

WARHAMMER
AGE OF SIGMAR
ROLEPLAY

SOULBOUND™

FATEFUL NIGHT



ON A NIGHT WHEN BRIGHTSPEAR GATHERS TO REMEMBER ITS DEAD,
RESTLESS SPIRITS RISE TO CLAIM THE CITY AS THEIR OWN

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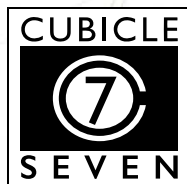
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This short adventure should take one or two sessions to play through. Set in the city of Brightspear in Aqshy, **Fateful Night** builds on the locations and features presented in the **Soulbound Starter Set** (you don't need that boxed set to play but the **Brightspear City Guide** can help bring the city to life) and explores ways in which Doom can affect gameplay. It's suitable for starting characters, or for those who have played through the **Faltering Light** adventure from the Starter Set.

The Appendix contains two adventure seeds using the Rumour, Fear, and Threat format, set during the events of **Fateful Night**. You can use these more compact scenarios as an alternative opening to the adventure, as a short adventure of around two hours, or as a side trek during the events of the main adventure.

ADVENTURE SUMMARY

Domini University, in Brightspear's Lower Tier, specialises in the history and magical practice of the ancient Agloraxians. The mages of the Agloraxian Empire were famous for their power and infamous for their lack of morals. Dark magic, warped creations, and deadly weapons were the hallmarks of their arcane tradition, and the Aqshians who follow in their footsteps today are frequently calculating and ambitious but lacking in principles.

Seramis was an excellent example of a Domini scholar. A student of the deep magics of life and death, she stumbled across a way to keep herself alive long past her life's natural span. She lived for almost three centuries, growing in power and ruthlessness, and death only caught up to her a few months ago. Nagash has no mercy for those who try to cheat

him, so she rose quickly as a Myrmourn Banshee — the fate of many spellcasters who try to evade death. Seramis is far more powerful than most Myrmourn Banshees, however, and far more ambitious. To win favour with Nagash and his servants, she plans to open the realmgate beneath Brightspear, inviting in an endless legion of the dead from Shyish, the Realm of Death. After she gives Nagash the city, she expects to be rewarded with power and status amongst his servants, perhaps becoming one of his Mortarchs.

Ever since she died and then returned, the cabal of necromancers who make up Seramis's most loyal students have found ways to feed souls, living and dead, to the realmgate. Tonight, on Brightspear's Festival of Memory, a night-long festival in remembrance of those lost during the Necroquake, the realmgate creaks open and a single Binding of Soulbound has the power to thwart the Banshee's plans.

GETTING STARTED

This adventure starts with the characters involved in the Night of Memory's festivities.

Rumour: Mages and those blessed with Witch-Sight have noted strange currents of amethyst magic flowing through the Lower Tier of Brightspear.

Fear: As the Night of Memory approaches, some in the Lower Tier take precautions against hauntings, buying amulets and trinkets that serve no real purpose. Street prophets warn that another Necroquake is coming.

Threat: On the Night of Memory, the dead scholar Seramis and her acolytes perform a ritual to tear open Brightspear's realmgate and cede the city to the dead.

THE CITY OF BRIGHTSPEAR

Brightsphear, in the Realm of Fire, is the newest of the Cities of Order. Built on the ruins of an ancient Agloraxian city, it was resettled only recently by the servants of Sigmar. Brightsphear is composed of three districts: the Upper Tier, the Lower Tier, and the New City. The Upper Tier sits on a large plate built around the central 'spear' of the city, and slowly rotates to match the movement of Hysh and Ulgu across the sky. The Lower Tier is directly beneath the plate that holds the Upper Tier. It is almost constantly in shadow and you can always hear the faint clicking and grinding of the rotating plate above. The New City is the ever-expanding edges of Brightsphear. Here the ancient ruined buildings are demolished and the city expands as all Cities of Sigmar do, growing outward in ever increasing concentric rings.

Many members of Brightsphear's ruling Conclave died in the Necroquake that struck the city soon after its founding. Lord-Arcanum Salonia Gravewing is the current de facto leader. She is one of the few people who know Brightsphear has a realmgate, hidden deep in the Agloraxian ruins of the Undercity. A few scholars of Domini University, with their knowledge of the city's ancient history, also know this secret.

A full guide to the city of Brightsphear can be found in the *Soulbound Starter Set* but you do not need it in order to run this adventure.

BRIGHTSPEAR'S DOOM

Doom (*Soulbound* page 133) represents the growing unease and dread within the Mortal Realms, the collective fear that another calamity on the scale of the Necroquake or even the Age of Chaos is coming. Doom shapes the prevailing mood in a city and gives the GM a guide to how the populace and key NPCs might behave. High Doom also makes some monsters more powerful. If you're playing **Fateful Night** as a standalone adventure, Brightsphear's Doom starts at 3. If you're following on from *Faltering Light* or another adventure, assume Doom reduced by 1 for every month since the last adventure ended.

Throughout the Night of Memory, the actions of Seramis and her minions cause Doom to increase rapidly. The characters can slow these gains but not stop them completely. Throughout the adventure, increasing Doom

is called out in sidebars and its effect on Seramis's power is described in **Part 3: Unhallowed Halls**.

Fateful Night adds a new dimension to the Doom mechanic: Doomed lands. Several of the locations the characters visit become more dangerous or hostile depending on the Doom rating. These effects are explained in the description of each location.

NON-PLAYER CHARACTERS

Use these short descriptions to portray the most important NPCs the characters will encounter.

MOST DEVOTED BROTHER ANDOR

Appearance: Stout, shaven-headed Human man in his late twenties with blue-black skin and a crooked nose. Andor wears elaborate blue Sigmarite robes.

Goals: Maintain the status quo; keep the people of Brightsphear safe.

Roleplaying Notes: You're used to swaying a crowd with your words. You speak clearly and compellingly, and you know you need to give respect to get respect.

HEIDA, THE SHADOWCLOAK

Appearance: A pallid young Human woman with indigo eyes, lank brown hair, and a grey cloak that envelops her thin frame.

Goals: Advance Seramis's cause; gain favour and power from service.

Roleplaying Notes: Life is temporary, and only the rewards you receive in death matter. You have no fear of your own death, and no fear that Seramis's plan will fail. You are calm, collected, and certain in all that you do.

IRONWELD SERGEANT MORRA BURNASDOTR

Appearance: A hugely muscled Duardin woman with warm brown skin and flame-red hair, wearing fine, gilded armour.

Goals: Keep order as best you can; support Andor.

Roleplaying Notes: You learn one thing in the Ironweld: most problems can be solved either by shouting, or smacking them with a warhammer. If they can't, it's above your pay grade. Defer or delegate to the most capable nearby individuals.

ZABRAXIN, GATEKEEPER OF DOMINI

Appearance: An aged Human man, his olive skin shrivelled and sunken around his bones; sunken eyes, pursed lips, and a proud bearing.

Goals: Keep Domini University's secrets. Keep outsiders out unless they are demonstrably useful to you, or offer solutions to your problems.

Roleplaying Notes: Use as few words as possible: fools will hand you the advantage by filling the silence.

DELON, APPRENTICED TO DEATH

Appearance: A tall, stocky Human man with cool brown skin turned ashen from fatigue and necromancy. Faint trails of ethereal purple-black power follow his hands when he gestures.

Goals: Open the realmgate. Die in the process and arise as something more powerful than a mortal mage.

Roleplaying Notes: Approach battle with grim solemnity. Put yourself at risk at every opportunity, whether it directly serves Seramis's goals or not.

SERAMIS, BANSHEE SAGE

Appearance: A towering, spectral figure wreathed in fluttering, tattered blue robes. A grimoire is chained to one of her bony arms, and the other wields a slender sacrificial knife.

Goals: Surrender Brightspear to Death. Take your deserved place as Nagash's favoured vizier.

Roleplaying Notes: Speak of the wonders and glories of death; the power and blessing of eternal existence and the fragility of flesh and bone. Bask in your power to wield powerful magics and exult in the pain you cause.



PART 1: NIGHT OF THE RESTLESS DEAD

This part of the adventure takes place at the Fallen Spire (**Brightspear City Guide**, page 16), during the Festival of Memory. This annual celebration lasts from sundown to sunrise, and combines solemn remembrance of the dead, especially those lost in the past year, with celebration of the lives that ended and those that continue.

The Fallen Spire is the name given to the scattered remains of an ancient Agloraxian monument. On these vast chunks of masonry, the people of Brightspear scribe the names of their dead and scatter their ashes to feed the small, orange flowers that sprout from the stone.

Tonight, the circular space around the stones is full of people from children to elders, and lit by candles and torches. They're here for the official civic celebration of the Festival of Memory, playing games and feasting on candy, and privately remembering their loved ones in advance of the great service soon to be delivered by Devoted Brother Andor from the wooden pulpit erected in the middle of the space.

GETTING INVOLVED

The characters might attend this ceremony for a number of reasons. Maybe they do so out of a sense of civic duty, maybe they want to enjoy the festivities, or maybe they have specific people they want to remember. Have the players describe why their characters are at the Fallen Spire.

PASSING THE TIME

Give the characters time to enjoy the festivities before the action commences. Here are some options.

GAMES

Games are an important part of the Festival of Memory, which is a celebration of life as much as a remembrance of death. There are numerous booths between the pieces of fallen stonework offering entertainments.

Chilli Roulette: Contestants each pick a piece from a bowl of novelty skeleton-shaped candy. Roughly one in three are spiced with painfully hot chillies. If you choose a spicy piece and eat it without flinching (a **DN 3:1 Body (Fortitude)** Test), you get a prize, usually a cheaply made toy or trinket.

Names of the Dead: The first player says ‘Tonight we remember our beloved dead...’ and adds a name, and a deed the person should be remembered for (‘Teegan Irontooth, who once drank a whole keg of Bugman’s’). Each player repeats the list, adding another name and deed to the litany. When a player can’t repeat the whole litany (a **DN 4:1 Mind Test**, increasing to 4:2 in the second turn, then 4:3, to a maximum of 4:4), they’re out of the game. The last one in wins a prize, usually candy or a trinket.

Banishment: One player is ‘the living’ and the others are ‘the dead.’ The dead creep up on the living while their back is turned, and the first one to touch the living wins a prize. The living can turn around at any moment, and any of the dead caught moving are out. This can be resolved with **Opposed Mind (Perception)** and **Body (Stealth)** Tests, followed by both teams making a **DN 4:2 Body (Athletics)** Test. Whichever team won the Opposed Test makes the Body (Athletics) Test at DN 4:1.

FOOD AND DRINK

Some of the city’s finest food vendors have set up stalls and carts around the edges of the plaza. They sell a range of seasonal treats including cinnamon-flavoured candy shaped like skulls and bones (bought by the piece for 1 drop or as a whole skeleton for 5); ash brandy (not made with real ashes but infused with smoke, for 7 drops); and candied, roasted nuts (this is Aqshy — if you’re brave enough to reach into the fire, you get them for free).

PRIVATE MEMORIALS

Many of those in attendance have come to remember their own dead through prayers or offerings. If the characters have lost people, they may wish to do the same. Let the characters describe their devotions, and consider giving a temporary point of Soulfire for those that are particularly moving, or ones that are relevant to the whole Binding. Any Soulfire gained in this way can raise the Binding’s maximum Soulfire, but fade after the Festival of Memory.

PEOPLE

Almost a hundred people crowd around the Fallen Spire, there to memorialise their loved ones or just to enjoy the festivities. Let the characters mingle and meet people, including Brother Andor (preparing for the ceremony), Morra (patrolling, keeping order), Heida (murmuring an ancient Agloraxian rite over a piece of masonry; she says that she’s a student at Domini University, and this is the best way to ‘keep the dead in their place’).

Other characters the party have encountered may also be here, such as Cadice Amard or Aashira Khatri from *Faltering Light*, or Gustav of **Goods by Gustav (Brightspear City Guide**, page 16) who is here mourning his daughter Lavinia who died during the Necroquake. Gustav holds an elderly black rabbit close at all times, slipping it small treats to distract himself when he becomes overwhelmed with emotion.

THE SERVICE

After half an hour or so, Devoted Brother Andor, a stout, shaven-headed priest of Sigmar, climbs up to the pulpit and conducts the traditional service. There are hymns, prayers, and a litany of the names of everyone lost in Brightspear this year — most of the crowd is swept up in the proceedings. A few continue to attend to their own memorials, including Heida, although she pauses and pays attention when Andor mentions ‘*Seramis, a respected scholar of Domini University.*’

Characters who perceive the arcane through Witch-Sight or similar means see the movement of amethyst magic around the area, especially around Heida. A few minutes before its climax, the service is disrupted as a vortex forms overhead. Spirits start to rise out of the buildings, the stones, and the air itself, and the crowd starts to panic. Sergeant Morra Burnasdotr immediately asks the characters to help keep order: get the civilians out of the area with minimal harm.

THE STORM

Without the characters’ intervention, most of the people in the Fallen Spire plaza will die, torn apart by **Chainrasps (Soulbound**, page 331) jealous of their life force. Doom immediately increases by 6. Effective action saves many lives and reduces Doom, as noted at the end of each section below. Throw as few or as many of the vignettes below at the characters as needed to set the mood. There are also an effectively infinite number of Chainrasps, so adjust the numbers as needed to challenge your players. Rather than try to track dozens of individual Chainrasps, you can instead use the **Chainrasp Horde** (page 15), which acts as a Swarm.

Defend Andor: The dead seem particularly drawn to the Sigmarite priest. Six Chainrasps and a **Chainrasp Dreadwarden (Soulbound** page 330) target him, and without the characters’ assistance he will die in two rounds. If he survives the second round, he casts *Bolster Faith*, which makes the crowd less panicked and reduces the difficulty of checks to persuade or command them. **Doom decreases by 1.**



My Child: A family is clustered around a chunk of stonework, praying to their deceased daughter to keep them safe. It's not working — they've just been fortunate enough to evade the spirits' notice for a few seconds. Worse, they're creating a bottleneck, slowing other people's attempts to move around them and leave the Fallen Spire. If the characters move them on, they save many people's lives. **Doom decreases by 1.**

Clear the Exits: The most impactful thing the characters can do is make sure people leave in an orderly fashion, and fight off the spirits pursuing them. There are three exits from the Fallen Spire, each blocked by a **Chainrasp Horde** (see page 15). Two characters can effectively hold the three exits by engaging the Chainrasp Hordes each turn, which allows people to flee. The Chainrasp Horde recovers its numbers at the start of each round, returning to 10 creatures in the Swarm. It takes 5 rounds to fully empty the area of bystanders. **Doom decreases by 2.**

Seal the Gates: If Andor survives, he begins a ritual intended to confine the dead to the Fallen Spire. This takes 5 rounds to complete, and he comes under constant attack from Chainrasp Hordes (and dies mid-ritual, unless the characters defend him). If he's successful, the dead will be contained in the Fallen Spire until sunrise, in about ten hours. **Doom decreases by 2.**

Migration Patterns: Characters who spend more than one turn out of combat have time to observe the dead and realise that they're not just exulting in destruction, but actively trying to leave the area — unusually strategic for a Chainrasp force. **This encounter does not affect Doom.**

Into the Shadows: Heida is not afraid of the dead, and they don't trouble her. She slips away into the shadows, and then out of the area, if the characters don't stop her within three turns. If she escapes, they encounter her in the crowd on the stairs to the Lower Tier (see **The Spiral**, page 7). **This encounter does not affect Doom.**

INTERROGATING HEIDA

If the characters prevent Heida from leaving, they are free to question her. Now that their plan is in motion, she freely admits that Master Seramis has called up the spirit of everyone who ever died in Brightspear. She's calling them to her, in Domini University, and she will use their power to open Brightspear's realmgate, attune it to the Realm of Death, and hand over the city to the Undying King, Nagash. To stop her the characters will have to fight their way to the university and disrupt her ritual.

The characters know Seramis's name: her death, earlier in the year, was very publicly mourned by her colleagues at Domini University and celebrated by the Collegiate Arcane. The characters might not know that Brightspear has a hidden realmgate in the depths of the ancient Undercity, so this revelation may come as a shock (see the **Soulbound Starter Set** for more information on Brightspear and the significance of its realmgate). Even if the characters are aware of the realmgate, they know that the power required to seal it shut once more is immense. Their best plan is to strike at Domini University and stop Seramis.

NEXT STEPS

This disaster is not confined to the Fallen Spire, or even the Upper Tier. The characters see spectres everywhere they look, including down in the New City. They're all flowing towards a single point somewhere in the Bastion district. If the characters don't notice this, or aren't inclined to act on it, Most Devoted Brother Andor or Morra direct them to investigate, and deal with the storm of the dead.



PART 2: CELEBRATION OF RUIN

This part of the adventure takes the characters from The Fallen Spire to the gates of Domini University (**Brightspear City Guide**, page 24). They descend from the Upper to the Lower Tier, and pass through the districts of Emberwalk and the Bastion. Between crowds, ongoing celebrations of the Festival of Memory, and nightmarish spectres screaming through the streets, it's going to be a long journey.

Doom increases with every encounter, but how much it increases depends on the characters' actions. Doom reflects the time the characters spend dealing with the problem (or evading it), and therefore the impact of the dead loose in Brightspear and the progress of Seramis's ritual (see **Part 3: Unhallowed Halls**). The higher the Doom, the tougher the final battle with Seramis!

LET'S FLY!

If the characters wish to quickly get to the Lower Tier, they may try to reach one of the Gyroports that ferries people about the city (**Brightspear City Guide**, page 16). However, they are not the only ones who have had this idea. The Gyroports are overrun with people pushing and shoving, calling out wild sums of Aqua Ghyranis to try to secure passage.

If the party are determined to take one of the aircraft, describe people ahead of them frantically clambering aboard the small dirigibles, only for it to be swarmed by Chainrasps as it lifts off. The Gyrocopter plummets to the ground below in a hail of screams.

THE TWELVE TAPS

To get to the Bastion, the characters need a stairway down to the Lower Tier. Reaching one takes them past this famous local pub, which purveys unusual and exotic brews to connoisseurs. One of their house specials is the pale ale Wight-as-a-Ghost, brewed with water from Shyish. Usually the owner, Pinaar, is careful about how much he sells, and to whom. Tonight Pinaar is celebrating

elsewhere and an enterprising member of the bar staff has been selling Wight-Water: fairly average ale, with just a splash of Wight-as-a-Ghost.

To cut a long story short, a lot of guests are temporarily possessed by the lingering traces of lost souls in their beer. Two of the three bar staff and about a dozen guests still in control of their own bodies (ironically, they stuck to drinking spirits) are trapped within the circular bar at the centre of the pub, barricaded with chairs, tables, and other furniture. Two dozen possessed guests are trying to reach them, but fortunately the spirits possessing them have yet to remember how hands work.

One of the bar staff, Sheana, was upstairs when disaster struck, and is leaning out of an upstairs window yelling for help, although her message of '*The beer! The beer is haunted!*' may not convey the urgency of the situation.

The characters are free to ignore this, though eventually the possessed remember how to work their bodies, and kill every living soul in the pub, then swarm through the surrounding area. **This increases Doom by 2.**

If the characters intervene, they could render the possessed Humans and Duardin unconscious, herd them into the beer cellar where they can't do any harm, or just kill everyone. **Effective intervention means Doom only increases by 1.**

The possessed patrons, in their current state, are no real threat to the characters (assume they have only 1d6 for any Test they attempt and a single point of Toughness). If they decide to fight the possessed, some groups may wish to narrate the scene rather than use detailed combat rules.

See page 12 for a more in-depth look at the pub and its possessed drinkers.

THE SPIRAL

The situation remains dire as the characters move through the Upper Tier. This winding staircase to the Lower Tier is a perfect example. Most people assume that the danger is confined to the Upper Tier, and are attempting to flee downwards. The panicked crowd is on the brink of becoming a riot, with people jostling and shoving one another over the side to escape the wraiths closing in from both sides.

The characters can look for another way down, but every staircase they try to access is just as bad: the invasion of the dead is city-wide. Time spent looking for a quieter staircase is wasted, and adds another point of Doom. Any character with criminal connections knows of ‘smugglers’ steps’ — secret routes between the Upper and Lower Tiers — but accessing them requires negotiating with the Redcap Gangs who control the route, most of whom have barricaded themselves in their dens and aren’t willing to open up.

If the characters have not already dealt with Heida, she is here. She’s part of the crowd, being jostled and shoved by panicking people. As the characters get close to her, she is shoved towards the railing. Unless the characters intervene, she is knocked off the staircase. As she falls to her death, she cries exultantly ‘*One more soul for the realmgate!*’.

The characters don’t have many options. They need to get down to the Lower Tier, and there are a limited number of staircases. They need to calm or intimidate the crowd enough to get to the bottom of the staircase, then fight their way through **Chainrasp Hordes** (see page 15) and **Glaivewraiths** (*Soulbound*, page 331). There are two Chainrasp Hordes and one Glaivewraith per character. Once engaged in combat, there is no going back: the pressure of the crowd behind the characters is like a wall: retreating requires a **DN 5:2 Body (Might)** Test. If the characters leave immediately, **Doom increases by 2** (3 if it’s not the first staircase they’ve tried). If the characters stay to keep the foot of the stairs clear, they lose several minutes but prevent major loss of life and **Doom only increases by 1** (2 if it’s not their first staircase).

THE BLEAK STOCKADE

Whichever set of stairs the characters take, they descend into the Lower Tier somewhere near the Bleak Stockade (*Brightspear City Guide*, page 23). This is Brightspear’s

prison, an imposing fortress of dark grey stone unblemished by windows. Many prisoners have died here, by violence, old age, or the fevers that rip through the prison population every couple of seasons. All of those prisoners have arisen from their rest, and have taken over the Bleak Stockade. The guards they haven’t killed have been driven away, and the Festival of Memory vigil taking place in the plaza outside has been disrupted as the spirits of dead prisoners stage gory executions of the living. The dead snatch helpless mortals from the fleeing crowds and drag them to spectral chopping blocks where ghostly executioners hack off their heads, or hang them from chains and meat hooks on translucent gallows. The carnage is accompanied by chilling choruses of ‘*Souls for the Undying King!*’

Amidst all of this, some of the prisoners are escaping, and the Freeguild regiment called the Bright Wardens (whose headquarters is close by) is preparing to make a stand.

While the characters could simply go around the Bleak Stockade, it would take much longer (the fortress is large, and the narrow streets around it are choked with other, smaller, confrontations between the living and the dead. Going across the square is the fastest way to Domini University, but requires some care.

Just crossing the square is an achievement, and to do so the characters must fend off groups of specters attempting to drag them into their execution tableaux. Saving innocent bystanders from execution is a bonus. While the characters are struggling across the square, the Bright Wardens arrive to try to deal with the situation. They are led by the nervous newly promoted young officer Lieutenant Mejeed, who immediately tries to press the characters into service to help him take control of the Bleak Fortress — a distraction that could take them hours, and be the ruin of Brightspear. They must either persuade, intimidate, or threaten Mejeed into letting them go about their business. The characters

DOOMED LOCATION

Doom	Effects
1-4	No effect.
5-9	The Bright Wardens immediately turn to violence to disperse the crowd, injuring and killing anyone who doesn’t move fast enough. A grave chill fills the area, making it bitterly cold. The dice pool for all Body Tests is reduced by 1 for the duration of this encounter, including any combat that might break out.
10+	The crowd have become a mob and are finding their own candidates for execution. Mejeed’s soldiers suffered many casualties during an earlier sortie and barricaded themselves in a nearby alleyway, hoping to merely survive the night. The scene of hysterical carnage shakes the characters, reducing the amount of dice they have for all Tests by 1 during the encounter with Zabraxin (see below).

can use any reasonable Skill in this scene, with the most obvious choices being Athletics or Might (to force their way past), Guile (to reason with Mejeed), Intimidation (to cow the Freeguild), or Stealth (to sneak through the square). All Tests are DN 4:2. If a character fails their check, two **Chainrasps** per character attack the party. If at least one character gets no successes on their chosen Test, a **Lord Executioner** (see page 16) joins the fight.

PART 3 UNHALLOWED HALLS

Whether the characters spoke to Heida and know where they're going, or followed the throng of the dead, they eventually reach Domini University.

Domini University makes up much of the Bastion district, and on most nights you could enter without even realising it until the architecture gradually changes to the thick, imposing towers and looming edifices favoured by the Agloraxian Empire. Tonight, the city blocks that make up the campus are enveloped in a curtain of amethyst magic, the spirits of the dead swirling around them and hammering uselessly at the shimmering veil. Before you a weary, withered man leaning on a thick, wooden staff stares you down.

'No admittance.'

This is **Zabraxin** (see page 14), a professor at Domini University. The most powerful mages are maintaining the ritual that keeps the dead out of Domini, so it falls to the frail or mediocre to turn away visitors seeking access. Zabraxin is frail, but by no means mediocre. Like the rest

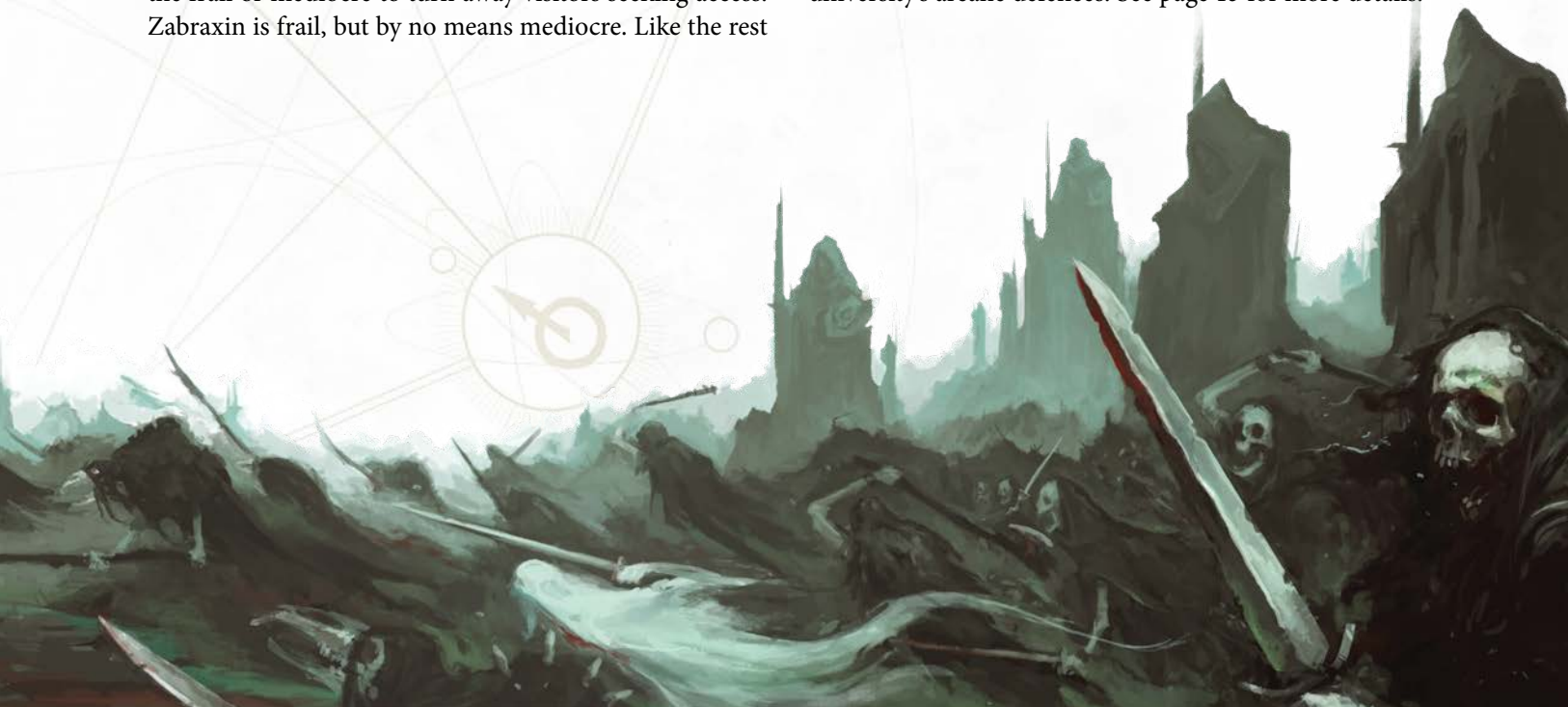
of Domini University, he has no idea what is happening, only that the dead are drawn to the university. Also like the rest of the faculty, he does not trust outsiders: the Collegiate Arcane is constantly looking for ways to limit the university's power, so the staff are determined to deal with the problem alone.

That said, if the characters offer hope of a solution — for example, if they tell Zabraxin that Seramis is undead, and the root of the problem, and that they believe they can defeat her — he allows them in. A good bluff or threat might also work (Opposed Guile or Intimidation Tests against Zabraxin's Intuition or Determination respectively).

If the characters can't persuade Zabraxin, a number of the dead attack the characters (use any amount of Chainrasp Hordes, Chainrasps, and Chainrasp Dreadwardens you feel appropriate), pressing them up against the barrier. When one of the characters takes Damage, Zabraxin relents and parts the magical barrier long enough for the characters to slip inside.

One way or another, Zabraxin opens the barrier. When that happens, the dead force their way inside, and the disrupted barrier collapses under the pressure. The undead flood ignores the characters, rushing past them through the halls. Some screech Seramis's name, hailing her as a powerful Banshee. The characters hear screams as students and faculty are caught off guard, and shouted orders to erect arcane wards immediately. Domini is no longer safe, and Seramis's ritual is now close to completion.

If you'd like to expand this section, Zabraxin or another faculty member may call on the characters to repair the university's arcane defences. See page 13 for more details.



SERAMIS'S MEMORIAL

Domini University's campus is sizeable, and the characters probably have no idea where they're going. Zabraxin, hearing the screams of the wraiths, directs them to Seramis's former office in a nearby building. Otherwise, they can reach it by following the tides of dead. They don't have to stumble far through the lightless avenues of the campus before they come upon a memorial to the deceased professor.

A hundred deep purple candles burn to dripping stubs around a portrait of a woman with a piercing green gaze. A plaque affixed to the frame reads 'Seramis. Three hundred years were still too brief.'

The shrine's candles cast flickering shadows over the stone pillars of an archway leading into an old, dark building. From inside you hear the susurrus of a whispered chant. The dead flow past you and through the pillars like an ice cold river of howling spirits.

SERAMIS'S RITUAL

When the characters enter Seramis's office building, read or paraphrase the following.

The darkness within is profound. The wraiths merge together into streams of glowing blue light that illuminate islands of safety: spaces where magical sigils have been inscribed into the flagstones, or where the lingering traces of other magic divert them. They flow towards the centre, where a flickering, glowing figure intones a ritual from the grimoire chained to one of her skeletal arms. Behind the Banshee, a scrying mirror with deep, black edges looks upon an underground chamber where a group of Stormcast Eternals and Collegiate mages watch over a realmgate, the space between the stone gateposts flickering with images of the bleak, monochrome Realm of the Dead.



Characters with the *Night Vision* Talent or similar means of seeing in the dark can make out a mage's workroom, the shadows filled with crammed bookshelves, astrological charts, and ritual equipment. Those who cannot, see only:

- ✧ **Seramis** (see page 17), standing before the portal.
- ✧ **Delon** (see page 14), in another Zone of the chamber, conducting the souls of the dead into a brazier burning with vivid blue flame.
- ✧ Four chanting **Acolytes of Seramis** (see page 14), in yet another Zone.
- ✧ Wraiths and spectres swirling in the darkness. The flowing rivers of the dead act as a barrier between Zones. Moving between Zones requires a **DN 4:2 Body (Might or Reflexes)** Test. On a failure, a creature is pushed back into their Zone and suffers 3 Damage, which ignores Armour. On a success, a creature can move to the adjacent Zone but suffers 1 Damage, which ignores Armour.

When Seramis hears the characters, she turns towards them and pauses in her ritual. Delon and her other acolytes continue their chanting.

'You can't prevent this. You can't even save yourselves. Your souls will grease the hinges of the realmgate, like all the others.'

If the characters didn't interrogate Heida in Part 1, or aren't sure what's going on, have Seramis monologue a bit, and convey some of the information in the adventure background.

SHYISH RISING

If you can, set out ten counters (or dice) where the players can see them, otherwise just keep a tally on a piece of paper. Each round that at least one person continues the ritual, remove one counter. If Seramis isn't under attack that turn, she performs her part of the ritual. In that case, remove an additional counter.

Unbinding the magic of the ritual requires a **DN 6:1 Mind (Channelling)** Test if Seramis is not actively contributing, or a **DN 6:3 Mind Channelling** Test if she is. A successful Test means no counters are removed this turn.

When you run out of counters, the realmgate opens. At this point, Shyish and Brightspear are connected and a torrent of the dead flood through. The realmgate closes when Seramis is destroyed.

DOOMED

The ritual chamber is a Doomed Location, meaning the area is affected by the level of Doom. The table below shows the effects of Doom. These effects are cumulative, meaning each level includes the effect of the level below. For example, if Doom was 4 the rivers of the dead would deal additional Damage and Undead creatures would recover 1 Toughness.,

DOOMED LOCATION	
Doom	Effects
1	No effect.
2-3	Undead in the area recover 1d6 Toughness at the start of the round.
4-5	The rivers of the dead deal +2 Damage when trying to move between Zones. This Damage ignores Armour.
6-7	The area is overflowing with Amethyst magic. Spellcasters add 1d6 to their dice pool to cast Amethyst or necromantic spells, and remove 1d6 from their dice pool to cast a spell from any other Lore (excluding Common Spells).
8-9	The rivers of the dead deal an additional +2 Damage (+4 total) when trying to move between Zones. This Damage ignores Armour.
10+	Spelcasters roll an additional 1d6 on The Price of Failure table for failed Channelling Tests.

If the characters failed to stop the realmgate opening, Brightspear is devastated. The city rallies and the Ironweld, Stormcast Eternals, and Freeguild regiments fight a gruelling battle against the forces of the dead. The Spearians eventually prevail but the loss of civilian life is high (consider having a favoured NPC perish in the battle). Brightspear is vulnerable to attacks from a number of other factions, and necrocults take root faster and are harder to purge. The city carries a heavy pall for many months to come.

AWARDING XP

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

- ✧ For completing the adventure, award 1 XP.
- ✧ If the party played through the expanded events of **Rough Night at the Twelve Taps** or **Battle for Domini**, award 1 XP per scenario.
- ✧ If the party managed to track down and interrogate Heida, award 1 XP.
- ✧ If the party took the time to save people at **The Spiral** or **Bleak Stockade**, award 1 XP for each instance.

AFTERMATH

Fateful Night has far-reaching consequences for Brightspear and its citizens.

With survivors fearful of another attack by the Legions of Nagash, cults spring up throughout Brightspear to appease and beg protection from the dead. These necrocults abduct and murder citizens for sacrifices, and even allow the dead to possess their own bodies. Such joyriding usually ends in murder or other acts of vengeance. Unless they're suppressed, the cults' activities increase the Doom in Brightspear by 1 every week they go unchecked.

Brightspear's realmgate is a well-kept secret, and now the characters are in on it (if they were not already). Investigating further could bring them into conflict with Lord-Arcanum Salonia Gravewing, or make an ally of her. The events of *Faltering Light*, found within the **Starter Set**, can easily follow **Fateful Night**.



ROUGH NIGHT AT THE TWELVE TAPS

RUMOUR

During the Festival of Memory, the *Twelve Taps* will sell a diluted version of its famous Wight-as-a-Ghost ale, made with water from Shyish.

FEAR

People flock to the Upper Tier to enjoy an affordable version of this expensive and infamous beer.

THREAT

When Seramis's ritual begins, everyone who drank the Wight-Water is possessed. The staff and characters have to fend off these monsters. The characters might escape, try to cure their drinking buddies, or find somewhere safe to have a nice cold pint and wait for it all to blow over.

SETUP

There are three staff working: Sheana (Human, she/her; wasn't even supposed to be working tonight), Brekk (Duardin, he/him; has been drunk since this morning), and Dredna (Duardin, she/her; weirdly, has a plan for this exact situation — it involves killing everyone). Other than the characters, they are the only people unaffected. Other guests include a Celestial Warbringer, morosely drinking alone; a party of teenagers, too young to be drinking; a group of Dispossessed Duardin, fighting over a grudge nobody fully remembers; a Trade Pioneer, telling tall tales.

First, have the characters explain why they didn't drink the Wight-Water. Second, inform them that the *Twelve Taps* is enforcing a strict no-weapons policy tonight.

A HELL OF A NIGHT

The shift to disaster is sudden. Drinkers forget what they were saying or doing, then who they are, then they stare blankly into space, unresponsive. Rattling gasps shake their bodies and their eyes are replaced with glowing wisps of energy. All they desire is to hurt and kill the living.

A quick glance through the windows reveals the situation is worse outside: there are thousands of undead screeching through the streets. Leaving and staying are both risky options for the party.

Drunk and Disorderly

The characters are probably drunk before this adventure starts. Either call for **DN 4:2 Body (Fortitude)** Tests to see how inebriated they are (increase Complexity of all tasks by 1 if a character fails), assume they sober up quickly, or leave it to roleplaying.

THE TWELVE TAPS

The Bar: The circular bar can be barricaded to keep out the dead... for a while. It holds useful supplies (booze, and the landlord's vintage Aethershot Rifle), and the trapdoor to the beer cellar.

The Taproom: The main drinking area. Crowded with tables, chairs, and full of viable improvised weapons. Also full of the dead (outnumber the characters six-to-one, or more). The taproom has two Zones, one to the left and one to the right of the bar.

The Saloon: A private room, with a door that locks and a back exit from the pub. Unfortunately, it's full of possessed Duardin, who outnumber the characters two-to-one.

Landlord's Quarters: Safe, but accessed via a secret door. Brekk knows where it is but he's so drunk he can't see, let alone talk.

The Beer Cellar: Secure against the dead upstairs and full of flammable barrels of alcohol. Also contains four barrels of Wight-as-a-Ghost, rattling and splintering as something inside attempts to escape from within. Each one contains a **Glaivewraith** (*Soulbound*, page 331) that will eventually break free.

It's not that getting out of the *Twelve Taps* is hard — doing so without killing a bunch of possessed people, though, is tough. Stopping Dredna from killing everyone is especially difficult. Finding a safe place to hide for any length of time is impossible as soon the possessed tear through every nook and cranny of the pub, and corralling possessed drinkers in the beer cellar or saloon is hilariously difficult.

RESOLUTION

Theoretically, the possessed drinkers can be cured. Allow any interesting strategy to work. Elsewhere in the city, a team of Stormcast Eternals defeat Seramis, and life returns to normal. The next day, all three of the bar staff are fired.

BATTLE FOR DOMINI

RUMOUR

Professor Seramis's former students intend to perform a ritual of remembrance in her honour during the Festival of Memory. It's invitation only.

FEAR

The rumours of a necromantic ritual lead most people to leave the campus and celebrate the Festival of Memory elsewhere. Only a handful of the usual number of mages and apprentices are on campus.

THREAT

The characters attend a small, disappointing Festival of Memory party somewhere on campus (see page 4 for some traditional snacks and games). The dead are unleashed and the characters must help Domini University's most powerful mages erect a magical barrier.

A howling wind sweeps through the campus, snuffing out fires and blasting open windows and doors. The dead are not far behind: **Chainrasps** (*Soulbound*, page 331) quickly swarm the campus.

The students hosting the party explain that, in the event of disaster, Domini has defences: a series of magical beacons that, when lit, amplify powerful magics cast by the Chancellor and other faculty members to protect the campus. They debate amongst themselves why the beacons aren't being lit, and realise it's because the campus is mostly empty: it's up to whoever is present to go and ignite the wards so that the magisters can do their work.

REACHING A BEACON

There are eight beacons, positioned equidistant around the perimeter of the campus. It's dangerous outside, and the students strongly advise the characters to stay together. They offer to take one beacon, and the characters another (hoping other groups will handle the other six). If the characters insist on splitting up, divide the encounters below between the different groups.

The characters can either fight their way through the courtyards and streets of Domini or use stealth. If they fight, they have to fight through four Zones, each of which

begins with six **Chainrasps** opposing the characters. Each round, another 1d6 Chainrasps arrive (there is no maximum). If the players are clever, they'll figure out that the best strategy is to keep moving. Stealth requires Tests opposed by the Chainrasps' Awareness.

✧ In the second Zone, the characters find four students beset by an additional six Chainrasps. One of the students has fallen and broken a leg, and needs to be carried into a nearby building.

✧ In the third Zone, the characters face a pair of **Myrmourn Banshees** (*Soulbound*, page 332) as well as one Chainrasp per character. The Banshees have spent centuries bound to the stones of Domini University, forced to protect it. Now they see a chance to be free. While initially vengeful, all they really want is to leave: they beseech the characters to break the stone statue they are bound to. This requires an **Extended DN 4:7 Body (Might) Test**.

THE BEACON

In the fourth Zone, the characters reach the beacon: a 50-foot stone pillar with a ladder running up the side. At the top is a brazier that must be lit using a trivial act of magic (a **DN 4:1 Mind (Channelling) Test**), alluded to by the inscription 'A spark of magic transcends the mundane blaze.'

Climbing the pillar requires an **Extended DN 3:5 Body (Athletics) Test** (unless someone can fly). Only one character can reach the top of the pillar each turn, and there is room for two Human-sized creatures on top. Meanwhile, the rest of the characters fend off Chainrasps eager to swarm the climbing character.

RESOLUTION

When lit, the brazier bursts into glowing white light, and a shimmering curtain of magic swells from the centre of the university, forcing the dead back outside. The barrier keeps the campus safe until, later that night, Zabraxin admits the party seeking Seramis.

APPENDIX:

ALLIES AND ENEMIES

ACOLYTES OF SERAMIS

The Acolytes of Seramis are diligent students of Amethyst magic. They learned from the wisdom and experience of Seramis, and proved their loyalty by helping extend her life to an unnatural span, hoping that she would share her secrets. When she died and returned, some of them would have preferred to cut their ties, but they are bound by fear and loyalty to her and the rest of her cult. Beneath their black hoods and heavy robes, they are normal, even boring, Humans.

ACOLYTES OF SERAMIS			
<i>Medium Mortal (Human), Minion</i>			
⚔ Poor	⚔ Poor	⚔ Poor	
Armour	Toughness	Wounds	Mettle
0	1	–	–
Speed: Normal Initiative: 2 Natural Awareness: 1 Skills: Arcana (+1d6), Channelling (+1d6, +1), Lore (+1d6)			
TRAITS			
Spellcaster: The Acolyte is a spellcaster. They know the <i>Arcane Bolt</i> , <i>Mystic Shield</i> , <i>Pall of Doom</i> and <i>Soulflay</i> spells. Additionally, the Acolyte can unbind spells per the <i>Unbind</i> Talent.			
ATTACK			
Staff: Melee Attack (Poor), 1d6, 1 + S Damage. <i>Crushing, Two-handed.</i>			
BODY	MIND	SOUL	
1	2	1	

DELON/ZABRAXIN

These stats can be used for Delon, Zabraxin, or both. Appearance and roleplaying notes for these characters are on page 4.

Both of these men are capable spellcasters and experienced with the Mortal Realms' many dangers. Delon is Seramis' second in command, and employs his magic in the service of her goals. Zabraxin, an amethyst magister who served Domini alongside Seramis, is almost as devoted to the university as Delon is to his master: he keeps the school's secrets and defends its privacy with great zeal.

DELON/ZABRAXIN			
<i>Medium Mortal (Human), Warrior</i>			
⚔ Poor	⚔ Medium	⚔ Average	
Armour	Toughness	Wounds	Mettle
0	8	–	–
Speed: Normal Initiative: 5 Natural Awareness: 2 Skills: Arcana (+2d6), Awareness (+1d6), Channelling (+2d6, +1), Determination (+1d6), Lore (+1d6), Reflexes (+1d6)			
TRAITS			
Spellcaster: This character is a spellcaster. He knows the <i>Arcane Bolt</i> , <i>Mystic Shield</i> , <i>Pall of Doom</i> , <i>Soulflay</i> , <i>Soulshroud</i> , and <i>Unnatural Darkness</i> spells. Additionally, he can unbind spells per the <i>Unbind</i> Talent.			
ATTACK			
Staff: Melee Attack (Poor), 2d6, 1 + S damage. <i>Crushing, Two-handed.</i>			
BODY	MIND	SOUL	
2	3	3	

CHAINRASP HORDE

Miserable spirits held together by the curse of Nagash and their own irredeemable spite, Chainrasps are one of the most common spirits to wage war on the living. They are born from the plentiful tortured souls of the realms' most wretched prisoners.

Their ethereal forms resemble twisted and skeletal versions of their past selves at the point of death, complete with the chains or weights that bound them in life. Mundane blades and 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 any bar the most stalwart warrior.

This horde represents a large swarm of Chainrasps and can be used instead of tracking multiple individual Chainrasps (*Soulbound*, page 331).

CHAINRASP HORDE			
<i>Enormous Undead (Legions of Nagash), Swarm (10 creatures)</i>			
T Good		Poor	Average
Armour	Toughness	Wounds	Mettle
0	10	–	–
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. The Chainrasp Horde's 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 Horde takes half Damage from non-magical attacks and can pass through solid objects.			
Lifeless: The Chainrasp Horde is immune to being <i>Charmed</i> and <i>Frightened</i> .			
ATTACK			
Engulf: Melee Attack (Good), (5 + Toughness) d6, 1 + S Damage. <i>Slashing</i> .			
BODY	MIND	SOUL	
1	1	1	

LORD EXECUTIONER

This gruesome spectre is the shade of a notorious villain: the first Lord Executioner of Brightspear, a man who so delighted in his work that he proclaimed the city 'too soft' on criminals for letting beggars and pickpockets live. He once carried out fifty hangings in one day but his preferred tool was his axe, which he called 'my wicked grin' for the way the sun gleamed off its curved edge as it swung towards a doomed neck. Draped in tattered robes, with his axe in one hand and an hourglass of Shyish sand in the other, the Lord Executioner delights in punishing the guilty... and everyone is guilty of something.

LORD EXECUTIONER			
<i>Medium Undead (Legions of Nagash), Champion</i>			
⚔ Great		☹ Poor	☑ Good
Armour	Toughness	Wounds	Mettle
1	8	—	1
Speed: Normal (Fly) Initiative: 2 Natural Awareness: 1 Skills: Intimidation (+2d6), Might (+1d6), Reflexes (+1d6), Weapon Skill (+2d6, +2)			
TRAITS			
Beheading Strike: The cutting edge of a Lord Executioner's axe is razor-sharp and can slice the head of a foe clean from their body. If an attack from the Lord Executioner's Greataxe would cause a creature to become Mortally Wounded, they are instead decapitated and killed instantly.			
Disembodied Skulls: Wailing spirits swirl around the Lord Executioner making it difficult for weapons to make it through and injure the Executioner. The Lord Executioner has 1 Armour (included above).			
Ethereal: A Lord Executioner's body has long rotted away, making it harder to hit with mundane weapons. The Lord Executioner takes half Damage from non-magical attacks and can pass through solid objects.			
Lifeless: The Lord Executioner is immune to being <i>Charmed</i> and <i>Frightened</i> .			
Staring Death in the Face: The unwavering stare of a Lord Executioner fills their foes with the bleak foreboding of their own demise. Any non-Undead creature that enters or starts its turn in the same Zone as the Lord Executioner must make a DN 4:1 Soul (Determination) Test or become <i>Frightened</i> until the start of their next turn.			
ATTACK			
Greataxe: Melee Attack (Good), 7d6, 2 + S Damage. <i>Slashing, Two-handed.</i>			
BODY	MIND	SOUL	
5	1	2	

SERAMIS

Medium Undead (Legions of Nagash), Champion

⚔ Average

⊕ Good

⚔ Average

Armour

Toughness

Wounds

Mettle

0

12

–

2

Speed: Normal (Fly)**Initiative:** 7**Natural Awareness:** 4**Skills:** Arcana (+3d6), Awareness (+1d6),
Channelling (+3d6, +2), Lore (+3d6), Weapon Skill (+2d6)

TRAITS

Amethyst Feast: Seramis extended her life by centuries with magic. Now, she uses the magic of others to provide unholy vigour. When Seramis unbinds another spellcaster's magic, she can choose to regain Toughness equal to half the spell's Difficulty. If Seramis uses Amethyst Feast, she cannot use Mournful Cry the following turn.

Ethereal: When Seramis died, the magic keeping her alive quickly faded and her body rotted away. Her new spectral form makes her harder to hit with mundane weapons. She takes half Damage from non-magical attacks and can pass through solid objects.

Lifeless: Seramis is immune to being *Charmed* and *Frightened*.

Master of the Art: Seramis is an exceptionally skilled spellcaster. Attempts to unbind her magic are made with +1 Complexity.

Mournful Cry: Seramis howls in agony, shaking the spirits of those who hear her. As an Action on a turn after unbinding a spell, Seramis can let out a pained cry. All creatures within Medium Range who can hear her must succeed on a **DN 5:3 Soul (Determination)** Test or become *Frightened* until the end of their next turn.

Spellcaster: Seramis is a spellcaster. She knows all the Amethyst spells listed in the *Soulbound* rulebook as well as *Aetheric Armour*, *Arcane Blast*, *Arcane Bolt*, and *Mystic Shield* spells. Additionally, she can unbind spells per the *Unbind* Talent.

ATTACK

Chill Dagger: Melee Attack (Average), 4d6, Doom + S Damage. *Piercing*. Damage from this weapon ignores Armour.

BODY

MIND

SOUL

2

6

4

SERAMIS

When arcane spellcasters die without offering due respect to the Undying King, they return as Banshees: ravenous spell-eaters doomed to spend their unlives pursuing any fragment of magic to sate their appetites. Seramis did more than disrespect Nagash: she defied death itself. She is also more than a devourer of arcane magic: she retains her mind, her faculties, and much of her occult prowess, and she wields her beloved grimoire as devastatingly as her ice-cold knife.





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