target in Short Range, 1 Round, +1 per success or +1 Armour/Damage per two successes. Choose a metal weapon or suit of armour within Short Range. A weapon affected by this spell deals +1 Damage and gains the <i>Magical</i> Trait. A suit of armour affected by this spell grants +1 bonus to Armour. Each additional success extends the duration by 1 round. Alternatively, you can increase the bonus to Damage or Armour by +1 per two additional successes.			
Transmutation of Lead: DN: 5:2, 1 Zone in Medium Range, +1 round per additional success. Amard summons the magic of Chamon and infuses the heroes' weapons with lead, causing them to become difficult to wield. Choose a Zone within Medium Range. Enemies in that Zone decrease their Melee and Accuracy one step until the start of your next turn. Each additional success extends the duration by 1 round.			
Sorcerous Elixir: Amard carries one dose of a Tzeentchian concoction which can augment her sorcerous might. As a free action on her turn, she can drink the concoction to immediately cast a spell without taking an Action.			
ATTACK			
Dagger: Melee Attack (Average), 3d6, + S Damage. <i>Piercing, Subtle, Thrown (Short)</i>			
Staff of Change: Melee Attack (Average), 3d6, 1 + S Damage. <i>Crushing</i>			
BODY	MIND	SOUL	
3	5	2	

PREZARIUM SHANDOS

Shandos is a sneak-thief and messenger for the cultists. He tries to use his *Backstab* Trait to bring the Soulbound down as quickly as possible.

FYRESLAYER PATROL

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

Use **Bragga Coppertoe's** statblock (page 41) for the Fyreslayer Patrol, but remove the *Rune of Fury* Trait (this reduces their Melee to Good).

STORMCAST ETERNAL SEQUITOR

Chosen by Sigmar to serve in the Sacrosanct Chamber, Stormcast Eternal Sequitors are stern warriors who channel the tempest through the magical weaponry bequeathed to them. To be struck by such a warrior is to feel the energy of the storm discharging with thunderclap force. That the Lord-Arcanum has such forces at her disposal is a clear indication of the importance of reclaiming Brightspear to the God-King.

PREZARIUM SHANDOS			
<i>Medium Mortal (Human, Corrupted by Chaos), Chosen</i>			
⚔ Good	☉ Average	☠ Average	
Armour	Toughness	Wounds	Mettle
1	7	4	2
Speed: Normal Initiative: 4 Natural Awareness: 2 Skills: Athletics (+1d6), Ballistic Skill (+1d6), Guile (+3d6), Reflexes (+2d6), Stealth (+2d6), Survival (+2d6, +1), Weapon Skill (+3d6, +2)			
TRAITS			
Backstab: If the target is unaware of Prezarium and he hits with a <i>Subtle</i> weapon, he doubles his damage and ignores Armour.			
Blinky: Prezarium uses his Mustori as a navigational aid, adding another +1 Focus to Navigation Tests (see page 21).			
ATTACK			
Dagger: Melee Attack (Good), 5d6, + S Damage. <i>Piercing, Subtle, Thrown (Short)</i>			
BODY	MIND	SOUL	
2	2	3	

STORMCAST ETERNAL SEQUITOR			
Medium Mortal, Champion			
⚔ Good	⚖ Average	⚔ Superb	
Armour	Toughness	Wounds	Mettle
3	10	–	1
Speed: Normal Initiative: 6 Natural Awareness: 3 Skills: Awareness (+1d6), Channelling (+2d6), Lore (+2d6, +1), Reflexes (+1d6), Weapon Skill (+2d6)			
TRAITS			
Aetheric Channelling: As an Action, the Sequitor can make a DN 6:1 Mind (Channelling) Test to charge their weapon with aetheric energy. The weapon deals +1 Damage for a number of rounds equal to the successes. Soulshield*: The Sequitor's Defense is increased by two steps (included above)			
ATTACK			
Stormsmite Maul: Melee Attack (Good), 6d6, 1 + S Damage. <i>Crushing, Sigmarite.</i>			
BODY	MIND	SOUL	
4	4	2	

FYREHUNTER			
Medium Beast, Warrior			
⚔ Average	⚖ Good	⚔ Average	
Armour	Toughness	Wounds	Mettle
1	6	–	–
Speed: Normal Initiative: 6 Natural Awareness: 2 Skills: Awareness (+1d6), Ballistic Skill (+2d6), Reflexes (+2d6), Weapon Skill (+1d6, +1)			
TRAITS			
Embershell: A Fyrehunter is immune to all Damage caused by flame or heat. Prepared Traps: As a Free Action, a Fyrehunter can set fire to the webs in a Zone, causing that Zone to become a <i>Major Hazard</i> until its next turn. This only works once per Zone.			
ATTACK			
Bite: Melee Attack (Average), 3d6, + S Damage. <i>Piercing.</i> Spit Fire: Ranged Attack (Good), 4d6, 1 + S Damage. <i>Rend</i>			
BODY	MIND	SOUL	
2	3	1	

BEASTS

The following are 'natural monsters' inherent to the Undercity, though 'natural' is a questionable adjective whenever the Agloraxians are involved.

BORE BEETLE

These beetles were the first creatures to dig tunnels beneath Brightspear. The Agloraxians grew them to great sizes, sometimes shepherding them to construct new paths through the stone, other times harvesting their shells as armour or construction material. The Bore-Beetle works its way through stone using its red-hot mandibles to melt or cut stone.

FYREHUNTER

These relatives of the Flamespiders have adapted to life underground. They still weave webs, but use them as traps, shooting a glob of self-igniting mucus at them to catch them on fire and roast their prey alive.

SPINE-WORM

This enormous segmented worm travels the tunnels made by the largest of the Bore-Beetles, hunting them as prey. It has a series of spines that it can fire at lesser foes but it is nearly blind.

SPINE-WORM			
Enormous Beast, Champion			
⚔ Great	⚖ Poor	⚔ Great	
Armour	Toughness	Wounds	Mettle
2	18	–	1
Speed: Slow Initiative: 1 Natural Awareness: 1 Skills: Ballistic Skill (+1d6), Weapon Skill (+1d6, +1)			
TRAITS			
Nigh Unkillable: The Spine-Worm is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above. Stench of Death: A character in melee with the Spine-Worm must succeed at a DN 4:1 Body (Fortitude) Test at the beginning of their turn or become sickened, reducing their Melee rating by one step.			
ATTACK			
Huge Maw: Melee Attack (Great), 8d6, 3 + S Damage. <i>Piercing.</i> Spine Shot: Ranged Attack (Poor), 8d6, 1 + S Damage, Medium Range. <i>Rend.</i>			
BODY	MIND	SOUL	
7	1	1	

BORE-BEETLE			
<i>Large Beast, Champion</i>			
Great	Poor	Good	
Armour	Toughness	Wounds	Mettle
3	9	–	1
Speed: Normal Initiative: 1 Natural Awareness: 1 Skills: Weapon Skill (+2d6, +2)			
TRAITS			
Tunnelling: The Bore-Beetle can move through stone or earth at a Slow speed.			
ATTACK			
Mandibles: Melee Attack (Great), 8d6, 2 + S Damage. <i>Piercing, Rend.</i>			
BODY	MIND	SOUL	
6	1	2	

PINK HORROR			
<i>Medium Daemon (Disciples of Tzeentch), Warrior</i>			
Average	Average	Average	
Armour	Toughness	Wounds	Mettle
0	6	–	–
Speed: Normal Initiative: 3 Natural Awareness: 1 Skills: Ballistic Skill (+1d6), Channelling (+1d6), Might (+1d6), Reflexes (+1d6)			
TRAITS			
Raw Chaos Magic: The whirling of the Pink Horror generates raw magic that it can hurl at foes using its <i>Magical Flames</i> attack.			
Spellcaster: The Pink Horror is a spellcaster. The Pink Horror knows the <i>Arcane Bolt</i> and <i>Mystic Shield</i> spells.			
Split: If the Pink Horror's Toughness is reduced to 0, it splits and becomes two Blue Horrors. The Blue Horrors are immediately added to the Initiative.			
ATTACK			
Choke: Melee Attack (Average), 3d6, 1 + S Damage. <i>Crushing.</i> A creature Damaged by this attack is Restrained and must use an Action to make a DN 4:2 Body (Athletics) Test on their turn to escape. On its turn, the Pink Horror can use its Action to deal 3 Damage to a creature it is choking. This Damage ignores Armour. The Pink Horror cannot Move unless it releases the creature.			
Magical Flames: Ranged Attack (Average), 4d6, + S Damage, Medium Range. <i>Magical.</i>			
BODY	MIND	SOUL	
3	2	1	

SERVANTS OF CHAOS

The forces of Tzeentch infest the Undercity and can be found anywhere in its depths. No matter how many the Soulbound defeat, there are always more lurking in the shadows.

HORROR OF TZEENTCH

The simplistic name, 'Horrors of Tzeentch' belies the true nature of these loyal and maddening followers of the Architect of Fate. They appear as a kaleidoscopic assortment of limbs and cackling mouths, all awash in vibrant pink hues that defy description.

When severely wounded, a **Pink Horror** will gladly end its own existence, splitting into two smaller **Blue Horrors** in a final act of joyful defiance.

Blue Horrors share much of the shifting appearance of their progenitors, but their temperament is grim and spiteful.

Should a Blue Horror meet an unfortunate end, one final transformation takes place, as they split once more into a pair of diminutive **Brimstone Horrors**. These tiny creatures are spiteful and vindictive living balls of flame. They delight in nothing more than hurling warfire at any and all around them, in a sour attempt to make them feel better about their belittled fate — for they have, effectively, been killed twice.

BLUE HORROR			
<i>Small Daemon (Disciples of Tzeentch), Warrior</i>			
Poor	Average	Average	
Armour	Toughness	Wounds	Mettle
0	5	–	–
Speed: Normal Initiative: 3 Natural Awareness: 1 Skills: Ballistic Skill (+1d6), Reflexes (+1d6)			
TRAITS			
Raw Chaos Magic: The whirling of the Blue Horror generates raw magic that it can hurl at foes using its <i>Magical Flames</i> attack.			
Split: If the Blue Horror's Toughness is reduced to 0, it splits and becomes two Brimstone Horrors. The Brimstone Horrors are immediately added to the Initiative.			
ATTACK			
Talons: Melee Attack (Poor), 2d6, 1 + S Damage. <i>Piercing.</i> Magical Flames: Ranged Attack (Average), 3d6, + S Damage, Medium Range. <i>Magical.</i>			
BODY	MIND	SOUL	
2	2	1	

BRIMSTONE HORROR

Tiny Daemon (Disciples of Tzeentch), Minion

⚔ Poor

⚔ Poor

⚔ Poor

Armour

Toughness

Wounds

Mettle

0

1

–

–

Speed: Normal

Initiative: 1

Natural Awareness: 1

Skills: Ballistic Skill (+1d6)

TRAITS

Raw Chaos Magic: The whirling of the Brimstone Horror generates raw magic that it can hurl at foes using its *Magical Flames* attack.

Swarm: If three or more Brimstone Horrors occupy the same Zone they become a Swarm. The Brimstone Horror Swarm acts as one. The Swarm gains +1d6 to attack rolls and +1 Toughness per Brimstone Horror in the swarm. The Swarm suffers double Damage from effects that target a Zone.

ATTACK

Talons: Melee Attack (Poor), 1d6, 1 + S Damage. *Piercing*.

Magical Flames: Ranged Attack (Poor), 2d6, + S Damage, Medium Range. *Magical*.

BODY

MIND

SOUL

1

1

1

KAIRIC ACOLYTE

Medium Mortal (Corrupted by Chaos), Minion

⚔ Average

⚔ Poor

⚔ Average (Good with shield)

Armour

Toughness

Wounds

Mettle

0

1

–

–

Speed: Normal

Initiative: 3

Natural Awareness: 2

Skills: Awareness (+1d6), Channelling (+1d6), Guile (+2d6), Intuition (+1d6), Stealth (+1d6), Theology (+1d6), Weapon Skill (+1d6)

TRAITS

Gestalt Sorcery: Through combined worship, a cult of Kairic Acolytes can swell their arcane power to new levels. When nine or more Kairic Acolytes are within Medium Range of each other, the each roll 9d6 for Channelling Tests

Spellcaster: The Kairic Acolyte knows the *Arcane Bolt* spell.

ATTACK

Cursed Blade: Melee Attack (Average), 3d6, 1 + S Damage. *Slashing*.

Cursed Glaive: Melee Attack (Average), 3d6, 2 + S Damage. *Slashing, Two-handed*.

BODY

MIND

SOUL

2

2

1

KAIRIC ACOLYTE

Kairic Acolytes are the unseen agents of Tzeentch, cultists who have dedicated their entire lives to serving the Dark God in exchange for the promise of power and knowledge. They come from all walks of life, and can spend decades working their way into the very core of civilisation before revealing their true colours. At the perfect moment, they cast off their myriad of disguises, becoming muscular warriors that represent the pinnacle of mortal flesh, and summon cursed armaments from Tzeentch's realm, which they use to enact their terrible plans.

TZAANGOR

The Tzaangor are Tzeentch's trusted seekers of arcane power and his ferociously cunning warriors when his plans call for bloodshed.

Once beast-kin or tragic mortals, they have been elevated through faithful servitude or warping dark rituals by the Changer of Ways. They emerge from this metamorphosis as monstrous avian humanoids, resplendent with shimmering feathers, ferocious beaks, and crowns of curved horns.

TZAANGOR

Medium Mortal (Corrupted by Chaos), Warrior

⚔ Good

⚔ Average

⚔ Average (Good with shield)

Armour

Toughness

Wounds

Mettle

2

8

–

–

Speed: Normal

Initiative: 4

Natural Awareness: 2

Skills: Awareness (+1d6), Ballistic (+1d6), Guile (+1d6), Might (+1d6), Weapon Skill (+1d6, +1)

TRAITS

Anarchy and Mayhem: When two or more Tzaangors occupy the same Zone, their melee attacks deal +1 Damage.

ATTACK

Savage Blade: Melee Attack (Good), 5d6, 1 + S Damage. *Slashing*.

Savage Greatblade: Melee Attack (Good), 5d6, 2 + S Damage. *Slashing, Two-handed*.

Vicious Beak: Melee Attack (Good), 5d6, + S Damage. *Piercing*.

Bow: Ranged Attack (Average), 5d6, 1 + S Damage, Long Range. *Piercing, Two-handed*.

BODY

MIND

SOUL

4

3

1

TZAANGOR SHAMAN

The keenest Tzaangors claim intellects and understanding of magic that far outstrips their beast-kin brethren, a fact they often relish. Those that serve well may even find their gifts growing over time until they ascend to the rank of Tzaangor Shaman. These are the leaders of the Tzaangor, who wield warping spells and sweeping blades with equal grace from atop the flying daemoniac entities of flesh and steel known as Discs of Tzeentch.

TZAANGOR SHAMAN			
<i>Medium Mortal (Corrupted by Chaos), Chosen</i>			
⚔ Average	⚙ Good	⚔ Good	
Armour	Toughness	Wounds	Mettle
2	10	5	1
Speed: Normal. Can fly at Normal Speed when mounted on its <i>Disc of Tzeentch</i> Initiative: 7 Natural Awareness: 3 Skills: Arcana (+2d6), Awareness (+1d6), Channelling (+2d6, +1), Guile (+1d6), Reflexes (+1d6), Theology (+1d6)			
TRAITS			
Disc of Tzeentch: The Tzaangor Shaman flies atop a Disc of Tzeentch, which functions as a mount. On its turn, the Tzaangor Shaman can use an Action to direct the Disc of Tzeentch to Attack with its <i>Teeth and Horns</i> . Sorcerous Elixir: The Tzaangor Shaman carries one dose of a strange concoction which can augment their sorcerous might. As a Free Action on their turn, they can drink the concoction to immediately cast a spell without taking an Action. Spellcasting: The Tzaangor Shaman is a spellcaster. It knows the <i>Aetheric Armour</i> , <i>Arcane Blast</i> , <i>Arcane Bolt</i> , <i>Mystic Shield</i> , and <i>Boon of Mutation</i> spells. Additionally, the Tzaangor Shaman can unbind spells per the <i>Unbind</i> Talent. Boon of Mutation: DN 5:3. The Tzaangor Shaman curses a target with the gift of Tzeentch's mutagenic power. One target within Medium Range suffers 1 Damage. This Damage increases by +1 per additional success. If this spell would Mortally Wound a target, they are instead transformed into a Tzaangor and become an NPC under the GM's control. If this happens to a player character, Doom increases by 1.			
ATTACK			
Staff of Change: Melee Attack (Average), 3d6, 1 + S Damage. <i>Two-handed</i> . Dagger: Melee Attack (Average), 3d6, + S Damage. <i>Light</i> . Teeth and Horns (Disc of Tzeentch): Melee Attack (Average), 4d6, 2 + S Damage. <i>Piercing</i> .			
BODY	MIND	SOUL	
3	5	2	

LORD OF CHANGE			
<i>Enormous Daemon (Disciples of Tzeentch), Chosen</i>			
⚔ Great	⚙ Extraordinary	⚔ Great	
Armour	Toughness	Wounds	Mettle
2	46	12	4
Speed: Fly (Fast). The Lord of Change has a Normal Speed on foot. Initiative: 12 Natural Awareness: 6 Skills: Arcana (+3d6, +3), Awareness (+2d6), Ballistic Skill (+2d6, +1), Channelling (+3d6, +3), Determination (+1d6), Fortitude (+1d6), Guile (+3d6, +3), Intuition (+3d6, +3), Lore (+2d6, +2), Reflexes (+1d6), Weapon Skill (+1d6, +1)			
TRAITS			
Beacon of Sorcery: The area around the Lord of Change is saturated with raw magic. Allies in the Lord of Change's Zone add +4d6 to Channelling Tests. Mastery of Magic: The Lord of Change embodies the grand designs of Tzeentch. As a Free Action, the Lord of Change can cast a number of spells equal to the current Doom. Nigh Unkillable: The Lord of Change is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above. Spell-thief: The Lord of Change steals the magic from a rival spellcaster. If the Lord of Change successfully unbinds a spell, it can immediately attempt to cast the same spell as a Free Action. Alternatively, the Lord of Change can consume the spell to regain Toughness equal to the Difficulty plus the Complexity of the spell. Spellcasting: The Lord of Change is a spellcaster. It knows the <i>Aetheric Armour</i> , <i>Arcane Blast</i> , <i>Arcane Bolt</i> , <i>Mystic Shield</i> , and <i>Infernal Gateway</i> spells. Additionally, the Lord of Change can unbind spells per the <i>Unbind</i> Talent. Infernal Gateway: DN 5:4. The Lord of Change opens a portal to the Realm of Chaos, hurling enemies to their doom. Choose a Large or smaller creature within Long Range. They must make a DN 4:S Body (Reflexes) Test as a pink and blue vortex appears beneath them. On a failure, they are pulled into the Realm of Chaos and disappear until the start of the Lord of Change's next turn. Each additional success extends the duration by 1 round. At the end of the duration, the creature reappears in the spot where they disappeared and suffers 9 Damage.			
ATTACK			
Beak and Talons: Melee Attack (Great), 7d6, + S Damage. <i>Magical, Piercing, Rend</i> . Staff of Tzeentch: Melee Attack (Great), 7d6, 2 + S Damage. <i>Crushing, Magical, Two-handed</i> . Rod of Sorcery: Ranged Attack (Extraordinary), 11d6, 1 + S Damage, Long Range. <i>Magical</i> .			
BODY	MIND	SOUL	
6	9	8	

UNDEAD

Raised by the Necroquake, undead servants of Nagash can be found throughout the Undercity.

CHAINRASP

Miserable spirits held together by the curse of Nagash and their own irredeemable spite, Chainrasps are one of the most common spirits to wage war on the living. These were born from the imprisoned souls within the Agloraxian soul caskets. Their ethereal forms resemble twisted skeletal versions of their past selves at the point of death, complete with the chains that bound them in life. Mundane weapons pass clean through their otherworldly bodies, but their rusted weapons, coated in grave soil, bite home in mortal flesh, making them a terrifying foe for even the most stalwart warrior.

CHAINRASP			
<i>Medium Undead (Legions of Nagash), Warrior</i>			
⚔ Average	⚙ Poor	⚔ Poor	
Armour	Toughness	Wounds	Mettle
0	4	–	–
Speed: Normal (Fly) Initiative: 1 Natural Awareness: 1 Skills: Weapon Skill (+1d6)			
TRAITS			
Chill of the Grave: When Chainrasps gather together, the chill of the grave can be felt by all around them. When two or more Chainrasps occupy the same Zone, the Zone gains a <i>Minor Hazard</i> Trait. The Damage from this Hazard ignores Armour.			
Ethereal: A Chainrasp's body has long rotted away, making it harder to hit with mundane weapons. The Chainrasp takes half Damage from nonmagical attacks and can pass through solid objects.			
Lifeless: The Chainrasp is immune to being <i>Charmed</i> and <i>Frightened</i> .			
ATTACK			
Malignant Weapon: Melee Attack (Average), 3d6, 1 + S Damage. <i>Slashing</i> .			
BODY	MIND	SOUL	
2	1	1	

CHAINRASP DREADWARDEN

Chainrasps are often led by a spirit known as a Dreadwarden — the wardens of unrepentant souls. The candles they bear cast a dread light that the Chainrasps believe will lead to their freedom. In truth, it is this eerie glow that binds the impenitent to eternal servitude.

CHAINRASP DREADWARDEN			
<i>Medium Undead (Legions of Nagash), Warrior</i>			
⚔ Good	⚙ Poor	⚔ Good	
Armour	Toughness	Wounds	Mettle
0	7	–	–
Speed: Normal (Fly) Initiative: 3 Natural Awareness: 2 Skills: Awareness (+1d6), Weapon Skill (+2d6, +1)			
TRAITS			
Dreadful Cold: When a Chainrasp Dreadwarden is in the same Zone as two or more Chainrasps, the Hazard created by the Chainrasp's <i>Chill of the Grave</i> Trait becomes a <i>Major Hazard</i> . The Damage from this Hazard ignores Armour.			
Ethereal: A Chainrasp's body has long rotted away, making it harder to hit with mundane weapons. The Chainrasp Dreadwarden takes half Damage from nonmagical attacks and can pass through solid objects.			
Forlorn Light: The Chainrasp Dreadwarden carries a candelabra whose flames burn with a deathly-green light. A Chainrasp in the same Zone as the Dreadwarden increases their Defence one step. This bonus is already included in the Dreadwarden's Defence above.			
Lifeless: The Chainrasp Dreadwarden is immune to being <i>Charmed</i> and <i>Frightened</i> .			
ATTACK			
Great Malignant Weapon: Melee Attack (Good), 5d6, 2+ S Damage. <i>Slashing, Two-handed</i> .			
BODY	MIND	SOUL	
3	3	2	

WEAPON & ARMOUR TRAITS

Aetheric: *Aetheric* equipment requires aether-gold.

Blast: *Blast* weapons damage all creatures in a Zone. The Damage dealt is listed in parentheses.

Cleave: Each result of 6 deals 1 Damage to all other enemies within Close Range.

Close: No penalty to Accuracy at Close Range.

Crushing: *Crushing* weapons are solid and blunt.

Defensive: Your Defence increases one step.

Ineffective: The target's Armour is doubled. Additionally, you can only deal Minor Wounds.

Loud: Attacks with *Loud* weapons alert everyone within Long Range. Armour with the *Loud* Trait gives Disadvantage on Body (Stealth) Tests.

Magical: Can't be transmuted by spells or other effects.

Penetrating: Ignores 1 point of Armour.

Piercing: *Piercing* weapons have a sharp point.

Range: Can be used to make ranged attacks using Body (Ballistic Skill). The weapon's range is listed in parentheses.

Reach: Can be used to attack any target in your Zone.

Reload: Requires an Action to reload.

Rend: Can destroy nonmagical armour. Each result of 6 on your attack roll removes 1 point of Armour. The armour is destroyed after the attack, so the target gets its usual Armour bonus when determining Damage.

Restraining: Inflicts the *Restrained* Condition. A creature can use an Action on its turn to free itself from its bindings.

Sigmarite: Not affected by spells and effects that could transmute it, and cannot be broken by nonmagical weapons.

Slashing: *Slashing* weapons are sharp and bladed.

Spread: Any creature within Close Range of the target takes half Damage. If they have a higher Defence than the target of the attack, they can make DN 4:1 Body (Reflexes) Test opposed by your attack roll to avoid taking Damage.

Subtle: *Subtle* equipment is easily concealed.

Thrown: *Thrown* weapons can be used to make a ranged attack. The range is listed in parentheses.

Two-handed: Requires two hands to wield.

CONDITIONS

BLINDED

- A *Blinded* creature cannot see.
- The Difficulty of Mind (Awareness) Tests that rely on sight are increased by 2. Opposed Mind (Awareness) Tests are made at Greater Disadvantage (DN 6:1).
- Melee, Accuracy, and Defence decrease one step.

CHARMED

- Cannot attack the source of the charm, or target it with abilities or spells that would affect it negatively.
- The charmer has Advantage (DN 3:1) in social interactions with the Charmed target, and the target has Disadvantage (DN 5:1).

DEAFENED

- A *Deafened* creature cannot hear.
- The dice pool for any Tests a *Deafened* creature makes that require hearing is reduced by 1.

FRIGHTENED

- While the source of a *Frightened* creature's fear is in line of sight, they roll one less die for all Tests. The creature can not willingly move closer to the source of its fear.

INCAPACITATED

- Can't Move, take Actions, or spend Mettle.
- The DN to hit an *Incapacitated* creature is always 2.

POISONED

- Creature's dice pool is reduced by 1 for all Tests.

PRONE

- Can only move by crawling, the creature uses their Move to stand up to end the Condition.
- Melee and Accuracy are decreased one step.
- A creature attacking a *Prone* target from Close Range increases their Melee or Accuracy one step.
- A creature attacking a *Prone* target from outside Close Range decreases their Accuracy one step per Zone.

RESTRAINED

- A *Restrained* creature cannot move.
- Melee, Accuracy, and Defence decrease one step.

STUNNED

- Can take either an Action or Move, but not both.
- The creature can't spend Mettle to take additional Actions.
- The creature's Speed becomes Slow (see page 140).
- The *Stunned* creature's Defence decreases one step.

UNCONSCIOUS

- The creature immediately drops anything they are holding, falls *Prone*, and is *Incapacitated*. It can't move or speak, and is unaware of their surroundings.

ENVIRONMENTAL TRAITS

Cover (Partial): Defence increases one step when targeted by ranged attacks. Creatures hiding in the Zone have Advantage on Opposed Tests to be spotted.

Cover (Total): Defence increases two steps when targeted by ranged attacks. Creatures hiding in a Zone have Greater Advantage on Opposed Tests to be spotted.

Difficult Terrain: Beginning your turn in *Difficult Terrain* reduces your Speed one step, to a minimum of Slow. Moving into *Difficult Terrain* uses any remaining movement you have. You must use the Run Action to move further. The Difficulty of Body (Reflexes) Test increases by 1.

Hazard (Minor): When a creature enters the *Hazard* for the first time or starts its turn there, it takes 1 Damage.

Hazard (Major): When a creature enters the *Hazard* for the first time or starts its turn there, it takes 3 Damage.

Hazard (Deadly): When a creature enters the *Hazard* for the first time or starts its turn there, it takes 5 Damage.

Interactive Objects: Interactive objects are anything a creature can interact with, such as doors, levers, or torches. They provide colour to the scene but may also affect the environment.

Obscured (Lightly): The Difficulty of Mind (Awareness) Tests that rely on sight are increased by 1, and opposed Mind (Awareness) Tests are made at Disadvantage (DN 5:1). Any creature making an Opposed Test to see a creature in the Zone has Disadvantage on the Test.

Obscured (Heavily): Creatures are *Blinded*.