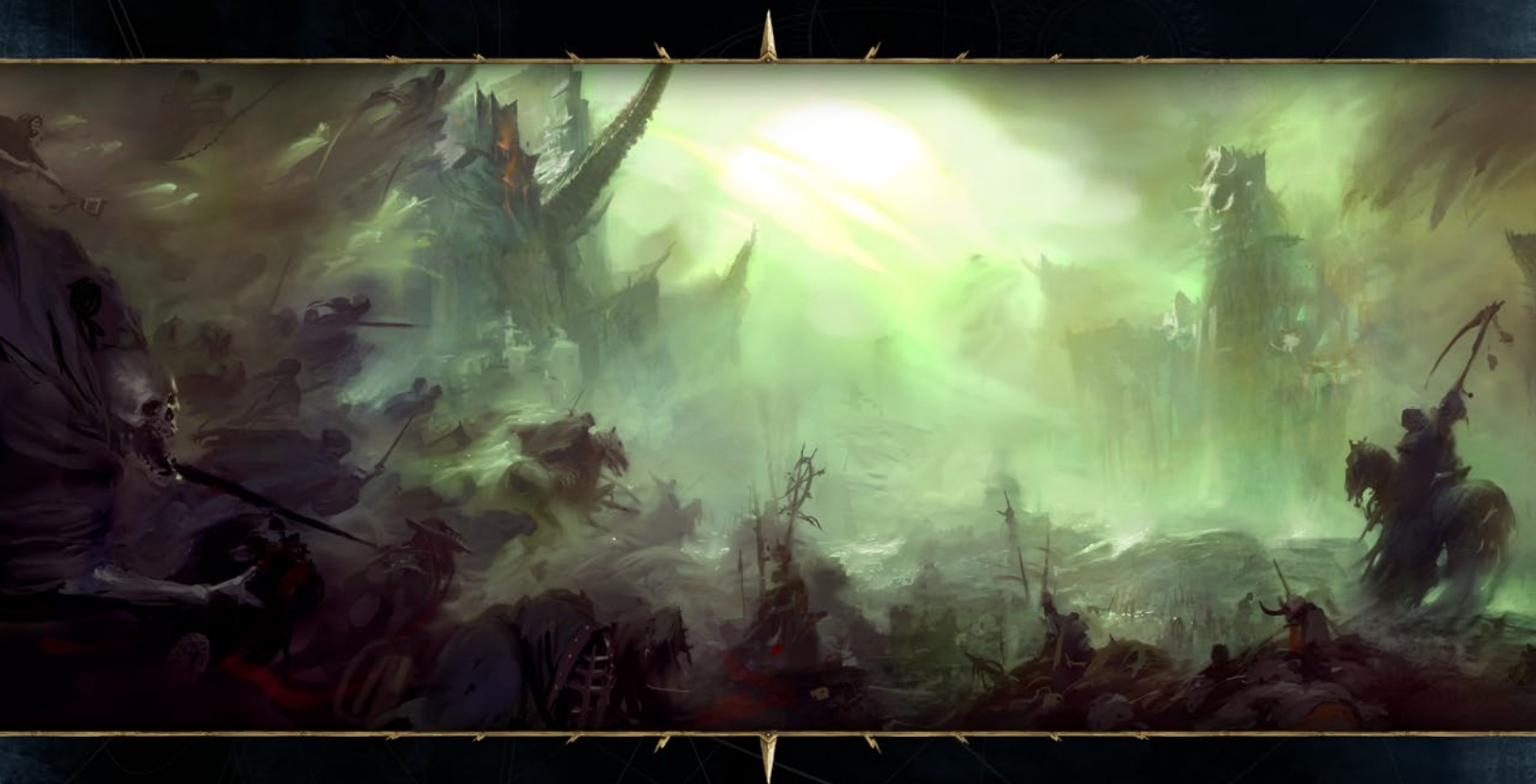


WARHAMMER
AGE OF SIGMAR
ROLEPLAY

SOULBOUND™

DOOMED LANDS



ADD DOOMED LANDS TO YOUR CAMPAIGN WITH THIS SUPPLEMENT
FEATURING CURSED LOCATIONS FROM ACROSS THE MORTAL REALMS

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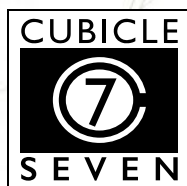
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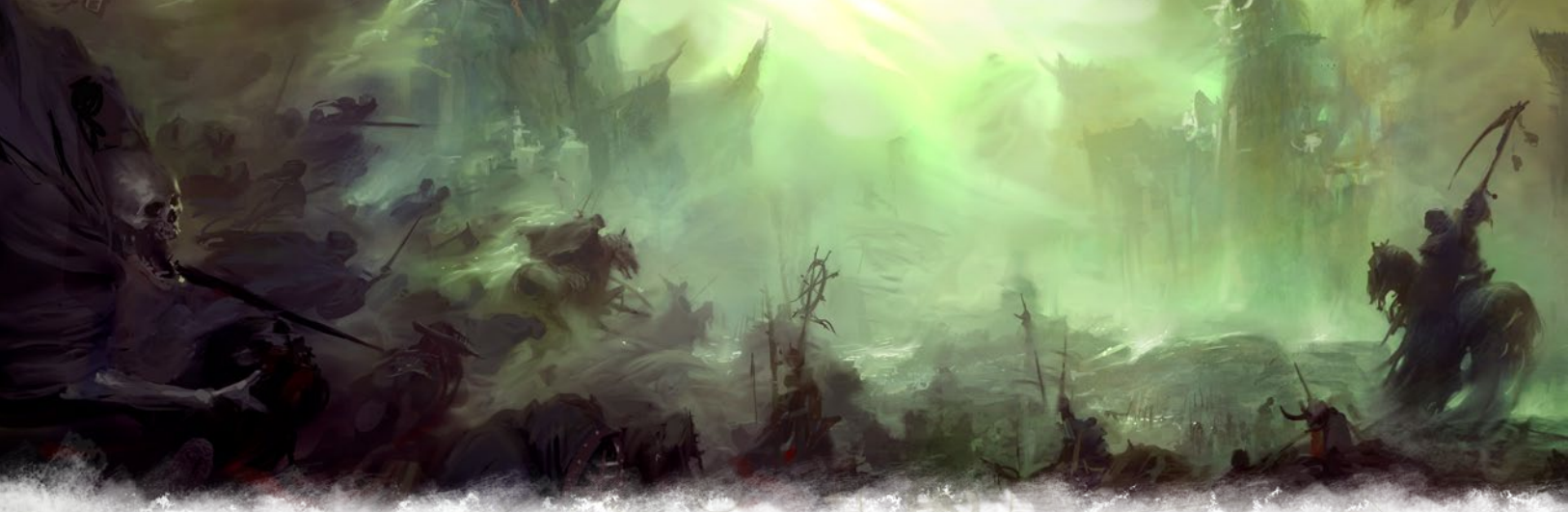
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Welcome to **Doomed Lands** for **Warhammer Age of Sigmar: Soulbound**! This supplement includes 21 challenging and exciting Doomed Locations for your players to explore and overcome as they guide their characters through the Mortal Realms.

DOOM

By any measure, most locations in the Mortal Realms present some degree of risk to those who live there or even simply visit. They are lands inextricably tied to magic and belief, ruled over by fallible gods, and subjected to the consequences of mortal and immortal ambition. Throughout the ages, the realms have played host to a litany of tribulations: world-shaking disasters (both natural and otherwise), brutal warfare, and cataclysmic upheavals in the very fabric of reality.

Taught by thousands of years of sordid history, the realms inevitably fill with doubt and panic: a pervasive, underlying, deep-seated fear that the next ruinous calamity is just around the corner, and even worse, that there is nothing anyone can do to prevent it. This collective dread is represented by Doom (*Soulbound*, page 133). As Doom rises, the realms and their denizens are shaped by it, behaviours and physical locations reacting to the slow death of hope.

DOOMED LOCATIONS

Doomed Locations are places throughout the Mortal Realms that respond to the amount of accumulated Doom. As Doom increases, its influence shapes the location, altering its characteristics to reflect diminishing hope and rising dread. While neither Doom nor the realms are sentient entities, emotions and belief do shape the realms, and Doom is a powerful psychic, spiritual force.

Doom typically manifests in destructive and dangerous ways, though the effects are not always directly harmful. More accurately, Doom tends to drive the realms to extreme manifestations of the ideas they embody, just as panic and crisis drive mortals to extreme behaviours. The realms are inseparable from their corresponding Lores of Magic, so Doom often influences how the realm's magic affects an area, but it can also physically alter the land and weigh upon the thoughts and feelings of nearby creatures.

HOW TO USE DOOMED LOCATIONS

To use a Doomed Location, simply select one of the entries from the following pages and use the provided information to insert it as a setting for one or more encounters in your game. You are welcomed and encouraged to flesh out the location with scenery, characters, and any other details that suit the story you wish to tell. These Doomed Locations do not directly include monsters or other adversaries to fight, though you are encouraged to include them at your discretion to whatever degree makes sense for your game. In this way, you can customise the difficulty of any combat to your game's needs and balance it to your party's power level.

The Doomed Locations presented here are organised by realm. Each section begins with a brief overview of the realm and how Doom's influence commonly manifests therein. Subsequently, each of the three locations offered per realm leads off with a short name to identify it, then suggests a brief description, where it would likely be found within the realm, and generally how Doom influences the location.

Following that, each entry features a list of effects that manifest at that location depending on the game's current Doom. To use this list, simply find the relevant range

representing the current Doom and apply that effect to the location in your game. It is important to note that the listed effects are cumulative: when referring to the list to determine the effect, be sure to also include the effects for lower Doom levels unless otherwise noted.

For example, if Doom is 7 and you include the **Parched Farm** Doomed Location, the farm would feature sulphurous rain (Doom 6–8), oppressive heat and irritability (Doom 3–5), and the default state of the farm (Doom 1–2).

In situations where a higher Doom effect would counter or replace a lower Doom effect (such as rising anger replacing indifferent attitudes), only the higher Doom effect applies.

Doomed Locations are intended to provide Gamemasters with interesting landmarks for their players to explore. Because they are tied to Doom, though, they are also intended to help GMs showcase the global effects of Doom. It is one thing to tell characters that people are losing hope, but it is quite another to show them that the realms themselves are writhing in anguish under the weight of despair. Actions have consequences, and Doomed Locations are an excellent way to demonstrate that. It is important to note that this is not intended as a punishment for the characters making choices, but it should help add gravity and tension to their decisions. Bear in mind, it is also entirely possible for the characters to reduce Doom through their actions, and seeing the effects of that on the realm can be a powerful motivator as well.

Doomed Locations should also present characters with challenges to overcome, especially when used as a setting or backdrop to enrich the GM's existing encounters. Such set-pieces should add dynamic aspects, conflict, and tension to encounters, and GMs are encouraged to lean into these facets when designing both combat and non-combat encounters featuring Doomed Locations.

Doomed Locations should feel unique and important in the game world, so it is important not to overuse them. As general guidance, encounters with Doomed Locations should probably not feature more than once per game session at most. GMs are welcome to tailor this guidance to their specific games, but using Doomed Locations sparingly ensures they always resonate with players to make memorable encounters. This is especially true as Doom increases, as many of the higher-level effects are quite punishing.

OPTIONAL RULE: REALM-SPECIFIC DOOM

Doom is typically measured as a single total, representing the prevailing state of all the Mortal Realms as a whole. This is the simplest and easiest way to account for Doom, but if you prefer to track each realm's Doom separately, that is also a valid approach. Tracking realm-specific (or even location- or city-specific) Doom requires more record-keeping but allows the option to represent some realms further along the descent into hopeless ruin and others relatively spared from that sick dread, at least for the time being. If choosing this method, be sure to reference the correct Doom score for any effects determined by it, such as certain monster statistics and the Doomed Locations featured here.

Under this optional rule, any Endeavour or other effect that reduces Doom only reduces Doom for the realm or location (depending on how specifically you are tracking Doom) in which the effect occurs.

A REALM BEYOND DOOM

Where mortal hearts reside, Doom eventually finds purchase. There is one exception to this in the Mortal Realms, however. Azyr, the Celestial Realm, serves as the Sigmar's seat of power, and it is there alone that mortal life can exist free from Doom's pervasive influence. Positioned as the pinnacle of the realms, one might surmise that Doom simply cannot climb Azyr's towering peaks to infect its denizens, and while there may be metaphysical truth in that, Azyr's freedom from corruption was also a hard-won prize that came at substantial cost. When Chaos ascended throughout the Mortal Realms, Sigmar saw no choice but to retreat into Azyr, sealing it in isolation. During this Long Wait, the God-King and his faithful scoured Azyr for corrupting influences and ruthlessly purged them, and they remain ever-vigilant against such subversion. Doom is never given a chance to take root in Azyr, resulting in an absence of Doomed Locations in the Realm of Heavens.

AQSHY

Aqshy, the Bright Realm, embodies the metaphysical essence of flame. Much of its land is hot and dry, often to the point of volcanic activity, and even the realm's bodies of water swirl and roil with thermally active currents. It is also a realm that inspires fiery passions and heated conflicts, fostering long-simmering Duardin grudges, igniting enthusiastic Aelven wanderlust, and setting Humans alight with hot-blooded ambition. It is a place where decisive action and direct results come more naturally than subtlety and patience, and as such, many of the realms' overt conflicts occur there on the fiery firmament.

Under normal circumstances, the Realm of Fire is a dangerous place fraught with natural hazards, bellicose personalities, and outright warfare. With the introduction of Doom, it becomes exponentially more perilous. Underground fires burn hotter and scorch the land, ocean water boils and steams, and mortal tempers flare toward violence and rash action. Doom stokes the realm's fiery nature and goads the landscape and its inhabitants deeper into the throes of burning passion.

MOLTEN TAR PIT

Volcanic activity is inherent to the Bright Realm, its landscape dotted by geothermal features. Though lava flows and steam vents are spectacular sights, subtle pits of molten tar also form in similar areas. Heated from deep below, viscous black fluid bubbles quietly to the surface, forming steaming pools of tenacious adhesive. Under normal circumstances, tar pits are only dangerous to creatures too clumsy, foolish, or unfortunate to avoid touching them, but as Doom shapes the land, the pits become more hazardous.

Doom 1–3: The overpowering odour of tar fills the air, and while unpleasant, it isn't overtly harmful. Most creatures give the pool a wide berth, but the bones of past unfortunates are visible across the bubbling black surface. Creatures that touch the tar are *Restrained* and cannot free themselves by nonmagical means unless they can reach solid ground or a firmly anchored object such as a log, rope, or a companion's outstretched hand. The *Restrained* creature or an ally attempting to rescue it must use its action to make a **DN 6:1 Body (Might)** Test. On a success, the creature is no longer *Restrained* and is left on solid ground next to the tar pit.

Doom 4–6: The noxious fumes from the tar become more potent, sickening those who breathe the harsh air. Air-breathing creatures within Medium Range of a tar pit must make a **DN 5:1 Body (Fortitude)** Test or become *Poisoned* for 1 hour. Success or failure, a creature makes this Test no more than once every hour.

Doom 7–9: Aqshy's furious energy flares in response to increasing Doom, setting the tar to boil menacingly, though it thins slightly. The added heat reduces the Difficulty to escape the tar by 1, but the tar inflicts 4 Damage to creatures who end their turn while *Restrained* by it.

Doom 10+: The accumulating vapours and extreme heat commingle violently, combusting the polluted air in fiery flashes. Roll 1d6 at the beginning of each round. On a 1–2, Zones containing a tar pit explode incandescently. Creatures within an affected Zone must succeed on a **DN 6:1 Body (Reflexes)** Test or suffer 5 Damage and become *Blinded* until the end of their turn. On a success, a creature only suffers 3 Damage and is not *Blinded*.



PARCHED FARM

Survival in Aqshy is impossible without ready access to clean water. Keeping both thirst and hunger at bay is a constant struggle in the Bright Realm, as potable water supplies large enough to sustain both people and agriculture are difficult to maintain, but necessity breeds ingenuity.

Those who would coax food and water from the scorched land utilise a variety of cunning strategies on their farms to gather, harness, and store water. These important, often heavily-guarded farmsteads employ vast networks of channels and cisterns to route water gathered from deep wells, wind-stills, and occasional rainfall. An oasis amid the wastes, people flock to these farms, giving rise to settlements and civilisation. Farms of this type face constant adversity, but additional hardships are seldom in short supply. Sulphurous rains carried on scorching winds grow increasingly common in Aqshy as Doom creeps across the land, and the heat can always worsen. Such forces, and their effect on people, quickly turn clean water, arable land, and productive farms into wastelands incapable of supporting agriculture or life at all.

Doom 1–2: The air is hot and dry, but such is Aqshy. The farm operates normally. The guards and settlers behave normally for the circumstances.

Doom 3–5: The oppressive heat worsens. Even those acclimated to the climate find it unbearably hot. Sweat pours and water reserves evaporate at an alarming rate. Discomfort and worry combine to put the settlers on edge. Farmers and guards argue in the fields and blame each other for their woes while shouting becomes prevalent wherever people cross paths. The dice pools for all Body and Mind Tests are reduced by 1 due to the constant distraction of palpable tension and physical irritation.

Doom 6–8: Sulphur-laced rain falls in hissing showers at least once a day. It does nothing to cool things off, and the stinking liquid poisons crops and fresh water. If it continues, the farm will collapse in just a few weeks. Each time a creature consumes food or water originating from the settlement, it must make a **DN 5:1 Body (Fortitude)** Test or suffer a Minor Wound (or 3 Damage, ignoring Armour, if the creature does not have Wounds) and become *Poisoned* until it completes a Rest.

Doom 9+: Simple feuds become fist fights, and the finger-pointing between the guards and settlers escalates into full-blown bloodshed. Violence becomes the default interaction as blood waters the crops. Farmland is churned by stomping boots rather than plows, and the dirt turns

to blood-soaked mud. Zones within the farm become *Difficult Terrain*, and melee attacks deal +1 Damage as they are fueled by fiery bloodlust.

POLYCHROMATIC SHORE

The Great Parch's Polychromatic Sea eternally bears the hallmarks of Aspiria's rampant alchemical experimentation during the Age of Myth. Its waters lap against the surrounding shores, inevitably transforming the grains into heaps of iridescent, kaleidoscopic sand. Though oddly beautiful, as tensions rise across Aqshy, the water heats dangerously, and the brine's alchemical contamination becomes increasingly perilous.

Doom 1–2: The beach sand shines with the manifold colours of the Polychromatic Sea washing upon the shore. The spray across the sand carries the scent of baking clay mixed with a faint acrid tang, but it is mostly inoffensive.

Doom 3–5: As one would expect from a location in Aqshy, the water here is always quite warm. Lately, however, the seawater bubbles and steams with Aqshy's rising strife, simmering just shy of boiling. The water becomes a *Major Hazard*, scalding those it touches.

Doom 6–8: Chemical reek becomes nauseatingly strong on the tepid ocean breeze. Dying sea creatures wash upon the scintillating sands, wretchedly malformed by negligent alchemy. They twitch feebly before ultimately suffocating and rotting at the water's edge. The air corrupts with the mingling of rot and alchemical waste to the point that air-breathing creatures are *Poisoned* until they complete a Rest away from the shore.

Doom 9+: The water's surface shines with an oily film of manufactured pollutants laced with nearly palpable Doom. It clings to everything it touches and cannot easily be removed. Those touching it immediately feel a caustic bite, and though it would normally produce only a mild sting, Aqshy's nature amplifies the irritation hundreds-fold. Frustration and discomfort turn to blind rage and desperation as victims realise they can't get away from the ever-worsening sting. The irritation feels so severe that victims tear at their own skin to find relief. A creature covered even partially with the film must make a **DN 6:1 Mind (Determination)** Test at the beginning of each of its turns or spend its Action that turn clawing its flesh, suffering 2 Damage that ignores Armour. The effect continues until the creature makes 3 successful Tests against this effect or suffers a total of 4 Damage from this effect.

CHAMON

Chamon, the Realm of Metal, was once a place for geometric symmetry and linear perfection, but much has changed over the aeons. Time, conflict, and the inherently mutable nature of the realm itself have transformed it into a fractured collection of ever-shifting landscapes where natural alchemy transforms the land and its inhabitants into an endlessly diverse assortment of terrains and creatures. Metal-skinned animals, mineral-clad plants, and floating islands composed of impossible materials are all standard sights in the Gold Realm.

Change is law in Chamon, but as Doom creeps in amongst the mercurial tides of Gold magic, those changes become sinister and more dangerous. Already deadly seas of molten metal transmute to belch toxic fumes, ancient sites become unpredictable death-traps, and curious traders become suspicious paranoids.

ARGENT TRIBUTARY

Molten silver perpetually flows down from the Great Crucible, pouring implacably into each of the Hanging Valleys below. These rivers of liquid metal carve paths through Chamon's mountainous skyborne islands, ultimately thinning to smaller rivulets as they crawl across the land. Though relatively small, these streams of molten metal are always dangerous and unpredictable, especially when the currents carry Doom through the realm as well, exacerbating that fluidity.

Doom 1–2: Though the tributary is only a few feet wide, it is still a stream of molten silver, thus it is extremely perilous even in the most benign circumstances. The stream is a *Deadly Hazard* and *Difficult Terrain*.

Doom 3–4: Shimmering light plays across the mirrored surface of the tributary, distracting onlookers with rippling glare. Creatures within Medium Range of the silver reduce their dice for sight-based Mind (Awareness) Tests by 1.

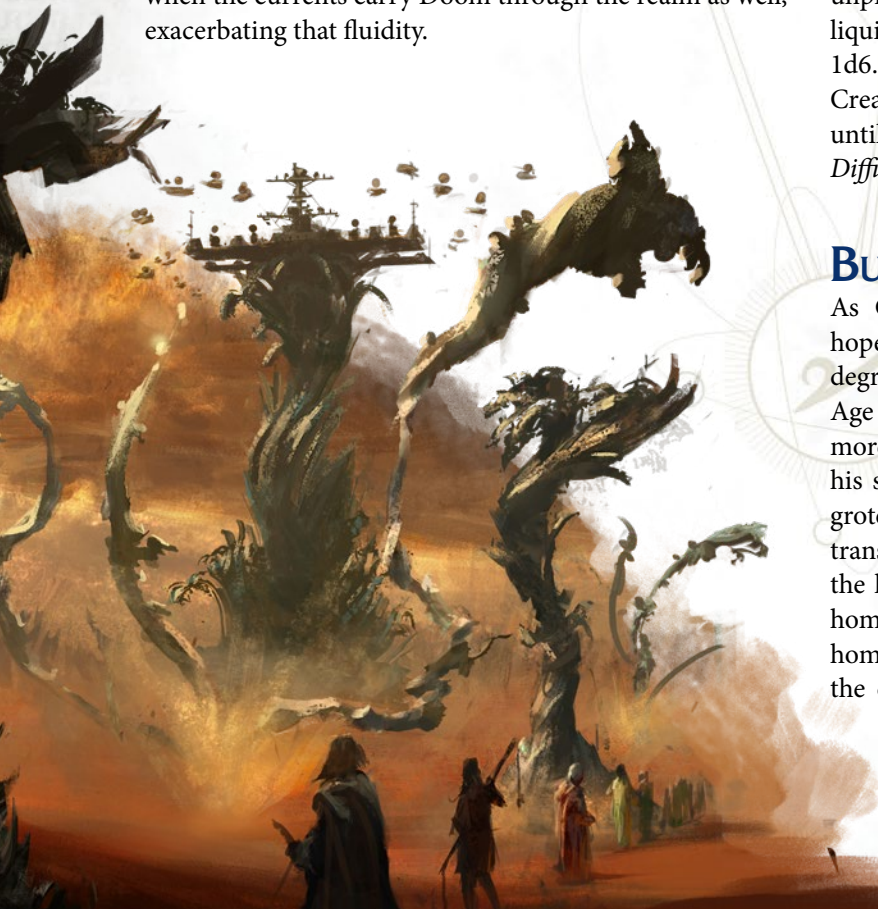
Doom 5–6: Magic carried in the stream overflows the banks. The shores inexplicably turn to lead, and creatures within Medium Range of the river find food and water in their possession turned to glass. The transition is silent, so it may not become apparent at the time, likely only to be discovered later.

Doom 7–8: The thick fluid bubbles as toxic fumes belch forth, threatening to sicken bystanders, even robbing them of their sight if the Doom-fueled toxins accumulate in their lungs. A creature within Medium Range of the tributary is *Poisoned* if it breathes the fumes. Additionally, at the beginning of a *Poisoned* creature's turn, it must make a **DN 5:1 Body (Fortitude)** Test or also become *Blinded*. Both Conditions lasts until the creature Takes a Breather or Rests outside of the affected area.

Doom 9+: True to Chamon's mutable nature, but laced with the cruelty of deliberate capriciousness, the silver unpredictably freezes into solid metal before inevitably liquifying again. At the beginning of each round, roll 1d6. On a 1–3, the silver is liquid. On a 4–6, it is solid. Creatures in the stream when it solidifies are *Restrained* until it liquifies again. The stream does not count as *Difficult Terrain* or a *Deadly Hazard* while solid.

BURIED HOLD

As Chamon changes, so must its inhabitants if they hope to survive. But beyond the Metal Realm's expected degree of natural flux, foreign catastrophes during the Age of Chaos have made survival and adaptation all the more difficult. When Tzeentch, the Changer of Ways, set his sights on Chamon as his personal prize, he brought grotesque mutation and vile alchemy with him. Rains of transmutative warfire and swarms of daemons scoured the land, terrorising the creatures that called the surface home. The Duardin of Chamon largely abandoned their homes on and under the ground, adapting to life among the clouds to survive. After all this time and countless



iterations of the land, however, there are still abandoned halls waiting to be discovered, forgotten to time and fluctuating environments. But as the land shivers with Doom, the secrets left within may be best left buried.

Doom 1–2: A wide, stone tunnel beneath the surface of Chamon opens into an expansive cavern housing a huge set of bronze doors set into one wall. The chamber would be utterly dark, but scintillating, crystal spheres and phosphorescent fungus light the area with rotating, vibrant colours.

Doom 3–5: Chamon quakes as densities shift in the surrounding rock and tensions rise. Though the tunnel does not collapse, confidence in one's safety is shaken alongside the ground; simply being underground in a place as unreliable as the Gold Realm is a nerve-wracking prospect. Creatures reduce their dice pool for Soul Tests by 1 until they are once again above ground.

Doom 6–7: The strange lights extinguish as though trying to hide themselves from swiftly-approaching Doom. The chamber falls into total darkness, making the area *Heavily Obscured* for those who cannot see in the dark.

Doom 8+: As though driven to paranoia by Doom, the hold seems to actively resist curiosity and trespass. The doors slam shut with a loud crash, and the surface of the floor transmutes to flammable oil. The oil clings to creatures touching the ground and oozes through clothing and armour. At the beginning of each creature's turn, roll 1d6. On a roll of 1–2, the creature ignites with green flame, inflicting 4 Damage that ignores Armour. Additionally, the combustion ignites oil within Close Range, potentially igniting other nearby creatures. If the ground ignites, affected Zones become *Major Hazards*.

SKY-MARKET

The Kharadron Overlords rule the skies of Chamon through aethermatic ingenuity and military might, but none of their endeavours would be possible if they did not also command a booming economy. Chamon is a land of seemingly endless precious resources, but once harvested, they must be sold. While a great deal of these materials pass through realmgates via caravans and mercantile sky-ships, people from all over the Mortal Realms also flock to the markets of Chamon's famed sky-ports to engage in commerce, hoping to strike the best possible deals. These busy markets carry all manner of resources, from exotic

animal hides and rare vegetables to potent alchemical ingredients and precious metals. Impossible amalgams of anything imaginable are more the norm than the exception, but Chamonites are accustomed to such curiosities.

Even these floating marketplaces are not immune to Doom's influence, however. Thrift and ambition quickly change to greed and paranoia as panic sweeps the skies.

Doom 1–2: The market bustles with activity as one would expect. Vendors and traders meet with merchants and travellers to strike deals. Commerce and currency flow like quicksilver through the market's stalls.

Doom 3–6: Panic creeps into the sky-hung market, setting patrons and proprietors on edge and goading suspicions. Creatures who initiate a social interaction within the market have Disadvantage on Opposed Tests related to that interaction.

Doom 7–9: Loud arguments break out across the deck. Accusations of theft and chicanery are hurled like weapons. Duardin guards get involved and resort to violence to restore order. Anger simmers dangerously as grudges are committed to memory. A creature that fails any Test in the market is publicly accused of a crime and confronted by guards. Creatures in the market disbelieve anything the accused says and can only be convinced with a DN 5:2 *Mind (Guile)* or *Soul (Intimidation)* Test.

Doom 10+: Outright paranoia and rioting erupts throughout the market: patrons and vendors accost each other, throwing strangers to the guards to answer for fabricated crimes. Those in the crowd do anything they can to avoid personal scrutiny, no matter at whose expense, and consequences be damned. No one is inclined to listen to reason. The Difficulty and Complexity of all social interactions within the market increase by 1. When confronted by guards, the knee-jerk response is summary execution for all involved parties even with little or no evidence. Attempts to de-escalate a confrontation will, at best, result in immediate, forceful expulsion and exile from the sky-port, and the local Kharadron leadership records the incident, earning their lifelong enmity.



GHUR

Ghur, the Realm of Beasts, is the embodiment of bestial savagery, predation, and the primal drive toward supremacy. In this realm, every creature is both predator and prey, and safety is an illusion. Titanic monsters roam the wild landscapes while carnivorous plants and fierce Orruks make prey of anything they can successfully stalk or trap. All that lives in Ghur is part of the food chain, and the only apex predator is the one that hasn't yet met its end at the jaws of something larger, stronger, faster, or more cunning.

Survival of the fittest governs the Beast Realm, and it is a place where might very definitively makes right. Under the influence of Doom, however, these axioms reach new heights of cruel lethality for Ghur's denizens. Harsh tundras spawn winters so savage as to ensure certain death for any living thing, the wailing cries of dying beasts fill witnesses to their plight with mounting dread, and ponderous mountains shatter against each other in slow, brutal tectonic combat.

EVERWINTER TUNDRA

The armies of the Beastclaw Raiders, the Alfrostuns, wander the lands of Ghur in search of plunder and prey, and behind them spreads the Everwinter, a lingering, sorcerous blizzard that has warped the land into an icy hellscape for centuries. The Alfrostuns remain perpetually on the move, always keeping the worst of the brutal storms at their backs, but even without their presence, the Everwinter is exceedingly dangerous, especially as Doom drives danger into outright lethality.

Doom 1–4: Cold winds and flurries of snow blow across the transformed land, freezing unprotected flesh and limiting visibility. Zones in the Everwinter are *Lightly Obscured*. Additionally, creatures not acclimated to such a climate must make a **DN 5:1 Body (Fortitude)** Test each hour they spend exposed to the cold or suffer a Minor Wound. A creature without Wounds instead suffers Damage equal to half its maximum Toughness, ignoring Armour. The Difficulty of the Test decreases by 1 for creatures properly clothed to resist harsh cold.

Doom 5–6: As the snowfall intensifies, large drifts settle across the ground, and exceptionally dense flurries render creatures snow-blind. Zones in the Everwinter become *Difficult Terrain*. Additionally, roll 1d6 at the beginning of each round. On a roll of 1–2, affected Zones are *Heavily Obscured* until the beginning of the next round.

Doom 7–9: Treacherous ice forms across the ground, forming a glassy scab over the wounded land as it tries to protect itself from the next onslaught promised by Doom's looming presence. A creature entering an affected Zone for the first time or starting its turn there must make a **DN 4:3 Body (Athletics)** Test or fall *Prone*. If a creature is *Prone* at the end of its turn, it freezes to the ice and is *Restrained*. A creature in Close Range can use its action to free a *Restrained* creature with a **DN 6:1 Body (Might)** Test.

Doom 10+: As the realm shivers under the shadow of Doom, the Everwinter's cold drops to even more lethal levels. Zones in the Everwinter become *Major Hazards* to creatures without shelter from the cold. The Hazards' Damage ignores Armour, and nonmagical protective clothing offers no protection from the supernatural cold.



SHAGHORN BONEYARD

Predation is fundamental to the Realm of Beasts, and as such, stripped bones left to bleach in harsh daylight are exceedingly common. There are, however, mysterious accumulations of Shaghorn bones out on the open plains that defy explanation. It is unknown whether Shaghorns instinctively go to these places to die or if they perhaps carry the bones of their dead to inter their kin on common ground. Whatever the cause, these vast boneyards often expand beyond the horizon, infusing the site with the lingering bestial nature of their accumulated remains.

Doom 1–2: The boneyard is solemn and eerily peaceful in its silence.

Doom 3–5: The bones seem to tangle together to confound travellers, and swarms of tiny vermin skitter underfoot constantly. The boneyard becomes *Difficult Terrain*.

Doom 6–8: Predator and prey both know the scent of the hunt's end: the panicked musk of an animal thrashing against its final moments. The bones here exude this scent perpetually, attracting predators and scavengers to the boneyard, driving them to exceptional savagery. Beast-type creatures within the boneyard increase their Melee and Accuracy by one step and their attacks deal +1 Damage. Additionally, the Difficulty and Complexity of Beast Handling Tests made within the boneyard increase by 1 as animals in the area bristle with feral anxiety. If a Beast is a character's Loyal Companion, it ignores orders unless its master makes a **DN 5:2 Soul (Beast Handling)** Test when issuing the command (the penalties above are already included in the DN).

Doom 9+: As Doom crescendos, none can find rest within the boneyard. A steady stream of dying Shaghorns continuously arrive, audibly screaming in bestial terror as they play out their last moments, unable to understand what is happening. The unceasing death rattle wears on the souls of the living, sowing primal dread. Until they can no longer hear the screams, living creatures cannot Take a Breather or Rest and their dice pool is reduced by 1 for all Tests.

SHUDDERING PASS

True to the Beast Realm's nature, even Ghur's mountains inexorably grind against each other to vie for supremacy. Shuddering ground and shattered ridges belie the massive geological forces driving this constant conflict, and as Doom permeates the realm, the land responds by fighting even harder. Mountain passes tremble ominously and fill with jagged stones as they collect across the broken ground. The surrounding cliffs eventually shear and crash down into the pass below, giving into the unrelenting pressure of Doom and tectonic struggle.

Doom 1–2: The pass is relatively clear and traversable with minimal effort.

Doom 3–4: Subtle tremors cause the ground to shudder almost imperceptibly, but animals are deeply unsettled by the vibrations. Beast-type creatures in the pass have all dice pools reduced by 1 and cannot Rest. Opposed Beast Handling Tests are made at Disadvantage.

Doom 5–7: The tremors worsen as the land quakes violently with worrying frequency. The ground cracks and heaves while boulders grind and split, ultimately forming a floor of jagged, shifting stones. Zones within the pass become *Difficult Terrain*. Additionally, moving between Zones on foot requires a **DN 4:2 Body (Athletics)** Test. On a failure, a creature suffers 2 Damage and cannot move beyond its current Zone that turn as the sharp rocks prove too treacherous to traverse.

Doom 8+: Loud cracks echo through the pass as sheets of stone shear from the cliff walls and plummet toward the floor of the pass with lethal force. Roll 1d6 at the beginning of each round. On a 1–3, creatures must make a **DN 5:1 Body (Reflexes)** Test or be crushed beneath falling rocks. Crushed creatures suffer 5 Damage, are knocked *Prone*, and are *Restrained*. The creature or an ally within Close Range can use an Action to end the Condition with a **DN 6:2 Body (Might)** Test.



GHYRAN

Ghyran, the Realm of Life, is home to an endless menagerie of living creatures. Innumerable animals prosper among the lush, verdant, ever-thriving plant life that dominates the realm. Ghyran is a place of natural cycles. Seasons constantly shift one after the other, lifecycles play out repeatedly, harvests follow plantings, and plantings follow harvests, on and on perpetually.

The Jade Kingdoms nurture life in all its forms, but life often requires sacrifice and struggle to truly thrive. Ghyran very nearly fell to Nurgle's defilement during the Age of Chaos, and only by transitioning to a phase of war and violence was Alarielle, Everqueen of the Life Realm, able to turn back the invaders. When Doom rears its head in Ghyran, it presses the realm toward bitter memories of pain and fear, and the wilderness responds by protecting itself. Creatures are driven to savage means of survival as they panic and prepare for metaphysical winter, and the land itself remembers that even Nurgle's vile corruptions, wretched as they were, allowed at least a twisted mockery of life to thrive.

CRUEL GARDEN

Gardens are common in Ghyran's mortal settlements, though their exact characteristics vary widely. They range from small to vast and carefully tended to wildly unkempt. The common thread, however, is the plant life eagerly absorbing the realm's Jade magic. This magic drives life to thrive, but such growth taken to the extreme can prove lethal to other creatures. As rumours of war echo through the verdant stems and branches of Ghyran, vicious memories stir within the flora — memories of savage times when plants were better served by snares, thorns, and blood than leaves, roots, and water.

Doom 1–2: Vibrant foliage fills the garden. Cicadas drone languidly while the taste and scent of rich loam hangs heavily in the damp air. Zones in the garden are *Lightly Obscured* by the accumulated sensations of thriving life.

Doom 3–5: The garden's plants, even the most sluggish and harmless, grow thick and tangled, sprouting vicious thorns that snag everything they touch. Creatures suffer 2 Damage when moving between Zones within the garden, and those Zones are *Difficult Terrain*.

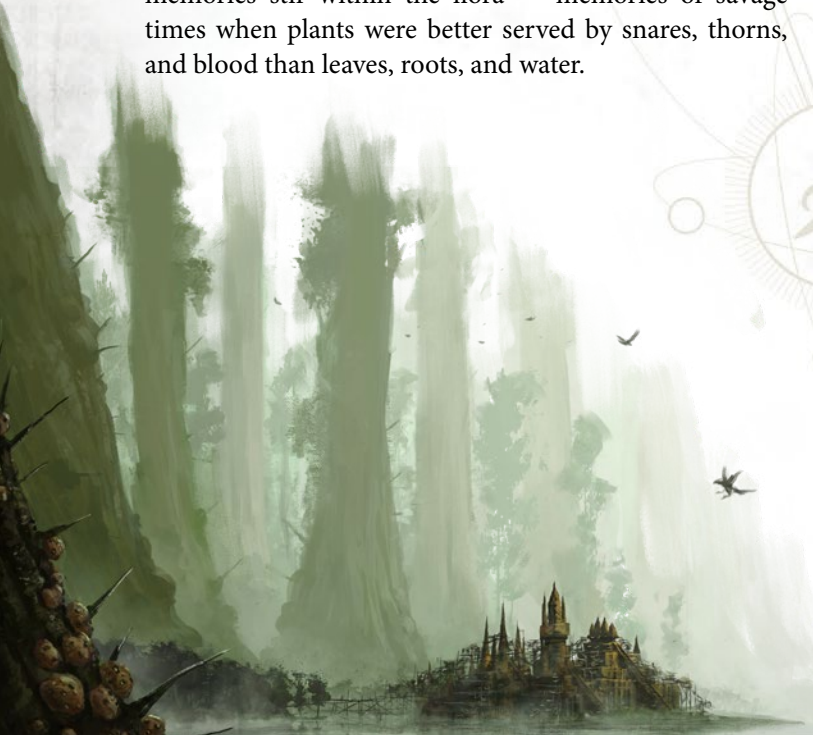
Doom 6–7: No matter how much it thrives, the garden seethes with primal fear that it will never have enough nourishment. The plants react greedily to the presence of blood and life-sap, lashing out to take hold of creatures and bleed them dry. Whenever a creature within the garden takes Damage, it must make a **DN 4:3 Body (Might or Reflexes)** Test or become *Restrained* by thorny vines. Whenever a creature ends its turn *Restrained* by the vines, it suffers 2 Damage. On its turn, the *Restrained* creature can use its action to repeat the Test to escape the vines. Alternatively, any creature wielding a *Slashing* weapon (including the target) within Close Range can use its Action to cut the *Restrained* creature free.

Doom 8–9: Though simple creatures, the plants have learned through years of hardship that survival comes through growth, and growth only comes through pain. Prevailing Doom reminds the garden's plants that they must cut deeper and drink more greedily if they hope to survive the coming calamity. The thorns grow larger and more vicious, adding +2 Damage to the garden's Damaging effects.

Doom 10+: Jade magic overflows throughout the garden as it rapidly accelerates life cycles, desperately racing to outpace the atmosphere of imminent destruction. Overgrowth swells rampantly, and all creatures plunge headlong into aging. A living creature within the garden permanently ages 1d6 years at the end of its turn, wasting away and dying when it exceeds the maximum lifespan for its Species (see *Soulbound*, page 30 for more on lifespans). Greenery and fungi bloom from withered carcasses within moments as the garden silently repurposes remains.

LOWLAND MENAGERIE

The Jade Kingdoms are home to countless types of creatures, but marshes hold special vitality in the life-giving waters collected there. An incomprehensibly diverse array of creatures gather to seek succour, but as Doom trickles



into the lowlands, the inhabitants sense its encroachment, and the ensuing panic infects their behaviours.

Doom 1–2: The lowlands are serene and filled with a multitude of flora and fauna. Ghynch herds graze placidly on hearty grasses, schools of minnows swim in the shallows, leathery reptiles laze half-submerged, swarms of insects skim the water's surface, and fat frogs croak boisterously.

Doom 3–4: The assembled menagerie seems spooked. The animals eye each other and strangers suspiciously. Beast-type creatures in the lowlands are *Frightened* of other creatures and flee in response to sudden movements or loud noises. Opposed Beast Handling Tests are made at Disadvantage.

Doom 5–7: The marsh thrums with Jade magic, attracting parasitic insect swarms driven to feed by Doom's malign influence. The dark, buzzing clouds obscure vision and create an intense distraction as the insects bite and swarm across skin and into eyes and mouths. Zones in the lowlands are *Lightly Obscured*. Additionally, the Difficulty and Complexity of Mind Tests increase by 1 for creatures within those Zones.

Doom 8–9: Ghynch responds to the rising Doom with reckless surges of Jade magic intended to protect the vitality of its denizens that ultimately cause more harm than good. Any living creature in the water regains 3 Toughness at the beginning of its turn. The energy is dangerously potent, however. If a living creature is at full Toughness when touching the water, it is overwhelmed until it completes a Rest. While overwhelmed, it loses 1d6 on all Tests and its Defence decreases one step.

Undead are anathema to Life magic and ignore these effects. Instead, the first time an Undead touches the water, it becomes *Incapacitated* until the end of its next turn. Ghynch restores life to the creature's body, sparing it from torment. The creature recalls its identity and has just enough time to believe itself saved before it dies again, its body decaying, and returns to the damnation of undeath. Undead caught in this cycle might convulse violently as their lifeless bodies are assaulted with both Jade and Amethyst magic or their flesh might seem supple for a moment just to slough back off their bones.

Doom 10+: The water splashes violently as an impossibly massive gighemoth rises from the mud; the influx of life energy and building Doom shock the hibernating creature

awake. The creature is far too large and preoccupied with stomping away to register the presence of other creatures, but its hulking form rends the ground. Zones in the lowlands become *Difficult Terrain*. When a creature enters an affected Zone for the first time or begins its turn there, it must make a **DN 5:2 Body (Athletics)** Test or fall *Prone*. A *Prone* creature begins to suffocate as the displaced muck sweeps in to fill the void left by the humongous creature's absence, and it must use its Action and Move to stand up.

SCARRED FIELD

Ghynch's plant life thrives with unmatched vigour as Jade magic fertilises the soil with life-giving energy. Such was not always the case, however, as verdant tracts were once cesspools overflowing with pestilent bounty during the Withering Season. No matter the crop, be it flora or filth, Ghynch's harvests are invariably abundant. Though Sigmar and Alarielle scoured Nurgle's vile influence from most of Ghynch, some fields have never truly forgotten the pox-scars left in his wake. As Doom rises in Ghynch, memories of the Plague Lord's gifts ooze to the surface of those scarred fields.

Doom 1–2: The field is lush and green, teeming with life.

Doom 3–5: Once again a wound in the flesh of Ghynch, the field's vegetation seems pale, spindly, and withered as if life itself has abandoned it. Creatures within the field cannot regain Toughness or heal Wounds by any means.

Doom 6–8: The field's vegetation wastes away completely, replaced by sallow tumours the colour of old bruises that constantly leak disgusting pus. A creature in the field must make a **DN 5:1 Body (Fortitude)** Test at the beginning of each of its turns or spend its Action and Move that turn retching violently. Creatures unaffected by disease are immune to this effect.

Doom 9+: The soil within the field lies in silent agony, surrendering to memories of Nurgle's fetid generosity. The ground congeals into a carpet of bulbous cysts reeking of rot and bile. The cysts rupture at the slightest touch, spraying bystanders with steaming, bilious fluid. The field becomes a *Deadly Hazard*, and each time a creature suffers Damage from the grotesque discharge, it loses one point of Armour as the acid eats away at leather and metal. This Armour reduction is the same as being struck with a *Rend* weapon (*Soulbound*, page 105) and can be repaired with the *Repair Equipment* Endeavour (*Soulbound*, page 159).

HYSH

Hysh, the Realm of Light, embodies illumination in all its forms. It literally lights the other realms with its physical radiance, making it a land of perpetual visibility. Hysh's light also manifests as enlightening thought, the desire to seek knowledge and apply it toward analysis and discovery, both introspectively and externally. Ruled by the god Teclis and his chosen people, the Lumineth, Hysh is a place of arcane mastery, scholarly learning, and purity. Its landscape was once symmetrical and orderly, but it has since fallen to fragmented disarray. Expansive plains covered in crystal formations, deep oceans of the clearest water, and towering mountains jutting into the open sky coexist within Hysh, and they are all bathed in light.

Hysh's past, however, is rife with hubris and cautionary lessons. The realm's symmetry and beauty were marred by multiple calamities scarring the landscape, very nearly rending the realm asunder. Doom preys on this dark history when it enters the Illuminator's realm, insinuating itself in Hysh's ruinous past and forcing those destructive memories to the surface. It stimulates crystalline beauty to grow into dangerous hazards, it drives the animistic spirits of the land toward grief and violence, and it overloads the magical protections holding the wounded realm together.

CRYSTALLINE PLAIN

Though diminished by the Spirefall and the Necroquake, much of Hysh remains a haven for clarity and beauty. Wide expanses stretch between towering peaks and shearing cliffs, and upon those plains one can find breath-taking landmarks, radiant denizens, and personal enlightenment. These prairies of crystal beauty are picturesque, but as Doom rouses within the realm, the plains' beautiful and introspective qualities intensify to the point of cruelty.

Doom 1–2: Formations of brilliant crystal jut from the flat ground, towering overhead to scrape the bright sky while brittle blades of crystalline grass crunch underfoot.

Doom 3–4: The plain's quartz grasses grow perilously strong and sharp in response to Doom's grim influence. A creature suffers 2 Damage whenever it is knocked *Prone* or moves between Zones while crawling.

Doom 5–6: Hysh's light refracts through countless facets, speeding connections between body and mind, but also illuminating private doubts. The Speed of creatures on the plain increases one step, but they also have Disadvantage on opposed Tests to resist being *Frightened*.

Doom 7–8: The crystals on the ground elongate into a carpet of thin daggers as they respond defensively to the looming threats suggested by Doom. The grass now inflicts an additional +1 Damage when a creature moves between Zones on foot (even if it is not crawling).

Doom 9+: Light magic penetrates to the core of all creatures, forcing them to confront their greatest weakness in the stark, introspective light of Hysh. A creature in the light must make a **DN 6:1 Body, Mind, or Soul** Test (whichever is lowest, choosing one in case of a tie). On a success, the creature comes to terms with its weakness and adds +1d6 to its next Test as its confidence soars. If it fails, the creature becomes despondent over its shortcoming, and the tested Attribute is reduced by 1 until the creature leaves the plain. If this reduces the Attribute to 0, the creature is *Incapacitated* until the Attribute returns to 1 or higher.



DECIMATED CALDERA

The mountains of Hysh are old beyond mortal reckoning and have witnessed all the realm's calamities through the aeons, stoically watching the cycle of destruction and reconstruction play out across history.

Though each cataclysm wounds Hysh, it always manages to persevere, but not without scars to serve as bitter reminders. Most of the ancient peaks still stand as testament to Hysh's fortitude, but there are some mountains that did not survive the Spirefall, the Age of Chaos, and the Necroquake. Once proud peaks have become blasted calderas, hollow and empty save for their lingering mountain spirits driven to violent madness as Doom gnaws at old wounds.

Doom 1-2: The caldera is quiet and still. A faint sense of loss nags at those in the empty crater.

Doom 3-4: Hysh's stark light exposes everything in the barren wreck of the mountain. The Difficulty of sight-based Mind (Awareness) Tests decreases by 1, while creatures have Disadvantage on Opposed Body (Stealth) Tests.

Doom 5-7: Hysh's magical essence seeps into the caldera through cracks in the stone below. Spellcasters add an additional 1d6 to their Mind (Channelling) dice pool to cast High Peaks and Light spells, and remove 1d6 from their dice pool to cast a spell from any other Lore (excluding Common Spells). Additionally, spellcasters roll an additional 1d6 on the Price of Failure table (*Soulbound*, page 266) for High Peaks and Light spells.

Doom 8-9: An ill wind carries an ear-splitting mournful howl through the crater as the mountain's lament grows unbearably heavy with Doom. A creature that hears the howling is *Deafened* and shaken, losing 1d6 on all Tests until it can no longer hear the howling.

Doom 10+: Doom-stricken and grieving, the ruined mountain's lingering spirit rages at intruders. Stones in the caldera shatter violently, spraying a hail of razor-edged shrapnel through the air. At the beginning of each round, Medium or larger creatures that are not *Prone* must make a **DN 6:1 Body (Reflexes)** Test or suffer 4 Damage.

RITUAL BRAND

Lumineth hubris and animosity nearly shattered Hysh with destructive magic during the Spirefall, and more recently, the Necroquake injured the sundered the realm further, driving Hysh even closer to the brink of destruction. The Arcanum Optimar has presented an opportunity to save the realm, however, as it offers unprecedented access to magic. The Lumineth attempt Hysh's preservation through mighty rituals using mile-long sigils they brand into the land itself. Magic surges powerfully wherever these brands are found, but as Doom wracks the realm, it resonates with the lingering effects of the Necroquake and the Spirefall to cause potentially catastrophic flares of magical power.

Doom 1-2: Etched into the land itself, the brand stretches beyond the range of sight, the entirety of its patterns impossible to observe from ground level. Nearly imperceptible vibrations thrum through the air and ground.

Doom 3-5: The brand's powerful magic glares harshly in the sight of those who can perceive it. Creatures with the *Spellcasting* Talent treat Zones within the brand as *Lightly Obscured*, and creatures with the *Witch-Sight* Talent treat the Zones as *Heavily Obscured*.

Doom 6-7: Magic surges erratically through the brand's geometry with such force that each pulse threatens to overwhelm those attuned to its power. When a creature with the *Spellcasting* Talent begins its turn within Medium Range of the brand, it must make a **DN 5:1 Mind (Fortitude)** Test or be *Stunned* until the beginning of its next turn.

Doom 8-9: As Doom increases, the magical currents swell, just as they did in the wake of previous calamities. Dangerous amounts of raw magic leak from the arcane construct, which now rumbles ominously. Spellcasters within the brand's outline add 1d6 to their Mind (Channelling) dice pool to cast spells, but they also roll an additional 2d6 on the Price of Failure table (*Soulbound*, page 266) for failed Channelling Tests.

Doom 10+: The brand cracks and Doom floods the realm as unbridled sorcerous power reopens the wounds it once held shut. The land shudders and fractures near to the point of destruction, and searing white light pours from the fissures. Zones within Medium Range of the brand are *Difficult Terrain*, and creatures suffer 4 Damage when moving between Zones. This damage ignores Armour.

SHYISH

Shyish, the Realm of Death, is the realm of endings made manifest. Death, inevitability, and the end of anything that begins are all the purview of the Amethyst Realm. Prior to Nagash seizing control, Shyish was the final destination for souls of the deceased, the realm revealing all the varied afterlives believed by the mortals across the realms. That all changed once Nagash enacted his master stroke and blighted the realms with the Necroquake, reversing the flow of magic toward the sunken centre of the realm, the Shyish Nadir. Now, the land is a twisted collection of half-remembered underworlds as departed souls are press-ganged into service under Nagash's skeletal banner. Living plants and animals do call Shyish home, but it is a difficult existence, as they must constantly struggle against the pull of death itself.

By nature, Shyish strives toward death and endings, and the introduction of Doom only serves to accelerate this entropic directive to an unnatural degree. Under Doom's sway, deadly Amethyst magic carries scouring sands as it blows strongly toward the Nadir, hopeless, silent gloom bleeds from forgotten graves, and the restless dead haunt mortal habitations to sate their hunger on the still-living.

BLOOD WASTE

Oceans of dry, powdered blood serve as sand in the vast Shyishan deserts known as the Blood Wastes. Once home to the Duchies of Geist, they were conquered by Nagash, leaving little more than the lingering scent of iron and copper after countless years. Though its inhabitants were long since devoured or pressed into Nagash's undead armies, the anguish of those who suffered there still sifts through the sands as Doom rides the wind.

Doom 1: The air and the blood-sands are utterly still. It feels like a prelude to some nameless catastrophe lurking just out of sight, and any sense of calm is mixed with ephemeral anxiety simply due to Shyish's entropic nature.

Doom 2–3: A gentle breeze blows, just enough to draw the dull, red dust into the air, obscuring sight. Zones in the desert become *Lightly Obscured*.

Doom 4–6: Now blowing in howling gales, the wind carries streams of Amethyst magic as it rushes ever coreward toward the Shyish Nadir. Spellcasters add an additional 1d6 to their Mind (Channelling) dice pool to cast Amethyst or necromantic spells and remove 1d6 from their dice pool to cast a spell from any other Lore (excluding Common Spells).

Doom 7–9: The wind gusts intermittently with hurricane force, gouts of blood-sand drawn up into its currents. It vexes flesh and dampens vitality. Living creatures within the desert cannot regain Toughness or heal Wounds by any means unless they find shelter from the abrasive sand. Undead creatures are reconstituted by the deathly storm, however, and recover 1d6 Toughness at the beginning of their turns.

Doom 10+: A tornado of dried blood and Death magic, an avatar of Doom itself, forms over the desert sands. Spirits of the ancient dead twist and wail in shrieking outrage from within while the swirling sand flays flesh and soul alike. A Zone containing the tornado becomes a *Deadly Hazard*, and its Damage ignores Armour. Additionally, while creatures are within Medium Range, they are *Deafened*.



NAMELESS SEPULCHRE

The Death Realm is home to countless mortal afterlives, ranging from vast and grand to tiny and unremarkable. Fields of lifeless bone, perpetual battlefields, and even enlightened societies rooted in reincarnation have all existed in Shyish over the millennia, but there are also single gravesites marked with little more than blank stones. Such an afterlife signifies the death of just one mortal, forgotten and alone, unremembered and unmourned, and encountering such an end can have powerful effects on those who still draw breath.

Doom 1–2: The grave is quiet and wrapped in a noticeable chill — gentle, yet noticeable. It calls to mind lonesomeness, solitude, and loss, but such is common in Shyish. Graves like this are frequent sights in the Realm of Death.

Doom 3–5: Amethyst magic manifests as the silence of the grave, blanketing the sepulchre beneath in smothering quiet. All sound within the grave's Zone is completely silenced.

Doom 6–8: Looking upon the lone grave inspires the cold dread of Doom as witnesses realise all that dies ultimately faces death alone, its fate forgotten. Living creatures are *Frightened* of the sepulchre.

Doom 9+: So great is the weight of Doom on Shyish that its magic encompasses the forlorn grave like a sharp-jawed trap wrought from weaponised grief. None can leave the sepulchre without experiencing their own brush with death. A living creature that leaves the sepulchre's Zone suffers a *Minor Wound* and is *Stunned* until the end of its next turn. A creature without Wounds instead suffers Damage equal to half its maximum Toughness, ignoring Armour, and falls *Unconscious* until the end of its next turn. Additionally, the Complexity of Death Tests within Medium Range of the sepulchre increases by 1 as the grave drags at endangered souls.



RESTLESS ALLEYWAY

Though Shyish is the Realm of Death, there are living mortals intrepid enough to build cities there and call it home despite the obvious dangers. The Amethyst Realm has a long history of coexistence between the living and the dead, though the prospect has become considerably more precarious since the Great Necromancer proclaimed himself overlord of Shyish. Spirits of the lingering dead are far from uncommon, and there are hundreds of alleyways throughout mortal cities where one might encounter near-mindless echoes of the long dead as they lash out at the living, blinded by hopelessness and hunger.

Doom 1–2: Aside from a general foreboding, the alleyway seems relatively safe. Unknowably old cobblestones line the walkway, and the walls of the adjacent buildings shape the route into a singular path with one entrance and one exit.

Doom 3–4: As if tampered with by unseen hands, the cobblestones underfoot jostle, loosen, and shift unsteadily. The alleyway becomes *Difficult Terrain*.

Doom 5–6: Phantom hands slip from between the cobblestones, grasping everything within reach. A creature ending its turn in the alleyway becomes *Restrained*. A *Restrained* creature can escape by using its action to make a **DN 4:1 Body (Might or Reflexes)** Test.

Doom 7–9: Spirits starved of life find no relief in Shyish, and their perpetual hunger bleeds through the alley's walls, infecting creatures within. A living creature entering the alley is stricken with ravenous hunger and loses 1d6 on Mind Tests every hour until it consumes a large meal. In the presence of food, an affected creature must make a **DN 6:1 Mind (Determination)** Test to resist greedily devouring it.

Doom 10+: Agitated by surging Doom, the moaning spirits pull and grip more desperately, tearing at everything they can reach with insatiable hunger. Creatures *Restrained* by the grasping hands also fall *Prone*, and the DN to escape increases to 5:2. A creature suffers 3 Damage if it ends its turn *Restrained* by the hands. This Damage ignores Armour.

ULGU

Ulgú, the Realm of Shadow, embodies secrets and lies. It is a realm of perpetual twilight and gloom, where truth is never more than an unfounded rumour and deception is the only thing you can rely upon. Trust is folly in the Grey Realm, and the inhabitants of the Thirteen Dominions are all cloaked in layers of menacing half-truths and misdirections as they constantly vie to outmanoeuvre each other. Ulgú is home to varied landscapes, but they are all dark and mysterious, and what goes on in them is never certain, always just out of plain sight. That duplicity, some argue, is more dangerous than the hottest Aqshian flame or Ghurite behemoth, as the dangers posed by Ulgú are never apparent until it is too late.

Subtlety and illusion eclipse logic and veracity in the Shadow Realm, and that is the only absolute truth one will find there. This makes Doom's onset within Ulgú exceptionally insidious. The Shadow Realm is naturally inundated with unseen dangers lurking in every shadow, so the additional danger introduced by Doom only serves to worsen the risks. Echoes of war manifest as exceedingly realistic enemies, gloom-shrouded forests steal memories and entire identities, and dens of iniquity warp minds into ill-advised decisions.

DESERTED BATTLEFIELD

Ulgú hosts the *Cathtrar Dhule*, a vicious shadow war between Chaos devotees seeking Slaanesh and the Daughters of Khaine endeavouring to prevent the imprisoned god's discovery. When they meet in battle, endless deceptions and counterstrategies make it difficult to discern victory from tactical blunder and defeat from cunning stratagem, but the results are invariably a carnage-stricken battlefield quickly deserted and forgotten. But as Doom seeps into the Grey Realm, the site's past of clandestine violence casts shadows of doubt and dread into the present.

Doom 1–2: Signs of violence lie strewn across the battlefield. Broken weapons, rent armour, and overlooked remains give silent testimony to the once blood-soaked ground. It is a sombre sight, but otherwise innocuous.

Doom 3–4: Thin fog hangs low across the ground with a dull, silvery sheen. The realm's perpetual gloom blankets those in the mist, hiding them from detection. Medium and smaller creatures have Greater Advantage on Opposed Body (Stealth) Tests while within the Mist.

Doom 5–7: Shaken by mounting Doom, Ulgú bleeds an abundance of Gray magic into the mist. Spellcasters within the mist add an additional 1d6 to their Mind (Channelling) dice pool to cast Gray spells and remove 1d6 from their dice pool to cast a spell from any other Lore (excluding Common Spells).

Doom 8–9: The despair felt by the forgotten dead settles heavily across the battlefield and infects bystanders with doubt. When a creature enters a Zone within the mist for the first time or starts its turn there, it must make a **DN 6:1**

Soul (Determination) Test. On a failure, the Difficulty and Complexity of all Mind and Soul Tests made by the creature increase by 1 until it Rests outside the mist.

Doom 10+: As ripples from the Necroquake resonate through the realm, shadowy facsimiles of the slain rise to stalk the battlefield. The shadows are illusions that do not interact with the living, save to attack their minds with weapons of shadow and terror. When a creature enters a Zone within the mist for the first time or starts its turn there, it must make a **DN 5:3 Mind (Awareness)** Test or suffer 3 Damage and become *Frightened* until the beginning of its next turn. This Damage ignores Armour.

OUBLIETTE GROVE

Though the gloomy forests of Ulgu are typically dark and occupied by nocturnal predators, their true danger lies in the mysterious places most heavily permeated by Grey magic. The insidious magic of shadow manifests within Oubliette Groves as clinging mist, confounding the senses. As Doom increases and the realms spiral nearer to calamity, the mists begin to steal more than sight. Over time, they rob memories, ultimately stripping away identity and absconding with the will to live. Travellers passing through Oubliette Groves are wise to hire both an experienced guide and a scribe to record their cherished memories so they have some record of them after experiencing the grove's subtle thievery.

Doom 1–2: Mist wreathes the trees in a dull grey blanket. Zones within the grove are *Lightly Obscured*. The mist forms continuously and covers a Zone within an hour if dispersed.

Doom 3–4: Shadows stalk the mist with quiet menace. Real, imagined, or both, all attempts to investigate the shadows provide inconclusive, misleading, or outright paradoxical answers, while mistrust, distraction, and dread invade one's thoughts. Creatures within the grove lose 1d6 from all Mind Tests.

Doom 5–7: The mist grows more oppressive. Zones within the grove are *Heavily Obscured*. The mist can never be dispersed for more than a few minutes.

Doom 8–9: Dark magic seeps into minds and slowly steals memories over time. Creatures within the grove must make a **DN 5:1 Mind (Determination)** Test each hour or permanently lose a memory (GM's choice). The Complexity for a creature's Test increases by 1 each Test after the first. These memories are lost forever, though snatches of them perpetually whisper from the mist's shadowy figures.

Doom 10+: The grove's power weighs heavily on the psyche, eventually eroding all sense of self and survival. The Difficulty of the above Mind Test increases to 6, and each failure also reduces the creature's Mind by 1. Once it reaches 0, the creature forgets itself entirely. Unless rescued, it simply lies down in the mist and waits for death, no longer aware of its own existence or mortality.

SCOUNDRELS' DEN

Misthåvn is a free city that floats upon the waters of Cape Tenebrax in Ulgu's Penumbra Sea. It is an enormous flotilla of ships moored into the singular City of Scoundrels, and true to the realm it calls home, it is a dark place full of danger, deception, and duplicity. Shady dealings and criminal activity are commonplace among the creaking boardwalks, but the seediest dens of iniquity are where the darkest deeds occur. The devious magic of Ulgu coalesces in those dim corners, and as Doom manifests, it bends minds toward further deception and skulduggery, even as it misleads the unwitting into complacency.

Doom 1–3: Guttering lanterns cast more shadows than light in the disreputable establishment. Suspicious glances and low murmurs greet those who enter while the planks underfoot bob slightly on the waves. Hasty conclusions and narrowed eyes are the stock and trade in this place, but with the right currency, everything likely has its price.

Doom 4–6: The shadows deepen, and voices instinctively drop to whispers as Doom's weight hangs oppressively on the air. Grey magic settles over subtle words, preserving secrets. Whispered speech within the den cannot be overheard by anyone other than the intended recipient.

Doom 7–8: The subtle influence of Gray magic thrums with the now-thrashing waves, empowering greater acts of subterfuge while rising Doom encourages deceit. Creatures within the den have Greater Advantage on Opposed Mind (Guile) Tests.

Doom 10+: Driven by Doom's emergence, the subtle realm works indiscriminately to turn aside threats. Those who let their guard down find the den's menacing atmosphere subtly fade, replaced instead by an easily-exploited sense of trust and camaraderie. The first time a creature enters the den each day, it must make a **DN 6:1 Mind (Determination)** Test or be *Charmed* by all other creatures in the den while it remains inside, and the effect lingers for 1 hour after leaving.





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