



SOULBOUNDTM

STREETS OF BRIGHTSPEAR



VISIT THE THE BUSTLING MARKETS, UNDERTAKE UNIQUE ENDEAVOURS
AND RECLAIM LOST ARTEFACTS FROM THE UNDERCITY!

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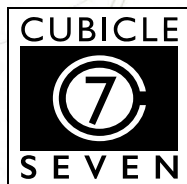
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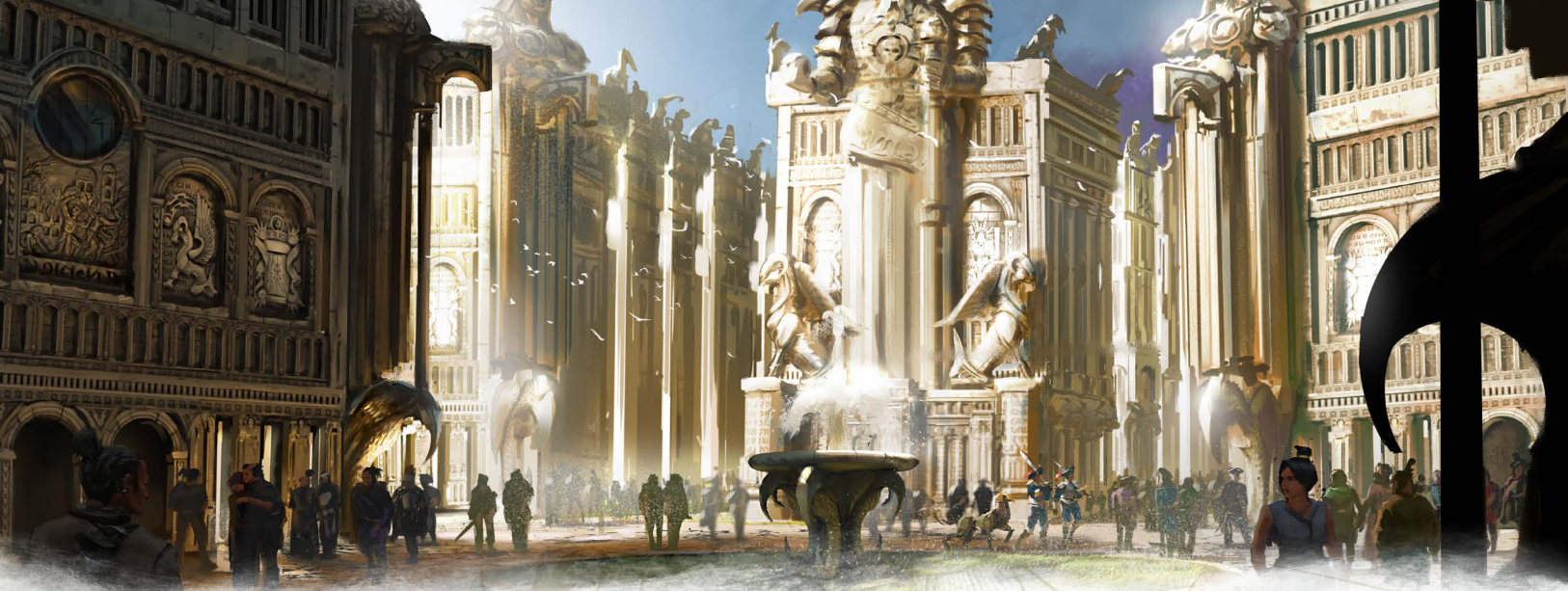
Warhammer Age of Sigmar: Soulbound Designed by Emmet Byrne and Dominic McDowall

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Streets of Brightspear gives players and Gamemasters a wealth of new options and resources for running campaigns in the city of Brightspear. This PDF presents dozens of new Endeavours for characters to undertake during their downtime in Brightspear, as well as new items and artefacts found in the city's markets. **Streets of Brightspear** also contains tables for creating unique and strange Agloraxian artefacts that can be found by those brave or foolhardy enough to venture into the Undercity.

BRIGHTSPEAR

Brightspear is one of the newest of the Cities of Sigmar — bastions of light and civilisation in a world filled with violence and horror. The fledgling city provides those who would make the perilous journey there with opportunities unlike anywhere else in the Mortal Realms. This potential for wealth and new beginnings has brought people from all across the realms, from the airborne Duardin of the Kharadron Overlords, to the tribespeople who have survived the Chaos-twisted horrors of the Aqshian wastes for centuries and now seek protection behind the city's high walls.

But Brightspear is not the haven of safety that people hoped. The influx of traders and fortune seekers has brought with it gangs and cutthroats; the ancient magical vaults beneath the city have drawn power-hungry mages and scientists keen to discover the dark secrets buried below; and the corrupting influence of Tzeentch is ever present, with whispers of disappearances, cults, and strange monstrosities lurking in the alleys giving rise to tension and mistrust between the people of Brightspear. For more information on Brightspear, see the **Brightspear City Guide** in the *Soulbound Starter Set*.

ENDEAVOURS

The streets of Brightspear offer many unique and strange opportunities for adventurous visitors to spend their downtime. However, the taint of Chaos still lurks in the city, along with countless other dangers, so many of these Endeavours are not strictly safe.

The following Endeavours can be taken by any party members who spend their downtime in Brightspear. These are in addition to and follow the same rules as the standard Endeavour options presented in the *Soulbound* rulebook (page 156), or any other applicable Endeavours the party may have access to.

BASIC FIRST AID

You spend some time with Brother Kellig in Flavian's Infirmary, learning basic first aid and helping the sick of Brightspear. Helping Brother Kellig is a **DN 4:8 Mind (Medicine)** Extended Test. Over the course of the week you can make three Tests to learn from Kellig. If you succeed, you gain the benefits of the *Medic* Talent (*Soulbound*, page 87) until your next period of downtime. If you fail, Brother Kellig kindly suggests that maybe the healing arts aren't for you. If you fail by 3 or more, you inadvertently kill one of your patients. Brother Kellig asks you to leave and makes you swear never to practice medicine again. Doom increases by 1.

If you successfully complete this Endeavour twice in a row, either in the same period of downtime or consecutive periods, you permanently learn the *Medic* Talent without the need to spend XP.

CATCHING FYRE

The Fyrehunters that stalk the Undercity are deadly enemies, but are valuable companions if tamed. Or so it is believed — no one has managed to tame one yet.

Taming a **Fyrehunter** (see below) is a difficult process, and involves venturing into the Undercity to search for one of the beasts. To tame a Fyrehunter you must pass a **DN 4:10 Extended Test**. Over the course of a week you can make three Tests to accomplish this. The first Test requires **Mind (Survival)** to find your way around the Undercity, the second Test requires **Body (Might, Ballistic Skill, or Weapon Skill)** to subdue the beast, and the last Test requires **Soul (Beast Handling)** to bond with the Fyrehunter. If you succeed, you gain the *Loyal Companion* Talent for the Fyrehunter. If unsuccessful, you do not manage to tame the beast. If you fail by 3 or more, a group of Fyrehunters trap you for the week before you can escape. Any time you encounter a Fyrehunter or other large spider from now on, you must make a **DN 4:3 Soul (Determination)** Test or become *Frightened* until the spider is slain or out of sight.

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.

FYREHUNTER			
<i>Medium Beast, Warrior</i>			
⚔ 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. Piercing. Spit Fire: Ranged Attack (Good), 4d6, 1 + S Damage. Rend.			
BODY	MIND	SOUL	
2	3	1	



CLEANSE THE UNDERCITY

Requirement: *Blessed (Sigmar)*

You gather a group of the Devoted of Sigmar and venture into the Undercity to cleanse it of Chaos. Purging the Undercity is a **DN 4:10** Extended Test. Over the course of a week you can make three Tests using any combination of **Body (Weapon Skill)** or **Soul (Devotion)**. If you succeed, Doom goes down by 1. Additionally, you ignore any encounters with the followers of Chaos when exploring the Undercity until after your next downtime period (treat any encounters as a **Strange Sight** instead). If you fail, you suffer a *Lasting Wound* — this has the same effect as a *Minor Wound* but can not be healed until your next downtime period.

See page 21 of *Faltering Light* in the *Soulbound Starter Set* for more on traversing the Undercity.

COLLEGIATE TRAINING

Requirement: *Spellcasting (any)*

You visit one of the colleges in the Nine Globes and study under a mage of the Collegiate Arcane. When you take this Endeavour, you can attempt to learn two new spells. The spells must be Common Spells or spells from a Lore you know.

Learning the spells is a **DN 4:12** Extended Test. Over the course of a week you can make three Tests to learn the spells. The first Test requires **Mind (Arcana)** to research the spells, and the remaining two Tests require **Mind (Channelling)** to practice them. If you succeed, you learn the spells. If you fail by 1, you only learn one of the spells. If you fail by 2, you learn neither of them. If you fail by 3 or more, you cause a magical calamity. Roll a number of dice equal to the number you failed by and consult the Price of Failure table (*Soulbound*, page 266). If you would take a Wound, the Wound lingers until your next period of downtime and cannot be healed. If you cause an Endless Spell, you are banned from the Collegiate Arcane for life — however long that may be.

DOMINI UNIVERSITY RESOURCES

You spend your time ingratiating yourself with the eccentric teachers and students at the Domini University in an attempt to glean arcane resources not available from the Collegiate Arcane.

Make a **DN 4:10** Extended Test. Over the course of a week you can make three Tests using any combination of **Mind (Arcana)**, **Mind (Channelling)**, or **Mind (Guile)**. Alternatively, you can sacrifice an artefact reclaimed from the Undercity to automatically pass this Test (see **What Lies Beneath**, page 11).

If you fail the Test, the University is not convinced of your sincere intentions and politely keep you at arms reach, indicating that they would be happy to talk more in the future should you discover anything exciting about Agloraxian magic.

If you pass the Test, you manage to convince important figures in the University that you share an interest in uncovering Agloraxian magics and artefacts, and are granted access to their secret stockpiles of arcane resources.

From this point onwards, you can take another Endeavour in the future to utilise the University in one of two ways.

- ✧ **Study the Library:** You gain the benefit of the *Forbidden Lore* Talent until your next downtime period.
- ✧ **Lease an Artefact:** Generate three artefacts from the **Undercity Artefacts Tables** (see page 17). You may select one of these artefacts to take with you on your next adventure, provided you leave 300D with the University as a security deposit. If you do not return the artefact by the end of your next downtime period for any reason, the University keeps the security deposit and bans you from the grounds.

DEVOTION TO FLAME

Requirement: Fyreslayer with Soul (3), or *Blessed (Grimnir)*

You spend your time in devotion to the Shattered God Grimnir. You visit the Fyreslayer Barrack-Lodge, spending time training with Karl Bragga Coppertoe, speaking with Runesmiter Furik Ironhand, and hearing the songs and tales of the Vostargi and Greyfyrd lodges. As part of this Endeavour, Runesmiter Ironhand hammers a fresh rune into your flesh. This rune does not count towards your total runes, and grants the *Born From Fire* Trait until your next downtime period.

- ✧ **Born From Fire:** You are immune to Hazards and Damage from intense heat or flames.



EAR TO THE GROUND

You spend your downtime on the streets of Brightspear, meeting with people, taking in the city, and watching folks go about their daily lives. You make sure to pick up each new copy of the Brightspear Bugle and otherwise stay informed about the goings on in the city. You learn three Rumours, which are added to the Party Sheet. Additionally, until your next period of downtime, you have Advantage on Tests related to gathering information and rumours while in Brightspear.

FEATS OF GLORY

You spend your week attempting to undertake a Feat of Glory (*Brightspear City Guide*, page 32). Any number of feats are possible, but popular examples include climbing to high places, braving intense conditions, or partaking in flamboyant sporting contests in the Cauldron (*Brightspear City Guide*, page 32). Regardless of the chosen feat, there must be an air of performative spectacle attached to it as well, to ensure word of your glory spreads far and wide.

Performing a Feat of Glory is a **DN 4:8 Extended Test**. Over the course of a week, you must make two Tests using **Body (Might or Athletics)** and a final Test using **Soul (Entertain)**. If successful, you complete the feat and wow onlookers with your bravery. You become a minor celebrity within the city, gaining Advantage on Guile and Intimidation Tests while within Brightspear. If unsuccessful, your feat goes largely unnoticed, offering no tangible benefits aside from the odd scoffing recognition that your feat 'wasn't all that'.

GAMBLING

You chance your luck by spending the week frequenting **Valor** (*Brightspear City Guide*, page 29) or any of the numerous gambling dens in Brightspear. To do so, you must decide if you spend your week partaking in 'table games' or betting on a 'dare'. For table games, set aside a pool of up to 100D and roll on the table below to see the result.

- ✱ **1-2: Terrible Luck!** You lose 50% of the funds you set aside, rounding up.
- ✱ **3-4: Win some, lose some.** You walk away with the same amount of funds you set aside.
- ✱ **5-6: Winning Streak!** You gain 50% of the funds you set aside, rounding up.

You can roll on this table up to three times per week, applying any losses or gains after each roll and setting aside a fresh pool of currency each time.

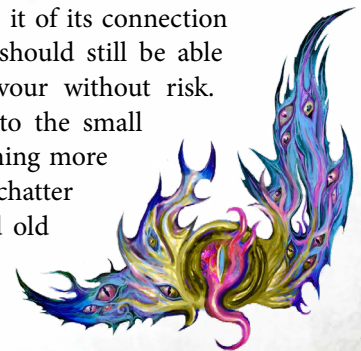
If you decide to bet on a dare, set aside between 250D and 1,000D and select either the *Feats of Glory* (page 5) or *What Lies Beneath* (page 11) Endeavour to represent the chosen dare. Either yourself or another party member can then immediately attempt to undertake the Endeavour, but the Difficulty increases by 1 for all Tests involved in the Endeavour, representing the additional pressure of the dare. If you succeed in the Endeavour, you double the funds you set aside, rounding up. If you fail, you lose all of the funds you set aside instead. You can only bet on one dare per downtime period.

OPEN YOUR EYES

You join the Fellowship of the Open Eye, spending your days keeping an eye on the people of Brightspear and gossiping. You learn a new Rumour, as well as the personal secrets of three NPCs you have encountered. The secrets can be minor, such as a tavern keeper watering down their beer, or more serious, such as someone arranging for their spouse to disappear. Let the GM know if there are any NPCs you would be particularly interested in.

For GMs: Unbeknownst to the character, the Fellowship of the Open Eye is made up of a number of followers of Tzeentch who are searching for secrets and rumours they can use to destabilise the city. As the GM, make a **DN 4:10 Mind (Guile) Extended Test** for the character in secret to resist the prying questions of the Fellowship. Over the course of a week the character must make three Tests to avoid giving away vital information. On a failure, the character unwittingly shares secrets about themselves or their allies. The followers of Tzeentch now know the bonds that connect them to other members of the party, as well any NPCs that are important to the character. What they do with this information is up to you.

Note: If the characters discover the Fellowship of the Open Eye and cleanse it of its connection to Chaos, the characters should still be able to undertake this Endeavour without risk. Replace the connections to the small Tzeentch cult with something more mundane (drinks and chatter at a tavern, visiting bored old gossip mongers, and the like).



PATRONISE THE TWELVE TAPS

You decide to spend your time relaxing with a nice beer in the *Twelve Taps* (*Brightspear City Guide*, page 21). You get to know the proprietor Pinaar, and speak to the wide array of patrons that visit the pub. Anytime you encounter a native of Brightspear before your next downtime period, roll a d6. On a 5 or 6, you've shared a drink in Pinaar's, and have Advantage on any Tests when speaking to the person. On a 1, you've met before — and you put your foot in it. You insulted them somehow, or made a fool of yourself. You have Disadvantage on any Tests when speaking to them, and they do everything they can to avoid interacting with you.

REMEMBER THOSE LOST

Requirement: A member of the party or close ally has died

You go to the Fallen Spire (*Brightspear City Guide*, page 16) to pay your respects to those you have lost. Over the course of a week you take the time to carefully etch the name of someone you lost into the stone of the Fallen Spire, perhaps decorating it with flowers or mementos of the past.

Once before your next period of downtime, you can remember your lost companion to bolster your spirit. The Binding immediately regains 1 Soulfire.



SEEN IN THE STARS

Requirement: Spellcasting (Celestial) or Mind (4)

You visit the Maroon Tower (*Brightspear City Guide*, page 34), hoping to glean a glimpse of the future by using the tower's Arcanoscope. With the assistance of Lord-Ordinator Heavensight, you attempt to scry events that are to come. Using the Arcanoscope requires a **DN 4:10** Extended Test. Over the course of a week you can make three Tests using any combination of **Mind (Arcana)**, **Mind (Channelling)**, or **Mind (Lore)**. On a success, you get a glimpse of what is to come. During an encounter before your next period of downtime, you can choose to gain one of the benefits listed below. The encounter can be an exploration, combat, roleplaying, or investigation scene.

- ✧ You have Advantage on all Opposed Tests during the encounter.
- ✧ You can ask the GM for a piece of information or knowledge key to the encounter, such as a clue or an enemy's weakness. The answer can come in the form of a vision or portent, but it is always accurate.
- ✧ Your Melee, Accuracy, and Defence increase one step for the duration of the encounter.
- ✧ If you would become Mortally Wounded, the attack or effect misses you, leaving you unscathed.

If you fail the Extended Test, your scrying reveals something dreadful and terrifying. Doom increases by 1 as you are haunted by visions of what is to come.

SHADOWS AND BLOOD

Requirement: Daughters of Khaine

You spend your time seeking out fellow worshippers of Khaine, but encounter great resistance and fear among the common people when you broach the subject. As it transpires, the local Khainites were a particularly bloodthirsty coven, even taking to the streets in a night of abhorrent violence upon the citizens. Their temple was allegedly destroyed during the Necroquake, and when you approach the ruins you initially believe this to be true.

Make a **DN 4:3 Mind (Awareness)** Test during your investigation of the ruins. Characters with the *Witch-Sight* Talent lower the difficulty of this Test by 1. If you fail, you walk the ruined corridors for a number of hours, chasing

the odd moving shadow or taunting whisper before leaving in frustration. You may select another Endeavour to attempt during this downtime instead.

If you succeed, you manage to pierce the shroud of umbral illusions concealing the Convent of Blood (see *Brightspear City Guide*, page 32). The Khainites within greet you with great suspicion and imprison you unless you prove your devotion to the God of Murder by agreeing to partake in an initiation ritual of extended sacrificial bloodshed.

Embracing the ritual increases Doom by 1, as you spend the week ceremoniously slaughtering and bathing in the blood of mortal sacrifices. You emerge from the hidden Convent of Blood a week later overflowing with unnatural energy. Your Speed becomes Fast and you double your training in Reflexes until your next period of downtime. Once initiated, you can return to the Convent to repeat the ritual in later downtime periods without requiring a Test to pierce the illusions.

If you refuse to embrace the ritual, or ever speak a word of the Convent's continued existence, they expel you and increase their illusionary protections, preventing anyone in the party from taking this Endeavour again.



SHADOW DEALINGS

You choose to spend your time attempting to hunt down rare equipment via the secretive ring of smugglers and illicit deals that transpire in locations such as **Karfi's Place**, the **Char Estate**, or even **Defiance Cove**.

You must first name a piece of equipment (including any special equipment listed in **The Brightspear Markets**, page 12) you are searching for and make a **Mind (Guile)** or **Body (Stealth)** Test to locate a seller. The DN of this Test depends on the equipment's Availability.

✧ **DN 4:1:** Common

✧ **DN 4:2:** Rare

✧ **DN 4:3:** Exotic

✧ **DN 4:4:** Special

If you succeed on the Test, you locate the piece of equipment, and it costs 25% less than its listed price, rounding up. If the equipment you seek does not have a listed price, like in the case of *Special* Availability equipment, it instead costs $2d6 \times 100D$. You may make up to three separate attempts to locate equipment with each use of this Endeavour.

Unfortunately, purchasing equipment in illegal smuggling rings rarely goes smoothly. Whenever you purchase a piece of equipment with the *Shadow Dealings* Endeavour, roll on the Shadow Deal Complications table below and apply the result.

1D6	SHADOW DEAL COMPLICATION
1	Conned! The deal was actually part of an elaborate con. Either the goods were fake or not received at all. Either way, you lose your funds and do not gain the equipment.
2	Chaos Tainted: Something feels off with your purchase. Upon closer inspection, you find small Chaos runes engraved somewhere upon it. If you choose to use the equipment regardless, or resell it in the future, Doom increases by 1.
3	Delayed Delivery: Something prevents the immediate delivery of your item. You do not receive it until your next downtime period, when a shady courier finally delivers it to you.
4	Smooth Transaction: Against the odds, you secure the equipment with no complications.
5	Compensation: The item you receive is noticeably worn or bears the obvious mark of stolen goods. Either way, you cannot resell it in the future. Fortunately, you are compensated for the questionable quality with a piece of common Adventuring Gear (<i>Soulbound</i> , page 106) of your choice with a value of 50D or less.
6	Fortuitous Folly: You arrive at the secluded spot to pay for your equipment only to find the smuggler lying dead in a pool of cooling blood. Your desired item is nearby, speckled with blood. You gain the equipment for free, but suspicion sticks to you. No smugglers in Brightspear will deal with you in future and you cannot take this Endeavour again.

STUDY THE ORRERY

The Orrery is an ever-present sight above Brightspear, and you are determined to study it. You spend your downtime following the movement of the Orrery, tracking its rotation, and mapping how it changes along with the movement of the High Star Sigendil. You gain the benefits of the *Orientation Talent* (**Soulbound**, page 89) until your next period of downtime.

TEND THE HANGING GARDENS

Requirement: *Spellcasting (Jade)* or *Blessed (Alarielle)*

You spend your free time in the Hanging Gardens, tending the delicate crops that feed Brightspear. Working alongside Druidmaster Torquil, you help to bolster the plant and vegetable growth, ensuring a bountiful harvest. When you complete this Endeavour, Doom decreases by 2 due to the abundance of food flowing through the city.

TO THE WINDS

Something unspeakable draws you to explore the strange people and muddled streets of the Winds (see **Brightspear City Guide**, page 37). Time flows in unpredictable ways here and twisting magic ripples at the edge of your senses. This could be the perfect place to study magic, but there is no guarantee that you emerge the same person that enters...

When you undertake this Endeavour, roll on the Embrace the Winds table below and apply the result.



ID6	EMBRACE THE WINDS
1	Time Leech: You barely take a step within the Winds when a sickening lurch snatches your consciousness away. You emerge from the Winds at the end of your downtime period with no memory of what happened during your time there. In addition, when you look in the mirror, you realise with horror that you have aged significantly! You visibly age 2d6 + 5 years, even if you are Soulbound, Stormcast, or another person that does not normally age. Your clothing is ruined, threadbare, and stained with unidentifiable gore.
2-3	Fundamental Shift: You spend the week wandering lost through the streets. Every time you catch your reflection in a puddle or polished surface, you observe your appearance subtly changing, as if you are slowly becoming someone new. You may choose any two Attributes and swap their values, and any two Skills and swap their levels in Training and Focus. Regardless of whether you swap these values, you emerge at the end of your downtime period changed. Use the tables in the Adding Detail section on page 32 of Soulbound to randomise your Eye Type, Eye Colour, Hair Colour, and Height. As hard as you try, you cannot remember your original appearance.
4-5	Secrets on the Wind: You realise that if you follow the whispering winds long enough, magical knowledge floods into your mind. You may take any combination of the <i>Learn Spell</i> or <i>Create Spell</i> Endeavours up to three times in one week. If you do not have the <i>Spellcasting Talent</i> , make a DN 4:10 Extended Test. Over the course of a week you can make three Tests using Mind (Awareness) . If successful, you gain the <i>Spellcasting Talent</i> . You may ignore its requirements, but you only gain the spells <i>Arcane Bolt</i> , <i>Mystic Shield</i> , and one other spell from the Common Spells list. You do not gain a Lore of Magic and can only learn spells from the Common Spells list, though you may spend XP to learn a Lore (see Soulbound , page 90). Regardless of the result, Doom increases by 1 and you feel an unnatural chill wind brushing the back of your neck for the rest of your life.
6	Prophetic Diary: You find a dead body so badly decomposed that you cannot identify it. Clutched in its hand is a timeworn diary filled with scrawled, out of order entries in a dozen different languages. You realise with horror that the diary describes various events in your life that have yet to come to pass. Any time you Take a Rest with the diary in your possession, you can obsess over it instead of recovering Toughness or healing Wounds. If you do so, you gain Greater Advantage on a single Skill Test taken within the next day or can increase your Melee, Accuracy, or Defence one step until your next Rest, as events line up just as you read. Every time you spend a Rest reading the diary, roll a d6. On a result of 1, you read the final entry – a grizzly description of your meaningless death – and the diary becomes useless. If this happens, your Defence becomes Poor and cannot be adjusted until the end of the next combat you enter, as enemy blows and danger always seem to find you no matter what.

TOUCH OF CHAOS

Requirement: Spellcasting (any)

Eight globes representing each of the Mortal Realms pass in slow orbit around Brightspear's Upper Tier. The ninth, representing the Realm of Chaos, is shattered and broken, purposely destroyed by the Celestial Warbringers when they reclaimed the city. You are fascinated by this mysterious ninth globe, and are determined to study its secrets. During your downtime, you sneak past the guards that watch over the ninth globe and make your way inside. You remember little of what happened, but you were missing for a full week. You emerge changed, touched by the forces of Chaos and tainted in some way.

When you complete this Endeavour, you learn one of the following spells. The GM chooses which spell at random. Until your next downtime period, you can cast the spell as if it was of a Lore you know. However, this knowledge comes at a very real price — Doom increases by 1, and can not decrease below 2 until the next downtime period.

During your next downtime period, you can choose to take this Endeavour again. If you do so, you permanently learn the spell. However, Doom increases by 1 and can never decrease below 2 again.

BATTLE RAPTURE

Lore: Lore of Pain and Pleasure (Slaanesh)

DN: 5:2

Target: 1

Range: Medium

Duration: 1 round

Overcast: +1 round per additional success

You fill an ally with glorious delight in battle that drives out any feelings of fear or need for self-preservation. Choose an ally within Medium Range. Until the start of your next turn, the target is immune to being *Frightened* (and removes the Condition if they are currently *Frightened*), their Melee increases one step, and their Defence decreases one step. Additionally, the target deals +2 Damage for each Wound they have suffered. Each additional success extends the duration by 1 round.

TREACHEROUS BOND

Lore: Lore of Fate (Tzeentch)

DN: 5:1

Target: 1

Range: Long

Duration: 1 round

Overcast: +1 round per additional success

You create a psycho-conductive link between yourself and an ally, causing any harm that would befall you to instead target them. Choose an ally within Long Range. Until the start of your next turn, any time you would suffer Damage, your ally suffers the Damage instead. If the Damage is caused by a spell or effect that requires a Test, you make the Test but your ally suffers the Damage if you fail.

MAGNIFICENT BUBOES

Lore: Lore of Foulness (Nurgle)

DN: 5:2

Target: 1

Range: Medium

Duration: Instant

Overcast: +1 boil per additional success

With a gracious sweep of your hand, you bestow one of Nurgle's prettiest afflictions on a foe — a clutch of debilitating pustules and boils. Choose a creature within Medium Range. The target's flesh erupts in a number of bloated boils equal to the successes. Every time the target takes an Action, one of the boils pops, dealing 1d6 Damage. Magical healing from spells, Miracles, or consuming a phial of Aqua Ghyranis cures the affliction. If the target Takes a Breather, the swelling reduces and the boils slowly disappear.



WARPGALE

Lore: Lore of Ruin (The Horned Rat)
DN: 5:3
Target: Zone
Range: Medium
Duration: 1 round
Overcast: +1 round per additional success

You screech in an unholy tongue, parting the veil of reality to draw forth a ravaging gale of unnatural energies. Choose a Zone within Medium Range. The Zone is filled with a warpgale until the start of your next turn. Each additional success extends the duration by 1 round. Any creature that enters the Zone or starts its turn there is caught in the Chaos-infused warpgale. Roll 1d6 and apply the warpgale effect below.

1D6	WARPGALE EFFECT
1	The warpgale rips the flesh from a creature's bones. The target suffers 1d6 Damage.
2	Terrifying whispers and nightmarish visions lurk in the warpgale. The target is <i>Frightened</i> until the start of their next turn.
3	Time slows and every movement becomes difficult. The target's Speed, Melee, Accuracy, and Defence decrease one step until the start of their next turn.
4	The howling winds slam the creature's body to the ground, drowning out everything else. The target is knocked <i>Prone</i> and <i>Deafened</i> until the start of their next turn.
5	The warpgale violently hurls objects and creatures away. The target is thrown into an adjacent Zone and knocked <i>Prone</i> .
6	The warpgale dismantles reality itself. The target's Armour is permanently reduced by 1. The Armour can be fixed with the <i>Repair Equipment</i> Endeavour (<i>Soulbound</i> page 159). This Damage affects Armour with the <i>Sigmarite</i> and <i>Magical</i> Traits.



VISIT THE FLOATING CITY

You charter an aether-craft to take you up into the Floating City (see *Brightspire City Guide*, page 44). While here, you can shop for any Common, Rare, or Exotic items as per the *Shopping Endeavour* (*Soulbound*, page 159). In addition, rather than paying the listed price for one chosen item, you can attempt a **DN 4:3 Mind (Guile)** Test to contact a high ranking member of the Bataar Trader's Guild willing to offer you the item in exchange for rare or outlandish goods for the Game of Razored Gifts — an unusual power-game played by the Bataar Trader's Guild to see who can gift the most unique or generous tribute to another merchant-lord.

If successful, roll on the Outlandish Trade table below to determine what the trader is seeking in exchange for the desired item. Most traders are patient by nature when it comes to acquiring such rare goods, willing to wait months or even years for their contracts to be fulfilled, but they will not offer multiple trades to the same contractor at once. Completing a contract can be done in addition to another Endeavour during a downtime period.

1D6	OUTLANDISH TRADE
1	Monstrous Offspring: The unhatched egg or newborn of any Beast with a Toughness of 8 or higher.
2	Imported Equipment: Any piece of unique equipment taken from the market of another city. See the <i>Anvilgard City Guide</i> for possibilities.
3	Agloraxian Artefact: An unregistered Undercity artefact acquired from the <i>What Lies Beneath</i> or <i>Domini University Resources</i> Endeavour.
4	Sylvaneth Heartwood: Harvesting Heartwood from a slain Sylvaneth requires a successful DN 5:2 Mind (Nature) Test.
5	Madcap Ingredients: Redcap mushrooms that are farmed by the Gloomspite Gitz and can poison a creature, causing vivid hallucinations.
6	Aether-gold Ingot: A sealed canister of aether-gold used to power Kharadron equipment. This can be stolen from any functioning aether-rig with a DN 6:1 Mind (Crafting) Test, or by taking the <i>Aethercraft</i> Endeavour (<i>Soulbound</i> , page 156) and crafting an Expanded Power Supply.

VISIT THE HALL OF MEMORY

Requirement: Stormcast Eternal

You visit the Hall of Memory, spending most of your week there. You wander through the mementos and notes other Stormcast have left to try to remember their past lives, and you add one or more of your own. As you trace the echoes of your past life, you are filled with a sense of purpose and wholeness that you can't remember ever experiencing.

Once before your next downtime period, you can tap into the forgotten memories of your past life. Your soul briefly becomes whole, allowing you to gain a benefit as if you had spent Soulfire. You can choose from any of the effects of spending Soulfire. Doing so does not deplete the Binding's Soulfire as this effect comes from within yourself.

WHAT LIES BENEATH

You spend your time venturing into the ever-shifting labyrinthine Undercity in search of lost lore or artefacts. Make a **DN 4:10** Extended Test. Over the course of one week you can make three Tests using any combination of **Mind (Awareness)**, **Mind (Survival)**, or **Body (Stealth)**.

On a failure, your exploration is cut short by an ambush from twisted abominations in the deep. You find your way back to the surface one week later, suffering from a single *Lasting Wound* — this has the same effect as a *Minor Wound* but can not be healed until your next downtime period. If you succeed, you successfully navigate the unpredictable Undercity, overcoming monstrous obstacles and emerging with a notable prize. Roll on the **Undercity Artefact** table (page 17) to discover what you retrieve.

WRAITH HUNTER

Requirement: Training (1) in Arcana or Lore, Training (1) in Weapon Skill or Ballistic Skill

You spend your time studying in the House of the Kindled Flame, though your studies are more practical than academic. Within the House you learn the ancient Aspirian tradition of undead-hunting, learning how to best combat wraiths, vampires, and other undead horrors. Many wraith hunters douse their weapons in holy oil and set them alight when confronted by undead, in the hopes of gaining a further advantage. Until your next downtime period, your Melee, Accuracy, and Defence increase one step when fighting Undead. If you take this Endeavour a second time, this bonus becomes permanent.



BRIGHTSPEAR MARKETS

The Brightspear markets are as flashy, diverse, and energetic as the passionate traders that work them. Brightspear is a young and vibrant city that imports a great deal and exports arcane and technological wonders. Stalls are filled with strange artefacts pulled from the Undercity, steampowered Automata carry crates of imported supplies and wealthy shoppers through the crowded streets, and hard-eyed adventurers search for anything that can give them the edge on their next expedition.

It is assumed that any standard weapons, armour, or adventuring gear listed in **Chapter 5: Equipment of Soulbound** can be found somewhere in the Brightspear Markets. This section also provides a number of additional items unique to Brightspear.

BRIGHTSPEAR MARKET		
Agloraxian Gauntlet	215D	Rare
Aspirian Fireward	70D	Common
Automata Hire (<i>per day</i>)	20D	Common
Automata Purchase	750D	Exotic
Bore-Beetle Plating	40D	Common
Caged Mustori	400D	Rare
Coldfire Orb	100D	Rare
Delve-eye (Arcane)	85D	Rare
Delve-eye (Mundane)	55D	Common
Floatsilk	Varies	Exotic
Mage's Noose	110D	Rare
Pot of Phantom Ink	40D	Common
Spellbreaker	250D	Rare
Sungem	90D	Common
Undercity Artefact	Special	Exotic

AUTOMATA

Steam and cog-powered automata of all shapes and sizes shudder and clank their way through the streets of Brightspear, carrying heavy loads or transporting dignitaries with ease. With the harsh Aqshian weather and ongoing food scarcities within the city, these mechanical constructs are the result of reclaimed Undercity technology and Ironweld ingenuity coming together to solve a citywide problem.

Most Automata are forged to resemble common beasts in the hope that they will seem less disturbing to visitors or newcomers to the city. Mechanical horses, salamanders, and spiders are all common frames, with some even sporting loving detail like artificial hair or glassy eyes. But regardless, their jerking, piston-driven movements betray any sense of false life their creators would impart. More than a few Spearians swear off the Automata entirely, finding them extremely uncanny or unsettling.

While it is very rare for anyone to sell Automata outright, Handa's Livery (*Brightspear City Guide*, page 26) is one of the most popular locations to hire an Automata for a daily fee, and word has it that she may even agree to sell one of her prized creations for the right price.

AUTOMATA			
<i>Large Automaton, Warrior</i>			
⚔ Average	⚙ Poor	⚔ Average	
Armour	Toughness	Wounds	Mettle
2	4	-	-
Speed: Normal Initiative: 1 Natural Awareness: 1 Skills: Fortitude (+2d6), Might (+1d6)			
TRAITS			
Power Source: An Automata does not need food or water and automatically passes any Fortitude (Body) Tests to endure harsh climates.			
Automaton: An Automata cannot be <i>Poisoned</i> , <i>Charmed</i> , or subjected to any kind of mental influence. An Automata doesn't have a soul and automatically succeeds any Soul Tests to resist spells and other effects.			
Clanking and Hissing: Any character that rides or leads an Automata suffers Greater Disadvantage on any Stealth Tests they make.			
Mechanical: Unless noted otherwise, an Automata can only recover Toughness if another character spends ten minutes and makes a DN 4:1 Mind (Crafting) Test, with each success recovering 1 point of Toughness.			
ATTACK			
Smash: Melee Attack (Average), 3d6, 1 + S Damage. <i>Crushing.</i>			
BODY	MIND	SOUL	
3	1	-	

AGLORAXIAN GAUNTLET

These bladed gauntlets of glossy, dark metal were sometimes worn by Agloraxian war-mages or particularly cruel slave drivers. Acting as symbols of status and sinister arcane foci, a trained spellcaster can wreath the razor sharp claws with arcane energy to slice through flesh and steel with ease. An Agloraxian Gauntlet counts as an Arcane Focus and has the following stats.

* **Agloraxian Gauntlet:** + S Damage, *Rend**, *Piercing*, *Slashing*, *Subtle*

*The Agloraxian Gauntlet gains the *Rend* Trait if it is wielded by a character with the *Spellcaster* Talent.

ASPIRIAN FIREWARD

These small stone tokens are engraved with arcane runes that siphon heat from the air to protect the wearer from extreme temperatures. Worn around the neck, they are popular among those who seek to chart the Kindling Forest or walk the more fiery paths of Aqshy.

Any character wearing an Aspirian Fireward can trigger its protection and become immune to Damage from nonmagical heat or flames. This effect lasts for one day before the Fireward is exhausted and ceases to function.

BORE-BEETLE PLATING

The ubiquitous Bore-Beetles that infest the Undercity were once extensively cultivated by the ancient Agloraxians. Not only were mind-slaved Bore-Beetles used to burrow tunnels through solid rock, but their shells were harvested as a cheap, flexible, and plentiful crafting material. Much of the skill required to work the strange substance has long been lost, but some adventurous Undercity delvers have taken to augmenting their armour with slim plates of Bore-Beetle chitin for added protection.

Bore-Beetle Plating can be affixed to or removed from a suit of Light or Medium Armour with relative ease and ten minutes of effort. Many armoursmiths in Brightspear offer this service for a modest tip. When affixed, the armour gains one additional point of Armour and gains the *Loud* Trait. In addition, if the affixed armour is Light Armour, it loses the *Subtle* Trait.

Only one point of Armour can be added via Bore-Beetle Plating, and it cannot be affixed to Heavy Armour. These modifications last until the Bore-Beetle plating is removed, or an effect such as *Rend* removes a point of Armour, at

which point the plating is irreparably destroyed. If the plating is destroyed, it can be removed and new Bore-Beetle plates attached in its place.

CAGED MUSTORI

With the ever-shifting corridors and unmappable spaces of the Undercity so treacherous to navigate, it wasn't long before people realised the starmap fur of the rare Mustori (*Soulbound*, page 307) can be an invaluable asset to scavengers. A number of hard-hearted individuals took to catching the elusive creatures, locking them in portable cages spelled with confinement runes to prevent them from slipping back into the space between realms where they originate. Unfortunately, the Mustori do not do well in captivity, becoming listless or feral when held in one place too long.

While carrying a Caged Mustori, you gain +1 Focus to all Navigation Tests while exploring the Undercity (see *Brightspear City Guide*, page 21). If the Mustori is freed from its cage for any reason, it flees, vanishing through an imperceptible crack in the realm to never be seen again. From then on, other Mustori avoid you or may attack you.

Purchasing a Caged Mustori does not grant the buyer the *Loyal Companion* Talent, as the caged creature is miserable in captivity. Gaining the loyalty and trust of the neglected Mustori requires you to take the *Train Companion* Endeavour (*Soulbound*, page 159) and succeed on a **DN 5:10** Extended Test using **Soul (Beast Handling)**. Over the course of a week you can make three Tests to accomplish this. If you succeed, you gain the *Loyal Companion (Mustori)* Talent. If you fail, the Mustori slips away when you open its cage and vanishes.

COLDFIRE ORB

Imported from Lumnos and allegedly created by Pyros Thura (*Brightspear City Guide*, page 45), Coldfire is a volatile alchemical substance that bursts into icy blue flames that emit a devastating cold. Coldfire is normally sold in sealed glass globes designed to shatter on impact.

A Coldfire Orb can be used in one of two ways. You can hurl it at a point within Medium Range, dealing 2 Damage to everyone in the Zone, or spread across a Zone. Regardless of whether it is thrown or spread, all mundane and magical flames in the target Zone are doused, and the Zone becomes *Difficult Terrain* for one hour due to a thick sheen of ice.





DELVE-EYE

Sold in small vials with accompanying eye-droppers, Delve-eye is a viscous potion that grants enhanced vision when applied directly to the eyes. There are numerous different and conflicting mixes available, each one boasting longer lasting effects, less stinging on application, various different visible spectrums, and even the ability to see magical energies. Understandably Delve-eye has become incredibly popular among the numerous Undercity salvagers who can rarely rely on good lighting for their perilous endeavours.

There are countless different brands of Delve-eye for sale, but they can all be broken down into either Mundane Delve-eye or Arcane Delve-eye. A single application of Delve-eye grants the following benefit for one day, after which it must be applied again. Each vial of Delve-eye contains enough potion for 5 applications.

- ✧ **Delve-eye (Mundane):** You gain the benefits of the *Acute Sense Talent (Soulbound, page 82)* for sight-based Awareness Tests only.
- ✧ **Delve-eye (Arcane):** You gain the benefits of the *Witch-Sight Talent (Soulbound, page 92)*.

FLOATSILK

A rare and delicate fabric found among the abandoned homes of the rich and wealthy Agloraxian nobility, floatsilk has become highly prized among Brightspear's newly established upper classes. As its name suggests, this gossamer material is indescribably soft to the touch

and defies gravity itself, floating and undulating through the air in hypnotic patterns at all times, as if the wearer is submerged in a particularly aesthetic lake. Only a handful of tailors can even hope to work the material, and almost all of the floatsilk in Brightspear has been salvaged from somewhere in the Undercity — cut from bed sheets, curtains, and even the decaying corpses of long dead mages. But none of this stops the wealthy and powerful from hotly competing over every scrap that makes it to the surface.

While wearing an article of clothing made from floatsilk, you gain Advantage on Opposed Tests when attempting to impress or draw the attention of rich or opulent mortals. Additionally, people tend to assume you are incredibly wealthy, powerful, or wield arcane power, which can be a blessing or a curse depending on the situation.

If you take any Damage while wearing floatsilk clothing, the fine material is ruined and this benefit is lost until you can repair it for half its cost.

The cost of floatsilk varies greatly depending on the article of clothing in question and the artisanry that went into creating it. The GM should have the final say in the cost, but on average a floatsilk garment costs 200 times the normal price of a similar item of clothing. For example, a floatsilk scarf or sash may cost 200D, while a cloak would cost 1,200D and a full set of fine clothes could cost 6,000D or more. Raw floatsilk fabric salvaged from the Undercity is equal to half this value, as it takes skilled hands and careful cleaning to make it fit for a noble.

MAGE'S NOOSE

As an ruthlessly authoritarian magocracy, the Agloraxian empire required many creative ways to imprison lesser magic users for punishment and experimentation. To this end, Agloraxian artificers devised the Mage's Noose. At first glance it appears like a tight collar of semi-sentient iridescent scales that slither around the wearer's throat, but the Mage's Noose is actually a mage-crafted parasite with a malicious hunger for magic.

A Mage's Noose can be attached to any *Incapacitated* creature with a successful **DN 4:2 Soul (Beast Handling)** or **Mind (Arcana)** Test. Once attached to a host, the Difficulty and Complexity of all Channelling Tests the host attempts increase by 2. Breaking free from the Mage's Noose requires a **DN 6:2 Body (Might)** Test or dealing 4 points of Damage to it (the Mage's Noose has a Poor Defence), but each failed Test or point of Damage the Mage's Noose suffers, it deals 1d6 Damage to its host that ignores Armour, as it strangles them in spite.

PHANTOM INK

This strange ink has been used by clever magi for centuries to hide messages or arcane formulae from the prying eyes of the uninitiated. Made by working finely ground-up realmstone of various origins into mundane ink, before casting various concealment and attunement spells, the ink becomes entirely transparent to all who lack the proper training or natural affinity to detect magical residue. It is often joked that Phantom Ink has concealed more secrets than the shadows of Ulgu itself.

Each pot of Phantom ink contains enough to fill around ten pages with text or symbols. The ink and anything it is used to scribe is only visible to creatures with the *Witch-Sight* Talent.

SPELLBREAKER

Strange pieces of ornate jewelry that are found in the laboratories and arcane sanctuaries of the Undercity, Spellbreakers come in numerous discrete forms — such as necklaces, pendants, and wrist or ankle bands — but they all share a distinctive chrome material that reflects no living creature in its surface. Once worn by paranoid or cautious Agloraxians, Spellbreakers have the ability to absorb and consume rampant magical energies in case of emergency, but centuries of neglect and mishandling has made them an unreliable source of defence at the best of times.

Any time a character wearing a Spellbreaker is the target of a spell, they may attempt to unbind it (*Soulbound*, page 91) with a dice pool of 5d6. If they succeed, the spell is unbound and has no effect. If they fail, the spell takes effect as normal and the wearer takes 1d6 Damage that ignores Armour as the Spellbreaker overloads. Regardless of whether it succeeds or fails, the Spellbreaker becomes useless until the end of your next Rest as it slowly recharges.

SUNGEM

These multi-faceted gems can be found throughout the Undercity, embedded in walls or built into complex chandeliers. They are sometimes known as Shards of Hysh and were imported long ago when the Agloraxians used the Undercity's realmgate to pillage arcane resources from across the Mortal Realms.

When touched or shaken, they emit a glow that varies wildly in colour and intensity depending on the particular Sungem and its original purpose. As some of the most commonly salvaged Agloraxian artefacts, they are sold cheaply in most markets and trinket stores, and are often worked into jewelry, lamps, or any number of other useful devices. But for all their beauty, Sungems are still dangerous and notoriously fragile artefacts that channel magical energies, a fact that some adventurers utilise in dire emergencies.

A Sungem can light one Zone, causing an area that is *Heavily Obscured* by mundane darkness to become *Lightly Obscured*, and a *Lightly Obscured* area to become well-lit.

In addition, you can strike a Sungem off of a solid surface to shatter it and release a blinding flash. Target a Zone within Medium Range. All creatures within that Zone must make a **DN 5:1 Body (Reflexes)** Test or be *Blinded* until the end of their next Turn. If a character is holding a Sungem and is disarmed or drops it onto a hard surface, the fragile gem breaks; target the Zone they are in and apply the Test above.





UNDERCITY ARTEFACTS

The great Agloraxian citadel that lies beneath the streets of Brightspear holds an incalculable wealth of outlandish and powerful artefacts for the taking. Many of these artefacts are brought to the surface through the sweat and blood of career adventurers and treasure hunters, only to end up in the hands of merchants both sanctioned and otherwise.

There are a number of ways a party member can acquire an Undercity Artefact for themselves. If you seek the above-board acquisition of registered artefacts, Goods by Gustav (*Brightspear City Guide*, page 16) often stocks a number of artefacts for the discerning customer. A standard *Shopping* Endeavour could offer you the artefact you seek. But if you are less concerned with the legality of the deal, certain smuggling rings throughout Brightspear are known to trade in them as well (*Shadow Dealings* Endeavour, page 7) and the Domini University is rumoured to have a hidden stockpile that can be leased to trusted allies (*Domini University Resources* Endeavour, page 4). Finally, you can search the Undercity yourself, either during the course of an adventure or by taking the *What Lies Beneath* Endeavour (page 11).

Whenever you need to generate an Undercity Artefact, whether through shopping, smuggling, or adventuring, roll on the tables below. The first table generates its basic form — whether it is a weapon, armour, or strange trinket — while the second describes what makes the artefact strange, unusual or powerful.

Unless noted otherwise, the cost of each Undercity Artefact is equal to the value of the two rolls made to generate it from the first table multiplied by 50D.

Example: *Vel the Knight Questor is searching through the shelves at Goods by Gustav for anything that might catch her eye. Her player rolls a 3 on the Undercity Artefact table and discovers a 'Strange Melee Weapon', followed by a 6 to clarify that it is a 'Greatsword made of turquoise glass'. The total cost of the exotic weapon is $((3 + 6) \times 50D = 450D)$.*

REGISTERED ARTEFACTS

The reclamation and selling of Undercity Artefacts is closely regulated in Brightspear to prevent especially dangerous or tainted artefacts from making their way into the general populace. When generating Undercity Artefacts that are being sold through legitimate channels, the GM can choose to ignore the *Previous Owner*, *Sinister Intelligence*, and *One of a Kind* results to represent a 'Registered Artefact' and the extra scrutiny that it has gone through before reaching the markets. In addition, if a character is carrying an artefact in public that has any of these Eccentricities, they run the risk of having it confiscated by well-informed artefact experts or law enforcement.

The GM can choose to lower the price of unregistered artefacts, but these lower prices may come at a high cost for the owner!

1d6	UNDERCITY ARTEFACT
1	A Shimmering Gem of enrapturing beauty worth $100 \times 1d6$ Aqua Ghyranis.
2	An eccentric Arcane Focus. Roll 1d6 to determine its type. * 1: A wand of obsidian coloured bone. * 2-3: A staff topped with a glass eye that follows your gaze. * 4-5: An hourglass filled with crimson sand that flows backwards. * 6: A mask of liquid metal that exaggerates your expression when worn.
3	A strange Melee Weapon. Roll 1d6 to determine its type. * 1: A Dagger in the shape of a sharp-finned fish. * 2-3: A Spear made from deceptively light stone. * 4-5: A Sword that is perpetually coated in a frosty rime. * 6: A Greatsword made of turquoise glass that glows faintly from within.
4	A peculiar Ranged Weapon. Roll 1d6 to determine its type. * 1: A Net of nearly invisible wire. * 2-3: A Hand Crossbow coated in liquid shadows. * 4-5: A Bow that makes no noise when fired. * 6: A gem-lock Rifle made of transparent crystal that reveals its inner workings.
5	A Bizarre Grimoire that contains a single spell that can be cast by any character with the <i>Spellcasting</i> Talent. Roll 1d6 to determine the spell it contains. * 1: Steed of Tides * 3: Dying Words * 4: Prophecy * 5: Stoke the Flames * 5: Provenance * 6: Mirrorpool
6	A suit of unusual armour. Roll 1d6 to determine its type. * 1-2: A suit of Light Armour made from the hide of a colourful beast. * 3-4: A suit of Medium Armour made from interlocking iridescent scales. * 5: A Shield made from a strange metal that ripples when struck. * 6: A suit of Heavy Armour constructed from rigid plates of mirror-polished metal.



2D6	ARTEFACT ECCENTRICITIES
2	Previous Owner: The artefact is haunted! Any time the artefact's owner falls asleep, a Myrmourn Banshee (<i>Soulbound</i> , page 332) emerges from the artefact and attacks with a Surprise Round. The Banshee attacks the artefact's owner for 1d6 rounds before retreating back to the artefact and waiting for her next opportunity. Killing the Banshee, or cleansing the artefact with a sphere of Aqua Ghyranis, exorcises the spirit.
3	Shifting Form: The artefact is ever changing, shifting from one form to another in time with the dance of Hysh and Ulgu across the sky. At sunrise each day, roll again to determine the artefact's type. In the case of the Shimmering Gem, reroll its worth.
4-5	Arcane Armament: The artefact has an unusual or outlandish offensive ability. If the artefact is a weapon, roll 1d6 and add the resulting Trait. ✧ 1-2: Reach ✧ 3: Penetrating ✧ 4: Restraining ✧ 5: Rend ✧ 6: The artefact allows the wielder to cast the <i>Arcane Bolt</i> spell as if they had a Mind (Channelling) of 4d6. If the artefact is not a weapon, it always counts as if it rolled a 6 on the above table.
6-8	Magic Infused: The artefact is saturated with arcane power. If the artefact is a weapon or armour, it gains the <i>Magical</i> Trait. If the artefact is a Grimoire, Arcane Focus, or Shimmering Gem, the wielder gains 1d6 on all Mind (Channelling) Tests while holding it.
9-10	Agonising Aura: With a mental command, the artefact can emit a sensation of intense pain that presses against the minds of those who view it. Whenever the artefact's wielder makes an Intimidation Test, they can choose to utilise this effect, gaining Greater Advantage on the Test at the cost of increasing Doom by 1.
11	Sinister Intelligence: The artefact contains the trapped soul of a long dead mage who delights in whispering arcane secrets into the mind of its owner. While the artefact is in a character's possession, they count as having the <i>Forbidden Knowledge</i> Talent with a focus in Arcana.
12	One of a Kind: The artefact is truly outlandish, claiming multiple eccentricities. Roll twice on this table, rerolling any results of One of a Kind, or duplicate results until the artefact has two unique eccentricities.

ARTEFACTS IN ADVENTURES

The above tables allow a GM to generate a dizzying array of varied and strange Undercity Artefacts that can be used in any number of ways in your adventures. Feel free to offer them as rewards for completing optional goals, place them in the hands of notable villains, or even build whole adventures around them! The possibilities are endless.





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