

WARHAMMER
AGE OF SIGMAR
ROLEPLAY

SOULBOUND™ CRASH & BURN



JOURNEY ACROSS THE REALM OF FIRE IN THIS FREE ADVENTURE FOR
WARHAMMER AGE OF SIGMAR: SOULBOUND

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ADVENTURE SUMMARY

Crash and Burn is an exciting introductory adventure that takes a party of Soulbound on an arduous journey across Aqshy — the Realm of Fire. They set out from the city of Hammerhal Aqsha as part of a massive fleet of Kharadron airships tasked with delivering vital supplies to the newly reclaimed city of Brightspear.

About halfway through their journey, the fleet is attacked by the flying hordes of Chaos. After a bloody battle, the party's ship plummets down into the eternally burning Kindling Forest, stranding them and the surviving crew in the monster-filled wilds.

The party must traverse a network of claustrophobic underground tunnels, all the while protecting the survivors from beasts of the wild, the restless dead, and swarms of Gloomspite Gitz. Their goal is to reach the faint hope of salvation that lies on the other side of the forest, the flagship of the Kharadron fleet.

The adventure climaxes in an epic siege where the party must hold back an endless army of Gitz that pour up from the tunnels as the surviving crew attempt to repair the airship and take to the skies once more.

GETTING STARTED

This adventure should take one or two sessions, depending on your group's style of play. Before running the adventure, read it fully to get a feel for the flow and story beats. If this is your first time running a **Soulbound** adventure, be sure to familiarise yourself with **Chapter 6: Rules** from the rulebook, particularly the combat section. It is also a good idea to look through the monster stat-blocks for any weird and wonderful abilities they might have.

In addition, for a large part of this adventure the players will be interacting with and protecting a group of survivors from the crashed airship. Rather than be prescriptive in providing a large list of possible survivors, we encourage you to develop a handful of names and personalities in advance to provide depth to any survivors that the Soulbound develop interest or affection for. You can do this by rolling on various tables found in the **Adding Detail** section on page 28 of **Warhammer Age of Sigmar: Soulbound**.

PART 1: THE CALM BEFORE THE STORM

This section introduces you to the setting for the adventure, the key characters, and gives your players a chance to stretch their roleplaying muscles and get a feel for their characters before the action and drama properly begins. The amount of time your group spends in this part of the adventure will depend on your players, their familiarity with their characters, and what kind of pace you want the adventure to take.

If the players are new to roleplaying their characters, you could spend a full session letting them shop, interact with NPCs, and learn the stakes of the adventure. **Chapter 5: Equipment** of the **Soulbound** rulebook contains extensive lists of items and gear for their shopping needs.

On the other hand, if your players are familiar with their characters or the setting and you want to kick off the adventure with a bang, this entire section could be compressed or covered before the first session.

HAMMERHAL

Read or paraphrase the following text:

The city of Hammerhal, also known as the ‘Twin Tailed City’, is a beacon of light amid the darkness of the Mortal Realms. It is a great city built around the enormous Stormrift Realmgate which towers above the tallest buildings. On one side of the gate is the city of Hammerhal Ghyra. It lies in the lush realm of Ghyran, which is abundant in life and home to endless jungle. On the other side, stretches the flame-scorched realm of Aqshy — a mountainous, broken and craggy wasteland as far as the eye can see. Here the city of Hammerhal Aqsha was built, and this is where your adventure begins.

You arrive in the city during the oppressive heat of the blistering mid-day sun. You are under orders to report to Captain Brokka Brokkisdotr of the Kharadron Overlords aboard her airship Grungni’s Face for briefing and assignment.

You steel yourself against the heat, and begin to make your way to the Cinderfall District.”

Depending on the history of the party members, it is possible that they either arrive through the realmgate from Ghyran, or that they are native to Aqshy and know Hammerhal well. This may flavour how well they deal with the initial shock of the heat in The Great Parch.

Either way the party will need to make their way through the bustling crowds to the Cinderfall District. This part of Hammerhal is covered in ash and stained from the smoke that billows from tall chimneys that command the skyline. Despite this, it is rich in enthusiastic traders from both sides of the realmgate, selling local and exotic food, trinkets and weapons from the comparatively cool shadows of their covered stalls.

This is a fine opportunity for the party to engage in a bit of light shopping for anything they think they might need for a long expedition, as this will be their last look at civilisation for some time. This also offers a good opportunity to explore the unique methods of validating and trading in Aqua Ghyranis (see **Soulbound**, page 100).

GRUNGNI’S FACE

Once the party have traversed the markets and approach the sky-docks, read or paraphrase the following:

You spot the sky-docks long before you reach them — six tall towers of smooth cut dark stone that reach up to the sky. Countless spiral walkways and swaying bridges link the towers to each other and to numerous loading platforms. Between this dizzying forest of stone and wood, you catch the staggering sight of the anchored Kharadron fleet.

Over a dozen Kharadron airships, from swift cruisers to colossal frigates, hang over your heads. The atmosphere buzzes with the excited sound of countless shouting voices and armoured boots clanging off the decks, as the crews of rowdy Duardin go about loading the ships.

The sky-docks are an overwhelming experience to those not used to such hectic activity. Finding *Grungni’s Face* among all the chaotic activity might be a difficult task, but the Duardin are well organised. There are various dock-criers standing atop stacked crates barking directions and orders who will direct them if requested.

Throughout this scene, the party should feel like they are part of a massive undertaking. They should see well-armed groups and even a trio of Stormcast Knights-Venator mixed among the Duardin, and other protectors assigned to different ships.

Grungni’s Face is a well-travelled Arkanaut Frigate. The prow of the ship shaped into a scowling golden Duardin face. If the party gets directions from one of the dock-criers, they tell them to ‘*Look for the giant angry face!*’



When they eventually make their way to *Grungni's Face*, they are greeted by **Captain Brokka Brokkisdotr** (see page 20). She is unusually tall for a Duardin, and covered in tattoos (though these are mostly hidden beneath her armour). Each tattoo marks an honourable kill, lover, successful journey, or vein of aether-gold found. She is well liked by her crew and comes from a long line of airship captains. She signed up for this venture for the

money and is not shy of saying so, taking pride in honesty and wearing her heart on her sleeve.

Shortly after the party are all aboard, the crew complete loading the cargo and the fleet sets off with much fanfare. Massive horns blast out from the walls as the fleet of great Duardin airships filled with hope and power leave Hammerhal, pull into formation, and strike out across the Aqshian landscape.

INVESTIGATING THE EXPEDITION

Travel across the Mortal Realms is a slow and treacherous process, even by airship. A number of weeks pass between the party boarding *Grungni's Face* and the next part of the adventure. This provides the perfect opportunity for you to show the players a map of the realm of Aqshy as they fly over key locations and notable features of the land. This will help grant the players a sense of place in the setting, while also allowing you to off some of the exciting things that make this realm special. See **Chapter 9: The Great Parch** in the **Soulbound** rulebook for more information.

In addition, talking to the crew can uncover various pieces of information. You may want to tie each of these pieces of information to a **DN 4:1 Skill Test**. Suggested Skills are listed in brackets. Stats for the **Kharadron Crewmembers** are found on page 20.

- * The fleet has been tasked with transporting vital weapons, supplies, artisans, and soldiers to the newly established city of Brightspear. The Kharadron Overlord's goal is to reinforce this new foothold in every way possible, and make some money in the process. **(Lore)**
- * Travelling on foot through Aqshy is a massively dangerous undertaking. Between monsters and roving bands of Chaos tribes, the chances of such a long journey succeeding on foot are infinitesimal. **(Lore, Nature)**
- * *Grungni's Face* is transporting valuable preserved food and medical supplies for the new inhabitants of Brightspear. **(Survival)**

- * Brightspear is built upon an ancient Agloraxian citadel and has been held by the forces of Tzeentch for centuries. It was recently reclaimed by the Celestial Warbringers of the Stormcast Eternals. **(Lore)**
- * Brightspear had only begun rebuilding when the Necroquake struck. Countless died as hordes of spirits rose up from the ruins beneath the city. **(Lore)**
- * Much of the ruins beneath the city remain unexplored, with many interested parties vying for the rights to explore them. **(Lore)**
- * The crew of *Grungni's Face* are a lively collection of Duardin, they swap in-jokes and banter as they work round the clock in shifts. **(Entertain)**
- * A mixed collection of Humans, Duardin, and Aelf artisans and craftsmen are packed tightly into the hold, trying their best to pass the time with simple dice games and what little drink the Duardin allow aboard. **(Entertain, Guile)**
- * The ship's unique name came about after a near catastrophic encounter with a Megalofin during a sky-mining operation. With their weapons destroyed and lives on the line, Captain Brokkisdotr ordered the ship to ram the Megalofin at full speed. They delivered a killing blow right into the beast's bellowing maw, as the captain screamed 'Aye? Say that again to *Grungni's Face*!' in response. **(Lore)**
- * The captain is well liked among her crew. They proclaim her '*madder than a Fyreslayer with heat-stroke*', but that she has never steered them wrong. **(Entertain)**



PART 2: THE EYE OF THE STORM

At the mid-way point of the journey, word strikes up throughout the fleet. Signals are flashed from deck to deck, warning of an approaching storm blocking their path. The party can see the roiling mass of thick pink iridescent clouds brewing on the horizon that flickers with flashes of violet lightning.

The fleet executes emergency manoeuvres in an attempt to avoid the storm, but in response it accelerates towards them with shocking speed, catching the fleet mid turn and swallowing them before they can react.

Read or paraphrase the following text:

Your senses are muffled as the viscous clouds engulf the fleet around you. You can barely make out the edges of the deck through the iridescent clouds; muffled cries of alarm rip out from nearby ships.

A bolt of incandescent violet lightning forks through the clouds and slams into the airship beside Grungni's Face without warning. It detonates instantly, exploding into a rippling fireball that illuminates the storm around you.

Amid the roiling clouds, visible only by the glow of the dying ship and flashes of lightning, you spot an airborne horde of Chaos Daemons overhead. They let rip a horrifying screech and dive towards the fleet.

The battle in the sky is a horrible fight for survival. *Grungni's Face* is immediately surrounded and attacked by a group of **Tzaangor Skyfires** and **Screamers of Tzeentch** (see page 21).

There is one Tzaangor Skyfire and one Screamer of Tzeentch per party member. At the start of each round, two more Tzaangor Skyfires and another Screamer of Tzeentch join the fray. All Zones in the scene aside from the interior of *Grungni's Face* are *Lightly Obscured* (see **Soulbound** page 138–9) as a result of the thick storm clouds.

FIGHT IN FLIGHT

The Tzaangors and Screamers begin the fight with a Surprise round. After that, they spend the first round of combat executing hit-and-run attacks against crew and party members on the deck, swooping above or below the ship after each attack in an attempt to avoid combat.

On the second round of combat, half the Tzaangors land on the deck and engage in hand-to-hand combat, while the remaining Tzaangor and the Screamers continue their hit-and-run strategy.

On the third round of combat, another airship spirals out of the clouds from above and collides with *Grungni's Face*, destroying much of the rigging and aetheric devices that keep the ship aloft, before crashing through the port (left) side of the ship. Anyone on the port side of the airship, above or below deck, must make a **DN 4:1 Body (Reflexes)** Test or take 5 Damage from falling debris and secondary detonations.

CHAOS IN NAME, CHAOS IN NATURE

Be sure to refer to the battle around the party regularly during combat to really hammer home how horrifying and chaotic this ambush is. The sky around *Grungni's Face* is filled with a seemingly endless swarm of Daemons. Monsters flood the decks of the airships, massacring crewmembers and hurling bodies over the rails. Cannons fire indiscriminately at the beasts. Ships try to escape, flying over and under each other, veering out of control and colliding. Many explode and spiral out of the sky. The party might glimpse the fleet's escort of Stormcast Knights-Venator in a distant aerial combat against a Greater Daemon of Tzeentch, their bodies detonating on death, signalling a losing battle. All of this while unnatural lightning splits the air and the malign storm whirls around them.

The focus in this fight should be on the party. Many of the crew of *Grungni's Face* desperately try to navigate through the storm and keep the ship aloft, while others operate the ship's guns. You don't need to add the crew to the Initiative and keep track of their Toughness and attacks. Instead, describe swarms of Tzeentchian horrors around the ship and the crew's desperate fight to bring them down. If it ever looks like the party is clearing out the threats on deck, have more Tzaangors and Screammers join the fray.

For added drama, you can describe the lead gunner being ripped from their seat and hurled overboard. Captain Brokkisdotr screams for someone to 'Get on the gun!'. This provides the perfect opportunity for one of the heroes to shine. Firing the sky cannon is a ranged attack with the following stats:

✱ 3 + S Damage, Aetheric, Loud, Two-handed, Range (Long)

For the following rounds, any movement on the ship counts as *Difficult Terrain*, and anyone not holding on to something secure must make a **DN: 5:1 Body (Reflexes)** Test or lose their footing and begin to slide towards the port side of the ship. Anyone who does not arrest their fall somehow runs the risk of falling from the ship. During these turns, the Tzaangors and Screammers continue to fight the party, but no new enemies join at the start of a round.

On the second round after the collision, *Grungni's Face* crashes into the forest below and fractures into pieces. Any party members still on the ship when this happens must make a **DN 6:1 Body (Reflexes)** Test to leap to safety or take a Minor Wound, regardless of their Armour and current Toughness.

Now would be a good time to take a break and let your players breath after an intense encounter, perhaps as their characters black out amongst what is left of *Grungni's Face*.

PART 3: PICKING UP THE PIECES

When the first party member regains consciousness, or enters the scene if they managed to avoid the crash through flight or some other means, read or paraphrase the following:

Everything around you is aflame. Thick trees crack and split under the heat, their embered needles rain down around you like hellfire. Grungni's Face lies broken in two, her cargo and crew spilled out across the smouldering forest floor like ruptured guts. Through the roar of the forest fire around you, voices scream for help.

Grungni's Face has crashed in the middle of the Kindling Forest. Any party member can take a **DN 4:1 Mind (Lore)** Test to recognise this location for what it is. Anyone who achieves two or more successes learns one of the following pieces of information for every success above one:

- ✱ The Kindling Forest is a vast ever-burning forest filled with enormous, rapidly growing pyrewood trees that cover thousands of miles of the hilly landscape of southern Vitrolia.
- ✱ Aspirian Bright Mages summoned spirits of living flame here long ago and never bothered to dispel them. The cackling spirits regularly set the woods ablaze.

GOING DOWN

The collisions causes *Grungni's Face* to list to the side and begin to crash out of the clouds and down towards a dense burning forest — the Kindling Forest. Attentive party members with a **Natural Awareness** of 2 or higher notice the lead ship, *The Grund*, also heading down towards the outskirts of the forest below with a trail of black smoke in its wake, though it seems to be mostly in one piece.



- ✱ The forests here almost entirely consist of pyrewood trees, which are incredibly fast growing and mature quicker in the ashes of their predecessors. Entire groves of gigantic trees can spring up from what was cinders only weeks before.

Once the party knows they are in the Kindling Forest, any character with Training or Focus in the Survival Skill knows it would take weeks of travel on foot to reach Brightspear — assuming they could make it there at all.

The Kindling Forest is an incredibly dangerous place. The entire forest is a *Minor Hazard*, as the combination of heat, naked flames, and choking smoke all take their toll on the body. Spells, Miracles, and a sphere of Aqua Ghyranis can douse the flames in a Zone and remove the *Minor Hazard* Trait. This lasts for 1d6 hours before the Zone catches fire again. In addition, all above-ground Zones are *Lightly Obscured* due to smoke, ash, and cinders in the air. See pages 137–9 in **Soulbound** for more on Environmental Traits.

FACE DOWN

Grungni's Face has been broken in two, with the bow (front) and stern (back) lying in their own Zones and separated by a third Zone of flaming debris and fallen trees. Randomly determine which Zone each party member is in.

In this scene, there are a number of emergencies that the party are tasked with resolving. You can use the encounters below in any order you wish.

BURNING CARGO

The panicked sound of a woman's voice comes from the debris field. Her cries for help are punctuated by the sound of a smaller secondary explosion that shake the trees overhead.

The invaluable medical supplies that were stored in the ship's cargo hold have spilled out onto the forest floor and are exposed to the fire. There are 20 apothecary's satchels (see **Soulbound**, page 106) scattered around the central debris field Zone. Every minute that passes, 1d6 of these satchels catch fire and explode due to the potent rubbing alcohols within. A lone apothecary (a frail looking Human woman called Elma Fass) is desperately attempting to salvage as many as possible. She begs any passing party members for aid, insisting on the importance of salvaging the satchels not only for the good of the settlement, but for the survivors of the crash.

Alone, Elma can salvage two satchels every minute. When she approaches a satchel, roll 1d6. On the result of a 1, the pack explodes as she tries to salvage it from the flames, leaving her Mortally Wounded. She dies in 3 rounds if she is not helped.

Any party member may easily restrain and remove Elma from danger, despite her pleas, or aid her in retrieving satchels. If they aid her, a party member can make a **DN 4:1 Mind (Awareness)** Test for every minute of searching. On a success, they retrieve a number of additional satchels equal to their successes.

On a failure, they lose, break, or otherwise damage the contents and retrieve no apothecary satchels. Additionally, roll 1d6. On the result of a 1, the satchel explodes, causing 3 Damage to the party member.

TRAPPED PASSENGERS

Muffled screaming from the flame-wreathed wreckage of Grungni's Face alerts any passersby to a group of passengers trapped within.

There are five passengers of different Species and professions trapped in the wreckage. The interior of the wreckage is a *Deadly Hazard*, dealing 5 Damage per turn, so they will not survive long. To free the passengers, a party member can attempt to clear stacks of debris from a blocked cargo hatch. Doing so requires a **DN 3:12 Body (Might)** Extended Test. Each round after the first, roll 1d6. On a result of a 1 or 2, one of the passengers lets out a blood curdling scream as they are consumed by the flames.

Rather than spend time moving the debris, characters can try to find a way to breach the hull of the ship to create a hole for the passengers to escape. For the purposes of this, the hull of the ship has Armour 3 and Toughness 5. Once the hull's Toughness is reduced to 0, part of it shatters and breaks away, which allows the passengers to escape. Spells such as *Curse of Rust* and Miracles such as *Searing Heat* are particularly useful in this scenario.

CHOICES AND CONSEQUENCES

Due to the time sensitive nature of the crisis, the number of concurrent problems and the possibility of failure, it is likely that the party will not be able to save everyone and salvage all of the cargo. This is fine and to be expected. Remember that failure and its consequences are just as impactful on character development as success. This scene is a perfect opportunity to encourage players to make tough split-second choices on what and who to save, as well as letting them witness the consequences of their mistakes. As long as they are trying to help, do not punish them by increasing Doom.

However, if the party willingly lets others die or come to harm through inaction or malicious intent, Doom increases by 1.



ENDANGERED CREW

The sound of a shrieking Tzaangor battle cry cuts through the forest, coming from the bow of the ruined airship.

A group of grounded **Tzaangor Skyfires** (remove the *Disc of Tzeentch* Trait) are fighting six Duardin crewmembers atop the ruined deck of *Grungni's Face*. The Duardin are putting up a brave fight, but they are injured and mostly unarmed from the crash. If the party does not intervene, the crewmembers will certainly perish. There is one Tzaangor Skyfire per party member.

BREATH OF FRESH AIR

With a bellowing rallying cry, Captain Brokkisdotr emerges from the smoke with a hefty crate balanced on her shoulders.

The captain has survived the crash and uncovered a crate of emergency quadbreathers. She is searching the debris field and distributing them to all the survivors she can find. These devices are bulky contraptions that can be fitted over any character's face to remove the risk of smoke inhalation. This has the effect of removing the permanent *Minor Hazard* element of the Zones for any character wearing one, though they may still take damage from coming into direct contact with fire.

The quadbreathers require 1 minute to be fitted and equipped properly. This carries no inherent risk, but can result in other problems worsening during this time. The quadbreathers only have a limited duration, and only last for two scenes. They can be deactivated after this scene and kept for later in the adventure.

The quadbreathers are incredibly valuable pieces of technology to the Kharadron, and Captain Brokkisdotr is only distributing them out of absolute necessity. As such, neither the captain nor any of the Kharadron survivors allow the party to keep them after the adventure has concluded. If a non-Kharadron party member does manage to escape with one of the devices, any Kharadron they meet will have some stern questions.

THE DESCENT

Once the party has mustered the survivors and gathered what salvage they can, part of the forest floor collapses under the weight of the airship, exposing a wide tunnel running under the forest. With the flames closing around them and little other choice, the survivors gather up and make their way into the tunnels under the captain's orders.

PART 4: OUT OF THE FIRE AND INTO THE DEPTHS

Once the party and the survivors have made it out of immediate danger and found a spot to rest within the tunnels, Captain Brokkisdotr or one of the Kharadron survivors informs the party that they saw the lead airship, *The Grund*, make an emergency landing near the edge of the Kindling Forest, approximately three days hike from here.

While *Grungni's Face* is irreparably damaged, *The Grund* is an Arkanaut Ironclad — a much larger, much sturdier, and far deadlier ship. If it managed to land away from the fires on the outskirts, there is a chance they might be able to get it airborne again and continue on to Brightspear. Unfortunately, with so many vulnerable survivors and no way of protecting them all from the fires above, the party has no choice but to try and navigate the winding network of tunnels beneath the forest floor if they hope to reach *The Grund*.

Thus begins the bulk of the adventure, as the party must try to keep as many of the surviving crewmembers and supplies protected as they traverse the dangers beneath the Kindling Forest.

PROTECTING THE SURVIVORS

From this moment onwards, the party has a responsibility to protect and escort the survivors to *The Grund*. If they are part of a Binding, this is the divine task that they were sent to complete, so their success or failure is integral. As a result, tally up the survivors and salvaged medical supplies recovered from the previous scene. Whenever a survivor or satchel is lost as a result of inaction or failure by the party, increase the amount of Doom on the party sheet by 1. This represents the mounting dread and desperation of the tragic group as they trudge through the seemingly impossible task of reaching *The Grund*.

For non-Kharadron survivors, assume that they have 1 in two Attributes and 2 in one Attribute. They should also have Training (I) and Focus (I) in any Skills important to their trade. Survivors are treated as Minions in combat, but give the party 3 rounds to heal them if they are struck down.

LOST IN THE DARK

The tunnels beneath the forest are not a natural occurrence. A **DN 5:1 Mind (Awareness, Crafting, or Survival)** Test can reveal that they have been carved through the ash-thick earth with primitive tools over a long period of time. They are winding and varied in their size, with some expanding into wide channels which could allow two carts to pass through side-by-side, while other parts narrow to such a size that only a creature of small size or smaller could crawl through.

Thanks to the tunnels, it will take the party and the survivors two days to reach *The Grund*. There are four key scenes which take place during the trek through the tunnels: **Stampede!**, **Six Feet Under**, **The Cistern**, and **The Mighty Drizzleshroom**. These can occur in any order you wish, but there should be at least 6 to 12 hours of in-game travel time between each scene.

In addition to these scenes, you can include a number of minor additional encounters. You can introduce these when there is a lull in action, or as a consequence of a failed Test. The optional **Group Test** rules found on page 297 of the **Soulbound** rulebook can be a good way of having the group navigate the tunnels. Every 6 hours, have the party make a **DN 4:10 Group Test**. Characters can contribute to the success using Awareness, Intuition, Lore, Nature, Survival or any other Skills that may be relevant. Should the party fail the Group Test, roll 1d6 and consult the table below.

STAMPEDE!

You are making your way through a long, wide stretch of tunnel when you feel a vibrating rumble through the earth. Concerned murmurs strike up among the survivors as they huddle together and prepare for the worst. Loose soil and rocks begin to trickle from the walls as the noise increases, until you hear a roaring charge coming from behind you. You see a mass of hooves and twisted forms as a stampede of mutated wild animals thunder down the tunnel towards the group.

The stampede is a mass of wildlife that has been mutated and driven mad by the twisting magic of Tzeentch that has rained down from the Daemonic storm overhead. Seeking shelter, they too fled to the tunnels below.

Outrunning the stampede is an incredibly difficult task, especially with many of the survivors laden with goods and supplies. Bar Captain Brokkisdotr, most of the other survivors simply can not outrun the stampede. Have each party member make a **DN 4:3 Body (Athletics)** Test. A character can choose to help one of the survivors, dragging them along to safety. Doing so increases the Difficulty of the Test by 1, to **DN 5:3**. Alternatively, a character can urge survivors to drop their supplies. This destroys the apothecary satchels in the process, but allows the survivor to outrun the stampede. Be sure to describe the survivors as struggling with the bulky satchels to clue the players in that discarding them may save lives.

UNDERGROUND ENCOUNTERS

ID6	Encounter
1	Cave In: The party is lost and must circle back. This extends their journey by another 6 hours. Doom increases by 1 due to the mounting danger.
2	Gas! The party stumbles into a pocket of combustive gas. Should they be carrying any open flames, the cavern erupts, dealing 5 Damage to everyone in the group and likely killing some of the survivors.
3	Poisonous Spores: The party stumbles into a large patch of poisonous mushrooms, causing spores to fill the air. Characters must succeed a DN 5:2 Body (Fortitude) Test or be <i>Poisoned</i> until they finish a Rest.
4	Burning Cavern: Flaming pyrewood roots grow deeply into this cavern, filling it with smoke and heat. The group must use their quadbreathers to navigate through the cavern, consuming one of the uses of the precious devices.
5	Ambush: The party is ambushed by Grotz (Soulbound, page 340) mounted on Squigs Hoppers (see page 23). There are two Squig Hoppers per party member. The Squig Hoppers try to cause as much damage and destruction as they can before bouncing away.
6	It's a Trap! The party stumbles into a trap laid by Claggit's Smotherers, the Grotz that live down here. The trap erupts in a hail of sharp stone, corrosive fungus, and what look like Squig bones. Everyone must make a DN 6:2 Body (Reflexes) Test to avoid the trap or suffer 5 Damage. Within 1d6 rounds of the trap being triggered, three Swarms of ten Grotz (Soulbound, page 340) attack the party. They flee when half or more of their number have been slain. A party member at the front of the group with Natural Awareness of 3 or higher can notice the trap before it is triggered and direct the rest of the group to avoid it.

Attempting to intimidate or divert the stampede away from the group of survivors requires a **DN 6:3 Soul (Beast Handling)** Test. The Difficulty of this test is lowered by 1 to **DN 5:3** if the party uses something to scare the corrupted animals, or creates a solid barrier to break the tide of beasts.

Fighting the stampede is a brutal and savage affair. While the animals are barely a threat on their own, the sheer mass of them and the speed at which they move means that just as soon as one is cut down, another takes its place. Use the **Horse** stat-block (**Soulbound**, page 307) but add the **Swarm** Trait. To hold back the Stampede, each party member must defend themselves from a Swarm of six creatures. If these Swarms drop below two creatures, it is refreshed back to six at the beginning of the next round, as more beasts fill the gaps. The party must hold back the stampede for three rounds before it passes.

If the party fails to outrun, divert, or fend off the stampede, 1d6 + 1 survivors are trampled beneath the corrupted hooves of the stampede.

SIXTY FEET UNDER

The tunnel opens out before you to reveal a surprising sight. A vast underground cavern filled with the primitive, stone carved ruins of a large settlement. But this place is long abandoned. No lights warm the windows or communal hearths and a stale breeze that reeks of aged death stirs the eerie, damp silence that shrouds the cave.

The settlement was once home to a tribe of Chaos-worshipping Humans that lived beneath the Kindling Forest and raided the surrounding lands. They prospered for generations, expanding their network of tunnels and increasing in strength, until one day they made the mistake of attempting to face the Gloomspite Gitz that shared the subterranean world. After a brief and bloody war, the Gloomspite Gitz eradicated the Humans, feeding their bodies to their ravenous Squigs and allowing the settlement to fall into disrepair. This information can be gleaned by investigating the ruins and succeeding on a **DN 6:2 Mind (Awareness or Survival)** Test. The party member learns the tale of this settlement through Gitz defaced Chaos iconography, discarded tunnelling tools and weapons plus the long rotten bodies of Human, Grots and Squigs alike.

Bloody history aside, the survivors view the abandoned settlement as a perfect opportunity for them to rest and recover from the hardships of the crash and their journey so far. Captain Brokkisdotr is especially adamant that the survivors need time to patch up their wounds and take time to mourn their dead. The party can convince the captain to keep on moving with either a **DN 4:3 Soul (Determination)** or **DN 5:3 Body (Intimidation)** Test.

If the party fails to convince the survivors to press on, or agree that a rest is a good idea, the group can complete a Rest (**Soulbound**, page 154). There is a secure building near the centre of the settlement which was once used for food storage and provides adequate cover. The food has long rotten away to nothing, but the building has strong walls, is easily defensible, and lacks any of the overt Chaos iconography featured in many of the other buildings. The survivors spend the duration of the Rest sharing humorous and epic tales of *Grungni's Face* and her crew. Shortly after the Rest, or if the group decides to press on without it, read or paraphrase the following:

An unnatural chill wind brushes against the back of your neck, setting your senses alert as you suddenly feel like you are being watched. A low moan and an ethereal rattling of chains fills your mind and sparks a primal fear of death in your mind. You turn in time to see a ghostly visage phase through a nearby stone wall, its transparent haunted features affixed in a silent scream as it lunges towards you.

Chainrasps and **Glaivewraiths** (**Soulbound**, page 331) attack the group as they try to leave the settlement. These restless spectres are the cursed remnants of the Humans that once lived here, stirred from death by the realm altering effects of the Necroquake. There is one Chainrasp and Glaivewraith per party member. The spirits are savage ethereal creatures that use their ability to pass through solid objects to their advantage. They half-emerge from walls (increasing their Defence one step) and lash out at passing members of the group, or viciously assault isolated survivors.

Most of the survivors will have witnessed the undead horrors that arose following the Necroquake, and flee in panic towards the nearest exit tunnels or party members, making them easy pickings for the Chainrasps. The Chainrasps continue to attack the group until they are defeated or the group flees the settlement. The Glaivewraiths will not stop pursuing until they are defeated or their quarry is slain.

THE CISTERN

As you press on, a cloying stench of rot and decay builds in your nose. It eventually grows so strong that you can taste it. The twisting tunnel abruptly terminates, and you find yourself standing around mid-way up the wall of a great flooded cave. A twisted mess of staggeringly vast roots cut through the cavern. These roots act as natural walkways that lead to dozens of tunnels lining the walls, just like the one you emerged from. The roots are marked by clusters of fat bioluminescent fungi, the light of which reflects on the vast flooded basin of foul, stagnant water.

The cistern is a natural intersection that acts as a nexus point for the complex underground tunnel network. The only way to cross this area and continue towards *The Grund* is to navigate the slippery, twisting pathways.

With patience and time, crossing the roots is not a difficult enough task on its own, but things get complicated when the group are around half way across the cavern. At this point, read or paraphrase the following to the character that is at the rear of the group:

Something whizzes past your head and thunks into the thick root at your feet — a primitive arrow, complete with tarred fletchings and a crude stone head. An incomprehensible gabbering takes up life from the walls, as countless Grots emerge from tunnel entrances and begin to rain down spears and arrows.

The Gloomspite Gitz do not take kindly to unwanted guests using their tunnels. The group must traverse the roots while under heavy fire, cutting through Grots that try to block their path all while avoiding the plunge into the toxic sludge below.

SHOOTA!

When the attack begins, the group are six Zones away from the exit tunnel they need to reach. Rather than roll for the incalculable Grots in the walls, treat each Zone as a *Deadly Hazard*. Eliminating all of the Grots in the walls is an almost impossible task, but a member of the party with a ranged weapon or the ability to fly can use their turn to harass and attack the Grots, providing covering fire for the group. Doing so reduces the *Deadly Hazard* in a Zone to a *Major Hazard* until the start of the character's next turn. If

two party members do this, the Hazard is reduced to a *Minor Hazard*, but can't be reduced further. See page 138 of the **Soulbound** rulebook for more on Hazards.

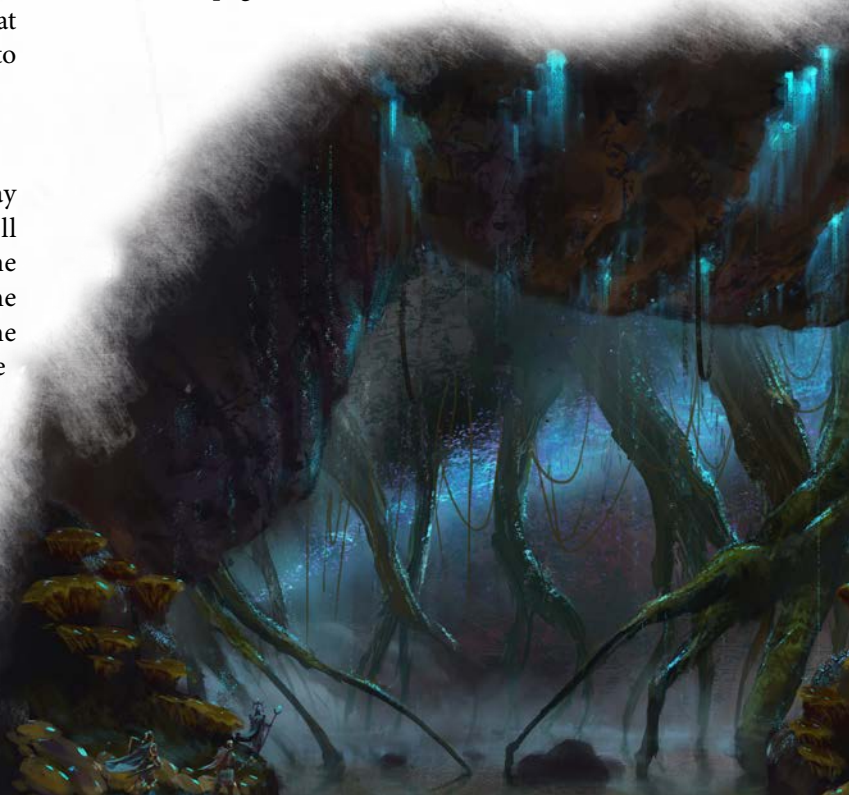
In addition to the Grots in the tunnels above, two Swarms of five **Grots** (**Soulbound**, page 340) leap down or clamber up from various holes in the wall and position themselves at the front and rear of the group. They attempt to harass, block, and restrain the group using their *Barbed Nets* and *Pokin' Spears*. Should either of the Swarms be defeated, a fresh one takes its place at the start of the next round.

OUT ON A LIMB

The tree roots are slippery and uneven at the best of times, making them treacherous underfoot. Any character that takes the Run Action or suffers a Wound while crossing the vines must make a **DN 4:1 Body (Athletics)** Test or fall into the toxic sludge below. If a character is knocked *Prone*, they automatically fall from the roots.

The toxic sludge is a *Minor Hazard* and *Difficult Terrain*. A character can pull themselves out of the sludge by reaching a low-hanging root and making a **DN 4:3 Body (Athletics)** Test to climb back up and rejoin the group.

Once the group reach the other side and make their way into the tunnels, four swarms of five Grots chase them down the tunnel. After three rounds or if half of their numbers are defeated, they give up the chase and retreat. Make sure to note the reduction in noise as the Grots fall behind or flee to let the players know that they are no longer being chased and can Take a Breather (**Soulbound**, page 154).



THE MIGHTY DRIZZLESHROOM!

The never-ending tunnels continue to twist and turn before you. The tired muffle of the surviving crew fills the close space. There is a crunch of earth and a sharp cry of shock as one of the heavily armoured Duardin vanishes through the floor before your eyes. You barely have time to call out a warning before the tunnel collapses beneath your feet, sending the group tumbling down into the darkness.

Unless one of the party has a **Natural Awareness** of 3 or higher, the tunnel collapsing is a shocking event that catches the weary group off-guard. Any party members caught out by the collapsing floor must take a **DN 5:2 Body (Reflexes)** Test or suffer 3 Damage from the fall and be knocked *Prone*.

As the group tries to recover from the fall, read or paraphrase the following:

The groaning of the survivors fills your ears as a mixed musty-damp smell calls your attention to your surroundings. All around you lies a vast field of bloated mushrooms of all shapes, colours and sizes. A number of these mushrooms have been reduced to broken piles

of pulp amid thick veils of spores. Your feet sink into the spongy carpet of moss and decay, kicking up small plumes of soggy spores with every step.

The party has a few minutes to collect themselves and investigate the mushrooms. A **DN 3:1 Mind (Nature)** Test reveals that there are hundreds of different species on display. The smallest make up the thick carpet in the area, while the largest are the size of tall trees, their fat caps squished against the ceiling overhead.

After a few minutes, read or paraphrase the following:

A shrill shriek echoes off the damp forest of mushrooms as a tall Grot appears not far from where the group unceremoniously landed. Bulbous mushrooms pierce his skin and his eyes are lit with wicked madness. His skin and clothing are soaked through, as if he has just emerged from a pool of slime. He points one gnarled finger at the crushed mushrooms, turns his mad gaze towards the group, then screams a string of incomprehensible curses in their direction, ending with 'You dare to harm the children of the MIGHTY DRIZZLESHROOM!' Sickly eldritch energy wreathes his form as his rantings reach a deafening crescendo that fills the mushroom garden.

The Mighty Drizzleshroom (see page 22) is a Fungoid Cave-Shaman serving under Grand Smoutherdouser Claggit, a Gloomspite Git of great renown. The Gitz lurk beneath the Kindling Forest and have sworn an insane oath to douse all the fires in Aqshy. The Mighty Drizzleshroom is a high-ranking member of Smoutherdouser's forces, and unfortunately for the survivors, they landed right in the middle of the demented cave-shaman's mushroom garden, crushing some of his prized 'children'.

At his command, attack **Squigs** (three per party member) tasked with guarding the garden burst forth from their concealed nests within the mushrooms and attack. They attempt to use their *Boing! Smash!* Trait by bouncing between the giant mushroom trunks, attacking ferociously and randomly with no semblance of organisation.

As the Squigs attack, Drizzleshroom hops atop his own riding Squig and proceeds to bounce between the tops of the tall mushrooms and attack the party with the ranged spells in his arsenal. He continues to hurl abuse with every spellcasting and chooses to focus his ire on anyone who crushes or otherwise damages any of the mushrooms in the garden.



THE GARDEN

Due to the thick carpet of clinging mushrooms underfoot, each Zone in Drizzleshroom's garden is *Difficult Terrain*. In addition, any attack that misses its intended target has a chance of destroying one of the garden's bloated mushrooms. Anytime a creature misses a melee or ranged attack, roll a 1d6. On a result of 1, one of the volatile mushrooms is hit and explodes into a thick cloud of spores. Any creatures in the same Zone as a mushroom must make a **DN 4:1 Body (Reflexes)** Test or be *Blinded* until the start of their next turn.

After the first round of combat, any Zone that a Squig used its *Boing! Smash!* Trait in becomes a *Minor Hazard* as clouds of toxic spores rise into the air. If a Squig uses *Boing! Smash!* in that Zone again, it increases to a *Major Hazard* and becomes *Partially Obscured* at the start of the next round. If it happens again, it increases to a *Deadly Hazard* and becomes *Heavily Obscured*. The Squigs and Drizzleshroom are immune to the effects of these Environmental Traits.

Spotting an exit to the garden requires a successful **DN 4:1 Mind (Awareness)** Test. This reveals two exits. The first is a rickety ladder built for Grots which leads up to a high balcony. The ladder will not support the weight of anything larger than a small creature. The only other exit is a wide irrigation channel that runs through the garden. This irrigation channel trickles down from a crack in the cave wall and flows across the garden, delivering a steady stream of ash-stained sludge to the mushrooms before vanishing through a large drain carved in the shape of Drizzleshroom's face.

If the party decides to stand and fight, the Squigs continue to attack until they are all slaughtered. Drizzleshroom on the other hand flees the scene if more than half of the Squigs are defeated, or he is reduced to half his Toughness. He exits the garden by jumping his Squig to the balcony overhead and escapes through the tunnel behind it. If anyone tries to follow him, he grabs one of the Spore Squigs that crawl all over his body and hurls it to the ground. This diminutive Squig squeaks and explodes on impact into a thick cloud of spores which *Heavily Obscures* the Zone and effectively covers his escape.

Should the party decide to flee the scene, they can do so through the irrigation channel by sliding down the gaping maw of Drizzleshroom's drain. The drain is three Zones away from where the party is first attacked. The maw leads to a steep slope of fast running slime which eventually terminates in a sharp fall into a rocky cavern deep below

the garden. Any characters who slide down the drain must make a **DN 5:1 Body (Reflexes)** Test or take 1 Damage from the tumbling slide and rough landing.

The Squigs are either not smart enough, or possibly too smart, to follow the party down the drain and stay in the mushroom garden if the group flee.

PART 5: FLIGHT OF THE GRUND

After days spent enduring the trials of the accursed tunnels beneath the Kindling Forest, you finally spot light up ahead. With groans of relief, the survivors break for the surface. You emerge on the outskirts of the forest. The ever-blazing trees are smaller and spaced further apart here. The fresh air brings relief to your singed throat as you hear those around you say a blessing to their various gods at finally escaping the nightmare.

It is early evening when the group emerges from the tunnels. The sun is beginning to droop to the horizon and the oppressive heat becomes slightly more bearable.

The remaining survivors take the opportunity to put some distance between themselves and the exit tunnel before collapsing into an exhausted heap. Here they demand a Rest unless the party can encourage them otherwise with either a **DN 4:3 Soul (Determination)** or **DN 5:3 Body (Intimidation)** Test.

THE END IN SIGHT

This is the final part of the adventure and as such this Rest is the last opportunity the group has to breath and recuperate before the climactic battle at The Grund. Now is the perfect time to do as the Duardin do and revel in the tales the group have forged together in the adventure so far. Have beloved or despised survivors say their piece, make jokes or pledge life debts. Either way, be sure to take a good break and allow both the players and GM a chance to rest and prepare for the final battle.

Oh, and make sure Captain Brokkisdotr gathers up those quadbreathers!

If the group decides to Rest, the survivors encourage conversation about the ordeals they have just undergone. They focus on highlighting moments where the party members did something heroic or foolish, refining and solidifying the ordeals with weary smiles and marked disbelief.

DOWN BUT NOT OUT

During the Rest, either one of the survivors or a party member are encouraged to scout the surrounding area to gauge their location and the potential landing sight of *The Grund*. Locating the crash site is not hard and requires a **DN 4:1 Mind (Survival)** Test to spot the thin plume of smoke and hear the clanging of hammers on metal.

The Grund has put down just a few hours hike from the tunnel exit in a wide plane of scorched, tufty grass away from the treeline leading to the Kindling Forest. The airship is mostly in one piece, but parts of the rigging are buckled and the large aether-endrins are dented and cracked. Only a small handful of crewmembers capable of enacting repairs seem to have survived, and the captain is nowhere to be found.

When the group emerge from the forest and approach *The Grund*, they are greeted with open arms and overt relief. The two crews merge together efficiently and begin to redouble their efforts to repair the damaged airship. If Captain Brokkisdotr is still alive, she takes command in the absence of any higher-ranking officer. If she is not alive when the group reaches *The Grund*, the first officer, Gifred Stouthelm, steps forward and fills the captain's role.

If asked, the crew say that the repairs to make the Ironclad sky-worthy will take three or four more hours. The biggest problem is that the aether-endrins that power the ship and its weapons systems have been severely damaged in the crash and require major repairs.

Approximately one hour after arriving at the ship, any party members with a **Natural Awareness** of 2 or higher spot a small Grot scout sitting atop a Squig. It watches the group from the treeline, before turning and vanishing back into the forest. This is a warning that they have been found and the Grots will be here soon. The crew of *The Grund* demands to know what happened with the Grots, how large their force is and how bad the attack might be. After an explanation, they redouble their efforts to get the airship ready, scrambling to cut corners and beat the ship back into shape.

BREAK OUT THE BIG GUNS

Any Kharadron characters with either the *Aether-Khemists Guild Member* or *Endrineers Guild Member* Talent can attempt to aid in the repairs. Doing so is **DN 4:10 Mind (Crafting) Extended Test**. The character can make three Tests over the course of an hour. On a success, they can

PACING THE FINALE

The final battle of **Crash and Burn** is a chance for the players to really let rip with their characters and enjoy one last blowout battle before the adventure concludes. We have included recommendations on which round you should trigger various developments in the battle to maximise the drama, but you should feel free to adjust these to suit your group. The initial waves of Squigs and Grots should let the party feel powerful and capable of standing against the tide. The arrival of the Troggoth and Drizzleshroom marks the moment when all seems lost. Firing up *The Grund's* engines and bringing the weapons online is the turning point in the battle. Finally, taking to the skies and toppling the Troggoth and Drizzleshroom is the moment of heroic triumph. A stronger group of fighters may enjoy an extra round of cutting through Squigs or manning the guns, while a party on the verge of collapse might be served best if the engines come online or *The Grund* takes to the skies a round early. We encourage you to use your best judgement to shape the best possible finale for your players.



get *The Grund*'s great sky cannon operational. It has the following stats.

✱ 4 + S Damage, Aetheric, Loud, Two-handed, Range (Long)

DRIZZLESHROOM'S REVENGE

The party have only an hour to make any preparations to defend *The Grund* from what will no doubt be a large-scale Grot attack. After this time has passed, read or paraphrase the following:

As the crew of The Grund continue their scrambled attempts to make the damaged airship operational, a hollow horn blast cuts out from the Kindling Forest and echoes across the scorched plane towards the ship. Dozens of Squigs, some with riders and some wild, burst from the treeline in an erratic bounding charge, followed shortly after by a mass of whooping Grots.

Thus begins the final battle of the adventure. It will take a total of eight rounds for *The Grund* to take off. Throughout this time, the party must hold off wave after wave of the Grot army as it crashes down upon them.

In the first round, the airship is assaulted by two **Squig Hoppers** per party member as well as a **Squig Herder** with one **Squig** per party member. They have no particular target and randomly attack anyone who falls into their line of sight. They do not stay atop the airship for long, bouncing across the deck and then sailing off the other side.

On round two, the Grot hoard reaches the airship. There is one Swarm of ten **Grots** per party member. They attempt to scale the side of the airship to attack the crew and disrupt repairs where they can.

On round three, read or paraphrase the following:

Something massive pushes its way through the army of Grots, toppling a smouldering tree and crushing the tiny Greenskins beneath its massive grey feet. Swarms of small Squigs bounce and snap around its feet. It towers above the Grots and Squigs, and bends under the weight of a bloated cluster of wide-capped mushrooms that protrude from its back in the shape of a twisted throne. Sitting atop these mushrooms, cackling with mad mirth and dripping with spore-thick slime, is The Mighty Drizzleshroom himself.



The **Dankhold Troggoth** (*Soulbound*, page 340) is a monstrous creature that Drizzleshroom has worked up into a rage by feeding it fury-inducing fungi. Drizzleshroom has since claimed the lumbering beast as his personal war-machine. The pair reach *The Grund* on round four, at which point the Troggoth aims for the biggest and meanest looking member of the party to crush, if necessary climbing onto the deck to do so. If *The Grund's* cannon is operational, it instead tries to destroy the gun and can do so in one round. Meanwhile, Drizzleshroom sits atop his throne of mushrooms hurling ranged spells until either the Troggoth or he is defeated.

If Drizzleshroom was defeated in an earlier encounter, alter the Troggoth's stat-block as follows:

- ✧ Change its Wounds to 12
- ✧ Grant it the *Spore Squig* Trait from Drizzleshroom's stat-block.

In addition, alter the description above to remove mention of Drizzleshroom and instead state:

Scuttling all over the empty throne, chirping and spewing out a heavy shroud of spores, is a furious looking Spore Squig. It appears that the forces of the Mighty Drizzleshroom are here to seek revenge for the death of their leader.

On round six, the aether-endrins powering *The Grund* flare to life under the demands of the Duardin in charge of the repairs. Energy surges through the ship as the weapons systems come online. Any party members capable of manning one of the airship's defensive turrets can do so. They have the following stats:

- ✧ 2 + S Damage, Aetheric, Loud, Two-handed, Range (Long), Spread

On round eight, *The Grund* lifts off from the ground and begins to take to the sky. At this point, the party need to clear any remaining Grots, the Troggoth, or Drizzleshroom from the deck as it ascends to the sky once more. An efficient way of doing this might be to show the clumsy Troggoth struggling to stand upright as the ship lurches into the sky, thus encouraging the party to try to trip, push, or otherwise lead the monster to its death.

Once the deck is clear of threats, the battle is over and the party has successfully escaped the Kindling Forest and its psychotic inhabitants for good.

EPILOGUE

The smoky blur that marks the Kindling Forest dwindles to an indistinguishable smear on the horizon as The Grund limps up into the sky. A few days into your journey, a half dozen other airships are spotted in the sky. They are all that is left of the once proud Kharadron fleet. Each ship and crew bears countless scars and haunted faces that tell of their own harrowing experiences. There is no sign of the Chaos Storm or Tzeentch's daemons which struck down so many good souls. With prayers to their gods, the survivors of the expedition form up once more and continue onward to Brightspear.

The adventure is now over, but the fun does not have to stop here. This adventure leaves a number of potential plot threads for you and your players to explore.

A PRELUDE TO SOMETHING GREATER

If you decide that you want to continue the story, you can easily weave the tail end of **Crash and Burn** into the beginning of the adventure *Faltering Light* contained within the *Soulbound Starter Set*. That adventure begins with the party arriving in Brightspear to investigate the mysterious and vastly unexplored ruins beneath the city and combat the source of the Tzeentch threat that has plagued the city. This is a task perfectly suited for the party, especially considering that they have witnessed the forces of Tzeentch first hand. This may even be the primary reason they were attached to the Kharadron fleet in the first place.

All it takes is a day or two of rest for the party to patch up their wounds and they're ready to dive into the depths and uncover fresh excitement and adventure along the way.

DIRE CONSEQUENCES

Over half of the Kharadron fleet was lost in the attack. These supplies were vital to the people of Brightspear. With the supplies lost, the city will no doubt be stressed to breaking point. If a way to alleviate the supply problems is not found, the whole of Brightspear may descend into rioting and chaos before the party's very eyes.

Depending on the number of healing supplies the party saved, they may end up with a choice as to which faction in Brightspear gets to claim them. This could result in the party being drawn into political machinations as the

important people of the new settlement all vie to grab what power they can from the situation.

There will most likely be other survivors from the fleet too, damaged ships listing overhead as ash or blood-stained mechanics try desperately to keep them afloat. These will trickle into the city or crash and need saving outside of the city walls. Wounded crewmembers might require vital medical attention from overstrained healers as uptight bureaucrats frantically try to tally and call upon the amount of goods lost as a result of the failed expedition.

This instability within the new bastion of Sigmar was no doubt part of Tzeentch's plans when they attacked the fleet. As such, it may fall on the party to find a solution, or protect the innocent if and when the fighting breaks out.

ALLIES AND ALLIANCES

If Captain Brokkisdotr survives the adventure and makes it to Brightspear in one piece, she will no doubt take the remnants of her crew and seek out purchase a new ship of her own — or perhaps claim *The Grund*. If at some point in the future the players need a sky-ship, the grateful captain may provide the party with free travel or support. You can find out more of Captain Brokkisdotr's story in the *Cities of Flame* supplement that is included with the *Soulbound Gamemaster's Screen*, and in the *Soulbound Starter Set*.

Various members of the crew who were sufficiently traumatised by their experiences may decide that they never want to set foot on an airship ever again. This could be an opportunity to sprinkle the player's favourite survivors around the city as they take up various jobs such as dockworkers, labourers, barhands and other professions. These people will remember the deeds and bravery of the party, sharing the stories to spread influence or infamy and even offering assistance, discounts or information in the future when needed.

AND SO MUCH MORE

But that is just one city, in one realm within the ever-expanding horizons of the Mortal Realms. Now that your heroes have survived their first adventure, the sky is the limit for where they can go next. A Soulbound's work is never done. The party may be called away to another realm entirely at a moment's notice. A dire threat may emerge without warning and endanger an entire city. Armies rise and fall as heroes and villains clash against the fires of countless battlefields, both big and small. Right in the centre of it are the Soulbound, ready to take up arms and fight for what is right.

For more adventures in the Mortal Realms, check out www.cubicle7games.com.



APPENDIX A:

ALLIES AND ENEMIES

CAPTAIN BROKKA BROKKISDOTR

Long time Captain of the *Grungni's Face*, Captain Brokka has won the respect and loyalty of her Kharadron crew by dragging them through countless fierce battles with the judicious use of her bellowing commands and prized Volley Gun. The rumours say that beneath her sealed armour, her body is covered in a patchwork of tattoos to mark all manner of achievements.

BROKKA BROKKISDOTR			
<i>Medium Mortal (Duardin), Warrior</i>			
⚔ Average	⊕ Good	⚔ Average	
Armour	Toughness	Wounds	Mettle
2	6	—	—
Speed: Normal Initiative: 6 Natural Awareness: 3 Skills: Awareness (+2d6), Ballistic Skill (+2d6, +1), Crafting (+1d6, +1), Reflexes (+1d6), Survival (+2d6), Weapon Skill (+1d6, +1)			
TRAITS			
Get Off My Ship! Captain Brokkisdotr's Melee, Accuracy, and Defence increase one step when she is aboard her ship, <i>Grungni's Face</i> .			
ATTACK			
Aethermatic Volley Gun: Ranged Attack (Average), 4d6, 2 + S Damage, Long Range. <i>Aetheric, Loud, Piercing, Spread, Two-handed.</i>			
Sword: Melee Attack (Average), 3d6, 1 + S Damage. <i>Slashing.</i>			
BODY	MIND	SOUL	
2	3	1	

KHARADRON CREW

The Kharadron Crew of the *Grungni's Face* are a rowdy but efficient group of Duardin, well hardened by countless battles in the sky. While not the greatest warriors individually, under the firm orders of Captain Brokka, they can accomplish great feats.

KHARADRON CREWMEMBER			
<i>Medium Mortal (Duardin), Warrior</i>			
⚔ Average	⊕ Average	⚔ Average	
Armour	Toughness	Wounds	Mettle
1	5	—	—
Speed: Normal Initiative: 4 Natural Awareness: 2 Skills: Awareness (+1d6), Ballistic Skill (+1d6), Crafting (+1d6), Reflexes (+1d6), Weapon Skill (+1d6)			
TRAITS			
Captain's Orders: While in the same Zone as Captain Brokka Brokkisdotr, the Crewmember's Melee and Accuracy increase one step.			
ATTACK			
Sword: Melee Attack (Average), 3d6, 1 + S Damage. <i>Slashing.</i>			
Pistol: Ranged Attack (Average), 3d6, 1 + S Damage, Medium Range. <i>Close, Loud, Piercing.</i>			
BODY	MIND	SOUL	
2	2	1	



TZAANGOR SKYFIRE

Towering avian-humanoid hybrids standing atop the living-metal Discs of Tzeentch, Tzaangor Skyfires are the soaring keen-eyed hunters of the Changer of Ways. The piercing eyes sunk deep into their multi-coloured skulls can catch glimpses of future outcomes. They use this knowledge to fire arrows in improbable trajectories, which somehow find their mark in their enemies' weak spots. Even when disarmed and separated from their Discs, the Tzaangors are dangerous foes, capable of using their iron-strong beaks and horns to inflict mortal wounds to the unprepared hero.

TZAANGOR SKYFIRE			
<i>Medium Mortal (Corrupted by Chaos), Warrior</i>			
⚔ Average	⚙ Good	🛡 Average	
Armour	Toughness	Wounds	Mettle
1	8	–	–
Speed: Normal. Can fly at Normal Speed when mounted on its <i>Disc of Tzeentch</i> . Initiative: 6 Natural Awareness: 3 Skills: Awareness (+1d6), Ballistic (+2d6, +1), Guile (+1d6), Reflexes (+1d6), Weapon Skill (+1d6)			
TRAITS			
Arrow of Fate: The Tzaangor Skyfire is armed with Arrows of Fate. When attacking with its Bow, any result of 6 counts as two successes.			
Disc of Tzeentch: The Tzaangor Skyfire flies atop a Disc of Tzeentch, which functions as a mount. On its turn, the Tzaangor Skyfire can forego an Action to direct the Disc of Tzeentch to Attack with its Teeth and Horns.			
Guided by the Future: The Tzaangor Skyfire's attacks are guided by glimpses of the future. If the Tzaangor acts first in a round, its Accuracy increases one step.			
ATTACK			
Bow: Ranged Attack (Good), 5d6, 1 + S Damage, Long Range. <i>Piercing, Two-handed.</i>			
Bow Stave: Melee Attack (Average), 4d6, 1 + S Damage. <i>Crushing, Two-handed.</i>			
Vicious Beak: Melee Attack (Average), 4d6, + S Damage. <i>Piercing.</i>			
Teeth and Horns (Disc of Tzeentch): Melee Attack (Average), 4d6, 2 + S Damage. <i>Piercing.</i>			
BODY	MIND	SOUL	
3	4	1	

SCREAMER OF TZEENTCH

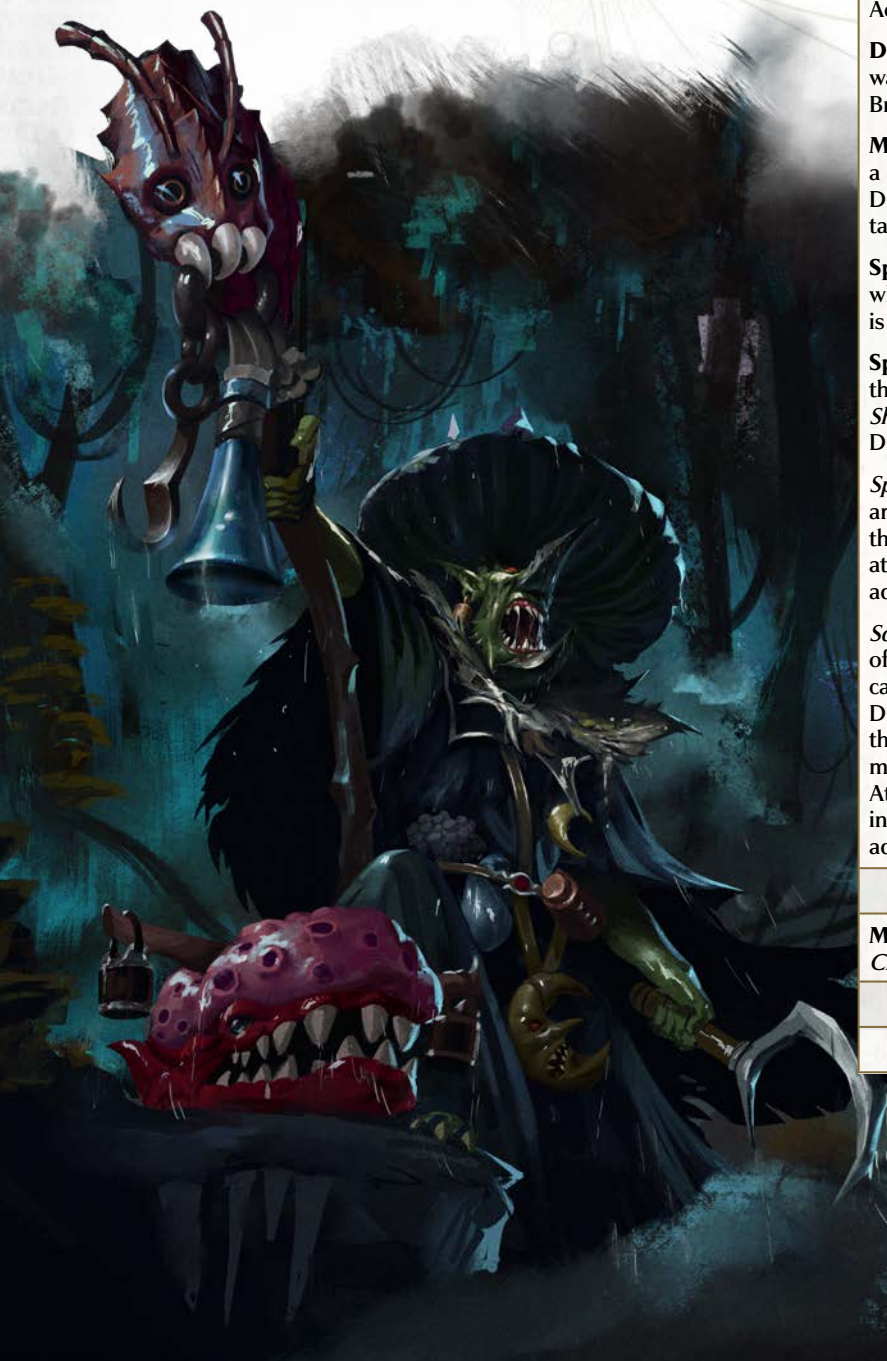
Demonic entities that swim through the sky in multicoloured packs and emit a psychologically reverberating shriek as they approach, the Screamers of Tzeentch are horrifying creatures driven by an insatiable instinct to hunt mortal souls. They leave shimmering wakes of iridescent magic in their wake and dive at their targets with scything claws and gnashing teeth.

SCREAMER OF TZEENTCH			
<i>Medium Daemon (Disciples of Tzeentch), Warrior</i>			
⚔ Average	⚙ Poor	🛡 Average	
Armour	Toughness	Wounds	Mettle
0	5	–	–
Speed: Fly (Fast) Initiative: 6 Natural Awareness: 2 Skills: Awareness (+2d6), Reflexes (+2d6), Weapon Skill (+1d6)			
TRAITS			
Sky-shark: The Screamer tears off chunks of bloody flesh. If the Screamer's Bite inflicts a Wound, the severity of the Wound increases one step.			
Slashing Fins: The pack mentality of Screamers makes them exceptionally dangerous. The Screamer's Melee increases one step if another Screamer is in the same Zone.			
ATTACK			
Bite: Melee Attack (Average), 3d6, 1 + S Damage. <i>Penetrating, Piercing.</i>			
BODY	MIND	SOUL	
2	2	1	



THE MIGHTY DRIZZLESHROOM

Loyal servant of Grand Smoutherdouser Claggit, Drizzleshroom is an outstandingly mad Fungoid Cave Shaman. He makes his home beneath the Kindling Forest, where he uses the rapidly regenerating roots of the Pyrewood trees to cultivate vast gardens of powerful fungi. He is so terrified of naked flames, that he employs several Grots that are dedicated to carrying buckets of slimy water to pour over his head whenever he dries out. This not only helps to protect him from his most feared enemy, but also serves to encourage the growth of the countless fungi and Spore Squigs that live on his body.



DRIZZLESHROOM			
Small Mortal (Grot), Champion			
☠ Poor	☯ Good	☯ Good	
Armour	Toughness	Wounds	Mettle
2	10	–	2
Speed: Normal Initiative: 10 Natural Awareness: 4 Skills: Awareness (+2d6), Beast Handling (+1d6), Channelling (+3d6, +2), Fortitude (+2d6), Reflexes (+3d6), Survival (+2d6)			
TRAITS			
Deffcap Mushroom: Drizzleshroom carries one Deffcap Mushroom, which increases the eater's magical capabilities. As a Free Action on his turn, Drizzleshroom eats the mushroom and immediately casts a spell without taking an Action.			
Dripping Wet: Drizzleshroom is soaked in thick, stagnant water. He takes half Damage from fire effects, such as Bright spells and Hazards.			
Mouthpiece of Mork: The visionary Drizzleshroom has a knack for cunnin' plans. As a Free Action on his turn, Drizzleshroom chooses any ally in his Zone. The target can take one extra action this round.			
Spore Squigs: Drizzleshroom is covered in Spore Squigs, which exude thick green spores. Drizzleshroom's Defence is one step higher when he is targeted by a ranged attack.			
Spellcasting: Drizzleshroom is a spellcaster. He knows the <i>Aetheric Armour</i> , <i>Arcane Blast</i> , <i>Arcane Bolt</i> , <i>Mystic Shield</i> , <i>Spore Maws</i> and <i>Squig Lure</i> spells. Additionally, Drizzleshroom can unbind spells per the <i>Unbind</i> Talent.			
Spore Maws: DN 5:1. Drizzleshroom causes thick spores around him to coalesce into gnashing green mouths. Until the start of his next turn, any creature that makes a melee attack against Drizzleshroom suffers 3 Damage. Each additional success extends the duration by 1 round.			
Squig Lure: DN 5:3. Drizzleshroom conjures a glowing ball of magical energy resembling the Bad Moon, which Squigs can't help but chase. Choose an enemy within Long Range. Drizzleshroom conjures a likeness of the Bad Moon above their head. All Squigs in the target's Zone immediately move within Close Range of the target and make an Attack. Until the start of Drizzleshroom's next turn, Squig's in the target's Zone will only attack the target. Each additional success extends the duration by 1 round.			
ATTACK			
Moon-sickle: Melee Attack (Poor), 2d6, 1 + S Damage. <i>Crushing, Two-handed.</i>			
BODY	MIND	SOUL	
2	5	3	

SQUIG HERDER

It takes a particularly brave or foolish Grot to take on the life of a Squig Herder. Squigs are erratic, savage, and borderline uncontrollable beasts, larger than most Grots and capable of swallowing one whole if they take the notion. As a result, those Grots that manage to survive long enough to raise or dominate a pack of Squigs are invariably tough, having survived countless near-death experiences at the hands of their gibbering pack.

SQUIG HOPPER

On rare occasions, a Squig will sit still long enough for an aspiring Grot to climb atop them. When the Squig resumes its bounding, erratic movement, they do so with a mad Grot clinging to their back, but calling the Squig a mount does a disservice to loyal beasts of burden across the Mortal Realms. The Grot rider has zero control over where the Squig chooses to bounce or what they try to gobble up, all they can do is swing their stabbas at anything that comes near and hope that their newfound companion does not decide to eat them instead.

SQUIG HERDER			
Small Mortal (Grot), Warrior			
⚔ Average	⚔ Poor	⚔ Average	
Armour	Toughness	Wounds	Mettle
2	9	—	—
Speed: Normal Initiative: 5 Natural Awareness: 2 Skills: Awareness (+1d6), Beast Handling (+2d6), Determination (+1d6), Fortitude (+3d6), Reflexes (+2d6), Stealth (+1d6), Weapon Skill (+2d6, +1)			
TRAITS			
Go Dat Way! After many a lost appendage, the Squig Herder has gained some control over Squigs. The Melee of Squigs in the Squig Herder's Zone increases one step.			
Squigs Go Wild: Without the Squig Herder, the Squigs go wild and snap at anything nearby. When the Squig Herder flees or is killed, each Squig in the combat immediately makes an attack against the nearest non-Squig.			
Tough as Old Boots: Squig Herders are notoriously difficult to kill. The Squig Herder adds its Training in Fortitude to its Toughness (already included).			
ATTACK			
Squig Prodder: Melee Attack (Average), 4d6, 2 + S Damage. <i>Piercing, Two-handed.</i>			
BODY	MIND	SOUL	
2	2	2	

SQUIG HOPPER			
Small Beast, Warrior			
⚔ Average	⚔ Poor	⚔ Average	
Armour	Toughness	Wounds	Mettle
0	4	—	—
Speed: Fast Initiative: 3 Natural Awareness: 1 Skills: Athletics (+1d6), Might (+1d6), Reflexes (+2d6), Weapon Skill (+2d6)			
TRAITS			
Boing! Boing! Boing! Squig Hoppers cause mayhem simply by bouncing atop their foes heads as they hurtle across the battlefield. When a Squig Hopper enters a Zone, each creature in the Zone must make a DN 4:1 Body (Might) Test or be knocked <i>Prone</i> .			
Grot Rider: A cackling Grot clings desperately to the Squig Hopper's back, flailing wildly whenever it gets close to an enemy. When a Squig Hopper attacks with its Fang-filled Gob, the Grot on its back attacks with its Stabba.			
ATTACK			
Fang-filled Gob: Melee Attack (Good), 4d6, 2 + S Damage. <i>Piercing, Slashing.</i>			
BODY	MIND	SOUL	
2	1	1	





SOULBOUND

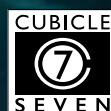


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