

WARHAMMER
AGE OF SIGMAR
ROLEPLAY

SOULBOUND CHAMPIONS OF ORDER

PLAY AS THE LUMINETH REALM-LORDS AND OTHER NEW HEROES WITH
THIS EXPANSION FEATURING NEW ARCHETYPES, SPELLS, AND MORE!

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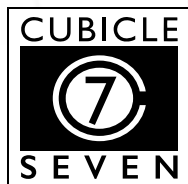
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INTRODUCTION

1

Across the Mortal Realms, war rages on. Hordes of daemons roam the wastelands, carving a bloody swath through anyone they encounter. The unquiet dead rise up from beneath the earth, dragging the living screaming to their doom. Wild bands of Orruks launch an endless assault on the beleaguered free cities, leaving nothing but destruction in their wake. The forces of Order are pushed to the very brink. They cry out for champions to save them.

Champions of Order is the first major rules supplement for **Warhammer Age of Sigmar Roleplay: Soulbound**. This book presents new Archetypes for players to choose from, including a new faction in the Lumineth Realm-lords; it expands on each culture, introducing new subfactions to help further define your character. The book includes new player options, including over a hundred new Talents, new Miracles for the Gods of Order, dozens of new spells, and a wide array of new Endeavours to undertake during your heroes' rare moments of respite.

USING THIS BOOK

Champions of Order can be used alongside the ***Soulbound*** core rulebook and any future supplement that provides additional player options. You will make your character in the same way that is outlined in **Chapter 2: Character Creation** of ***Soulbound***, choosing an Archetype,

Skills, Talents, and so on. The only difference (aside from having a wealth of new material to choose from) is that characters created using this book have a Subfaction Bonus. This is an additional trait characters get from being part of a subfaction within their Archetype's faction or their culture.

If you are incorporating ***Champions of Order*** into an ongoing campaign, take some time to discuss the options at the table and allow the players to select their subfaction, which takes effect immediately. Many of these bonuses can give an extra edge to the characters on and off the battlefield; GMs shouldn't be afraid to increase the challenge accordingly.

Some of these subfactions may represent a military organisation, while others are less formal and more about how your character views the world, or represent where they are from. How each faction divides itself is explained below.

LUMINETH REALM-LORDS

The Lumineth are shaped by where they come from and the teachings they have learned throughout their lives. Each Lumineth is a member of one of the Great Nations: Ymetrica, Syar, Iliatha, and Zaitrec. See page 20 for more information on the Lumineth Realm-Lords and their Great Nations.



FREE PEOPLES

The Free Peoples are a motley amalgamation of countless different cultures and Species and define themselves by which city they come from. See page 28 for more information on the Free Peoples and their cities.

DAUGHTERS OF KHAINE

The devout Daughters of Khaine are each allied with a temple. These temples are not necessarily a physical place, but represent a set of beliefs in how best to worship the Murder-God Khaine. See page 34 for more information on the Daughters of Khaine and their temples.

FYRESLAYERS

All Fyreslayers are descended from the original Vostarg lodge but have shattered into countless smaller lodges throughout the Mortal Realms. Each lodge is built on a strict hierarchy, but all are singularly minded in their service of Grimnir. See page 39 for more information on the Fyreslayers and their lodges.

IDONETH DEEPKIN

The mysterious Idoneth have fractured countless times over their history, each founding a distinct nation known as an enclave. The enclaves are heavily influenced by the temperament of its citizens, who are in turn influenced by the environment and realm in which they reside. See page 45 for more information on the Idoneth Deepkin and their enclaves.

KHARADRON OVERLORDS

The Kharadron hail from magnificent metropolises known as sky-ports, which are held aloft by massive aether-endrins. Each sky-port has its own traditions and beliefs, and each one often has a different interpretation of the Kharadron Code. See page 50 for more information on the Kharadron Overlords and their sky-ports.

STORMCAST ETERNALS

Each Stormcast Eternal is a member of a Stormhost — a military body of fierce discipline and uncompromising order. Each Stormhost is formed from like-minded Stormcast Eternals, each with their view on how best to enact the will of the God-King Sigmar. See page 55 for more information on the Stormcast Eternals and their Stormhosts.

SYLVANETH

The fey Sylvaneth form into natural groupings known as glades. Each glade is composed of Forest Folk, Free Spirits, and even some Outcasts, and has its own idiosyncrasies. A glade's behaviour and outlook is heavily influenced by the natural world around them as they absorb the best and worst traits of the realms. See page 63 for more information on the Sylvaneth and their glades.



BACKGROUND

2

The Soulbound are drawn from all across the Mortal Realms, and come from a wide array of backgrounds and cultures. They are called by divine decree to have their souls intertwined for eternity and are sent forth to face down the greatest horrors imaginable. Who they are, why they were called, and what they received in return all shape how they undertake such a momentous task.

This chapter gives players an insight into the origins of the Ritual of Binding — the arcane rite that binds the characters' souls together — and looks at how your Binding was forged. It asks who forged your Binding and to what end, why you were chosen, and what you gained and lost in the process. Players and Gamemasters are encouraged to use this chapter in conjunction with **Part 6: The Party**, from page 34 of *Soulbound*.

As well as new information on the Binding process, this chapter includes suggested personal Short- and Long-term Goals, which are broken down by faction.

FREEFORM CHARACTER CREATION

The Stormcast Eternals' souls are bound in service to the God-King Sigmar and therefore can't become Soulbound. However, Bindings are often accompanied by a Stormcast Eternal, sometimes to assist the party, sometimes to keep watch and strike them down if the need arises — often both.

While not a member of the Soulbound, it is important for Stormcast Eternal players to consider why they are with the Binding. Each Stormcast Eternal Archetype contains suggestions as to why they may ally with a Binding, but players can also roll on the **Why Were You Chosen?** table for more suggestions (rerolling any that don't fit for a Stormcast Eternal).

THE BINDING RITUAL

The Soulbound are an ancient order dating back to the Age of Myth, mortals hand-chosen by the Pantheon of Order for their heroic deeds and bound together to fight against the ever encroaching evils of the Mortal Realms. Yet few know the full history of the order's origins, or the details of the arcane bonds that tie a Binding together.

This section dives into greater details on the specifics of the Soulbound order, its founding, and the creation of the ritual itself. In addition, it offers players the chance to elaborate on the details of their Binding.

THE RITUAL OF BINDING

In the Age of Myth, when the Pantheon of Order was strong and their staggering works of magic reshaped the face of the Mortal Realms, the God-King Sigmar gathered his peers and posed to them a new order. The Soulbound would be an elite group, made up of the strongest and bravest mortal souls. Through their diverse skills and origins, they would be adaptable and inventive — capable of combating myriad enemies and brokering diplomatic solutions that a uniform unit could not. They would work in small cells, rooting out corruption and fighting back the enemies of Order in the spaces where armies could not tread. But even as exemplars of their people, the Soulbound could not hope to fulfill this mandate without help. They would need gifts from the gods themselves. Thus, Sigmar approached his peers and requested their aid.

Teclis the Illuminator was the first and the key to unlocking the mystery of the Binding Ritual. The Aelven god saw the creation of such a group as an interesting arcane challenge at first. He proposed a framework for a ritual, one that would bind a group of mortals together by their very souls. Sigmar agreed, and Teclis created the foundations for the Ritual of Binding.

Next he approached the Duardin god Grungni. The smith-god saw the potential for great power in the souls of these mortals and offered to set their souls ablaze. They would burn hotter than the hottest furnace, granting them Soulfire — a well of inner strength they could draw upon in dire times.

Alarrielle, the Goddess of Life, felt sorry for the mortals that would become Soulbound. Theirs would be a life of pain and suffering in the stead of innocents. So she took their fragile bodies and poured life into them. They would have energy to undertake their impossible tasks, their

wounds would nearly knit themselves together, and they would never age. Although she felt sorrow at her part in the ritual, since only life can pay for life, they would live eternal, but bear no children.

It took some time for Sigmar to seek out and convince Malerion the Shadow King to aid his endeavour, but when he eventually did, the shadow-wreathed god offered up protective wards of darkness and illusion on the minds and souls of the Binding, to protect them from madness and the corruption of Chaos, lest they be turned against the pantheon.

At first, Morathi was reluctant to contribute to the ritual. She internally balked at the idea of granting the God-King additional pawns, especially those as powerful as the Soulbound. But in the Soulbound she saw a unique opportunity. By offering loyal followers to the ritual, she could gain invaluable insight into the plans of the other pantheon members. Better still, followers that were too difficult or troublesome to assassinate could be granted the 'honour' of serving in a binding — a graceful form of exile. Thus, the self-appointed High Oracle of Khaine agreed. She took the links between each soul and enhanced them with crimson veins of blood magic. By establishing a symbiotic link between the Binding, the mortals could draw upon each other's Soulfire.

Not wanting to be left out of the fun, Gorkamorka barged into the ritual. They found that, for all the burning souls and links between the Soulbound, they lacked a good bit of a proper fight in their bellies. And so the Orruk god let out a mighty roar. This experience was so terrifying that no other monster in the Mortal Realms could possibly match it. Thus, the will of the Soulbound was tempered.

Finally, Sigmar approached the Great Necromancer, Nagash. The ossified ruler smiled in approval at the pantheon's creation and relished in the inevitability that such powerful souls would eventually fall under his control. But the God-King refused Nagash's mandate, claiming that such noble souls would not be slaves when their time came to rest. Nagash was furious, but agreed upon one condition — when a member of the Binding fell, their souls would shatter. If he could not have them, nobody would. Sigmar furrowed his brow in distaste, but agreed — better oblivion than undead servitude. From then on, Nagash watched the ritual closely. He claimed to be ensuring that his demands were met, but secretly he was spying on Teclis' work, observing how the great wizard bound such disparate mortal souls together: a skill the Necromancer would put to good use in the ages to come.

With all the gods' contributions to the Ritual of Binding finally brought together under Teclis' careful weaving, Sigmar looked upon the work of his pantheon with pride. Truly, these Soulbound would be a masterpiece. He gathered his chosen mortals before him, laid out the ritual with meticulous care, and raised his mighty hammer high over his head with a cry of *'Arise, SOULBOUND!'*

THE BINDING AND YOU

Despite the shared origins of the Binding Ritual, in practice no two Bindings are alike. Different mortals are chosen by different gods to fulfill different goals, making each one unique in numerous ways. Whenever a new Binding is formed, the players can get a better impression of its origins, and each character's place in it, by answering a number of key questions.

WHO FORGED YOUR BINDING?

Since each member of the Pantheon of Order were intimately involved in creating the Binding Ritual, each has the ability to form their own Bindings, should they wish. Indeed, almost all members of the Pantheon have done so at least once in the past, though only rarely or under extreme circumstances. In the Age of Sigmar, almost all Bindings are forged by the God-King Sigmar, but the Ritual of Binding is still a spell at its core. As such, even a mortal spellcaster might execute the ritual, provided they have the knowledge and the power to see it through without killing all involved. It is even rumoured that the ousted members of the pantheon, Gorkamorka and Nagash, have created their own Bindings, though the results of their twisted interpretation and execution of the ritual is a mystery.

When creating a Binding, the GM or one of the players can pick or roll 2d6 on the table below.

WHO FORGED YOUR BINDING?	
2d6	Forged By
2	Outsider: Your ritual was performed by a powerful entity or magic user outside of the Pantheon of Order. This could be Nagash or Gorkamorka, or even some unknowable godbeast or powerful magic user who has found or stolen the Binding Ritual. In any case, this ritual is almost guaranteed to be flawed or twisted from incomplete knowledge or lack of expertise. Members of an Outsider's Binding are likely to suffer from chronic pain, uncontrollable Soulfire outbursts, entangled emotions, or countless other ailments.
3	Teclis: The Aelven god is the master of his creation, capable of weaving the strongest Bindings and adjusting them with a thought to eliminate any faults. Despite this, it is a rare occurrence for Teclis to conduct a Binding Ritual himself. He views the ritual as an old piece of spellwork, a puzzle he once delighted in completing, but has long since lost interest in. As such, what few Bindings he undertakes are executed in the cold and clinical manner of an artisan wasting their precious time executing a fundamental task.
4-5	Alarielle: As the Goddess of Life, it is almost unheard of for a soul to perish during Alarielle's Soul Bindings. In addition, her Bindings often emerge hale and healthy from the trials, with old wounds or illnesses purged from the body and years of hardship wiped from weary limbs. But the Everqueen conducts the ritual with a sense of great melancholy, lamenting the loss of fertility in her servants, especially her beloved Sylvaneth. As a result, most Bindings of Alarielle emerge with a profound sense of loss plaguing their hearts – fully aware of the true price of power.
6-8	Sigmar: As the one who commanded that the Binding Ritual be crafted, the God-King uses it most frequently. Though he is not the most skilled craftsman, he executes the ritual with a well-practiced hand and an unfaltering resolve. Unfortunately, Sigmar is unlikely to adjust the ritual to suit the participants, trusting in the certainty of the established spellwork. As a result, the chance of one or more fatalities during binding is greater than with the other gods, as any mortal unable to endure the rigours of the binding will warrant no pause or exception from the God-King's work.
9-10	Grungni: The Maker works his Bindings in the same manner as his legendary metalwork, forging with mighty strikes of his hammer as he fires and douses the Binding in arcane searing heat and abysmal cold. By doing this he seeks to temper his creations beyond the rigours of the other gods. The bindings often emerge with an iron will and fiery temper akin to fresh-forged metals. Some whisper that Grungni's Bindings can be overly stubborn and prone to holding bitter grudges, but few would say such things to their face.
11	Morathi: It is rare for Morathi to conduct a Binding Ritual – she likes to keep her most valuable and loyal pawns close at hand and under control, which is counter to the nature of a Binding. Still, some elaborate plans call for elaborate solutions and the Ritual of Binding is just another tool at her disposal. Her bindings are bloody affairs overseen by numerous Hag Queens, that leave the resulting Binding with streaks of ashen hair and an unnatural lust for bloodshed.
12	Malerion: As only fitting for the God of Shadow, why or how Malerion conducts his Binding Rituals is a topic of speculation and rumour. Even the Soulbound that emerge from his rituals find themselves unable to recall the experience, as an impenetrable veil of darkness and shadow conceals their memories. Often this even masks memories of their past lives and their fellow Binding members, leaving Malerion's Soulbound as suspicious or paranoid individuals.

TO WHAT END?

While most Bindings will encounter innumerable challenges during their time as heroes of the Mortal Realms, every Binding is initially forged with one specific purpose in mind — a task which only they can solve. Sometimes this purpose informs what future duties they are tasked with, as a Binding that is successful in their quests is often called to perform similar duties in the future. There are six general reasons a Binding may be forged:

- ✧ **To Find:** With eight Mortal Realms, each with unstable, crumbling borders, it is easy to lose something valuable. A trinket of incredible power from the Age of Myth could lie at the heart of an impossibly vast desert, an undiscovered realmgate may lurk in a maze-like necropolis, and entire cities can be lost to time and memory. Bindings are capable of braving the wilderness in search of lost treasures and returning them to the forces of Order.
- ✧ **To Destroy:** There are many threats in the Mortal Realms that simply must be eliminated to protect the innocent, but not all can be ground into dust by marching armies. Many objects and individuals are best removed with a scalpel, rather than a hammer. Bindings are perfect for these tasks — self-sufficient heroes capable of hunting down and destroying almost anything the enemies of Order can throw at them.
- ✧ **To Protect:** Few are better suited to protecting the innocent than a Binding. Where uncaring armies crush cities and lives in equal measure, a Binding can take an individual by the hand, rescue a lost soul, or rally a settlement to stand against the tide.
- ✧ **To Explore:** The Mortal Realms are an ever-shifting and expanding landscape filled with nightmarish wonders. A Binding can be forged to explore and chart a realm that has undergone a great shift or change. With their strength, they can tread where no mortal has gone before and survive to tell the tale, to share knowledge, or to warn of encroaching disaster.
- ✧ **To Uncover:** Wherever mortals gather in great numbers, corruption and crime constantly erode the foundations of civilisation. Even Sigmar's chosen cities are not exempt from this truth. If left unchecked, these cities will collapse upon themselves, lost to the enemies of Order without a single blade drawn. A Binding is capable of moving among the people, infiltrating and uncovering corruption wherever it takes root.

- ✧ **To Fulfill a Destiny:** Peering into the future is an exercise fraught with danger and madness, but even the forces of Order have trusted seers and fortune tellers in their midst. On rare occasions, a glimpse at the future can be so profound that the Pantheon of Order themselves take notice and set to work ensuring that a desirable outcome is achieved, or a devastating loss is averted. On a rare occasion, a Binding is forged to nudge destiny itself, though due to the nature of their origins, their instructions are often impossibly vague or cryptic.

You can use the table below to pick or randomly generate the founding purpose of your Binding. If your Binding is new, this may be your first Long-term Party Goal (*Soulbound*, page 34). Alternatively, you can use the same table to generate the seed of a new adventure.

WHY WERE YOU CHOSEN?

No mortal stumbles into a Binding. Each is hand-picked by their patron for the task at hand. As such, every member of the Binding must have done something spectacular to gain the attention of a god. When deciding why you were chosen, you can roll on the table below or create your own.

WHAT DID YOU GAIN?

Becoming part of a Binding grants various boons to the mortal participants, but almost every person bound through the Binding Ritual did so with something gained. This could be something as simple as strength and freedom, or as complex as a chance to get revenge on a specific Chaos daemon. Sometimes the true value of a Binding is not clear at first, but emerges over weeks, months, or years.

When deciding what you gained by joining the Binding, you can roll on the table below or create your own.

WHAT DID YOU LOSE?

There are many costs to joining a Binding. Your life is forfeit, dedicated to fighting the enemies of Order until the day you die. You can be called to travel anywhere within the Mortal Realms to face any manner of horrors. And you can never have biological children to pass on your legacy. But this is the burden shared by all *Soulbound*; rare is the *Soulbound* that didn't lose something personal to them as a result of joining the Binding.

When deciding what you lost by joining the binding, you can roll on the table below or create your own.



TO WHAT END?

1d6	1: Find	2: Destroy	3: Protect	4: Explore	5: Uncover	6: Destined
1	Rediscover the location of a lost realmgate.	Slay a beast that threatens the realm.	Reclaim a lost soul from the Realm of Death.	Map the crumbling ruins of a lost city.	Infiltrate and destroy a Chaos cult.	'Sail the screaming ocean to where whispers die.'
2	Find and reclaim an artefact from the Age of Myth.	Defeat a Chaos Champion and end their reign of terror.	Rescue an important mortal from an occupied city.	Seek the edges of the realm and record what awaits there.	Sever a chain of smugglers who trade in stolen realmstone.	'Seek the eye that never closes and ask it whom it serves.'
3	Determine the fate of an army that vanished without a trace.	Destroy a Skaven warmachine before it can break a city.	Escort a fragile but destined mortal to another realm.	Sail the coast of a newly emerged island and map its shape.	Find a kidnapped noble and destroy those that hold them.	'Reach the bottom of the abyss and find what lies there.'
4	Seek out lost knowledge from the Age of Myth.	Sabotage a realmgate that connects to the Eightpoints.	Defend a settlement from an approaching horde.	Be the first to step through a newly opened realmgate.	Discover the identity of an assassin who has killed thirteen rulers.	'Mend the bonds of father and son, then lay their bones to rest.'
5	Discover the makings of a lost spell that can turn the tide of a coming war.	Stop an Orruk Waaagh! by defeating their chieftain in combat.	Hold a strategic location until reinforcements can arrive.	Seek a new source or realmstone at the heart of a labyrinth.	Find who has been poisoning the water of a freehold, and deliver justice.	'Stand your ground on the star-struck hill, until the sky rains blood.'
6	Locate a great city that fell through a tear in reality during the Age of Chaos.	Unbind a devastating Endless Spell with a devious mind of its own.	Protect a caravan of vital supplies on a long journey across the realm.	Climb the shifting mountain to confront the mysterious figure at the peak.	Find the elusive artefact broker who holds powerful items from the Age of Myth.	'Extinguish the fire that never burned, drink the rain that never fell, and kill the queen that never reigned.'

WHY WERE YOU CHOSEN?

1d6	1	2	3	4	5	6
1	I cured a plague ravaging a City of Sigmar.	My birth was prophesied by a powerful seer.	I sacrificed my body to protect innocents.	My ancestor was one of the first Soulbound.	I singlehandedly unraveled a web of Chaos cultists.	I resisted corruption by a Chaos daemon.
2	I defended a wounded avatar of the gods alone.	Three times I should have died, but here I stand.	I won the favour of my patron through prayer.	I defeated a terrifying foe by outsmarting it.	I have spent my life training to be Soulbound.	I embody the virtues of my patron deity.
3	When the Bonereapers came, I led the resistance.	I worked a great miracle through my devotion alone.	A priest said my soul was a great hero in another world.	I inspired others to rise up and overthrow a corrupt ruler.	I won a realm-wide tournament of martial prowess.	I endured an agonising trial that should have killed me.
4	My findings advanced the study of some academic or arcane pursuit.	I uncovered lost arcane knowledge that led to a great victory.	I continued to fight against a tide of Chaos when all seemed lost.	I solved a puzzle that has thwarted scholars since the Age of Myth.	I led a hunt against a beast that threatened my home city.	I was captured by a Chaos warband, but used my cunning to escape.
5	My calming voice settled a potentially catastrophic dispute.	I travelled with another Binding for a period of time. They saw something in me.	I travelled across three realms with nothing but a broken blade.	I followed a strange instinct and discovered a new realmgate.	I was the last surviving member of an elite unit sent on an impossible task.	I stepped foot in every realm, eager to face whatever might await me.
6	I carved a path of single-minded and bloody revenge across the eight realms.	I survived in the wastes alone for over a decade, with only my god as company.	I invented a piece of technology that made life better for all mortals.	Why I was chosen is a mystery to me. My god called and I simply answered.	My sibling was supposed to be Soulbound, but when they died I took their place.	My binding was a terrible accident. I am not supposed to be Soulbound.

WHAT DID YOU GAIN?

1d6	1	2	3	4	5	6
1	I joined in tragedy and gained nothing. Roll again on the What Did You Lose? table.	Freedom to escape the claustrophobic city walls and explore the wilds.	The chance to enact revenge on the daemon that murdered my loved ones.	A group of reliable allies, something I have never had before.	The chance to amass great wealth to pass on to future generations.	A group of unassuming meat-shields to defend me from my enemies.
2	The ability to live outside the gaze of the law.	The chance to undo my past misdeeds.	The time needed to create my greatest work.	The courage to deal with my own insecurities.	The chance to see each of the Mortal Realms.	A chance to surpass my hero.
3	The adoration of every mortal who lays eyes upon me.	The chance to etch my name into the history of the realms.	Immunity to a corruption that has plagued my bloodline.	The chance to become something of a god myself.	The chance to live up to others' expectations of me.	I will finally be seen as greater than my teachers.
4	A chronic illness I would have died from has been healed.	The chance to create an institution that will endure an age.	The chance to search the Mortal Realms for the love of my dreams.	Heightened senses that let me enjoy life on a whole new level.	The chance to get closer to the forces of Chaos than any ever have before.	The powerful certainty that one person can make a difference.
5	I no longer fear the monsters that I used to.	A creative spark in me I didn't know existed.	A chance to study the strange individuals in my Binding.	The ability to indulge my vices and rapidly heal from them.	An escape from debts I could never repay.	The direct validation of my patron deity.
6	The chance to uncover secrets and lost lore.	Nobody will ever underestimate me again.	I have left my unhappy life behind.	I have become the best version of myself.	The power to protect the ones I love.	The ability to lord my power over lesser folks.

WHAT DID YOU LOSE?

1d6	1	2	3	4	5	6
1	The Binding Ritual was a disaster. Roll twice more on this table.	A vast family inheritance will pass me by, going to my least favourite sibling.	I had to leave my people behind. I don't know if I will ever see home again.	Ever since the Binding Ritual, I have suffered from a constant migraine.	I lost my innocence. I can never unsee the horrors I have witnessed.	I lost my sense of hope. Our enemies are too many – we are just delaying the inevitable.
2	I can recall nothing of my past life.	I lost the ability to enjoy beauty at face value.	My worries are the size of entire realms now.	I have lost my sense of individuality.	I can never escape others' expectations.	I now have an unshakeable common phobia.
3	I can't remember the last time I had a decent meal.	I am easier to anger and quicker to pass judgement.	I know our enemies too well to ever feel safe again.	I can never put my responsibilities aside again.	I had to separate from my lover. They can't follow me in this life.	I can never have any lasting relationships again.
4	The rest of my impossibly long life will be fraught with war and danger.	I once lived in the lap of luxury, now I have no control over my living situation.	I can no longer enjoy alcohol or narcotics, as I simply heal too fast.	A great personal treasure was destroyed during our first mission.	I left many passions behind that I no longer have time to pursue.	I am less independent and rely on the companionship of my Binding.
5	A dear ally who failed to be chosen for the ritual now despises me.	I feel like I am constantly being watched by something just out of sight.	Every night I suffer from nightmares replaying the horrors I've seen.	I have changed so much I no longer recognise myself in the mirror.	A close friend now fears me, believing I am the wrath of the gods manifest.	I am plagued by the intrusive thoughts from members of my Binding.
6	Being bound to another only deepened my prejudices against their people.	The ritual scarred a high priest in attendance. They will forever hate me.	The ritual permanently changed or ruined my most beloved physical quality.	I have lost my sense of time and place. My life has become a blur of blood and pain.	My culture forced me to turn over whatever wealth I had before the ritual.	I joined with nothing to lose. Roll again on the What Did You Gain? table.

SHORT-TERM GOALS

Though sworn to the gods and endowed with incredible powers, your character is still a being of mortal hopes and petty ambitions. In time your characters will realise that, even with the backings of the divine, they are not beyond the personal quests and aspirational comforts of mortal beings, even if they have left such a life behind.

Short-term Goals are transitory things, Goals which change with some regularity, which can be accomplished and drive the session-to-session action as a broader story unfolds. When choosing your goals, speak with your GM to ensure they can be included with the campaign and adventures being planned.

At the start of a campaign it may help to choose Short-term Goals which speak to one's culture of origin, helping to reinforce the importance of where the Soulbound character came from. Just because your character has undergone the Ritual of Binding does not mean they have

discarded their previous dreams, even if they have shifted in priority or become impossible due to the side-effects of the rite. Some Short-term Goals may be of different tonal importance than others and their relevance and consequence should be considered by both the players and the GM when it comes time to pursue a goal. Chasing after the agents of a Ghoulish King who survived their last encounter with the Soulbound is a valid Short-term Goal, but after such doom and gloom, attending a celebration for a character's heroics should be seen as equally valid.

Short-term Goals should be conceived of as things which can be accomplished between one to three sessions of play. They should also be viewed as stepping stones towards truly epic destinies, fulfilling important narrative roles which show how the Soulbound fit in the grand schemes of the Mortal Realms.

Roll 1d6 and consult the appropriate faction table to determine your first Short-term Goal.

LUMINETH REALM-LORDS

1d6	Short-term Goal
1	You seek a place in your current realm rich in aelementors.
2	You hope to expose the subtle machinations and sinister plots of a Slaanesh cult which you believe has operated in the region.
3	You desire to gain further practical knowledge in the field relating to a personal philosophical treatise to which you subscribe. You need this to prove your innate superiority to a rival.
4	You seek to acquire a piece of realmstone to discern any qualities equivalent to the prismatic configurations within Hyshian aetherquartz.
5	Offer advice to an ally whose vision was clouded by crass emotion.
6	You seek to gain access to a place of arcane learning.

FREE PEOPLES

1d6	Short-term Goal
1	Find a group of mortals who share some aspect of your past (a career, hobby, or other passion) and spend some time with them.
2	Determine which mortals are the most powerful wherever you are residing. Perhaps they can turn into allies.
3	You know a prominent local figure's misplaced loyalties have seen them corrupted by agents of the Ruinous Powers. You need to expose them before they spread their evil to others.
4	You wish to honour family members or friends who died before you were Soulbound. You might visit their grave or leave a memento with those they left behind.
5	Research your family name – perhaps it holds some unknown fortune.
6	Do something to keep the local Free Peoples safe. For example, help build a fortification or train the local Freeguild.

DAUGHTERS OF KHAINE

1d6	Short-term Goal
1	Honour Khaine at a nearby shrine. Perhaps your sisters will await you there.
2	One of the Binding spoke out against the Shadow Queen. I must discover their greatest weakness in case I am asked to eliminate them
3	You desire to further your glory in the eyes of the High Oracle. You seek to enact bloodied rites and make known that your victories reflect the magnificence of Morathi.
4	You wish to plunge your knives into the back of a foolish braggart who thought to denounce the Daughters of Khaine openly.
5	Rumours of mutation and the Trueborn's serpentine forms have been whispered of in public. You know you will be rewarded for obscuring this hearsay or killing the rumour mongers.
6	You seek to honour Khaine by bathing in the blood of a powerful foe – a Champion or Chosen that stands against you.

FYRESLAYERS

1d6	Short-term Goal
1	You know a fool enemy who insulted Grimnir by insulting your appearance. You must take vengeance upon them for this grave indignity, lest you be even further dishonoured.
2	You desire new, resplendent gemstones to embed into your girdle. They would make for adequate payment for your deeds, and they would embellish your garb with a worthy tale.
3	You lust for the challenge of battling a beast, to test yourself in emulation of mighty Grimnir's struggle against the Mother of Magmadroths, Vulcatrix.
4	Your line owes a debt – a small one, but one which must be paid all the same. A good-faith donation to other Fyreslayers should suffice to absolve the debt.
5	Discover ur-gold in a payment given to you for heroic deeds.
6	Intimidate someone or something with a fiery display of your prowess.

IDONETH DEEPKIN

1d6	Short-term Goal
1	Invoke fear of the Idoneth in a common mortal.
2	You no longer need to consume souls like your kin, but you still feel a hunger. Resist these urges at least once.
3	Make a strong public condemnation of Slaanesh.
4	Defend the Idoneth's soul raids to another mortal.
5	While you are freed from the endless hunger, your people need a constant supply of souls. You must find a worthy soul to offer to your Enclave.
6	Show a sailor or other seafaring mortal why they must fear the deeps.

KHARADRON OVERLORDS

1d6	Short-term Goal
1	Find an unclaimed vein of aether-gold and report it to the Kharadron.
2	Secure a new contract for your sky-port.
3	Conceive of a new trade opportunity for your sky-port. You don't need to follow up yourself, but report it to other Kharadron.
4	Publicly defend the Kharadron Code, however you may interpret it.
5	Use your shrewd business acumen to mediate a dispute between allies.
6	Befriend a local merchant; perhaps you can foster a business relationship later.

STORMCAST ETERNALS

1d6	Short-term Goal
1	Recall a memory from a previous Reforging. Perhaps something from your new Soulbound allies will help.
2	You wish to rouse the morale of the citizenry, to redouble their devotion to Sigmar and to ensure they walk a righteous path. A public showing of Sigmar's might should do the trick.
3	Prove the might and righteousness of Sigmar to your Soulbound allies.
4	Help a common mortal with an everyday task; show them the righteous should not fear the Stormcast.
5	Advise a local Freeguild captain on training, tactics, or other martial matters.
6	Make a sizable donation to a Temple of Sigmar – Aqua Ghyranis, an artefact or religious relic, or even your time will do.

SYLVANETH

1d6	Short-term Goal
1	Nurture a budding garden in a harsh place, such as the crowded streets of a City of Sigmar.
2	Observe the Free Peoples, so that you might appreciate that which they do with their small and trifling existences.
3	Take up a mortal hobby, such as painting or a musical instrument, to better understand your new allies.
4	Inform a Quickblood (Human, Aelf, or Duardin) to the purposes of the Sylvaneth, so that they might understand the nature of your people and their duty to the Everqueen.
5	Find a place of solace and calm within the nearby wilderness, so that you might gain a moment of clarity in a busy world of short-lived creatures.
6	Help heal a sick mortal and remind them of the Everqueen's power.

LONG-TERM GOALS

Your character's Long-term Goals can span an entire campaign, representing the grand ambitions and desired fates of the Soulbound. These achievements should not be impossible, but should be of such powerful importance that the future of the Mortal Realms could shift at their accomplishment. Such goals are not things to be undertaken lightly, and seldom can they be achieved alone. Long-term Goals should represent the culmination of a character's life, allowing them the potential to retire upon achieving them or granting them insight on what they're personally fighting for.

When determining a Long-term Goal, consider that your character may never achieve this goal, and what this failing might cause them to feel. Will they sink further into despair, believing themselves merely to be the pawn of powerful entities? Will they fight tooth and nail to see that even if their dreams may be squandered that others deserve to live

lives of hope for their futures? Such reactions to the idea of failing in their life's work may help in determining how they will go about pursuing these Goals. It can be helpful to think in reverse when determining how a character will achieve a Long-term Goal. If you wish to found a city-state, you need land, resources, and people — all of which might crop up as Short-term Goals.

At the start of a campaign, a Long-term Goal may seem far away or hard to conceive of. Even being Soulbound, your character will likely begin play with the same hopes and dreams of others from their culture. With their new power they may have the potential to achieve these distant goals, or to at least put themselves on a path which might cause them to re-evaluate their aspirations.

Roll 1d6 and consult the appropriate faction table to determine your Long-term Goal.

LUMINETH REALM-LORDS

1d6	Long-term Goal
1	You wish to convince a High King or Queen of the Idoneth to meet with Teclis, for you know this will be an important step in leading them into the light.
2	You believe yourself destined to expose and destroy the grand machinations of a Hedonite cult which has infiltrated multiple strata of society, hidden in plain sight.
3	You seek to commune with the spirits of a realm and rouse them into a glorious war form to assist in purging the forces of Chaos and Destruction.
4	Found a centre of learning in the light of Teclis and create the next generation of philosopher-mages.
5	You wish to climb a great peak in each of the Mortal Realms in search of other aelementors.
6	You seek to found a new school of philosophy, one informed by your time as a Soulbound, and spread it throughout the Mortal Realms.

FREE PEOPLES

1d6	Long-term Goal
1	You seek ancient relics of fallen empires long lost to Chaos, for in their diminished power sits a legacy for the taking and the means to forge new empires.
2	You deign to settle the long-standing disputes between those descended from Azyrites and the Reclaimed in your City of Sigmar, ensuring unity and forming common cause against the enemies of Order.
3	You dream to found an institution within the Cities of Sigmar, so that your name will be carried throughout the ages while taking a direct hand in the betterment of civilisation.
4	You seek to settle a new town on a nexus of geomantic power, as was done by the dauntless heroes during the Dawnbringer Crusades.
5	The wounds of ancient days are not easily healed. You intend to plant the banner of the Free Peoples upon land lost in the Age of Chaos and take it back.
6	You keep humble ambitions of power. You intend to achieve rulership over a Freeguild, have heraldry made in your image, and lead from noble comfort.

DAUGHTERS OF KHAINE

1d6	Long-term Goal
1	You seek to challenge a temple's hierarchy, carving your own path to leadership. Perhaps you take over an existing temple or persuade enough of your sisters to join you in founding a new sect.
2	Long have you felt a disquiet from the Lord of Murder. You must discover what truth, no matter how horrible, sees Khaine silent to all but his High Oracle.
3	You desire the most grand blessings Morathi can offer you. You seek the privilege to be reshaped in the form of the Scathborn, to dwell within illusion like a second skin.
4	You seek an unbroken land of hardship and toil, whose people you can bring to the faith, and within which you may establish a temple in your gruesome honour.
5	You dream to have a cauldron forged in your image. To see your face in scowling grotesques around its circumference. To bathe in the blood of mighty kings and wayward sovereigns.
6	Through grand acts of glory or by way of schemes unfathomable to mortal minds, you seek to have your name whispered in terror across the Mortal Realms.

FYRESLAYERS

1d6	Long-term Goal
1	You are honorbound to avenge an ancestor in the eyes of the lodge. Forced to take the <i>barazakdum</i> , the true perpetrator of their accused misdeeds must be exposed.
2	You are destined to retake a fallen magmahold of your lodge from an ancient foe, butchering them to the last and taking the lost throne for your fyrd.
3	Without the means of propagating your own bloodline, you must take control of a fyrd and ensure a loyal sibling or cousin gains prominence within the lodge.
4	You seek to perform greater and greater deeds of slaying hated enemies, such that you are worthy of song and saga performed until the Doomgron comes.
5	You will gather your kin and cleave a new magmahold into creation, such that you will be forever memorialized for the deed, and that others may rule as Runefather in your name.
6	You seek to ascend into the highest ranks of the Zharrgrim, to either forge keys anew and give praise to Grinnir, or to become one with the eternal flames they temper.

IDONETH DEEPKIN

1d6	Long-term Goal
1	You seek to receive a show of humility from a high pritest of Teclis and all those who serve him.
2	Though you have escaped the grasp of Nagash, you know he seeks your kin. You must work to hide an Idoneth enclave from the restless dead.
3	You wish to establish a foothold for the Deepkin within a City of Sigmar, to better relationships and secretly to ensure a stream of easily harvested souls.
4	You seek ancient rites and hidden spells so you might dominate a leviathanic entity and to ensure none but the Idoneth may safely ply the seas.
5	You seek to kill a Chosen of Slaanesh, such as a Keeper of Secrets, so that even the Prince of Pleasure feels a pain akin to the great emptiness of your folk.
6	You intend to strike a deal and bargain enough that the forces of Order allow your people to return to isolation and subtle raids, their obligations to the forces of Order forgotten.

KHARADRON OVERLORDS

1d6	Long-term Goal
1	With money, merit, and influence enough you scheme to take control of an Arkonaut Sky-fleet. You will have them fly under your colours and for your glory.
2	For sake of power and legacy, you hope to craft an amendment to the Code to serve your interests and weaken your enemies.
3	You seek to invent and perfect new techniques to use the aether. This could be a new line of weapons, improvements on aether-rig power consumption, or a new endrin model.
4	Though blessed with immortality, you still intend to retire to a life of wealth and power within a vaunted tower of a grand sky-port.
5	You hope to acquire wealth and influence enough to have a sky-port constructed in your name, from which you will guide the hand of the market until fate claims you.
6	Your name will live on as a new form of aethership, the first example of which leads the Kharadron to great victories in battle or newfound riches as it explores skies thought unobtainable.

STORMCAST ETERNALS

1d6	Long-term Goal
1	You seek a death glorious enough to allow you to end your cycle of Reforging and serve Sigmar no longer as flesh and blood, but a pure soul.
2	You hope to establish a system of failsafes so you are always able to remember and appreciate who you are, no matter what memories a Reforging may steal.
3	You wish to slay and disband the enemies of a City of Sigmar, such that they will not have strength enough to strike back for several mortal generations.
4	You hope to save your Stormhost from falling into despair and to assist in helping them find greater, lasting joy beyond their service to Order.
5	You wish that your heroic deeds and immense powers will see you made a legendary figure in the mythologies and histories of the Mortal Realms.
6	You wish to reach rank and power enough to become a Lord-Arcanum, Lord-Celestant, or similar.

SYLVANETH

1d6	Long-term Goal
1	You mourn the soulpods your Glade lost to the servants of Chaos. You seek to take vengeance against these thieves and corruptors, and to purge any ill growth made of the lost.
2	You hope to redeem a set of Outcasts back to your Glade, easing their malicious souls and twisting their spirits back into harmony.
3	For hope of legacy, you seek to create a new Glade of the Sylvaneth in emulation of victories in the Age of Myth.
4	By dread curiosity, you wish to recover the ancestral memories of the Shrouded Season, to know that which brings shame and sorrow to Alarielle herself.
5	You seek to form deeper diplomatic bonds with the Free Peoples, who often fear you. You hope to form at least one Sylvaneth enclave in a City of Sigmar, and plant the seeds for more.
6	Though a solemn thought, you hope to find a meaningful way to convey your lamentiri, so that the grove of your origin may yet echo your tale in the Spirit-Song.

ARCHETYPES

3

The Mortal Realms are filled with countless different peoples and cultures, each waging a desperate war against the forces of Chaos, Death, and Destruction. The best of these, the most valiant and deadly, the true champions of Order, are called to be Soulbound.

Your Archetype represents who you are when you begin playing **Soulbound**. It is a role or rank that you fill within your culture, providing you with the Skills and Talents to face down the horrors of the Mortal Realms. This chapter presents 10 new Archetypes, in addition to the 23 Archetypes found in **Soulbound**. Archetypes are separated into the culture and faction to which they belong, and are preceded by detailed information about the culture as well as the subfactions and organisations within the broader faction (see **Subfactions** opposite).

This chapter also introduces a new faction to **Soulbound** — the Lumineth Realm-lords, Aelven worshippers of Teclis and Tyrion from Hysh, the Realm of Light. The Lumineth have their own cultures, goals, and beliefs. Their ties to magic and the mysteries of their dark past make them an intriguing addition to any Binding. For more information on the Lumineth Realm-lords, as well as details on the four new Archetypes they provide, see page 20.

FREEFORM CHARACTER CREATION

If you have a very particular type of character in mind that you would like to play that isn't listed as an Archetype, or if you simply want more control over character creation, you can use freeform character creation. See **Soulbound** page 19 for more information.

ARCHETYPE FORMAT

Each Archetype lists the Archetype name, a short description of the Archetype and why they would be Soulbound, and the Archetype's stats. Page 45 of *Soulbound* has a detailed breakdown of each part of the Archetype stats, but the basics are below.

- ✧ **Attributes:** Your Archetype lists your character's Body, Mind, and Soul. You can swap one of these Attributes during character creation if you wish.
- ✧ **Species:** Your Species, with your culture or faction listed in parentheses. Each Species gains a Species Bonus (*Soulbound*, page 45).
- ✧ **Core Skill:** Your character's Core Skill. You have Training (1) and Focus (1) in your Core Skill.
- ✧ **Skills:** A list of additional Skills to choose from. The amount of XP you have to spend on Training and/or Focus in your additional Skills is listed in parentheses. Page 41 of *Soulbound* lists the XP costs for advancing Skills.
- ✧ **Core Talent:** You begin with this Talent. It is typically the Talent that defines your character to begin with, such as being a spellcaster or a deadly assassin.
- ✧ **Talents:** You can choose a number of additional Talents during character creation as listed in parentheses. Talents with an asterisk (*) have requirements you must meet to take those Talents. Note that any Talents found in the *Soulbound* core rulebook are listed in *italics*. All other Talents can be found in **Chapter 4: Talents and Miracles**.
- ✧ **Equipment:** You start with enough equipment to begin adventuring. This is typically armour, some weapons, a memento or keepsake, and a number of drops of Aqua Ghyranis. Unless otherwise stated, information on this equipment can be found beginning on page 99 of *Soulbound*.

SUBFACTIONS

Champions of Order presents a new way to customise your character — subfactions. Subfactions are groups or organisations within a broader faction that have their own culture and beliefs. They hold many of the ideals of their parent faction, but they often differ in how they practice these beliefs or interpret the cultures teachings. For example, the Kharadron of Barak-Thryng are strict traditionalists and abide by the original Kharadron Code, voting against any amendments. By contrast, the Duardin of Barak-Mhornar often see the Code as more of a set of guidelines, bending it to the point that many Kharadron consider them no better than pirates and thieves.

During character creation, once you have chosen your Archetype and know what faction or culture you are part of, you can choose a subfaction. The subfaction provides you with a strong tie to the Mortal Realms, often to a city or realm, and can serve as a jumping-off point for defining who your character is and what they believe in. Did you join the Soulbound to honour the culture you come from, or were you cast out and banished, never to return? Each faction has between four and eight subfactions to choose from, so be sure to read through each before deciding.

SUBFACTION BONUS

As well as giving you a history and grounding in the world, your subfaction also grants you a bonus reflective of the culture's beliefs and practices. A subfaction's bonus is listed at the end of its entry, and denoted with a bullet point.

You gain this bonus in addition to your Species Bonus. Mark your subfaction bonus in the Talents section of your character sheet.

YOU PROBABLY HAVEN'T HEARD OF IT

If you would like your character to be from another subfaction or city, perhaps one mentioned in the Warhammer Age of Sigmar battlegame or novels, that is perfectly fine. Each subfaction bonus is roughly equivalent to a Talent, so ask your GM if you can instead take a suitable Talent from **Chapter 4: Talents and Miracles** or from *Soulbound*. Alternatively, your GM can grant you an additional 2 XP to spend during character creation.

LUMINETH REALM-LORDS

'Failure to admit we wounded you before, mistaking arrogance for virtue — for arrogant mistakes, before you, wounded, we admit to failure.'

— Lament for Hysh, a classical Reinvention-era mirror poem

The Lumineth Realm-lords were meant to be perfect. A later diaspora of Aelves the Archmage Teclis extracted from Slaanesh's belly, they possessed neither the Idoneth's withering souls nor the Scáthborn's monstrous features. To all appearances, these Aelves seemed flawless — but the very light that illuminated their graceful beauty also blinded them to their pride and pettiness.

During the Age of Myth, the Lumineth raised towers dedicated to art, philosophy, and transcendental enlightenment. Friendly rivalries pushed scholars and mages to new heights, as did the discovery of aetherquartz, a substance that gifted its wielder with focus and inspiration while draining away useless, distracting emotion. Obsessed with achievement, repressing all feelings, the Lumineth built their spires taller and taller, as if to pierce the shining vault of Hysh's sky.

It could not last. One day their growing egos and festering jealousies erupted in a cataclysmic civil war called the Spirefall, which saw continents crumble and reality itself shatter. The Lumineth faced extinction, and only by bonding with Hysh's elemental spirits did they find the harmony necessary to save the land they had once sought to ascend beyond.

In the current age, the Lumineth walk a thin line between humility and excellence. They have realised they cannot remain shut away in Hysh if they are to prevail against Chaos, but they still look down upon the lesser realms, which pale in comparison to the enlightenments of the Realm of Light. Hyshian aelementors temper their pride, but some whisper the Lumineth, in their zeal, have simply traded one obsession for another. And though these Aelves now fight for their lands and communities, not individual achievement, the seeds of hubris still lurk in their hearts, ready to flourish should they find fertile soil.

LUMINETH SOULBOUND

The aelementiri, the Lumineth ascetics who bond with Hyshian nature spirits called aelementors, see many similarities between becoming Soulbound and their own transcendent experience. In particular, they understand the purpose one can find in binding their soul to a

greater whole, and even Lumineth outside the temples can appreciate the power found within a collective. While it is no small thing to ask a Lumineth Aelf to leave their scarred but still beloved homelands, where their vision and insight are unclouded, particularly selfless (or conceited) Lumineth might make such a sacrifice to spread wisdom to less fortunate civilisations. Like an elder sibling watching their little brothers and sisters totter about, Lumineth who join Bindings deign to offer their guidance to people who clearly need it.

In descending from their towers, however, Soulbound Lumineth often learn more about the Realms than they ever hoped to teach. Just as a spiritual bond with the aelementors can impart upon a Lumineth true humility and appreciation for the land, so too can a Binding make them understand the value of cooperation, unity, and the needs of other people. Wise masters among the Realm-lords sometimes push their students to become Soulbound to show them valuable new perspectives — and to save them from the path of insular, narrow-minded obsession.

Lumineth sometimes blanch at the messiness of so many fallible souls being bound together, particularly if a Soulbound group lacks pleasing symmetries to counterbalance each other, while others sneer at the very idea of sullyng one's being with lesser soulstuff. Most Lumineth, however, honour the Soulbound's importance, viewing Bindings as spiritual masters whose great sacrifices merit great respect. After all, to save Hysh, the Lumineth had to commune with its very spirit. Perhaps, to save the Mortal Realms, they must do the same with the realms' disparate peoples.

GOALS AND IDEALS

The Lumineth avoid emotion, prizing detachment and pure logic, but at the same time they know they must remain grounded to avoid a second Spirefall (see below). Many rely on external anchors, such as the aelementors or their duty to their fellow Aelves, to find the balance between harnessing the potential of Hysh and remaining pure of soul. Indeed, 'balance' is key to the entire Lumineth ethos: between Tyrion and Teclis, body and spirit, the brilliant sun and the reflective moon.

But despite their symbiosis with the realm and their efforts towards humility, the Lumineth remain quick to judge. They believe the other realms do not have the wisdom to handle their own affairs, and they rarely have the patience to explain themselves to simpletons. Buoyed by their successes in Hysh, the Lumineth march across all the Mortal Realms to shore reality against Chaos, no matter the cost to their supposed allies.

SOCIETY AND STRUCTURE

The Spirefall, an apocalyptic civil war born of Lumineth hubris, devastated Hysh. During the Reinvention, the cultural upheaval that followed, the Lumineth restructured their society to work in harmony with Hysh's spirit, symbolising their new philosophy in a runic mandala called the Hysha-Mhensa. Like the Realm of Light, the Hysha-Mhensa has two halves. The left-hand 'Tyrionic' side represents Hysh's blinding border, which appears as the sun to all other Realms, and also symbolises decisiveness and inspiration. The right-hand 'Teclian' side represents the true moon Celennar, as well as introspection and refinement. Most Lumineth choose one side or another to follow, though some, like the loreseekers, embody both.

A four-fold rune lies in the mandala's center, combining the geomantic forces of mountain, river, wind, and zenith. Recalling the Teclamentari — a path to spiritual mastery pushed to its limits in the disastrous days before the Spirefall — the core of the Hysha-Mhensa instructs its aspirants not to transcend beyond the realm, but to instead listen to it.

MEMBERS

Every Lumineth is a capable wizard, so infused with Hysh's light that magic courses through their veins. The two major divisions of their society are the Vanari, warriors who emulate Tyrion's swiftness and martial skill, and the Scinari, mages and artisans exemplifying Teclis's contemplative wisdom. All Lumineth are Aelves, though some are natural-born, others are magically cloned, and the very oldest were extracted from Slaanesh and crafted by Teclis himself.

Outside these castes exist the aelementiri temples, whose members have given up all rank and possessions to bond with Hysh's elemental spirits. Most famous among them are the Alarith of the mountains, but dedicated temples exist for the river, wind, and zenith spirits as well. Though

not technically Lumineth, these elemental manifestations sometimes take bull-headed or fox-faced war forms to defend their lands, and are as much part of Hyshian society as the Aelves themselves.

TASKS

While traditionally isolationist, some Lumineth have begun to reach out to the other Order forces to prove their desire for cooperation is sincere. Much lore was lost in the Spirefall, as luminous spells flattened the land and Daemonettes capered across the wastes, and Lumineth scholars often require assistants to handle the base, physical aspects of 'research' — that is, delving into the ruins and recovering deadly artefacts so beautiful one weeps to behold them. Outside Hysh, Lumineth hire guides to escort them across the 'lesser' realms, for they think even fiery Aqshy is dimly lit and baffling. Upon arriving at their destinations, they might engrave geomantic sigils into the land or raise aetherquartz towers to diminish the continuing aftershocks of the Necroquake. However, the Realm-Lords rarely take the time to explain themselves in such cases, to the ire of those who must witness these rituals decimate 'stabilised' regions.

CITIES OF THE LIGHT

The nature of Hysh is symmetry. Half the Great Nations — Oultra, Aurathrai, Helon, and Alumnia — lie in the Tyrionic hemisphere, and half — Syar, Iliatha, Ymetrica, and Zaitrec — lie in the Teclian hemisphere. These eight nations encircle the central continent of Xintil, where reside the only non-Aelves of the realm, and are in turn enclosed by the mind-searing ring of Haixiah, where nothing can survive for long. A fierce warrior can hail from the Teclian hemisphere just as a sage or artisan can come from the Tyrionic, but each Great Nation's culture tends to shape the skills they value and the manner in which they reflect Hysh's brilliance.

Though the Tyrionic Nations continue to live in seclusion, reclaiming what they can in the wake of the Spirefall, the Teclian Nations have turned their gaze outward — spurred on, some whisper, by reports that Slaanesh's followers grow ever closer to finding their Dark Prince. From ever-propagating Iliatha to artful Syar, lofty Ymetrica to mage-rich Zaitrec, each of these Great Nations has learned from their hubris. Though almost destroyed by the divisions both within and between them, they now stand united and ready to bring light to the Mortal Realms.

ILIATHA

Knowledge is useless if one cannot pass it on to the next generation. Therefore, ensuring a new generation exists to receive that knowledge is of paramount importance. The Lumineth of Iliatha, well-aware of how close their species once came to extinction, have organised their entire society around this principle. Believing it is every Lumineth's sacred duty to raise children who will surpass their parents, they venerate both those who bear young and the midwives who assist them. Iliathans unable to give birth naturally — or who simply prefer not to — can participate in the communal, generational enlightenment of the Aelven Species through arcanogenesis, a process which magically splits one mind between two new bodies.

But Iliatha's clones have a dark history. During the Age of Myth, the Lumineth believed arcanogenesis superior to other forms of childbirth. Obsessed with dividing and reflecting their own light, these single-souled families of doppelgängers became narcissistic and insular, practicing ever stranger magics while secure in the knowledge that they would never betray 'themselves'. Their hidden experiments opened the way for Slaanesh's daemons and caused the Demise of Iliatha — a time so terrible that, to this day, speaking of it is taboo.

Post-Reinvention law forbids any Lumineth from splitting their soul more than once, and these clone-twins often practice different disciplines or adopt dramatic, contrary mannerisms to prevent the homogeneity of personality that preceded the Demise. For this reason, Iliathan twins never join a Binding together, though they remain 'soul-bound' to each other no matter what trials they undergo. Soulbound Iliathans can but hope they will do more good in their Bindings than they would raising a child to inherit their skills and knowledge — for the former makes the latter impossible, even through arcane means.

- ✧ **Clone-twin:** The Iliatha undertake the disturbing practice of creating clone-twins — essentially one mind split across two bodies. Should your character die, your clone-twin knows and their soul is immediately bound in place of yours. They will come to take your place in the Binding as soon as physically possible. The twin becomes part of the Binding and can use Soulfire, and the party's maximum Soulfire does not decrease because of your death. The twin has the same starting Attributes and Core Skills and Talents as your character when you first created them, but has had their own experiences. The clone-twin has the same amount of XP as your character when they died, but you can spend it however you wish.

SYAR

For every dazzling masterwork in Syari vaults, there exists a scar upon their homeland, the most ravaged of the Ten Paradises. During the Spirefall, the Makers of Wonder turned their most ruinous artefacts upon each other with abandon, opening sentient chasms that swallowed cities whole, unleashing reality-warping spells that roam the wastes to this day. The few who survived swore never to make or wield such weapons again — but as of late, Teclis has convinced them to take up arms once more, arguing it is better to break an oath than to be complicit with Chaos's dominion.

All the same, the Syari return to their forges humbled. Passed are the days of reckless, unrestrained creation, for now these expert artisans strive to balance grandeur with asceticism. Other Lumineth follow their lead in fashion, art, and cultural diplomacy, for the Syari — who regard everything, including themselves, with a crafter's eye — are keenly aware of how others perceive them. They know when best to wield understatement, disguising potent artefacts as innocuous trappings of office. And they know too the place for arrogance, their aetherquartz ornamentations shining bright as they bait their enemies to break upon them.

Some Syari might become Soulbound for the same reason they hold the annual festival of arts at their capital, Ar-Ennascath: to observe the works of others and ultimately prove their own craftsmanship's supremacy. Others, however begrudgingly, might join a Binding because they trust no one else to wield their ancestor's creations. Though resolute pacifists may disapprove, in becoming Soulbound, a Lumineth of Syar raises their weapons to give future generations a chance to bury them. They have little to fear from dissolution upon death, for they understand better than anyone that they shall live on through what they leave behind.

- ✧ **Bedecked in Splendour:** The Syari go to war clad in the finest artefacts and armour. During character creation, you can choose to add any weapon or armour Trait to one piece of your equipment (see *Soulbound*, page 104). Additionally, whenever you take an Endeavour to create something, such as a weapon or piece of art, you double the dice gained from any Training in the Crafting Skill.

YMETRICA

Ymetrica's tallest mountains pierce the clouds, beckoning those at their feet to ascend ever higher. Hysh's uppermost altitudes, which form the realmsphere's edge as much as its Perimeter Inimical, shine with the magic of enlightenment, and upon these heights the Lumineth of Ymetrica contemplate the troubled lands below. Here, Teclis taught the first aelementiri how to commune with geomantic spirits, though in truth the Ymetricans had walked among the peaks for so long that many had already begun to bond with the spirits of their homeland. Ymetricans take great pride in being the first to connect to the realm, and even non-aelementiri in this Great Nation strive to emulate the mountains.

Ymetricans never act in haste. Their dance, games, and combat all revolve around the moment when stillness transforms into decisive force, but the surety of their movements when stirred to action is always preceded by hours, if not days, of thoughtful deliberation. Many Ymetricans climb the mountains in order to achieve such wisdom, but the greater challenge comes when they must descend into Ymetrica's chasms, where they confront their deepest traumas and darkest thoughts. Only those who have achieved true symbiosis with the realm can take such a journey and return.

Many Bindings have waited years for an Ymetrican companion to join them, as the prospective Soulbound meditates on the immensity of their decision. It seems a poor trade, after a lifetime spent pursuing the stoicism of stone, to bind one's soul to a group of hot-blooded mortals. But the Scions of the Peaks feel keenly the wounds Chaos has inflicted on the land. They were the first to answer Teclis' call to defend all the realms, not just Hysh, and Soulbound Ymetricans know they carry the mountain's blessing within themselves no matter where they go.

- ✧ **Contemplation of the Peaks:** Ymetricans are famed for their stoicism and preparedness, and never act in haste. You always act last in the first round of combat, but act first every round thereafter unless another creature takes the *Seize the Initiative* (*Soulbound*, page 144) or other similar Action. Additionally, the *Thoughtful* Talent (see page 80) is added to the list of available Talents for your Archetype.

ZAITREC

Beneath the gaze of Hysh's moons, Zaitreci mystics unravel the secrets of the cosmos. To breathe the air in Zaitrec is to fill your lungs with the stuff of magic, and they learn as children to shape it like sculptors molding clay. Many Zaitreci ask the moons questions as if speaking to nearby friends, and the impossible knowledge they gain soon after only contributes to their fey reputation. Even on Hysh's darkest nights, when Ulgu rises ascendant and smothers the Realm of Light, the Lumineth of Zaitrec glow with inner power.

Feeling kinship to the Zaitreci's moon-touched whimsy and irrepressible curiosity, Teclis walks their lands more than any other domain of Hysh. He sends his adopted children into the realms as ambassadors, diplomats, and delegates, and in turn the Zaitreci heed his wisdom — though they pay far more attention to the words of his aelementor, the lunasphinx Celennar, to Teclis's well-hidden irritation. Gods and spirits are not the Zaitreci's only teachers, though. They consider all forms of magic worth studying, from Duardin runecraft to Khainite blood rituals to boisterous Orruk chanting, and they learn fast, often outperforming wizards who seconds ago had been mentoring them.

Wide-eyed and full of wonder, more Lumineth from Zaitrec become Soulbound than from any other Great Nation. To them, the Binding's inexplicable mechanisms make the mystery of how it works all the more tantalising, and how better to unravel the Soulbound's secrets than to become one of them? Not only that, Soulbound Zaitreci gain unparalleled insight into the magical practices of other cultures. Their journeys bring them far beyond home, where they can both learn and teach. The dangers they must face are a small price to pay to witness the marvels of the Mortal Realms.

- ✧ **Fast Learner:** Zaitrec wizards are endlessly fascinated by all forms of magic. The *Spellcasting* (*any*) Talent (*Soulbound*, page 91) is added to the list of available Talents for your Archetype. You also ignore any requirements for learning a Lore of Magic, such as needing to be an Idoneth to learn the Lore of The Deep. Additionally, when you take the *Learn Spell* Endeavour (*Soulbound*, page 158), you can learn an additional Common spell.

ALARITH STONEGUARD

Spiritually attuned to the peaks of Hysh, you protect your elemental patron by putting a mountain's weight behind every strike.

An Aelf must undergo many trials to earn the mountain's blessing. Aspirants fast for months, endure blistering storms on the exposed peaks, and are ultimately buried alive. Encased within the earth, they can breathe only if the mountain judges them worthy, and earn the strength to dig free if they can survive a full week of stillness. Otherwise, the mountain reclaims them, and their corpses become just another layer of sediment.

But the trials are just the beginning, for an Alarith Stoneguard has a lifelong duty to their aelementor patron. They strive always to merit the fragment of strength the mountain has gifted them, practising with granite-hewn and diamond-cored hammers, wearing cumbersome helmets — which invoke the sacred Ymetrican Longhorn — to train their balance and posture. Meditating as they move between forms, these masters of the 'mountain stance' are as unshakable as their devotion to Hysh.

'The question: how can there exist both an immovable object and an irresistible force? The answer: they must be one and the same.'

— The Initiate's Riddle, a beginning Alarith trial

All aelementiri face a unique problem upon becoming Soulbound: how does their aelementor fit into the Binding? For some, aelementor and Aelf function as a single member of the group, speaking and acting in perfect unison. For others, the Soulbound aelementiri becomes a link between their patron and their Binding, like a bridge straddling two peaks. In the case of Soulbound Stoneguards, their elemental spirits often take the role of distant guides, asking their students to go where they cannot. The mountain must remain rooted, after all, but the threats to the Mortal Realms require heroes willing to travel far from home. In becoming Soulbound, Alarith Stoneguards hope to push back Chaos before it ever reaches their sacred temples; to guide their new allies with deliberate, meditative wisdom; and finally, once their service is done, to achieve a more complete oneness with the realm itself.



4

BODY

2

MIND

2

SOUL

Species: Aelf (Lumineth Realm-lords)

Core Skill: Weapon Skill

Skills (7 XP): Arcana, Athletics, Awareness, Determination, Fortitude, Intuition, Lore, Might, Nature, Reflexes, Theology, Weapon Skill

Core Talent: Mountain Stance

Talents (Choose 2): *Bulwark, Rending Blow*, Stalwart Guardian, Thoughtful, Tireless**

Equipment: Stoneplate armour (Heavy Armour), a greathammer or two warhammers, a pouch of earth from where you were buried, 20 drops of Aqua Ghyranis.

ALARITH STONEMAGE

You have endured the worst of the mountain's punishment to prove your sincerity, and now you may channel its strength.

In the wake of the Spirefall, the Lumineth laboured long to earn Hysh's forgiveness. Many Aelves perished as they climbed the Chaos-scarred slopes of the mountains, and those who survived the ascent withered away at the peaks, partaking in neither food nor water as they sang their lamentations. With time, and many lives spent, the mountain's anger eroded, opening the path for symbiosis between the Lumineth and the geomantic spirits.

The Alarith Stonemages continue the stoic tradition of those first supplicants. Like all Lumineth, they prefer the cerebral arts to war, such as arranging rock gardens or weaving interlocking stones like a braid in a Tauralon's mane. The aelementor is as much an artist as its students, and in quiet times, master and pupil spend long hours translating each other's work into forms legible to both. Such practice gives the Stonemages the tranquility necessary to transmute their bodies into impenetrable stone, even as they bury their enemies beneath solid rock.

'Upon the mountain I found two versions of myself: one, resplendent, standing atop the peak, and another, wretched, lurking in the caverns below. I trust my teacher shall push me to the former and protect me from the latter.'

— Ynethil the Contemplative,
Sage of Mount Axomatica

Like all Soulbound aelementiri, the role a Stonemage's aelementor plays in the Binding depends largely on the spirit's motives and temperament. Stonemages often have a more personal relationship with their aelementors than other Alarith, and even as they travel in other realms they may feel rumbling messages in the earth, whose meanings they must meditate on for days. Many aelementors instruct their Soulbound Stonemages to act as ambassadors, not just to other Soulbound or to even other factions, but to the other realms themselves. Rarely have Aqshian volcanoes or gnashing Ghurish peaks made common cause with Hysh's neatly aligned ranges, but the geomantic spirits have come to understand they must stand together against Chaos or fall alone.



2

3

3

BODY

MIND

SOUL

Species: Aelf (Lumineth Realm-lords)

Core Skill: Channelling

Skills (9 XP): Arcana, Awareness, Channelling, Crafting, Determination, Entertain, Intution, Lore, Medicine, Nature, Survival, Weapon Skill

Core Talents: Spellcasting (High Peaks), *Unbind*

Talents (Choose 2): *Arcane Discipline*, *Creator**, *Fearless*, *Speed Reading*, *Tactician*

Equipment: Stonescale armour (Medium Armour), Staff of the High Peaks (Quarterstaff), a scales, an amulet containing a fragment of the mountain, a small piece of art you have created, 350 drops of Aqua Ghyranis.

SCINARI CATHALLAR

You carry all your kin's repressed emotions, which you use to suffocate the enemies of the light.

The Scinari Cathallars have the solemn duty of gathering and disposing of the Lumineth's spent aetherquartz. They move with trance-like poise as they burn the sullied realmstone, dressed in diaphanous veils and billowing robes, carrying sacred bowl-shaped censers and other relics of sublimation. Each gesture only hints at the journey taking place within, for the Cathallar teeters always over an abyss of negative emotion. The slightest skip of the heart risks sending them into a dangerous spiral, and they often go barefoot and bare-handed, the better to divert the negative energy coursing through them into the surrounding soil and plant life.

Yet with familiarity comes mastery, and trained Cathallars are so attuned to the rising fumes of pure, psychic distress that they can manipulate them with a breath. Thus do the Lumineth's enemies see a veiled figure striding toward them, the soil cracking and the grass withering beneath the Aelf's feet, before dark smoke washes over them and sends them into twitching paroxysms of grief, guilt, and despair.

'I shoulder a burden heavier than continents, yet lighter than air. Breathe in, and know the anguish of one hundred generations.'

— **Liexo Tor-Prindis, Sentinel of Cathartia**

Freshly Soulbound Cathallars often, out of habit, put themselves in charge of their Binding's emotional well-being. Only with time do they realise that their new companions can help ease their burden, not just add to it. These Cathallars still have a duty to their fellow Lumineth, returning regularly to their people to release their pent-up emotions — and resupply on bowls of spent aetherquartz — but now, with the help of their fellow Soulbound, they have a new source of stability to protect themselves when the abyss of feelings threatens to swallow them. Often, other Soulbound are the only ones ever close enough to see beneath a Cathallar's omnipresent mask of calm detachment.



1

BODY

4

MIND

3

SOUL

Species: Aelf (Lumineth Realm-lords)

Core Skill: Channelling

Skills (4 XP): Arcana, Channelling, Determination, Fortitude, Guile, Intuition, Medicine

Core Talents: Emotional Transference, *Spellcasting (Light)*, *Unbind*

Talents (Choose 1): Caregiver, Empathic*, Prophetic Dreams, Soul-Scarred

Equipment: Cathallar robes (Light Armour), a dagger, ceremonial bowl filled with spent aetherquartz, a shard of glowing crystal from Hysh to serve as a light in the darkness (works as an *Aqshian Coal*, *Soulbound* page 106), 300 drops of Aqua Ghyranis.

VANARI WARRIOR

Gleaming like the sun, you fight beside your allies with manoeuvres as deadly as they are beautiful.

Founded by the Decree Tyrionic, the Vanari warhosts defend the Great Nations. Each Aelf from these armies has a rich civilian life outside of battle, but when the call comes to fight for Hysh, they answer without hesitation. Some Vanari wield pikes, the points tipped with white-hot sunmetal, and specialise in maintaining impenetrable phalanx formations. Others favour the bow, for the Lumineth in particular appreciate the clean geometric arc and swift death brought by the arrow. Most famous among the Vanari are the Dawnriders, cavaliers who have bonded stallions native to the Xintilian plains.

No matter their martial style, every Vanari Warrior understands the importance of unity. Though the Lumineth once strove to outshine their peers, they now reflect each other's light, forming shining nimbuses that blind their foes before the first blow ever lands.

3

BODY

3

MIND

2

SOUL

Species: Aelf (Lumineth Realm-lords)

Core Skill: Ballistic Skill or Weapon Skill

Skills (9 XP): Awareness, Ballistic Skill, Beast Handling, Channelling, Determination, Fortitude, Guile, Lore, Might, Reflexes, Stealth, Weapon Skill

Core Talent: Shining Company

Talents (Choose 3): Collected, *Hail of Doom**, Loyal Companion (Horse or Scryhawk), *Mounted Combatant*, *Spellcasting (Light)**, Stand and Fire

Equipment: Vanari plate (Medium Armour), choose either a spear and shield or a bow and sword, a Scryhawk Lantern (see page 109), a memento from your old warhost, 100 drops of Aqua Ghyranis.

'Over the hill she rode, all shiny and silver-bright. She treated her lance more like a paintbrush than a weapon, her horse more like a dance partner than a mount. I thought her light'd ruin my eyes, but still I could not look away.'

— Bemman Yal, Freeguild Guard of Settler's Gain

Many Soulbound Vanari Warriors are misfits or outcasts, who for whatever reason cannot serve in a traditional Lumineth company. Perhaps they disobeyed their commander at a pivotal moment, disrupting the phalanx's perfect harmony, or perhaps they became addicted to aetherquartz, becoming a danger to both themselves and their comrades. Such skill at arms is not to be wasted, though, and the gods often find a place for these Vanari among fellow Soulbound castaways. This is not always the case — some Soulbound Vanari are exemplary veterans who hold otherwise unruly Bindings together — but most Lumineth would need a compelling reason to leave the comfort of like-minded Aelves for a Binding's eccentricities.



FREE PEOPLES

Flickering beacons of hope stand amidst the wastelands ravaged by Chaos. Tenuous trade routes connect these free cities, but they are all one disaster away from being cut off, overwhelmed, and ultimately extinguished. Therefore, while the Free Peoples enjoy the advantages of commerce and travel, they know better than to rely on these luxuries. Each free city strives to be self-sufficient, adapting to face their realm's particular challenges on their own. Some, like the industrial fortress of Greywater Fastness, defy the lands around them with all the ingenuity and stubbornness their citizens can muster, while others, like the duplicitous fleet city of Misthåvn, have adopted the characteristics of their realm in order to survive it.

A free city always begins when Sigmar identifies a vital strategic location for his empire's expansion, such as a realmgate, and its first residents are always Stormcast Eternals, for these places are rarely unoccupied before the Free Peoples arrive. The nature of the resource that drew Sigmar's attention and the personality of the Stormhost that claimed it often influence the city's temperament. Who did the Stormhost displace to conquer this land, and how? What industries, magical and mundane, does the land support? What dangers lurk nearby and how have they been mitigated? The answers to these questions vary for every city.

The Free Peoples that eventually populate these colonies count a dizzying number of cultures and societies among them. Mostly — though rarely exclusively — Humans, Duardin, and Aelves, they must coexist in a metropolitan sprawl that inevitably feels too small to fit them all. Some hail from distant lands, searching for fortune, adventure, or redemption, while others native to the region must hope they have not just exchanged one set of tyrannical gods for another. They aspire to present a unified front, but these groups and subfactions butt heads often. Such is the hallmark of 'civilisation' that conflicts between the Free Peoples are resolved not through wanton bloodshed (at least, not usually) but through bribery, backstabbing, and endless bickering.

This politicking often takes place in the Conclaves, the free cities' governing bodies, which are all modeled after Azyrheim's original Grand Conclave. Their size and structure vary, but a few fixed positions are common to them, such as High Arbiters to pass laws, High Artisans to oversee infrastructure, Magisters for arcane matters, and High Patriarchs, Matriarchs, or Chancellors to take the blame when things go wrong. These councils work closely with the Stormcast Eternals — who often see the humanity they are losing in the civilians they fight to defend — for, within the Cities of Sigmar, the God-King's soldiers and servants are but one power among many. For example, the Living City in Ghyran is as much a Sylvaneth enclave as it is a home for Azyrite mortals, while mist-shrouded Anvilgard is all but ruled by the Aelven syndicate called the Blackscale Coil. In realms on the outskirts of Sigmar's empire, the Free Peoples have even less likely neighbours: Ogors sometimes drink in Ghurish alehouses, and Ossiararch Bonereapers have tenuous accords with supplicant settlements in Shyish.

Thus, across the panoply of the Mortal Realms, the equally diverse Free Peoples have established footholds of order and reason. Hailing from all Species and realms, representing ways of life thought lost during the Age of Chaos, they harken back to the days when the Pantheon of Order was still whole. If they can survive despite all their squabbles and struggles, perhaps the days of peace may yet come again.



ANVILGARD

Once, Anvilgard belonged to Sigmar. The Anvils of the Heldenhammer founded the seaport on Aqshy's Charrwind Coast, surrounded by a sweltering jungle called the Crucible of Life. These dour traditionalists shrouded the city with defoliant mist to keep the aggressive tropical foliage at bay, and in these fog-ridden streets a criminal syndicate called the Blackscale Coil soon took control. This shadow council of corsairs, sorceresses, and beast hunters operated in secrecy, wielding blackmail and subterfuge with such silent efficiency that some even doubted the cabal's existence.

But a new power comes to the City of Scales, and the time for skulking in the dark is over. Commanded by the distant, faceless *Visharhein* — Sovereign, in the common tongue — the Blackscale Coil carries out a campaign of assassinations and abductions against Anvilgard's most prominent leaders. Fear spreads, and the whispers grow wild. The Coil controlled the Conclave in all but name — how much more power can they gather before they openly rule the city? A secret war has begun in Anvilgard, and Soulbound Anvilgardians must ready themselves for the changes coming to their home.

- ✱ **Illicit Dealings:** To have power and influence in Anvilgard, you have to know the right people. Choose any two **Allies and Contacts** listed on page 123. You have a relationship with those contacts as if made through the *Contacts* Endeavour, giving you access to the Benefit of each. Alternatively, you can choose just one contact to instead gain the contact's Greater Benefit.

BROKEN REALMS

Following the events of *Broken Realms: Morathi* in the **Warhammer Age of Sigmar** battlegame, Anvilgard has fallen to Morathi and the Daughters of Khaine. The above bonus assumes a character who comes from Anvilgard before its fall. For more information on the fall of Anvilgard, see Har Kuron on page 37, the *Shadows in the Mist* campaign book, or the *Broken Realms: Morathi* book from Games Workshop.

BRIGHTSPEAR

Time itself wavers on the Disintegrating Shores, where the Great Parch's coast crumbles not into the ocean but into Tzeentch's senseless realm. Only the abandoned Agloraxian citadels have succeeded in stopping the advance of these broken realities — although how is a question that continues to elude Aspiria's proud wizards. Inside the greatest of the citadels the Free Peoples could open, cleansed of the Change God's influence, the Stormhost called the Celestial Warbringers founded Brightspear.

The three-tiered city is shaped like a gigantic orrery, with the eponymous spear-like beacon serving as the spoke around which the city turns. It contains plenty of existing infrastructure and many ruins of interest, but no functional realmgate. Instead, supplies arrive at Brightspear via costly Kharadron fleets, who must contend with Tzaangor raiders and other airborne threats as Tzeentch continues his war for Aspiria. The elaborate schemes and counterplays between Tzeentch and the prescient Celestial Warbringers may delight the Great Conspirator, but for those who live on this distant frontier, these conflicts are matters of life and death.

Brightspear is a young city, but its people understand better than most that some years can stretch into ages. The Necroquake devastated their fledgling populace, and without the resources and support network of Sigmar's more established cities, rebuilding slowed to a crawl. It was lucky, then, that many Spearians already knew how to make the most out of nothing. This is not a place of grand, storied lineages but of hard-scrabble travellers looking for fresh starts. Soulbound Spearians might not possess the longest history with their city, but they fought hard for everything they have. Resourceful, curious, and pragmatic, they dare to hope for a better future in a land where even the passage from today to tomorrow is not guaranteed.

For more information on Brightspear, see the *Soulbound Starter Set*.

- ✱ **Resourceful:** Spearians are used to making the most of what they have to hand. You can ignore the tool requirements for any Test or Endeavour, but the Difficulty increases by 1. Additionally, during a period of downtime, in addition to any other Endeavours, you can swap your Training and Focus in any one Skill with your Training and Focus in another Skill. This can even be done if you have no Training or Focus in the Skill you're swapping to.

HAMMERHAL AQSHA

Spanning both sides of the Stormrift Realmgate, Hammerhal is not just one grand metropolis but two. The Twin-Tailed City serves as Sigmar's capital in the realms beneath Azyr, and boasts an ever-expanding population with representatives from every major group of Free Peoples. Hammerhal Aqsha, the half that lies in the Realm of Fire, towers above the Great Parch's fiery plains, with the great Prespicarium Stormkeep and the Stormrift Realmgate at its heart. Hammerhal Aqsha is a bastion of industry in a land otherwise consumed by Khorne's vandals and marauders. Rolling cogforts expand the perimeter walls with every passing season. Lightning shields crackle around Hammerhal's airspace to protect the city from its many enemies. Perhaps with such relentless expansion, Hammerhal could find a way to house all the refugees that come clamouring to its gates. But such is the nature of power that the city's nobles live in luxury atop the gleaming spires of Goldpath, while the masses must make do in slums like the infamous Cinderfall District. Many an urchin in these ghettos has listened to stories of guttersnipes becoming Freeguild Goldjackets — or perhaps even Soulbound — and dreamed of the lives they too might lead, one day, beyond the streets.

Though Hammerhalians might gripe about rising crime or the toughness of city life, they bristle as soon as any outsider insults their home, for they take great pride in their heritage. The seven military guilds of the city can each trace their descent from one of the tribes Sigmar sheltered in Azyr, and Hammerhal Aqsha in particular is home to many graduates of the Acadamae Martial, the greatest colleges of strategy outside Azyrheim. Hammerhalians cheer when they see the Dragoon-Generals of these exalted schools riding their Demigryphs down the streets, for to look upon them is to see Sigmar's valour and pride reflected in the people of his greatest city.

- ✧ **Military Acumen:** Hammerhal Aqsha is renowned for the Acadamae Martial, and while not every Hammerhalian attends the Acadamae, all know the importance of military preparation. You double your Training in a Skill for any Tests relating to military tactics or knowledge, and when taking the *Fortify* Endeavour. Additionally, the *Tactician* Talent (*Soulbound*, page 91) is added to the list of available Talents for your Archetype.

HAMMERHAL GHYRA

The garden city of Hammerhal Ghyra lies on the verdant side of the Stormrift Realmgate, among the resurgent forests of the Everspring Swathe. Representing the close accord between Sigmar and Alarielle, this half of the Twin-Tailed City feeds the people in Hammerhal Aqsha with daily shipments of grain and meat, and in turn magma sluices from the Realm of Fire keep the teeming flora surrounding Hammerhal Ghyra under control. Airships, Skycutters, and flying androcus beetles supply the rift-markets on both sides with every good imaginable, and the variety of these bazaars is matched only by the number of Free Peoples who call Hammerhal Ghyra home. Aelven Wanderers, whose caravans and mobile encampments sit high in the canopy, share the streets with the golden Stormcast Eternals of the Argent Sanctum, grumbling Dispossessed Duardin, and even Skink diplomats dwelling within snake-infested Seraphon embassies.

The city shares many features with its fiery twin, including a shared Grand Conclave made up of members from each side of the realmgate. It is not without its inequalities — as anyone from the dank warrens of Blackwood Town, looking upon the villas of Sanctior Tulis, can testify — but the pride of its people remains undiminished. And why not be proud? Their city is the foremost example of Order outside of Azyr. From Hammerhal the restoration of both civilisation and nature began, and from Hammerhal it continues. The people of Hammerhal Ghyra work toward this task with all the stubborn resolve of their Aqshian cousins, although their pertinacity stems less from their fierce passions than from their insistent will to thrive in even the harshest conditions. Hammerhalian merchants do not balk at long negotiations, Hammerhalian soldiers do not run from the battlefield, and Hammerhalian Soulbound do not flag before their endless duty. Their city, after all, is a testament to the wonders the Free Peoples can achieve when they refuse to accept defeat.

- ✧ **Stubborn Defiance:** The people of Hammerhal Ghyra are determined to survive and to thrive. You can take the *Industrious* Endeavour regardless of your Species. Additionally, the Complexity of any Death Test you make is reduced by 1, to a minimum of 1. If an effect would ever instantly kill you, such as a *Bloodreaper's Decapitating Blow*, you are instead Mortally Wounded.

GREYWATER FASTNESS

Stubbornness incarnate, Greywater Fastness stands alone in a waste of its own making, a hellish wasteland of shattered trees and churned mud called the Ghoul Mere. When hordes of Beastmen assaulted the city, the gunners unleashed all the magical and mundane artillery at their disposal upon the surrounding woodlands — and though the Greycaps, the city's elite Freeguild gunners, repelled the gor-kin, to this day even Ghyran's vigorous magic can't heal the scars their weapons left behind. The Dreadwood Sylvaneth who dwell here look upon the fortress-city with unreserved hate, and only after much blood and sap was spilled did they agree to a tense truce. A single trade route now runs through the Mere. To step off it is to invite death, if not from the Sylvaneth, then from the vengeful spirits who haunt the blasted swamps.

Despite this, Greywater's industry has not slowed. The smoke-spewing foundries churn out artillery pieces and blackpowder weapons every hour of the day, to the immense profit of the Ironweld guildmasters and Dispossessed mason-lords who own these sprawling industrial complexes. The richest among these Duardin sit on the Council of the Forge, an assembly of lords who wield more influence over the Fastness than its own Conclave. Their decrees invariably call for more work, more wealth, and more war.

Every citizen of Greywater Fastness plays a role in its ceaseless military engine, whether they haul sulfur and coal across the bubbling swamps, assemble machinery in the sweltering factories, or sift firepowder in the Duardin refineries. Few of them ever escape from a lifetime of hacking coughs and back-breaking labour, and even those who manage to win freedom from the Ghoul Mere leave with the principles of the Fastness impressed upon them: never give ground, and meet all opposition with overwhelming firepower.

- ✧ **Heart of Industry:** The relentless industry of Greywater Fastness churns out endless blackpowder weapons. During character creation, you can choose to start with either a blunderbuss, a rifle, two pistols, or a repeater pistol in addition to the equipment offered by your Archetype. Additionally, you can choose to automatically pass any crafting Endeavour, but Doom goes up by 1 due to your reckless disregard for the world around you.

EXCELSIS

Before Sigmar founded the Pantheon of Order, before the God-King even awoke in the Mortal Realms, a fragment of the World-That-Was hurtled through the void and crashed on the Coast of Tusks in Ghur. This monolith — torn from a past that had ceased to be, bristling with the energies of futures that had yet to happen — came to be known as the Spear of Mallus. When Sigmar discovered the prophetic stone's existence, he sent his Knights Excelsior to build a new city around the fallen shard of his old world. But Excelsis was not founded gently, and its people still hold their breath around its ruthless Stormcast Eternals, remembering the brutal purges during the city's early days that saw a quarter of its populace die. The Consecralium, the black iron fortress from which Lord-Veritant Cerrus Sentanus continues his pitiless watch, looms over the city like an executioner's axe.

But despite its Stormhost's dreadful reputation, Excelsis has boomed. The city does a roaring trade in fortune-telling using chips of the Spear of Mallus, called Glimmerings. Azyrite colonists live alongside the Reclaimed leviathan-hunters whose ancestors once lived along the coast, and merchants from the distant cities often come here to trade in monster bones, silksteel, and prophecy. But for all its pretensions at civility and farsightedness, Excelsis cannot deny its place in the Realm of Beasts, a world with aggressive disregard for the past and the future. The nature of Ghur is instinct, the hunt, and the present moment. Soulbound from the 'City of Secrets' can plot all they want, trading in fragments of prophecy and pretending that gives them control, but the urge to throw all schemes aside and pounce lurks always beneath the surface.

- ✧ **All That Glimmers:** Shards of the Spear of Mallus, known as Glimmerings, allow for prophetic visions of the future. You start play with 1d6 Glimmerings. Using a Glimmering has the same effect as casting the *Prophecy* spell (*Soulbound*, page 273), and allows the user to ask one question. Glimmerings are highly prized by merchants and nobles, valued at 100 drops of Aqua Ghyranis. During a period of downtime, you can convert 100D to 1 Glimmering. This is in addition to any other Endeavours you take.

LETHIS

With its towering gothic spires casting their shadows across the inky black water of an unfathomably deep lake, Lethis is a foreboding sight even for the realm of Shyish. A dreadful city in name and manner, its sombre inhabitants, bedecked in talismans of bone, walk through grave-lined streets that echo with the cawing of Stygxxian Greatravens. Every quiet corner hides grim sepulchures or shrines to the deity Morrda, Master of the Bleak Raven. Common knowledge claims that the once-prominent death god was just one of many consumed by Nagash in his rise to power, but the inhabitants of Lethis tell a different story. Portentous Raven Priests insist that their god evaded the Great Necromancer and still exists, waiting in hiding until such time as they can make their return. Their worshippers pass on the long-held burial rites and warding rituals of the Master of the Bleak Raven, most notably creating the countless talismans and amulets that fend off the predations of unnatural or undead creatures.

Regardless of one's stance on the existence of Morrda, there is no denying that these talismans are efficient at their task, a truth that has seen Lethis turning their creation and export into the city's most prevalent industry. This industry is second only to the creation of Peacewater, a highly sought-after tonic brewed from the memory-consuming waters of their unnatural lake. When properly prepared and imbibed, Peacewater can comfort the mind, wash away fear, and bolster the soul against malady — offering a blissful reprieve from the terrors of the mortal realms. But caution is advised, for the pure waters of Lake Lethis wash away emotions and memories in an instant, leaving behind a hollow shell of a mortal, mute and unable to recall even the simplest of tasks.

- * **Talismans of Morrda:** Throughout the course of your life, you have amassed a small collection of talismans, amulets, or charms, often carved from bone or embellished with raven feathers. When adorning your weapons or worn on your person, these talismans aid you in your fight against the undead and ethereal. Your weapons and armour always count as *Magical* against Undead and Daemonic creatures.

MISTHÅVN

Ulgū, the Realm of Shadow, confounds cartographers. Whole coasts and mountain ranges can fade into illusory smoke in the gloomy Thirteen Dominions, and the shadowed lands resist being named, like snakes wriggling out of a loose grip. The same applies to Misthåvn, the City of Scoundrels. Navigation charts and atlases may say it lies on Cape Tenebrax's shores, but the truth is it may be anywhere in Ulgū's seas.

Formed of junk-rigged sailing ships lashed together to create artificial islands, the fleet-city is divided into armadas instead of districts. Aelves of the Scourge Privateers, along with Humans, and even some Duardin command the armadas, and Misthåvn's famous Freeguild marines defend them. Divers swarm below the city whenever it comes to rest, clearing away barnacles and checking on the rigging, while the ring of fishers around its perimeter haul up slimy, cloudy-eyed catches to feed the city. When danger approaches, the armadas scatter, but by hidden ways and secret signals Misthåvn always reforms itself.

Such a city attracts unsavoury characters, and the locals take unreasonable pride in their reputation for criminality, vice, and deception. Beneath the canopy of sails, Grey Mages offer to make twisted fantasies real, at least for a night. The Market of Mists teems with narcotics, blackmail ledgers, and even weapons stolen from Chaos warlords — and of course any of it could be an illusion, fading away by morning or disguising something altogether more sinister. The unenviable task of imposing Sigmar's law here falls upon Misthåvn's Conclave, but the locals laugh at the idea. If Azyrites want to impose their stuffy decrees, they're welcome to come down to the Shadrac Sea and see how long they last living by such rigid laws. Those born here learn to be as duplicitous and inscrutable as dark waters, and are just as willing to drown those who pry too deeply into their secrets.

- * **City of Scoundrels:** Misthåvn is a city of shadows, where no one is who they say they are. You start with a *False Identity* (**Soulbound**, page 157) and ignore the requirements if you take the Endeavour in the future. Additionally, you start play with one dose of any three Misthåvn narcotics (see page 108). When you are in a city, you can always find someone to sell you the narcotics.

SETTLER'S GAIN

The glimmering city of Settler's Gain —or 'Yllurai Xhen' in the Lumineth tongue — is often regarded as the ideal Hysh settlement, a utopia of enlightenment and wonder. Crystalline structures hover silently above pristine streets, all arranged down to the last stall and pavestone in accordance to Xintilological ideals that aid in the refinement of mind and spirit. Most of the menial labour within the city is carried out by elegant, solar-powered automata, freeing the mortal inhabitants to focus on the study of arcane and spiritual enlightenment.

Rather than seeking financial gain or political power, most mortals in Settler's Gain seek to ascend the city's spires. This is a slow and methodical process which is only achievable by an endless series of philosophical, theological, and arcane tests enacted by Lumineth Invigilators. Of course, achieving the staggeringly high standards of the invigilators is a near-impossible task for non-Aelven mortals, whose lifespans simply are not long enough to facilitate the length of study and practice required to reach the highest spires.

Those unable to advance are known as Earthbound. While their lives are undoubtedly better than those of many Sigmarite settlements, the city's ever-present meritocratic hierarchy is not without its flaws. Resentment among the Earthbound has risen over the years, though definitive action has yet to manifest, as troublemaking ringleaders are swiftly sent to the mysterious Enlightenment Prisms above the city, where rebellious ideals are 'corrected' through unknown means. Some inhabitants become so frustrated with the unending tests of their Lumineth rulers that the wild and dangerous frontiers of other realms become appealing in comparison. Others are sent on mandatory 'spiritual excursions' by disappointed or incensed teachers. These excursions can take the form of military service, diplomatic endeavours, or spreading the city's particular brand of enlightenment to fledgling settlements.

- ✧ **Xintilologica:** You are well versed in Xintilologica, a method of arranging one's environment in symmetrical and ordered fashion to refine the mind and spirit. When taking a Rest, you may attempt to arrange furniture, align objects, or carve geometric shapes in a meditative manner. Roll 1d6. If the result is equal to or higher than the current Doom, you add an additional 1d6 when making your choice of either Mind or Soul Tests until your next Rest. If you roll lower than the Doom, your surroundings are too chaotic or disturbed to have an effect.

VINDICARUM

Vindicarum, often called the 'Bulwark of Faith', is a vast city built into the inner slopes of a towering quicksilver volcano in the realm of Chamon. This simmering mountain, known by the locals as Mount Ketnus, hides a realmgate at its broiling metal heart — the Silvershift. When the Age of Sigmar came, and the Stormcast Eternals of the Celestial Vindicators reclaimed the realmgate from the forces of Tzeentch, the volcano rapidly became a defensive stronghold, where countless abandoned mortal survivors from the surrounding areas flocked.

Over time, the city of Vindicarum thrived. Protected by a ring of fortifications around the volcano's rim called the 'Iron Collar', the city has withstood numerous head-on assaults from the forces of Chaos since its inception. But the greatest tragedies in Vindicarum came not from beyond the walls, but from the subtle machinations of Tzeentch among the people.

Multiple times the influence of Chaos has wormed its way into the populace, twisting minds and bodies against Sigmar's faith. But each time a taint is detected, the Celestial Vindicators respond swiftly and without mercy.

Cults are rooted out with extreme prejudice, riotous slums are razed in nights of armoured bloodshed, and even minor crimes are punishable by public execution, as the Celestial Vindicators view even minor misdemeanors as the first step towards Chaos. Many other Stormcast frown upon such unforgiving treatment, but none have thus far sought to interfere with the Celestial Vindicators' rule.

Vindicarum has become a focal point of the Sigmarite faith. The streets echo with mechanical bells and pious hymns at all hours, as the blood of flagellants and wide-eyed priests sanctifies the city's grey streets. All who live in Vindicarum do so in abject terror of both the Chaos agents in their midst and the unflinching wrath of their Stormcast rulers.

- ✧ **Eye of Devotion:** You have lived so long surrounded by those who strictly adhere to the Devoted of Sigmar's scriptures that even the subtlest signs of corruption grab your attention. When you make Insight or Awareness Tests to spot the touch of Chaos in individuals, or use Survival to track followers of Chaos, you may add your level of Training in Theology to your dice pool. Additionally, the Theology Skill is added to the list of available Skills for your Archetype.

DAUGHTERS OF KHAINE

Born of an obscure cult in the Age of Myth, the Daughters of Khaine have carved an empire all their own from the blood and destruction of their enemies. Worshipers of the ancient Aelven god of battle and bloodshed, the Daughters of Khaine remained hidden for ages in Ulgu, the Realm of Shadows, biding their time under the tutelage of Morathi, High Oracle of Khaine. When Sigmar's campaign of vengeance began, the cult expanded further outward, roaming the Mortal Realms as blade-dancers, gladiatrices, and war-pilgrims in search of enemy hosts and vile beasts to triumph over.

On more than one occasion it was the Daughters of Khaine who won the day for the forces of Order, serving shoulder-to-shoulder with the Sylvaneth of Alarielle and at the side of the Stormcast Eternals against endless Orruk hosts. Thankless, though, was their service; slander of gruesome rites, mutation, and the savagery of the Daughters would dog their step. Even their most ardent supporters learned to hold their tongue from kind words.

There is truth to these harsh words, for there is no force more passionate or determined in their pursuits than the Daughters of Khaine. Their zeal and their hatred of the Ruinous Powers is an unquestioned quality of their character, even if their bloodthirst is less discerning than they care to admit. Few are bold enough to question the loyalty of the Daughters of Khaine, for the tales of their violence is legendary.

Though based primarily in the Shadowlands of Ulgu, the worship of Khaine has spread throughout the realms. The various sects within the Khainite temple are aligned to the goals of Hagg Nar and the High Oracle, but each vies

for glory and prominence in their own way, seeking to supplant Hagg Nar as the most favoured temple of Khaine.

The hierarchy of Khainite society allows for little mobility, with the Sisterhood of Blood making up the bulk of Daughters seen by outsiders, seeking the raptures of war and blessings of Khaine. They stand beside the Scathborn, Morathi's Handmaidens of twisted form and serpentine mien. These Aelf-souls, regurgitated by Slaanesh and reformed by Morathi in the Mathecoir, are blessed in their purpose but of turpitudinous portent. It is the Scathborn who invite whispers of mutation and the corrupting influence of Chaos from the mewling lips of their allies — which is why Morathi keeps them carefully hidden away.

Beneath these factions are the Leathanam, thralls to the Daughters and the bulk of male Aelves in Khainite society. Their innate magic and a portion of their souls are siphoned to boost the Mathcoir, Morathi, and the ritual cauldrons of the sects to whom they owe fealty. They live in paltry misery — their society tells them Khaine despises them for their weakness, and they are given little chance to gain strength. The few that rise from this condition are branded with runes of control, alleged to protect from the predations of Slaanesh. Even still, they occupy the shadows; Morathi cultivates that which she wishes others to see of Khainite society.

Few are privy to the deeper cruelties and machinations of the war covens, save for the upper echelons of the Hag Queens. The Daughters of Khaine, for all their influence as a religion, know better than to allow outside eyes to glimpse anything which might weaken their standing across the Mortal Realms.



HAGG NAR

In the darkest depths of the Shadowlands sits the sprawling temple-city of Hagg Nar, a once pitiful kingdom risen to prominence by Morathi's unfathomable scheming. The Mathcoir, the iron cauldron that would capture the energy of the newly liberated souls, was constructed within Hagg Nar. The mystical power and revelations that came from the Mathcoir created a renewed zeal for Khaine's worship.

Hagg Nar reaps the benefits of Morathi's favour. It is a temple city to which all Khainites must someday pilgrimage, a temple-stronghold of trickling souls made servants, a Khainite nation-state of blood rituals and violent hegemony within the shrouds of the Umbral Veil. Its rulers' path to power was one of subterfuge and bleak rites, purging those who stood belligerent as equally as they culled those too weak to serve or too ambitious to break.

Notably, the sect of Hagg Nar wear red lacquered armour and often festoon themselves in ostentatious ornamentation taken as plunder or given as tribute to their station. Though all Khainite sisters are prone to ritual blood-letting, those of Hagg Nar are noted for dying streaks in their hair with the blood of foes deemed worthy.

Of all the Daughters' sects, Hagg Nar stands as the strongest. Hundreds of war covens swear fealty to its banners and serve in the hopes of currying favor with the High Oracle who celebrates them over all others. Throughout the Mortal Realms, Hagg Nar establishes temples and shrines to their God of Murder, performing the most baleful aspects of the Red Invocation and seeking to make tribute of the bloodshed they so gleefully court.

✱ **Devoted Disciples:** Your fanatical devotion allows you to stride into battle with righteous purpose, heedless of pain or injury. When determining your Defence, add your Body plus any levels of Training in both Reflexes and Devotion. Additionally, when making a Death Test, you can add a number of dice equal to your Training in Devotion.



DRAICHI GANETH

The Draichi Ganeth erected their temple in the northern barrens of Fuathorn, in the Realm of Ulgu — war-pilgrims devoted to the purity of the killing blow, specifically those delivered by way of beheading. Described by detractors and adherents alike as 'the Executioner's Cult', this Khainite sect is the most commonly found across the Mortal Realms, as it's Aelven devotees seek the enlightenment found only in the killing stroke or decapitation of their foes. The Draichi Ganeth are not subtle in their deeds; violence is their creed, it would be anathema to find shame in its doing. They are harbingers of salvation as much as they are heralds of brutality, and there are few in the Cities of Sigmar who have not witnessed their nature.

These Daughters worship through the practice of a single perfect killing blow, and ritual bladecraft among the Draichi Ganeth is a way of life. When the Draichi Ganeth make war, they do so in grotesque posturing displays of power. Their war covens herald their approach with triumphant processions of agonies and torments so that all who see them know what fate they stand against. They invoke the rites of the Krish'lar with enemy scouts or on the frontlines, staining their dull armor crimson with the gore of hated foes.

Those who find these celebrations distasteful or who would caution for stealth and tact, be they Daughters of another sect or others among the Free Peoples, are worthy only of contempt. A true warrior needs only their blade and the zeal to wield it well.

Though they revel in attention and the exultation of delivering a mortal strike, the warriors of Draichi Ganeth are utilitarian in their dress. Most wear simple steel, trimmed with silver, brass, or gold when they seek embellishment at all. True adornment is born in the rites of the *Krish'lar*, only when stained crimson with the gore of hated enemies.

✱ **Rites of the Krish'lar:** You find exultation when slathered in the gore of your enemies. When you kill a non-Minion type enemy with a *Slashing* or *Piercing* weapon, you do so in the bloodiest way possible, ensuring you are coated in blood. Your Defence increases one step until the end of combat. You can only benefit from this effect once per combat.

THE KRAITH

The most merciless of the Daughters of Khaine are the Kraith, the Crimson Cult. Unlike other sects, the Kraith keep no temples for themselves — only the battlefield is the proper place to venerate Khaine. Slayers of mortals and monsters alike, the Kraith view all others, even their fellow Khainites, to be beneath them, suitable only for bloodletting.

Slaughter is the only creed of value to the Kraith, and it is a tenet of their faith they find lacking in their sister sects. They spit upon the hierarchical politics of Hagg Nar, the ritual executions of the Draichi Ganeth, and mock the Khailebron for their unwillingness to embrace carnage for carnage's sake. Artistry and honour are false constructs used to dilute the purity of murder and apply judgments for why lives should be spared, and such restrictions are not tolerated.

Such is the reputation of the Crimson Cult, that even offers to purge shadowed corners of a realm from monstrous threats are met with hesitation by polite society. Though welcomed on the battlefield, the Kraith's post-battle rituals of exsanguinating foes and taking grisly trophies has put them in contempt of even the most stalwart warriors of Order. Most bare marks of their violent rites, their forearms stained with the blood of countless thousands they have slain.

The Crimson Cult have no reluctance to the use of poison. In truth they have great respect for envenomed weapons, as it was Krylla the Slaughter Queen of their sect who perfected the ritual use of the so-called Nagendra's Venom, a technique many beyond the Kraith have sought to learn.

- ✧ **Revelry in Carnage:** You are at one with Khaine when rending flesh and spilling entrails. Once per turn when you kill a non-Minion type enemy, you regain one Mettle. Additionally, you begin play with one dose of the Venom of Nagendra (see page 109).



KHAILEBRON

A largely nomadic sect of the Daughters of Khaine, the Khailebron maintain a double-life, serving both as assassins who venerate the aspect of Khaine as unseen killer, and as members of blade-dancing troupes that seek to ingratiate themselves into the societies of Order. They hold a single temple, whose location is a carefully guarded secret, and instead wander between the holds of other denominations delivering lethal messages at the behest of the High Oracle.

The Khailebron court shadow and serve Morathi as assassins, couriers, and enforcers of her will. Should an order or lesser temple of Khainites begin a schism against the High Oracle's doctrine, the Khailebron are called upon to snuff out such heresy. Their affinity for shadow magics and the influence of the illusory Melusai ensure Khailebron agents emerge from sorcerous mists in any guise necessary to strike at their enemies.

Though faithful servants to the High Oracle, their clandestine nature and interpretation of Khaine rarely allows them to attain true glory. Blade-dancing and ritual slaughter in the pits offer chances to gain the adoration of lesser folks, but petty fame is little in the eyes of an aspirational Khainite. Slaying a hated enemy and instilling terror in their comrades creates true opportunity for the Daughters. The Khailebron often look at their sisters in rival sects and cannot abide their lack of imagination in their worship of Khaine.

The Khailebron dress in dark blues and dour violets. Their flesh often tattooed with fettered patterns which emulate shadows. Their armaments are forged from brazen metals, their sheens dulled such that no glint or reflection might reveal them.

- ✧ **The Unseen Hand of Khaine:** You have found balance in your purposes, marrying mutual skills as both unseen killer and praise-lavished performer. When determining your Melee, add your Body, Weapon Skill, and any levels of Training in Entertain, and you may add your Training in Entertain when making Body (Stealth) Tests. Additionally, the *Spellasting* (Grey) Talent (*Soulbound*, page 89) is added to the list of available Talents for your Archetype.

Khelt Nar

The forces of Khelt Nar are on the ascent, and if not for their constant warring against the Ruinous Powers, their rise to prominence would be a more open cause for war with their rivals sects. Their sprawling temple fortress was of humble origins, merely a shrine known as Ironshard built atop an iron mountain called the Rothfor. The sorceresses moulded the grotesque stronghold of Khelt Nar; Morathi cleaved the surrounding lands and allowed the natural shadow magics of Ulgu to obscure Rothfor's bounteous resources.

Despite such efforts, the Ruinous Powers have invaded Khelt Nar more than once, and from each attack the Daughters of Khaine have only furthered their hatred. Their fury and violence has turned the tide in the bleakest of hours. The chained holds and shadowy oubillettes of Khelt Nar hold blood-penned texts, ruminations on the nature of murder against creatures of Chaos.

The Daughters of Khelt Nar have perfected the art of crafting masterful weapons utilising the veins of precious umbral metal that run throughout the Rothtor, most notably kuirath – blades infused with an obfuscating curse. Those struck by such a blade find their minds engulfed by darkness and confusion as potent shadow-stuff spills into their veins. Dazed and reeling, these unfortunates prove easy prey for the Khainites' superior knife-work. The secret of crafting kuirath is fiercely guarded by the sect, for its rivals would dearly love to claim such knowledge as their own.

It is no secret that Khelt Nar seeks to supplant Hagg Nar in Morathi's eyes, and they support her plots with reckless zeal. When found afield, they are often tasked with hunting down foul monstrosities or studying shadow magic in the hopes of preventing further incursions by the Ruinous Powers. Their ambitions take them beyond the Realm of Shadows, though to all but other Daughters of Khaine they are viewed as just another esoteric order of Khainites.

- ✱ **Kuraith Blade:** You possess a kuraith, a blade made from midnight black metal and infused with the shadow magic of Ulgu. The kuraith is a dagger (*Soulbound*, page 103) with the *Magical* Trait. When you deal Damage with the kuraith, the target must make a **DN 4:X Mind (Determination)** Test, where X is equal to the Damage suffered. On a failure, the target is *Stunned* until the start of your next turn.

Har Kuron

On the coast of the Searing Sea, in the scorching wilds of Aqshy, lies a mist-cloaked frontier city that once claimed the name Anvilgard. Bustling with trade and rife with corruption, this dangerous City of Sigmar held not only a dominating strategic position in Aqshy, but access to four realmgates at its heart, making it vitally important to the forces of Order.

Yet all this is in the past now. When Morathi — the once High Oracle of Khaine — ascended to godhood and became Morathi-Khaine, one of her first acts as a deity was to lay siege to and claim Anvilgard for herself, in an act of profound and bloody betrayal. The Shadow Queen had locked her sights on the city years ago, secretly leading the Blackscale Coil as *Visharhein* to weaken the city before the first blade was drawn. Renamed Har Kuron, the city is a vassal state controlled ruthlessly by Morathi's agents. Its ports still flow with illicit trade, perpetuated largely by the Scourge Privateers and the Order Serpents, but the streets of Har Kuron are deadlier than ever, as every shadow conceals poisoned blades ready to silence any who speak out against the newly crowned goddess.

- ✱ **Make an Example of the Weak:** You know that sometimes an act of unforgivable brutality is the only way to achieve your goals. Whenever you kill a non-Minion type enemy in melee combat, you may spend 1 Mettle to execute them in a grizzly or otherwise galvanising manner. Any allies in your Zone suffering from the *Charmed* or *Frightened* Conditions immediately recover, and their Melee increases one step until the start of your next turn.

MORATHI'S BETRAYAL

This subfaction is only available if your *Soulbound* game takes place *after* the events of *Broken Realms: Morathi*. Be sure to check with your GM when your game takes place in the timeline of the Mortal Realms to prevent conflict with adventures they may plan on running. For more information on the rise of Har Kuron, see *Anvilgard* on page 29, the *Shadows in the Mist* campaign, or the *Broken Realms: Morathi* book from Games Workshop.

Khainite Shadowstalker

You are an elite assassin of Morathi, capable of leaping through shadows in a murderous blur of sorcery and blades.

Through the most diabolical rite and perfidious tribulation, the High Oracle produces elite assassins and agents — the insidious Khainite Shadowstalkers. Their bodies are marked with the *miracth*, or ‘shademark’, and infused with the raw umbral workings of Ulgu. These shademarked wraiths are charged with ensuring the machinations of ambitious Khainite daughters do not interrupt the grand schemes of Morathi. Fettered between the Mortal Realms and the Umbral Web — arcane pathways that allow them to travel vast distances in an instant — the Shadowstalkers render the judgment of the cult in a murderous blur of bitter knives and miasmic sorcery. Any who witness such carnage think their dark deeds the hand of Khaine made manifest, castigating the unworthy for their pursuit of station and power.

The Shadowstalkers are bound to the designs of Morathi, more so than any lesser Sisterhood of the cult; there is little room for individuality among her assassins. The trappings of various temples are mere ephemera, their rites little more than a means of remaining unseen while lying in wait. Even Shadowstalkers within the echelons of Hagg Nar feel cut off from the greater Khainite culture, a crushing blow that sees them further devoted to Morathi’s cause or made expendable. Despite this alienation from their broader culture, there are none more devout to the worship of Khaine. They are nothing if not the apex in the artifice of murder, and the High Oracle proclaims them cherished above all others.

‘I am your deliverance. Take comfort in knowing you were a threat. You have earned this death.’

— Voenthe, Shroud Queen

Morathi reserves the honour of being Soulbound to threats against her power, ones that cannot simply be killed or ones in need of watching. That a Shadowstalker might seek this honour or have it thrust upon them is anathema to their purpose, but it is not without precedent.



BODY

MIND

SOUL

Species: Aelf (Daughters of Khaine)

Core Skill: Stealth

Skills (11 XP): Arcana, Athletics, Awareness, Ballistic Skill, Channelling, Dexterity, Guile, Intimidation, Intuition, Lore, Medicine, Reflexes, Stealth, Weapon Skill

Core Talent: Shadow Leap

Talents (Choose 2): Applied Anatomy, *Backstab*, Executioner, Effortless Deceit, *Spellcasting* (Grey)

Equipment: Leather armour (Light Armour), an umbral blade (Sword) or two assassin’s blades (2 Daggers), Shadowshroud (see page 109), one dose of basic poison, 85 drops of Aqua Ghyranis.

FYRESLAYERS

Dauntless warriors dedicated to the fallen god Grimnir, the Fyreslayers wander the Mortal Realms — be it in their fyrd armies or as lone slayers — in search of precious ur-gold, the fettered remains of their Shattered God. Outsiders view them as little more than war-mongering, money-grubbing butchers always in search of new conflicts to redden their blades and bloat their purses. This view is a disservice that, when spoken aloud, leads more often to the famed rage of the Fyreslayers than an explanation of their deeply insular lodges.

The core of any lodge is its Royal Family, composed of the lodge Runefather, the Magmaqueen, and their most loyal retainers. Single-minded in their zeal for ur-gold, the fyrd pursues their holy quest to collect the shattered remnants of Grimnir, hoping to see him released and reformed when the Doomgron comes. The amount of fyrds present within a lodge depends on the size of its magmahold — if a Runefather or Magmaqueen does not lead a fyrd, it is inevitably led by one of their immediate scions.

The fyrd is supplemented by the Zharrgrim Priesthood of the lodge, who are essential to its operation and tasked with crafting ur-gold runes, as well as the cultural preservation of storied deeds from ages past. It is the Zharrgrim who unleash the divine energies of the sacred metal, coaxing the essence of earth and fire into being. Even the brashest of Fyreslayers would sooner take up the *barazakdum* — the doom-oath — than question the wisdom of the priesthood.

Fyreslayers challenge many of the preconceptions held about the Duardin. They are an emotional people, driven to great mirth and terrible melancholy. They have a love of war-songs, chanting them as they march, in celebration of deeds done, and to invoke the power of Grimnir from the sacred runes hammered into their flesh.

The artistry of a Fyreslayer's forge is beyond compare though seldom appreciated by outsiders, who think little of their habit for engaging in bare-chested brawls. But to a learned Duardin, each lodge has developed both a unique style of ornamentation to their loincloths and girdles, as well as to their grand crested helmets. Every embellishment upon their weapons, carved into their steel, or braided into their hair relates to a grand deed of an honoured ancestor or of Grimnir himself. Thus, to suffer an insult to their appearance is no mere insult to a single Fyreslayer, but a condemnation and shame cast upon their family, fyrd, lodge, and god. Their notable rage when insulted is never without merit, and they suffer no fools.

Though the various Fyreslayer lodges are united in their desire to gather the ur-gold remains of their Shattered God, they vary on who they are willing to work with in those pursuits. All too often, the Free Peoples of the Mortal Realms believe the Fyreslayers so preoccupied with their avarice that they would fight under the banners of the Dark Gods provided the payment was high enough. To the Fyreslayers, waging war and recovering ur-gold is of greater importance than any other pursuit. In rare situations, truly unsavoury backers become tolerable if such efforts lead the lodge a step closer to the rebirth of mighty Grimnir.

Fyreslayers are fair-weather friends, bound by their oaths, held to the loyalty of their lodges, and tasked with gathering ur-gold — all other desires or opinions are of little concern.



VOSTARG

The hammers of the Vostarg ring out upon their anvils like the drums of a war march. The eldest of the remaining lodges, harkening back to the times of Grimnir himself, the Vostarg are warriors without fear, mercenaries without peer, and killers all. Their legacy is one of the indomitable and the unconquered — their grand heroics drove back the armies of the Dark Gods in innumerable sieges. But their heritage is a tarnished thing, one of kinstrike and a scattering not unlike that which befell their Shattered God.

Despite the heroic countenance of the legendary magmahold of Vosforge, it could not withstand forever. When the last Runefather of Vosforge, Thorgar-Grimnir, fell, he had no chosen successor. The dread spectre of civil war would see the hold undone before the enemy host. All would have been lost if not for the Runemaster of Vosforge, who threw open the vaults and dispersed the ur-gold among the twelve Runesons and bid they wander the Mortal Realms.

Few Runesons are celebrated by the Vostarg, but vaunted highest among them are Bromhulf, who remained behind to defend Vosforge — an honoured Slayer who died in memory of the lodge; and Zhafor, the Father of Victories, who took up the mantle of Vostarg and preserved the legacy lost in the fall of Vosforge.

In this modern era, the Vostarg act under the leadership of Bael-Grimnir, who casts his judgments from atop the ruby-red Fyrethrone within the conflagrated halls of Furios Peak. Greatest of the Fyreslayer lodges, the Vostarg seek to surpass the triumphs of their ancestors and render forth new glories. Unmatched in their aggression, as well as their pride, they seek further plunder for their storied vaults.

- * **Legacy of Vosforge:** Citing ancestral deeds and the memory of the Vosforge, you stoke the embers of glorious cooperation among all who listen. You can add your Training in Lore to any Test to foster cooperation and unity, and have Advantage on Opposed Tests when dealing with Fyreslayers from another lodge. Additionally, you can add your Training in Lore when making an Entertain Test to use the *Legendary Saga* Talent (*Soulbound*, page 89).

GREYFYRD

Notorious mercenaries, the Greyfyrd undertake any mission so long as their exorbitant fees are met. The only pursuit they find worthy is making war, and their fierce skill at arms ensures they are well employed. They care little for the moral complexities of warmongering; no cause is more just or unjust. All that matters in the end is how such conflict benefits the lodge.

The Greyfyrd are a brutalised lot, their flesh telling dreadful tales of endless combat. Scars from any number of sources — from balefire to the swiping claw of a beast — are obscured by countless other pockmarks of errant shrapnel or torturous irons. Limbs are replaced by blades or other war-making apparatuses. Gouged-out eyes are nailed shut with embellished metals, replaced with fine gemstones, or left raw for sake of sheer intimidation.

A troubled founding and secret shame still haunt the Greyfyrd, and seldom do they speak of their origin. They tell instead the epic sagas of their lodge-lords, priests, and warriors; each era has a defining hero of the lodge who lives on by storied reputation.

The Greyfyrd currently sing the saga of Hursgar-Grimnir, their Runefather who has slain every kind of creature that walks, slithers, or flies. Even in these early Greyfyrd histories, more and more heroes rise from their lodge to take their place among a canon of legendary figures.

To be among the Greyfyrd is to be a crusader and mercenary, at home among the Gateswold in Chamon, or in any other realm where forces join on the battlefield. To be Greyfyrd is to be a Duardin forged in the fires of endless strife, to know any fight is a worthy undertaking — provided the price is paid.

- * **Spoils of Victory:** The Greyfyrd are famed mercenaries, and their lodge has countless treasures and artefacts stored in its vaults. During character creation, you can choose to start with any one Exotic item, or an additional 500D. Additionally, whenever you undertake an Endeavour to earn money, such as the *Labour* Endeavour (see page 118), you earn double the amount.

LOFNIR

The Lofnir lodge of Ghur are fierce and merciless, zealous in their love of fire and devastating in their militant deeds. When challenged with breaking an enemy force, they butcher their foes to the last, putting each to the torch and leaving behind only crackling bones and bitter ash. The Lofnir boast of a mighty vault, filled to the brim with Magmadroth eggs and warchests of plundered ur-gold gained in righteous combat. As a lodge, the Lofnir are hunters without peer among their kind, breaking beasts in skillful emulation of Grimnir's mighty deeds.

The Zharrgrim priests of the Lofnir are notable both in the skill of their magmatic conjurations, and their veneration of Grimnir's ancient nemesis Vulcatrrix, Mother of Salamanders. To the Lofnir, the Shattered God and the Mother of Salamanders represent the glorious cycle of violence. Their Zharrgrim priests have come to view blessed ur-gold as a divine unity of Grimnir's warrior spirit and Vulcatrrix's fiery might.

Lofnir Fyreslayers stain themselves with soot on their hands and feet, as well as ritual tattoos of distinct appearance determined during their rite of passage from mere lodge members into warriors of the fyrd. These markings are designed in emulation of Grimnir's fight against Vulcatrrix, wherein the Battlesmiths claim that even mighty Grimnir began to burn from the intense heat of the Mother of Salamanders's molten hide.

To be Lofnir is to be as uncompromising as a cleansing flame, to scorch the earth and break an enemy force down completely, destroying them to the last.

- ✧ **Inheritors of Vulcatrrix:** Through trials of combat against Lofnir Magmadroths and rigorous rites of passage you have an exceptionally resilient hide. You suffer half Damage from intense heat and flames, such as Hazards and spells. Additionally, your Defence increases one step against Beasts.

TANGRIM

When Sigmar reopened the Gates of Azyr, it was the Tangrim who settled in the Realm of Heavens. A doughty and honourable sort, the Tangrim are a young lodge who seek the ur-gold of Azyr, allying with Sigmar's Stormcast Eternals in countless battles, and even constructing a forge-temple within the pristine mountains of the Heavenly Realm.

The Tangrim take up the Lightning Oath, swearing to take no coin from those who are shackled to the will of the Dark Gods and to assist in the destruction of such hated foes. Lodges who migrate to Azyr and confederate with the Tangrim believe that Grimnir's return is close at hand and old alliances must be forged anew.

The fyrds of the Tangrim are found standing shoulder to shoulder with the Hammers of Sigmar on battlefields across the Mortal Realms, and wandering independently in the hopes of leading more lodges to Azyrheim. Other lodges have varying opinions, skewing towards curiosity and outrage, regarding ur-gold being traded like any common metal by non-Duardin hands. The broader Zharrgrim might appreciate the Tangrim's beliefs that Grimnir's return is imminent, but the lodge is often seen as young, untempered upstarts.

To be Tangrim is to know hope beyond family and lineage, to know that Grimnir will soon return, and that the Doomgron is near at hand. It is to dwell in the Realm of Heaven, to streak your hair with the colours of stars in devotion to the memory of the Grand Alliance of Order, and to blaze a path forward to a glorious new future.

- ✧ **Lightning Oaths:** Your people swore an oath in Azyr, and you will see it through. You have the *Sigmar's Judgement* Talent (*Soulbound*, page 89), regardless of whether you meet the requirements. Additionally, if you have the *Blessed (Grimnir)* Talent (*Soulbound*, page 83), you can choose Miracles from the Miracles of Sigmar list.



ULRUNG

The Ulrung do not suffer the predations of the foul undead. It was the Ulrung who cleaved a path through necrotic flesh during the Ghoul Wars. It was the Ulrung who weathered the dreadful decade of the Wailing Storm upon their mighty magmahold. They have bested Vampires and bided their way through the darkest supernatural torments of Shyish, the Realm of the Dead.

From their home in the Greyspears of Athanasia they hold their own, their Grand Vaults glutted with ur-gold. But tragedy dogs their steps. In the depths of the Ulfort, their magmahold, the immense furnace of the Grand Gungron burns a cold flame — colder still the closer one draws. Their ur-gold runes do not easily hear the sacred words that enkindle them with Grimnir's might. The fires of the Ulrung have all but guttered out, and the lodge will not last much longer without a new magmahold.

Dread portent is cast upon the Ulrung lodge, but they suffer well. With mighty axes and bodies daubed in thick white ash, they fight the War of the Dead. They turn their fear to hate and break all manner of wicked foe beneath their feet — even when their runes do not glow, even when a horrid demise is all but certain.

To be Ulrung is to know the vile machinations of the enemy are as endless as their numbers. It is to know that hope dies in the grasp of Nagash. You make war as Grimnir would, more so than any other lodge or mortal host. It is to know that no matter what dread you face today, tomorrow is uncertain, and likely to be far more cruel than yesterday.

- ✧ **Embers of Grimnir:** Ever since the Grand Gungron burnt a cold flame, your lodge has suffered, but you have learned to fight on. You have the *Ur-gold Mastery* Talent, regardless of whether you meet the requirements. Additionally, the *Old Enemy (Undead)* Talent (see page 76) is added to the list of available Talents for your Archetype.

THUNGUR

The Thungur lodge of Hysh rule from the glimmering peaks of Lunarest, warring against their Aelven neighbours for control of the land and its resources. They wield shimmering blades with an innate light, carved from Hyshian crystals and of a resplendent keening. They inlay their girdles and helmets with crushed aetherquartz, giving them a faintly pinkish shimmering hue. To Duardin of other realms, the Thungur lodge appears to have wealth beyond measure, but their ur-gold is of a curious, somewhat unsettling quality. Should the truth of their vaults become known to other lodges, schism and kinstribe against the Thungur lodge is all but certain.

By using gigantic lenses and reflecting the light of the realm's many ethereal moons, Thungur priests melt ur-gold into shape. This process leaves behind a golden powder as a by-product, and leaves their ur-gold with a striking pale cast. Their Zhaggrim priests contemplate the nature of this process at length, debating the deeper meaning and whether this method should be demanded of other lodges. If the brilliant hues of sacred ur-gold can so easily fall away, perhaps Grimnir's true essence is in the pale light left in Thungur runes rather than the lustrous gold. Their runes work as any other lodges do, but the Thungur lodge believes the purity is a sign Grimnir is directly guiding their actions.

To be Thungur is to reign from impossible heights and to believe yourself more deft and agile than your contemporaries from other realms. It is to believe yourself more at one with Grimnir, and to know a purity in his shattered form.

- ✧ **Light of the Pale Cast:** Your flesh is covered in a fine powder and your runes shimmer in the light of a pale cast. You strike like quicksilver, faster than one can anticipate. You add your *Training in Athletics* and *Weapon Skill* when determining your Initiative.



CAENGAN

The Caengan, more than most, suffer no debt left unpaid. Once allies of the Shroudling Kings of Ulgu, the Caengan were denied their payment of ur-gold after aiding in a conflict within the mist-shrouded realm. The Caengan butchered the kingdom of the Shroudling Kings, ransacking their cities for both plunder and retribution against the wretched oath-breakers. They filled their vaults with ur-gold claimed from the gloom, and made clear to any others who might seek them out in that shrouded realm that they were a lodge capable of many clandestine atrocities.

Fyreslayers are seldom known for their subtlety, but the Caengan are well-practiced in all manner of tenebrous tactics. The lodge finds these practices beneficial, keeping those with oath-breaking ambitions away from their harrowed halls for fear of unimaginable agonies. Across the Mortal Realms, the Caengan insinuate themselves in all manner of wet work and sabotage, with blades at the ready for any who dare cast aspersions against their lodge for such dark deeds.

Among the Caengan's greatest still-living enemies within Ulgu are the foul Chaos-worshipping Duardin who have sworn their souls to dread Hashut. Battles between the two factions are seldom, but when such a fight flares up, the rival Duardin hosts' flames cast smoke enough to darken even the Realm of Shadows. The Caengan whisper of perversions in the forging arts among the Legion of Azgorh, a crime they cannot abide, even if their skirmishes bring little profit.

- ✱ **Scourge of Oath-breakers:** Ever since the destruction of the Shroudling Kings, only fools would dare deal in bad faith with the Caengan. You have Advantage on Opposed Tests to broker deals and claim remuneration. Additionally, if you are ever betrayed, manipulated, or led astray by the actions of another, your Melee and Accuracy increase one step when attacking the betrayer or any of their followers.

BAELDRAG

Scions of the Vostarg, the Baeldrag make their homes within the Wandering Mountains of the Realm of Life, making war against the Skaven menace for their many atrocious acts. The vile ratmen drill with warpstone at the bones of the titanic entities which make up the Wandering Mountains. It is the honoured Baeldrag lodge who seek to purge the rocky crags and deep roads of their filth. The conflict has been long and vicious, and what was once a crusade of obligation has turned to one of unrelenting bloody vengeance.

With hateful hands and foul sorcery, the Grey Seer Kritket Doomeye merged the Runesons of the lodge into the abominable form of a beast called Ummglug. The delight and laughter of the Skaven at this hideous deed has driven the Baeldrag to raging passions unknown for an age. Devastated by this loss and the terrible shame which accompanied it, the Baeldrag find themselves at a crossroads for the future of their lodge and what indignities they will suffer in pursuit of their revenge.

The Baeldrag lodge do not tolerate the presence of Skaven, nor any who serve them. Those who hold ur-gold in their coffers and would make even neutral gestures towards the ratmen find themselves marked for death. They are unworthy of paying the Fyreslayers for their services, and their wealth is derelict, ripe only for the plunder.

To be Baeldrag is to know a life of sorrows and wars of retribution. It is to know the grief of seeing the hope for one's future, one's rightful heirs, rendered into monsters by the plague-ridden hands of perfidious foes.

- ✱ **Delvingdoom:** You know the insidious mark of the Skaven and other skittering, subterranean threats. You have Advantage on Awareness and Survival Tests to track Skaven and when travelling underground. Additionally, the *Old Enemy (Chaos)* Talent (see page 76) is added to the list of available Talents for your Archetype.



GRIMWRATH BERZERKER

You are an avatar of destruction and endurance, hurling yourself into battle in a living storm of blood and flame.

Few are granted the privilege to undergo the sacred rites of the Test of Wrath, to have rune after rune hammered into their body until their flesh breaks under the crucible flame or the spirit of Grimnir awakens within them. Fewer still survive the test — most are consumed in pillars of fire, reduced to ash, or driven into bouts of gold-rage. Those who survive become the greatest warriors of their lodge, impervious to pain, viewed as the battle-fury of the Shattered God made manifest. They join the ranks of the Grimwrath Berzerkers, living avatars of blood and flame.

Like the fire-wyrms of old, a Grimwrath Berzerker is an indomitable entity. They cleave through enemy lines with reckless abandon, snarling forth war cries to Grimnir, their flesh smoking against the myriad runes embedded within, ghostly, blazing auras crackling forth as they bring death to those would dare challenge them. But such power comes at a cost, and those tasked to carry the rage of Grimnir find themselves prone to reckless violence and destructive belligerence, pulling away from their allies as they are consumed by their obsession with battle.

Few among the Grimwrath Berzerkers allow themselves the honour of being Soulbound, for they hold the might of the Shattered God within themselves and to serve at the behest of other deities is to dishonour the Protector of the Duardin. Tempered in adversity, some find the Binding to be yet another trial in the name of the Shattered God, proof of their worthiness and a means to accumulate further ur-gold and glory to their lodge. Others who join the ranks of the Soulbound find comfort in knowing that upon their death, they too shall be shattered into countless pieces like Grimnir himself.

'Grimnir shouts within my flesh, calling me to battle; to herald the Doomgron, to slay to his return!'

— Helfdarn, Grimwrath Berzerker of Lofnir Lodge



3	1	4
BODY	MIND	SOUL
Species: Duardin (Fyreslayers)		
Core Skill: Weapon Skill		
Skills (4 XP): Athletics, Ballistic Skill, Determination, Intimidation, Might, Reflexes, Weapon Skill		
Core Talents: Test of Wrath		
Talents (Choose 2): Ancestral Grudge, Battle Rage, Dig Deep*, Hard to Kill, Juggernaut		
Equipment: Rune of Fury, Rune of Relentless Zeal, any two ur-gold runes plus as many additional runes as you can endure (see <i>Test of Wrath</i> , page 80), a greataxe, a handaxe, a single Magmadroth scale you used to bite down on during the Test of Wrath, and 15 drops of Aqua Ghyranis.		

IDONETH DEEPKIN

The Idoneth Deepkin are isolationists by name and nature, burying enclaves beneath the sea at depths the light cannot penetrate. Since adopting the Aelven word for 'extreme seclusion', the Idoneth have been disinclined to return to the surface — but without a constant supply of stolen souls, the Idoneth are doomed to extinction.

The Idoneth are a cursed people, forever marked by the soul-torture of Slaanesh. Some degenerate into *mallachi*, a frantic fury that all Aelves fear to speak of — this is in part why the Idoneth seek out the sensory oblivion found in the depths of the ocean. Many more are born with withering souls, struggling to reach adulthood before their lifeforce fades. The distinction between full-souls and those without is the basis of the Idoneth caste system, with the minority born with intact souls divided between the ruling Isharann and Akhelian castes, and the rest destined for servitude as Namarti.

The Isharann, selected as infants by Soulscryers for their magical ability, are raised as spellcasters. They enroll at a *túrscoll* temple of learning, mastering intellectual pursuits before selecting a fane with a specialised arcane discipline. Tru'hea healers, Embailor beast-tamers, and Chorallus architects of living structures — all are tutored by the Isharann. More militant Isharann train as Tidecasters or Soulscryers, joining the Royal Council of an Akhelian war-phalanx, whilst the most aggressive receive combat instruction alongside the Akhelians as Soulrenders, learning to tear a victim's soul from their body.

The other half of the ruling castes are Akhelians, knights and commanders of Idoneth phalanxes. Their gruelling education at asydrazor military academies hones their

battlecraft, and purges mercy for the surface-dwelling cultures they raid for souls. Competition within the asydrazors is fierce, with young aspirants racing to overcome the endurance trials of mhair and graduate to the phalanxes. Even then, the climb to the top is ceaseless, with Akhelians progressing from crewing Leviadon-mounted weapon platforms, to mastering a Fangmora Eel steed, and eventually coronation as queen or king of their own phalanx.

The lowest Idoneth are Namarti, half-souled labourers and eyeless thrall soldiers. They are the overwhelming majority of an enclave's population, but enjoy no positions of influence, instead undertaking harrowing, agonising soul-preservation rituals to extend their lifespan. The Isharanns and Akhelians consider the blind Namarti tainted, made unclean by sustenance from the souls of lesser beings. They wear collars and are branded with eldritch runes, ostensibly a necessary part of the soul-transference process, reminding the Namarti they are viewed as mere property.

From their comhahr city halls, Isharann and Akhelian corulers decide the next target of the phalanx soul raids. Defence of their enclaves is equally important, for the oceans are filled with monstrous predators, and the Idoneth are justly paranoid of discovery by legions of Chaos. With floating amoch-túr guard islands, the Akhelians secure the chorileum gardens where unhoused souls rest, and the whirlways that make travel between realms possible. These are valuable prizes even to other Idoneth, and whilst wars between enclaves are usually averted with *de'comhrac* honour duels between Akhelian royalty, all-out conflicts are not unheard of.



IONRACH

The self-declared 'first enclave' of the Idoneth come closest to their creator Teclis' vision: lordly, bright-souled, magically gifted, and collaborative. They boast their lord Voltornos, High King of the Deep, is the last of the Cythai, a soul retrieved by Teclis himself from Slaanesh's hungering maw. Ionrach Isharann were the first to discover, and then teach other enclaves, the secrets of soul-transference, and their Namarti are the longest-lived. When the Idoneth fled from Teclis' light of reason in the Age of Myth, the Ionrach secured assurance from the other original enclaves to irregularly attend their assemblings, convened to discuss matters important to all Idoneth. At least two of those enclaves no longer attend the assemblings, but most still do. Even as more isolationist enclaves begrudge the Ionrach's imposition and self-importance, they usually defer to the enclave's leadership when forced to unite against a threat.

Though they still maintain a garrison in Gealrachi, the Hyshian underwater city where the six great enclaves first parted, the Ionrach founded their radiant capital of Priom in Ghyran. Their colours reflect the cool blue waters of the Maithnar Sea, home not just to Priom but also the largest whirlway in Ghyran, the Glasway. From there they spread to all the Mortal Realms (most notably in Hysh, where they control the key whirlway known as the Uaimh), and have divided to form new successor enclaves. This far-reaching presence, and comparative willingness to work with other cultures, has resulted in the Ionrach producing more Soulbound than any other enclave. The majority of Ionrach Soulbound are Isharann, for the Ionrach produce a great many powerful mages. Their Akhelian Emissaries are unusually diplomatic, emulating the nobility of their High King, disregarding vainglory in favour of temperance and self-sacrifice for the greater good of the Idoneth.

- ✦ **Call Assemblage:** You are an instigator of cooperation between peoples, usually in pursuit of your own vision. You can always tell if people are amenable to working with you to accomplish your goals, and have Advantage on Opposed Tests to convince them to work with you. Additionally, the *Tactician* (*Soulbound*, page 91) and *A Good Plan* Talents (see page 70) are added to the list of available Talents for your Archetype. You can choose these Talents during character creation even if you don't meet the requirements.

DHOM-HAIN

One of the largest yet most insular enclaves, the Dhom-hain are the Ionrach's fiercest rivals, as staunchly independent as the Ionrach are unifying. This animosity goes back as far as the founding myths of the Dhom-hain, when the pompous Ionrach decried their 'deep quest' into the tempestuous Ominod Sea in Ghur. Though half the enclave lost their lives delving through hunting grounds of the most horrifying marine predators imaginable, the survivors were rewarded with the perfect site for their capital of Ründhar, honeycombed within the canyon walls of a miles-long trench named the Black Trough. The Dhom-hain believe this battle for survival in Ghur made them stronger. Their Akhelian warriors, clad in dark clothes and armour tinted bioluminescent-green, are the masters of hit-and-run warfare, with the phalanx of Akhelian Guard known as the Lasroch Host the envy of every enclave's asydrator. The Isharann of the Dhom-hain are equally valued, especially the Chorallus crafters who transform the living coral of the Black Trough into inhabitable structures, and the Embailors who tame the monsters assaulting the Secret City of Ründhar.

Rejecting all outsiders, including the assemblings of other Idoneth, it is uncommon for Dhom-hain to make common cause with others and become Soulbound. Many who do are unusually mindful of the bigger picture, and find little in common with their Dhom-hain kin. Others are rebelling against a society of rebels, looking for an excuse to travel the surface world, and challenge themselves against new kinds of predators. However, as much as they claim to defy their birth-culture, Soulbound Dhom-hain often harbour a beastly spirit, rising to the fore in combat to the astonishment of their allies. Many Aelves barely recognise the Dhom-hain as kin at all, dismissing them as primitive warriors, which the Dhom-hain choose to interpret as a compliment.

- ✦ **Savage Fighter:** You are ferocious and strong, launching hit-and-run attacks with a sudden explosion of violence. When you take the Charge Action, you gain additional dice equal to your Training in Athletics.



FUETHÁN

Unquestionably the most excessively violent of the Idoneth enclaves, the Fuethán war to satisfy their bloodlust as much as to fulfill their need for souls. Though they still attend the Ionrach assemblings, many would prefer they didn't, as their boasting and sabre-rattling often provokes unnecessary conflict. Even fellow Idoneth have suffered attacks from the Fuethán, and many enclaves still nurse grudges from a centuries-long civil war they instigated.

From the boiling waters of the Mordacious Sound in Aqshy, red Fuethán phalanxes muster in the capital of Mordgaile and strike out through the Fuestrom, a whirlway of spiralling lava rivers. In Mordgaile, the Isharann hold little sway, with the Akhelians forever dominating as the ruling caste. The nearby sea creatures, diamond-backed Redfin Fangmoras and tiger-striped Mordacious Alloplexes, are amongst the most dangerous and untameable in any ocean. They are exactly the kind of monsters the Fuethán prefer as steeds and companions, to the dismay of the Embailors tasked with breaking them.

To the Fuethán, the Cities of Sigmar are less a source of useful allies than a buffet of souls. This is not much of a basis for successful cooperation, and Fuethán Soulbound are rare. Recently though, emissaries from the Mordacious Sound have been sighted in the nearby city of Hammerhal Aqsha, accepting tribute in return for aid. Most Fuethán Soulbound are Isharann, who recognise a cause they hope will show more respect for their formidable abilities. Fuethán Akhelians may still become Soulbound if forced out of their enclave, but these tend to be unstable individuals, working through their bitterness by butchering the enemies of Order, even as they thirst for revenge. Other Soulbound learn to treat Fuethán allies with caution, mindful that their simmering belligerence can explode into rage at the slightest provocation.

- ✱ **Blood in the Water:** You revel in slaughter, and are drawn to bond-beasts whose thirst for sustained aggression matches your own. If you or a mount you are controlling makes a melee attack against a creature who has suffered damage this turn, your Melee increases one step.

MOR'PHANN

Dark legends circle the Mor'phann, inhabitants of Shyish who dwell in the inky, clinging darkness of the Great Quagmire. Their name can be translated either to mean 'a gaze into the abyss' or 'a fatal despair', and it is well chosen for these disquieting warriors. When they strike through the Palegaeta whirlway, they are like death incarnate. They descend through ethersea mists on pale tentacled beasts and camouflaged Ghost Fangmora, alternating between wailing battle cries and silence, as their eyes roll back in their skulls. Mortal wounds barely slow the Mor'phann, as no enclave's Soulrenders are more adept at siphoning souls from fallen enemies to empower their allies. Even fellow Idoneth consider the Mor'phann morose and unsettling, wrinkling noses at the noxious dark fluid that trails from their armour. Nonetheless, their fate is tightly entwined with all Idoneth, for their black-shell capital of Mor'drechi has long been the most exposed of the Idoneth sanctuaries. Unlike smaller Shyish enclaves, the Mor'phann have been largely successful in annihilating Skaven incursions without assistance, but the aftershocks of the Necroquake present a danger even the Mor'phann cannot survive alone.

Amongst the Soulbound, as at Idoneth assemblings, the black-armoured Mor'phann hear much but say little. Their willingness to fight alongside the Stormhosts in Shyish has surprised other enclaves, who consider the Mor'phann the most insular of their number. Mor'phann Soulbound are rarely given to explaining their motivations, but it is clear the threat of Death endangers the Idoneth as surely as every other civilisation, and that drastic measures are necessary to combat the looming apocalypse. The frost-fogs of their Tidecasters, or deep-cuts of their Soulrenders, empower their Binding immeasurably, even if their fellow Soulbound aren't exactly grateful for the assistance.

- ✱ **Disquieting Presence:** You are a terrifying vision of death: pale-skinned with glowing white eyes, circled by freezing ethersea mists that chill the hearts of your enemies. Creatures that move to Close Range with you or start their turn there must make a DN 4:X Soul (Determination) Test, where X is equal to your Soul. On a failure, they are *Frightened* until the start of their next turn. If a creature passes the Test, they are immune to this effect for 1 day. Other members of your Binding are permanently immune to this effect.

NAUTILAR

Once an Ionrach colony, the Nautilar seceded in protest after the Ionrach and Dhom-hain warred at the dawn of the Age of Chaos. In some ways, the Nautilar bridge the divide between the two largest enclaves, fighting with Dhom-hain against Orruks and other threats, whilst still attending the Ionrach assemblages. Their majestic capital of Galanaur, founded unknowingly upon the shell of a Great Scaphodon, was originally raised in the resource-rich seabed beneath the Maithnar Sea in Ghyran. By the time the Nautilar declared independence, the Scaphodon had migrated to the warm Atleus Ocean in Ghur. The Chorrulus transformed Galanaur into a formidable city of gated shelltowers and fortified mansions, with beauty to rival any other enclave. Meanwhile, the Akhelians mastered the art of defensive warfare, setting traps and crafting tower-mounted weapons. It is well the Nautilar developed such skills, for years later their capital was beset by a long Skaven siege that would have condemned any less fortified sanctuary. For all their defiance, it was only the timely intervention of Ionrach phalanxes and the Stormcast Eternals that rescued Galanaur from undermining by Skaven drill-teams.

Centuries of journeying upon the back of a Great Scaphodon has taught the Nautilar the value of symbiotic relationships. Many Nautilar, grateful for the aid of Sigmar in liberating their home, have pledged themselves to become Soulbound to return the favour. Clad in hardened wraithshell armour, they are solid and dependable allies, though withdrawn like any Idoneth. Some battle for resources that could help rebuild their ruined capital, whilst others search for weaknesses in the Skaven and other enemies that could give their comrades an edge. The boldest seek out new dangers to proactively destroy before they can ever threaten the safety of Galanaur — a novel concept to the naturally cautious Nautilar, but one they have adopted with enthusiasm.

- ✱ **Consummate Defenders:** You prefer to bait enemies to come to you, where your armour, fortifications, and defensive skills can most effectively take them apart. When targeted by a Melee Attack from a creature who did not begin their turn in your Zone, your Defence increases one step. Additionally, the armour gained from your Archetype is made of wraithshell, which grants an additional +1 Armour.

BRIOMDAR

Another ofshoot from the Ionrach, the Briomdar shunned the bright lights of Priom for seclusion in the protective canopy of the Green Gulch of Ghyran's underwater forests. The Briomdar range further from their capital than other enclaves dare to venture, departing the wooden fortress of Crannstok through the Láthway, or lesser whirlways such as the Caillegaeta. Dense terrain is no hiding place for the Briomdar's enemies, for their warriors are superlative ambush predators, and their Soulscryers navigate the ethersea with unmatched vision. They are hunter-killers, with steeds and armour camouflaged for the foliage of the home they retreat to — it is alleged their Slitherguard can even materialise out of thin air. Despite Briomdar's resolute defence, the invasion of the Green Gulch by Nurgle's plague legions during the War of Life was only forestalled by the intervention of the Ionrach under High King Volturnos.

Recently, the Briomdar have endured internecine strife amongst the nobles of Crannstok, but the dangers of the outside world do not disappear as their enclave turns inwards. Some Briomdar Akhelians became Soulbound after exile from their people, punishment for backing the wrong side of a civil war, and still search for the means to overturn their defeat and reclaim their rightful status. Others have voluntarily committed to Sigmar's great war against Chaos, choosing to support a larger cause rather than indulge trivial infighting. Briomdar Isharann are more enthused by the opportunities of becoming Soulbound, for their Soulscryers have always been at the cutting edge of discovering new treatments for the soul-degradation of their people. They find common cause with Soulbound discovering the mysteries of the Mortal Realms, hoping to find new magic or academic insights that might restore the Idoneth to greatness.

- ✱ **Unstoppable Raiders:** Your experience negotiating the tangled undergrowth of the Green Gulch has taught you to overcome your surroundings unencumbered. You suffer no penalties from *Difficult Terrain* and move at normal speed when swimming, climbing, squeezing, and crawling. Additionally, if a creature is trying to block your way, such as with the Defend Action, you have Advantage on the Test to get past them.

ISHARANN SOULRENDER

A student of both war and soul-magic, you steal the life-force from enemy creatures to invigorate your allies.

Anomalies in the rigid divisions of Idoneth society, Soulrenders come closest to crossing the caste-divide. Warrior-comrades to the Akhelians, overseers to the Namarti, the Soulrenders do not share the prestige of Soulscryers or Tidecasters within the phalanxes. Instead, they are regarded as eerie, unsettling figures by fellow Isharann, dirtying their hands with the uncomfortable business of stealing souls from unwilling victims. Their training involves secondment to Akhelian asydrators, the better to arm and armour themselves for their violent work, where they first endure the indignity of being

physically outclassed by Akhelian students half their age. For all this disrespect, the Soulrenders fulfill an essential function within Idoneth society. Without their sinister soul harvest, the Idoneth would be unable to extend the lives of the Namarti, dooming their people to early extinction.

‘Better the slavemaster extending my life, than the slavemaster happy to shorten it.’

— Namarti Thrall Pirahn on Mauga the Destroyer

No strangers to defying Idoneth cultural limitations, nor to integrating with unfamiliar customs, Soulrenders often adjust better to becoming Soulbound than other Isharann. Their role, however, is quite different apart from the phalanxes. Instead of discharging souls captured in their lurelight to reanimate fallen Namarti, they use the energy to empower their binding's Soulfire. Not all Soulbound are enthusiastic to partake in the Idoneth custom of involuntary soul-transference, and so many Soulrenders remain forsaken figures, even within their own binding. The Soulrenders stoically accept this hostility, as they reap a toll against the forces of Chaos and Death. Whilst some burn through the souls they collect with the enthusiasm of unrestrained butchers, others tend a small stockpile, in hopes of one day returning to their enclave's chorileum and delivering their bounty.

4	1	2
BODY	MIND	SOUL
Species: Aelf (Idoneth Deepkin)		
Core Skill: Weapon Skill		
Skills (7 XP): Arcana, Athletics, Beast Handling, Determination, Guile, Intimidation, Intuition, Lore, Reflexes, Weapon Skill		
Core Talent: Lurelight		
Talents (Choose 4): Combat Sense, Executioner, <i>Fearless</i> , <i>Forbidden Knowledge</i> , Loyal Companion (Rakerdart), Insightful Interrogator*, Witch-Sight		
Equipment: Metal warplate and helm (Heavy Armour), a Talúnhook (see page 109), ethersea cloak, helm-mounted lurelight containing a strong soul (see <i>Lurelight</i> , page 75), a fragment of bone from the first creature whose soul you reaped, and 10 drops of Aqua Ghyranis.		



KHARADRON OVERLORDS

The Kharadron descend from the Khazalid Empire, a dominion of glorious mountain holds devastated by Tzeentch's invasion of Chamon in the Age of Chaos. As countless Duardin perished in doomed last stands, or fled to seek refuge with Sigmar in Azyr, a few trailblazers turned their backs on the gods and resolved to save themselves. The floating forts they built to escape formed the basis of the first sky-ports, which have since expanded into massive centres of industry and trade. Pioneering pragmatism still pervades Kharadron civilisation, with the aether-gold keeping them literally afloat prioritised above all.

Though competitors for resources, the seven greatest sky-ports agreed long ago on shared laws for their civilisation to thrive at the Conference of Madralta. This Kharadron Code is foundational to their way of life, dictating everything from trading rights to justifications for war. A ruling council known as the Geldraad occasionally ratifies amendments to the Code, with each sky-port's number of delegates determined by their capital. Currently, of the eighteen seats on the Geldraad, the sky-ports Barak-Nar and Barak-Zilfin hold six and five seats respectively. This means no sky-port can secure a majority consensus without backing from one of the big two, and that when Barak-Nar and Barak-Zilfin are unified, the other sky-ports cannot oppose them.

Each sky-port has its own unique interpretation of the Code, but societal structure is remarkably consistent. At the city's nexus, the Admiral's Council sets military and economic policy within grand government ministries. Their plazas are surrounded by residences of the wealthy, then corporate workshops and aether-factories of private enterprise. The six most powerful guilds enjoy political authority as well as material fortune, and include Aether-Khemists Guild scientists, Nav-League cartographers, and Endrineers Guild artificers. The most influential guild is always the Fleet Service, whose vessels dominate the dockyards on the perimeter of each sky-port, crewed by Arkonaut Companies eager for profit and glory. While not a guild, the size and import of the Grundstok Corporation chartered company grants them significant political clout.

It is claimed the sky-ports are strictly meritocratic, and certainly no positions are inherited by birthright. Every graduate of the Arkonaut Academies has a chance to prove their physical prowess at an annual Musterpress.

Those selected to join a Company may be promoted to captain, then admiral, and all the way to the Geldraad so long as they continue to excel and demonstrate return on investment. In practice, opportunities to advance are limited for many, especially those passed over by three consecutive Musterpresses and relegated to civilian dockworking duties. The workhouses of each sky-port are filled with hardworking Duardin, whose efforts are never rewarded with social mobility, so long as capitalist overseers still benefit from their labour.

For this reason, many outsiders mischaracterise Kharadron society as covetous and corrupt, stealing from honest Sigmarites and cheating their way out of business arrangements. Whilst the Kharadron are skilled in exploiting contractual loopholes, they honour the letter of agreements as diligently as any Duardin. It is not greed that compels the Kharadron to stockpile aether-gold, but necessity — without a constant supply, the sky-ports will fall, and Kharadron culture will collapse. Whatever inequities their society possesses are no harsher than the military authoritarianism typical of the Cities of Sigmar.

The Kharadron hesitated to support the Stormcast Eternals at first, but civilisations blossoming in their wake have provided invaluable trading partners. Kharadron vessels are an increasingly common sight across the Mortal Realms, not just in Chamon where the majority of sky-ports dwell. Their closest allies are other Duardin, for even as Humans and Aelves fracture into worship of a dozen different gods and creeds, Duardin have preserved a common cultural heritage. Whilst the Kharadron do not worship Grungni or Grimnir, they remember the gods well enough, and are not above sharing a drink and reminiscing with long-lost kin.



BARAK-NAR

The largest and richest sky-port is not the oldest, but the most forward-thinking, celebrating the core Kharadron tenets of pragmatic leadership, shrewd diplomacy, and rejection of superstition. The only antecedents memorialised in Barak-Nar are pioneers of their people, such as the first grand admiral, Horgrumm Brand, whose flagship Nazgrund now dominates the Ancestor's Plaza. Despite the thick smog of industrial waste overhead, the City of the First Sunrise is regarded as a glittering jewel, a success story all sky-ports seek to emulate. Their trade routes through sky-path realmgates are invariably well-patrolled, secured by zombek lighthouse fortresses flying the regal purple and silver colours of their sky-port. Only the Necroquake (known as the *Garaktormun*, or Great Gale of Death) has challenged this pre-eminence, with many formerly reliable aether-streams dispersed by magical storms. A decline in profits lost them a seat on the Geldraad to Barak-Zilfin, but Barak-Nar still maintains the Steering Hand, with more delegates than any other sky-port.

Enterprising vision led Barak-Nar to first seek alliance with the Cities of Sigmar, after liberating the Celestial Vindicators from daemons at the Battle of Vindicarum. This is also why their representatives were the first Kharadron to become Soulbound. Whilst Barak-Nar has little truck with gods or magic, the practical uses of Soulfire are very attractive. Within the Sunrise Citadel at the centre of the city, the Admirals Council carefully selects resourceful candidates who can most take advantage of a Soulbound's gifts. Other Barak-Nar Soulbound are mavericks, bargaining their way to divine power as independent freelancers, escaping the complex hierarchy of Kharadron society to seek their own fortune. This too is the Barak-Nar way, for as much as they are unifiers, they recognise the best way to lead is with an open mind and a firm hand.

- ✧ **The Steering Hand:** You are used to your voice counting for more than everyone else's. When commanding a subordinate or speaking to a large group of people, such as a council or at a protest, you double the dice gained from any Training in Guile and Intimidation. Additionally, the *Stirring Voice* Talent (see page 80) is added to the list of available Talents for your Archetype.

BARAK-ZILFIN

The most distant frontiers of the Mortal Realms are where explorers from Barak-Zilfin ply their trade, pushing the Kharadron empire to new heights. The Windswept City's congested sky-lanes are filled with bold trailblazers in tempest-blue and bronze, preparing to undertake voyages of discovery, or returning to unload aether-gold and tell the most incredible stories. These crowded skies cost Barak-Zilfin in the *Garaktormun*, when an Aethervoid Pendulum, an Endless Spell manifestation of a gigantic axe blade, tore through the Sunderer, raining the flagship's wreckage on the Hall of Endeavour and killing seven of the Admirals Council. And yet, Barak-Zilfin has profited greatly from the Necroquake, confidently braving the wild tides of the aether to discover new finds whilst other sky-ports were just struggling to survive. This characteristic rapid recovery has won Barak-Zilfin an extra seat on the Geldraad from Barak-Nar. If they can repeat this accomplishment, they will seize the Steering Hand.

The thrill of adventure lures many Barak-Zilfin Duardin to become Soulbound. They are drawn to Bindings on the outer limits of the God-King's borders, mapping unknown regions, plundering ancient treasures, and discovering new, inexplicable dangers. They inspire their companions to acts of reckless valour, even if their motivations are more practical than selfless. If they provide access to an airship as well, so much the better. The vessels wrought by the Endrineers of Barak-Zilfin's Great Coghalls are unique works of exceptional artisanry, outpacing other skycraft with effortless ease. For their part, the sky-port's fearless Aetheric Navigators are second-to-none, negotiating the currents of the sky-paths with masterful instincts. With Barak-Zilfin's sponsorship, a Binding of Soulbound can ascend to the very limits of the realms' firmaments, confronting mysteries and horrifying monsters that the surface world has done well to forget.

- ✧ **Windmaster:** You are a windswept explorer, navigating the Mortal Realms with supreme confidence, helped on your way by meticulous modifications to your aether-rig. If your aether-rig has an aether-endrin, its speed is Fast. If your aether-rig does not have an aether-endrin, you can choose to swap a part of your rig with the same power consumption for an aether-endrin instead. Additionally, your adventurous spirit gives you an additional 1d6 to Awareness and Survival Tests when exploring an area for the first time.

BARAK-ZON

Whilst most Kharadron view combat only as a means to an end when pursuing profit, Barak-Zon exalts warfare for its own sake. Sighted through a haze of arms-factory smog, the City of the Sun glows brilliant red. Hysh's light reflects from metal walls, floating Zunfar guard towers, and fourteen triumphal arches celebrating major battlefield victories. All Kharadron in Barak-Zon are tasked with daily shooting practice from youth, and their Musterpresses are notoriously punishing. Consequently, the drillhouses of Barak-Zon produce red- and blue-uniformed Arkanauts as sharp and tough as any sky-port's, with Barak-Zon's Grundcorps academy training the most elite soldiers of all. Even these veterans were tested during the Blockade of Barak-Zon by a massive legion of Tzeentch daemons. The brutal siege was only broken after a relief attempt spearheaded by Barak-Nar, much to the irritation of Barak-Zon's two Geldraad representatives, who continue to insist at every session that their sky-port never needed rescuing in the first place.

With Barak-Zon's reputation for professional mercenary work, sometimes persuading their Duardin to become Soulbound just requires the right financial incentive. Most Barak-Zon Soulbound have more personal reasons for accepting this lifelong commitment though. They may desire divine power or knowledge to wage war on a particular hated foe, or yearn for a life of combat without the complicating entanglements of profit-making or Code restrictions. The dream of every warrior is to earn the Ironstar, the highest honour for any citizen of Barak-Zon, and becoming Soulbound rarely suppresses this ambition. Their allies quickly learn that Barak-Zon's warmongering is tempered by military discipline, but that hunger for glory can result in battles against powerful foes the Binding may prefer to avoid. No matter the danger, the scions of Barak-Zon respond valiantly, resolving never to leave a fellow soldier behind.

- ✱ **For the Ironstar:** You are an exemplar of proud military bearing, eager for an opportunity to be recognised for your valour against the deadliest foes. When Attacking a Champion or Chosen type enemy, your Melee and Accuracy increase one step.

BARAK-URBAZ

Humans, Aelves, Gholemkind, and others are common sights in Barak-Urbaz, for the sky-port advertises itself as a cosmopolitan marketplace where all are welcomed. Of course, the house always wins. The traders of the Market City are raised to barter as naturally as breathing, and even amongst the Kharadron, the sky-port's merchants are notorious. When they cannot wrong-foot their business partners with encyclopaedic knowledge of obscure articles in the Kharadron Code, their codewrights resort to lobbying the Geldraad to amend the Code itself, often successfully. The Admirals Council boasts a diverse portfolio, with the largest sky-fishing fleets and monopolies on transportation through hidden airborne realmgates known as sky-paths. Their access to aether-gold is comparatively limited, and the city only holds one seat on the Geldraad. But Barak-Urbaz punches above its weight, thanks to the peerless skill of the sky-port's Aether-Khemists in extracting the most resources out of any find.

Unfortunately, the Barak-Urbaz brand has been tarnished amongst the Cities of Sigmar. Whilst business partners would previously greet the sight of pink-purple overalls and green-tinted armour with respect, now the Arkanauts of Barak-Urbaz are increasingly denounced as exploitative extortionists. Their custom of haggling any time, any place, even in the middle of battle, has led to tales of Barak-Urbaz sailors abandoning passengers in danger to leverage extra pay, or attempting to bribe Stormcast Eternals to look the other way. Burning bridges has not been profitable in the long-term, and the sky-port now counts the Freeguild regiments of Hammerhal Aqsha and the Knights Excelsior Stormhost as enemies.

Offering their best and brightest to serve as Soulbound is a good way for Barak-Urbaz to reverse this negative perception, with the Kharadron Soulbound handsomely rewarded for their cooperation. Others seek knowledge over immediate profit. It is always the preference of Barak-Urbaz to discover new, untapped opportunities, rather than return to familiar enterprises without wiggle-room to swindle an advantage.

- ✱ **Child of The Market City:** You have a sixth sense for discovering profitable enterprises and extracting the maximum amount of savings. When you undertake the *Aethercraft*, *Endrineering*, or *Shopping Endeavours*, the cost to acquire equipment or materials is reduced by 50%, to a maximum savings of 500D. Additionally, you earn $4d6 \times 10D$ from the *Run a Business* Endeavour (see page 121) rather than the usual $2d6 \times 10D$.

BARAK-MHORNAR

Denounced as corsairs, thieves, and worse, the dark blue armoured Arkanautes of Barak-Mhornar are notorious for specialising in unexpected and underhanded tactics. Runes of illusion, preliminary strikes, and psychological warfare are the City of Shadows's stock in trade. Though they laugh at accusations of 'unsporting conduct', Barak-Mhornar's representatives vociferously deny they are cheaters — any of their actions can be justified by the Kharadron Code, with a sufficiently creative interpretation. '*The rules don't say we can't*' could be the catchphrase of Barak-Mhornar's codewrights, with a resigned sigh and amendment to the Code often the Geldraad's only recourse.

It's no secret the other sky-ports don't trust Barak-Mhornar, and some, such as Barak-Zon, would happily see it fail. This hostility recently provoked the City of Shadows to depart the Realm of Metal, leaving behind only a swirling portal of umbral energies. On the other side of the realmgate, the sky-port rests at the centre of a sky-island chain blanketed in mist, a labyrinth impenetrable without a Barak-Mhornar escort. So far, the city's three Geldraad representatives have stubbornly refused to disclose the sky-port's new location to the other delegates.

Even as agents of the other sky-ports hunt for the truth, Soulbound from Barak-Mhornar travel the most forgotten corners of the Mortal Realms, reporting back new locations for the sky-port to settle and stay one step ahead of pursuers. Other Barak-Mhornar Soulbound hunger for forbidden artefacts and occult texts, returning them to the Shadowmark Repository for further investigation by the Admirals Council. In return, their Binding enjoys a special set of skills quite unlike those of other Kharadron. Whether daring to negotiate with Ossiararch Bonereapers, or advising how best to safely transport illicit cargo, the Soulbound of Barak-Mhornar never fail to earn their keep. But they are seldom trusted by the rest of their Binding, and with good reason.

- ✱ **Who Strikes First, Strikes Hardest:** You are an opportunistic privateer, comfortable employing any unfair advantage so you can attack with the element of surprise. You gain additional dice equal to your Training in Guile on your first attack in the first round of combat. If you make this attack during a surprise round, you gain additional dice equal to twice your Training in Guile. Additionally, the *Criminal Talent* (*Soulbound*, page 84) is added to the list of available Talents for your Archetype.

BARAK-THRYNG

Often denounced as anachronistic and narrow-minded, the traditionalists of Barak-Thryng lack the Kharadron drive to innovate and develop new technologies. Instead, they favour the old ways, utilising the slow endrin-bellow aether-gold extraction techniques of their founders. They are also constitutional literalists, only abiding the original Kharadron Code, and voting against amendments as a point in principle. Even the gods are not forgotten in the City of the Ancestors, with monuments to the brothers Grimmir and Grungni paid their due, albeit with less zeal than demonstrated by the Fyreslayers. These archaic practices have brought the sky-port modest profits, and only a single representative to the Geldraad. But as intractable as Barak-Thryng is, there may be a method to their haphazard dealings. Their sky-port is certainly less polluted than Barak-Nar and Barak-Zon, and sustainable aether-mining practices have helped them weather the *Garaktormun* better than most.

The Admirals Council of Barak-Thryng meet in the Kazakluft, but the true heart of the sky-port is the Grudgehall. Here every offence against the city is inscribed upon tablets and stored within a library the size of a district. It is the duty of every Barak-Thryng citizen to settle this account, and many stubborn Duardin clad in plain beige plate and red overalls become Soulbound for the strength and opportunity to right one of these great wrongs. Companions may resent a Barak-Thryng Soulbound for their bitterness, obstinance, and constant complaining that things were better in the good old days, but there are few warriors better at taking a hit and repaying it with interest. Other Duardin often tolerate Barak-Thryng Soulbound best, for they too mourn the loss of the great Khazalid Empire, and understand the impulse to preserve what little cultural identity remains.

- ✱ **Chronicle of Grudges:** You never forget a grudge, and take pride in repaying each injury in kind. If you are attacked or wronged by a creature, you can add its name to your chronicle of grudges. If you do not know its name, create a memorable name for it. As long as the creature's name is in your chronicle, your Melee and Accuracy increases one step when attacking them, but you suffer Disadvantage on all social Tests made to interact with them. (As a player, you may find it useful to keep your own chronicle of grudges!)

AETHERIC NAVIGATOR

You are a perceptive scholar of wind-power, shaping its currents to shorten journeys, buffet enemies, and dampen the flow of magic.

Aetheric Navigators are scholars that specialise in plotting the skies of the Mortal Realms, and studying the winds that storm across them. 'On the job' they appear beneath a bewildering collection of weather vanes, optic filters, and other scientific equipment of dubious purpose. With these tools, the aerocartographers of the Nav-League guide Kharadron airships through warpnadoes and Megalofin sky-habitats, often charting a course that lures enemy fliers to their doom. Their most remarkable ability is to harness the echoes of aetheric manifestations to subvert the will of enemy sorcerers. Though the Aetheric Navigators insist there is no magic at work in this practice, the technology they use is sufficiently advanced to be indistinguishable.

Though Aetheric Navigators are academics at heart, their studies have such desperately necessary practical applications they are often dispatched to guide the Arkanaut sky-fleets. These same skills are equally desired by the Soulbound, especially those who regularly undertake air travel. Even on land, an Aetheric Navigator's ability to anticipate treacherous weather and build-ups of magical energy can shorten dangerous journeys and help track magical artefacts and rogue spells. Most Aetheric Navigators become Soulbound to expand their knowledge, map the uncharted, and chronicle the most bizarre manifestations of magic. For the boldest of them, the opportunity to personally encounter extraordinary phenomena they have only read about in scholarly texts is incentive enough. It all helps to further the understanding of the Navcademies, so they can lead their kin to the most inhospitable aether-gold deposits.

'Yes, I remember the chamonite submergence equation, dammit. Pretty sure it came up in the Navcademy qualifiers. Course, there wasn't a Terrorgeist screaming at me in the entrance ex— actually, could you get it to shut up? I can't do everything myself...'

— Tundrak the Grouch,
Sky-Reader of Barak-Thryng



BODY



MIND



SOUL

Species: Duardin (Kharadron Overlords)

Core Skill: Survival

Skills (7 XP): Arcana, Awareness, Ballistic Skill, Crafting, Determination, Guile, Intuition, Lore, Nature, Survival

Core Talent: Nav-League Member

Talents (Choose 3): *Acute Sense*, *Aethermatics Over-Superstition*, *Backup Plan*, *Expert Coordinator*, *Observant*, *Scholar*

Equipment: Aetheric Navigator's Rig (see page 110), a collection of maps and charts (see page 107), and 85 drops of Aqua Ghyranis.

STORMCAST ETERNALS

When a mortal is Reforged as a Stormcast Eternal, they are pledged to a Stormhost. These warrior fellowships have their own unique traditions, often drawing souls from the same tribe or realm, or from those who share the same values. Above all though, a Stormhost is a military unit, and whilst cultural customs and vagaries of war can alter the structure of a Stormhost, there are many common similarities throughout each.

A typical Stormhost numbers five to ten thousand Stormcast; only Sigmar knows how many Stormhosts there are. It is divided into autonomous formations known as Chambers, most of which are tactically flexible Strike Chambers of approximately three hundred soldiers, but more specialist Tempest Chambers include wizards of the Sacrosanct Chambers, shock cavalry of the Extremis Chambers, and far-travelling Rangers of the Vanguard Auxiliary Chambers. Within each Chamber, a Stormcast is assigned a Conclave where they master a particular form of combat (such as infantry, ranged support, or airborne operations), and a Retinue of three to twenty warriors they accompany on the battlefield. Theoretically, Stormcast can be reassigned to new Retinues, Conclaves, and even Chambers upon later Reforgings, but most Stormcast fight and die with the same warriors repeatedly, learning to synergise their combat performance.

A few rare individuals defy this structure. The Lords of the Storm, superior officers of the Stormhosts, are assigned neither Conclaves nor Retinues, though some are assigned Chambers to command. Most Chambers are led by a lord-celestant, generals who answer only to the Stormhost's lord-commander and to Sigmar himself, but other lords practice less direct forms of leadership through spiritual or magical guidance. For some missions, Stormcast may be assembled from across the boundaries of Conclave and Chamber, forming a diverse group of combat specialists. Very occasionally, these formations recruit from different Stormhosts, but invariably those chosen are outcasts amongst their own Stormhost, perceived as compromised in some way.

Between the lords and their Retinues are the knights of the realms, junior officers and support staff distinguished by acts of heroism. They are neither assigned a Retinue, nor burdened with command of a Chamber, but are instead assigned specific roles or given individual missions

separating them from their Stormhost. They may be tasked with delivering a critical message, uncovering hidden knowledge, or supporting a unit of non-Stormcast — such as the Soulbound. Few Stormcast relish leaving behind oathsworn compatriots, but this work is crucially important, and most knights periodically return to their Stormhost even whilst assigned other duties. The luckiest knights find the camaraderie they miss from their Stormhost amongst new travelling companions.

Rivalries between Stormhosts are not uncommon, as many war against each other as part of training in the Gladitorium, an enchanted arena in Azyr where illusory battles are simulated. The clearest divide is between Stormhosts of the First Striking, who fought in the initial strike against the realms that began the Age of Sigmar, and those of the Second Striking, who were deployed later in the Realmgate Wars. The warrior pride of many Stormcast from the First Striking sees them constantly remind their 'younger siblings' that they have been fighting this war since the start. Most take this jest in stride, but it is not unheard for these jibes to lead to violence.

These distinctions are irrelevant to the Free Peoples of the realms, to whom all Stormcast Eternals are awe-inspiring figures. Whether ruling from their Stormkeeps within Cities of Sigmar, or delivering salvation upon blood-drenched battlefields, the aura of divinity radiating from a Stormcast always affords them respect, even as it exaggerates their inhumanity. To the enemies of Sigmar, they are figures of utmost dread, ghost stories to strike fear into the hearts of Chaos worshippers, embodying the vengeance of Azyr.

THE REFORGING PROCESS

Every Stormcast Eternal has been Reforged at least once, for only by obliterating a soul to its constituent parts, and shaping it to precise specifications, can a mortal be elevated to a celestial. Most Stormcast Eternals have been Reforged many more times — the realms are beset by constant conflict, and death comes quick even to Sigmar's mightiest champions. With every death, a Stormcast must undertake the trials of Reforging yet again, and each time the risks of the process only increase.

All Stormcast are Reforged in the Sigmarabulum, a gigantic void-bound complex above the palace city of Sigmaron in Azyr, orbiting the sundered remains of Mallus, the World-That-Was. Souls are drawn to the Tower of Apogee at the World-Ring's zenith, where in the Chamber of the Broken World they pass through three Tiers of Trial. First, they are undone within the flames of the Forge Eternal, reduced to raw materials of soul-stuff to silt out impurity or weakness. Next, they must prove themselves in the Cairns of Tempering, overcoming seven tests devised by the smith-god Grungni to ensure only the worthy ascend. Finally, they must submit to the Anvil of Apotheosis, where, by the fury of lightning and hammering of demigods, they are finally reborn in material form. Depending on the Stormcast's Stormhost or Chamber, additional stages of Reforging may be necessary. For example, all warriors of the Sacrosanct Chambers are exposed to arcane energies from the High Star Sigendil during Reforging, enhancing their magical power — if they can bear to endure it.

Even a perfectly executed Reforging is agonisingly painful, and many souls are forever traumatised, even if they cannot remember the torture. Unfortunately, there are many ways for the process to go wrong. The most merciful of these outcomes is Final Death — if a soul cannot survive the Tiers of Trial, it simply disintegrates into the aether, absorbed into the firmament of Azyr. A Stormcast killed by sufficiently accursed means may also be severed from the cycle of reincarnation, never reaching the Tower of Apogee, perhaps suffering damnation within the Realm of Chaos or Shyish Underworlds. Some world-weary Stormcast even choose to end their immortality, offering their souls to a lord-arcanum to power the Star Bridges that spirit fallen Stormcast from their Stormkeep to Azyr. The guards of the Chamber of the Broken World most fear those who rebel against Reforging, and manifest as lightning gheists filled with inconsolable rage. If successfully bound, these errant souls might still be remade upon the Anvil of Apotheosis, but others must be destroyed, or imprisoned within the screaming statues lining the Avenue of Saints. Inscriptions upon the Spire of the Lost commemorate those who cannot be Reforged, a grim reminder the Stormcast are not as eternal as their name suggests.

If a soul survives Reforging, it is utterly transformed. For the first Reforging, this is exactly as intended. As Stormcast, they are stronger, faster, and more emotionally resilient than their former selves. Lost mortal memories are replaced with unbreakable dedication to liberate the Mortal Realms, a mentality only sharpened by the teachings of their Stormhost, and training at the Gladitorium.

The changes of later Reforgings are a greater cause for concern. These transformations are more esoteric — skin discolouration, scarring, magical ephemera, and psychological trauma. Most Stormcast cherish the mortal parts of their souls, and are disturbed that repeated Reforgings distance them from the Humans they protect. They begin to find it tiresome and difficult to take a nuanced view of the world, and increasingly see the realms in stark contrasts of light and dark. Over time, the curse of immortality manifests in more deviant ways, and the ultimate fate of the Stormcast appears grim indeed.

More optimistically, a Reforging is a fresh start, and sometimes a return to Azyr may result in a Stormcast being assigned a new Conclave, or even promoted if their past life demonstrated worthiness. Per the Eighth Law of Sigmar, every lord or knight who undergoes Reforging must graduate again from the officer temples, taking time to recover confidence, and study the latest intelligence about their foes. In practice, this law is unofficially repealed, as the constant warring of Sigmar's armies requires an unending supply of warriors.

Reforging was not always so fraught. Before the Necroquake, wizard-scholars of the Sacrosanct Chambers oversaw each stage of the procedure, helping to nurture souls through the worst ordeals. With the rising tide of Death, these arcane warriors are needed on the front line, shackling and redirecting the destructiveness of the Arcanum Optimar. In their absence, the soul mills grow fuller, the Forge Eternal burns hotter, and precautions are sacrificed in the name of haste. If the wandering Sacrosanct can discover the means to reverse the flaw of Reforging, these sacrifices will have been worth it.

REFORGING IN PLAY

It is easy to think of Stormcast Eternals as immortal. With Reforging, they are almost guaranteed to return from death, so why would they not throw themselves at every problem head on or sacrifice themselves at every opportunity? While this can make for exciting action, if the Reforging process is not handled with care, death and sacrifice can lose its meaning in your game.

To prevent an irreverence towards death, keep in mind that Reforging always comes at a price. Consider the following whenever the topic of Reforging comes up in your games.

Time as the Enemy

The process of Reforging can take anything from a single week, to months or even years. The player of a Stormcast character may need to make a new character or take control of a previously existing NPC, pet, or follower while they wait for their Stormcast to return.

There are no set rules regarding when a Stormcast Eternal returns after Reforging. They could simply return during a subsequent downtime period, or they could return at a dramatic story moment. Right when things seem most bleak, the heavens can split and a bolt of lightning can slam into the earth, bringing with it the Reforged Stormcast to snatch victory from the jaws of defeat.

Death in All But Name

When a Stormcast dies, there is no guarantee that they will survive another Reforging. They may suffer a Final Death, be transformed into a terrifying lightning gheist or otherwise

find their soul so damaged that it cannot be Reforged. Any of these results effectively remove the character from the game. While there are no mechanical systems around these eventualities, some players may find a tragic end to their characters appealing for story purposes, or relish the idea of bringing a new character to the table.

Humanity Lost

Each time a Stormcast is Reforged, they slip further from their mortal origins, sacrificing memories and personality upon the Anvil of Apotheosis. They may return with no memory of the trials they have overcome, or with a shockingly different personality. Whenever a Stormcast Eternal is Reforged, the GM can either make them roll on the table to acquire a new flaw, or choose to worsen a previously existing one. For example, if they had gained the flaw 'Everything tastes the same to you' from a previous reforging, the GM may declare that now 'Everything tastes of gravesoil to you'.

REFORGING FLAW

1d6	1	2	3	4	5	6
1	Your eyes crackle with lightning.	Your hair glistens like steel.	Rain does not touch you.	Your skin is cold to the touch.	There is a perpetual chill wind around you.	Everything tastes the same to you.
2	Your voice sounds like two people speaking at once.	On cold nights your breath is not a pale white but deep black.	One of your eyes is completely white. Your vision is not affected.	You speak in whispers though never struggle to be heard.	Your blood contains miniscule motes of sparkling light.	Your nails are made of sigmarite but no longer grow.
3	You have a fondness for a particular herb and keep it with you at all times.	Flames the size of a candle flicker bright blue when you pass nearby.	Your reflection shows a previous Reforging, perhaps a more perfect one.	You tattoo a symbol on your body each time you are Reforged.	If you were right handed, you are now left handed, and vice versa.	You can no longer perceive the stars in the sky. You see only a dark void.
4	Your bare feet slightly scorch the earth as you walk or simmer in water as you swim.	Whenever you swing a weapon, it emits a loud ringing like it has been struck against metal.	To you, all running water or waves sounds like the dire screaming of a monstrous beast.	There is a rumble of thunder whenever you draw your weapon.	You find it difficult to sleep in the open and prefer small, enclosed spaces.	You develop a moderate allergy to an animal you cared for in a previous life.
5	The skin on a small portion of your body is translucent, exposing the muscles and veins beneath.	When distracted, you absentmindedly whistle a tune that you forget whenever you stop.	You can no longer taste food or drink, although you remember your favourites from previous Reforgings.	If anything ever makes you weep, you cry only a single golden tear, which evaporates like morning dew when touched.	Mortals can only briefly touch you, as their skin begins to crackle and convulse when in contact with your body.	In quiet moments, anyone beside you can hear the mechanical clinking sound that has replaced your heartbeat.
6	In times of stress, you curse in a language from a past reforging, but you cannot remember the meaning of the words.	Everyone you see has some small feature from whatever killed you last – their eye colour, the stench on their breath, their tone of voice, etc.	In idle moments, you sketch a portrait with whatever tools are handy. Though it is an excellent likeness, you have no memory of that person.	When cut, you do not bleed but instead the wound remains open, glistening with silvery mucus until it is healed.	You no longer feel any heat from fire, or cold from ice. Your body is still damaged by these elements, but you always feel tepid.	Roll again twice on this table, ignoring this result. Each time you Rest, one Flaw manifests and the other vanishes.

Roll 1d6 to determine the row, then roll 1d6 to determine the column.

HAMMERS OF SIGMAR

The most famous of all Stormhosts are the first forged of the First Striking, golden warriors with more experience in combat, death, and Reforging than any other. There are no specific background or personality requirements for a soul to be chosen by the Hammers of Sigmar, besides the strength and commitment to defy Chaos common to all Stormcast, and so theirs is the largest Stormhost. The Hammers revere the honour and pride of their Stormhost above all else, as it is the single cultural touchstone shared by all its warriors. They believe the Mortal Realms look to the Hammers of Sigmar as inspiration, a responsibility requiring them to excel in all they do to encourage their allies. Though this supreme self-belief manifests as incredible bravery, it also leads the Hammers to commit themselves to impossible battles beyond the point of reason, insisting the reputational damage of retreat or failure is a far greater cost than their own lives. But with every heroic sacrifice, the flaws of Reforging become more apparent. Many Hammers have been transformed into inhuman figures with crackling lightning halos, or are afflicted with traumatic dreams of prophecy.

The Hammers of Sigmar are dispersed widely over the Mortal Realms, seeking the most beleaguered battlefronts, where they lead the forces of Order from the front. The great city of Hammerhal is named for their bravery in capturing the Stormrift Realmgate, and they still maintain a presence at the Perspicarum Stormkeep at the centre of Hammerhal Aqsha. As Sigmar wills, the Hammers frequently make common cause with the Soulbound, urging a Binding to overcome the most difficult assignments. Their obsessive nature can be tedious, especially to Stormcast from other Stormhosts, but few witness their heroism on the battlefield and fail to be stirred by their courage.

- * **We Cannot Fail:** You are an exemplar to your allies, pushing them to greater acts of valour even if it costs your life. When your Wound Track is partially filled and you are at 0 Toughness, you and allies in your Zone gain additional dice equal to your Training in Determination on all attacks. If you are Mortally Wounded, this bonus increases to twice your Training in Determination. Additionally, you were one of the first to be forged, and roll an additional 2d6 to determine how many times you have been Reforged before play begins.

HALLOWED KNIGHTS

Bastions of purity, the silver-clad Hallowed Knights revere Sigmar with a depth of belief that discomforts even the God-King. When crusading across the realms, they seek to test their faith by enduring the most hostile foes and environments imaginable. Neither the magic of the Perimeter Inimical at each realm's edge, nor the infection of Nurgle's Garden, is too corrupting a force for them to overcome. Many Hallowed Knights under pressure have manifested physical proof of their devotion. They may heal with a touch; unbind spells with a gesture; or radiate holy light from their eyes, armour, or orbiting halo.

To walk in the footsteps of divinity is a disquieting thing for a Hallowed Knight's companions, even Soulbound, who are blessed with godly power themselves. Nonetheless, the Stormhost's reputation for withstanding appalling ordeals for the sake of their allies has earned them undying loyalty from many communities and factions. In Ghyran, the Sylvaneth commemorate the sacrifices made by their Stormhost to rescue their goddess Alarielle from Nurgle's wrath. In Shyish, the Hallowed Knights have descended into the most inhospitable underworlds and delivered salvation for the realm's beleaguered Free Peoples. In Aqshy, the city of Hallowheart is named for them, and many citizens were offered sanctuary in the Hallowed Knights' Celestrine Cathedral during the Necroquake and subsequent Living Inferno. The fourth-founded Stormhost's fame and popularity makes them ideal spokespeople for many Bindings, especially Idoneth and Khainite Soulbound, who are not easily trusted.

For their part, the Hallowed Knights accept gratitude with humble stoicism, never thinking to leverage their heroism for political advantage or compensation. For them, serving Sigmar is its own reward. Every new mission is a chance to honour their god and make believers of even the most faithless mortals.

- * **Only the Faithful:** You are a zealous devotee of Sigmar, channelling your faith to make His will manifest. You may choose a Miracle of Sigmar or Universal Miracle that you know, in addition to any you already possess. You may use this Miracle even if you do not possess the *Blessed* Talent. Additionally, the *Blessed (Sigmar)* Talent (**Soulbound**, page 83) is added to the list of available Talents for your Archetype.



CELESTIAL VINDICATORS

The Celestial Vindicators are revenge given form, relentlessly assaulting the enemies of Sigmar with shocking fury. Every Celestial Vindicator suffered an appalling tragedy in their mortal life, dying with a curse upon their lips, swearing oaths of dark vengeance in this life or the next. Upon Reforging, they must pass through the scourging black fire of the towering Sturmdrang Gate. If their hatred is pure, they are admitted to the sixth-founded Stormhost, and granted their wish to return to the realms as a teal-armoured avenging angel. Alongside Sigmar they worship the Father of Blades, the amalgamated steel-spirit of twelve legendary Duardin runeswords, gifted to Sigmar's lieutenant-chieftains in the World-That-Was. The Vindicators beseech the Father of Blades to transform them into living weapons — though allies following in the wake of a Vindicator advance more commonly liken them to natural disasters.

A Knight of the Celestial Vindicators may be dispatched to recover a deadly artefact, counter an enemy advance, or precede the Stormhost's attack. Most often than not though, their objective is vengeance. Vindicators happily join forces with Soulbound against hated enemies, but they can be dangerous allies. Unsettling rumours circulate of Vindicators losing themselves in bloodlust and failing to distinguish between friend and foe.

In the Chamonite caldera-city of Vindicarum, where the Stormhost's foremost Stormkeep is found, the Vindicators once quashed a rebellion against their rule, and slaughtered three-quarters of the population in the ensuing violence. If a Binding can persuade a Vindicator to restrain their rages, perhaps by focussing their mind on mantras or battle verses, they can direct the Stormcast towards targets more deserving of their wrath. Once that anger is unleashed, the gory results are as effective as they are nauseating.

- ✧ **Righteous Hatred:** You are consumed with vengeance, dedicated to the annihilation of those you consider responsible for your worst suffering. Choose one of the following creature types as the target of your revenge: Daemons, Undead, or Mortals. If you choose Mortals, you must choose a subtype, such as Skaven, Orruks, Corrupted by Chaos, or another of your choice. You deal +1 Damage against enemies of that type. Additionally, the *Old Enemy* Talent (page 76) is added to the list of available Talents for your Archetype. You must choose the target of your vengeance as your Old Enemy.

ANVILS OF THE HELDENHAMMER

Most Stormcast were mortals summoned to Azyr at the moment of their deaths, but the Anvils of the Heldenhammer are exceptional. Their ranks are filled exclusively by the ancient dead, heroes of legend and renowned tacticians recalled from slumber in Shyish to wage war again. For this soul-theft, the Anvils of the Heldenhammer have earned the abiding enmity of Nagash, and a sliver of doubt wears away from within the Stormhost. Many are privately reluctant to exchange an afterlife of peace for another eternity of combat, especially knowing they are only one failed Reforging away from slipping back to Shyish, where the creative tortures of the Undying King now await them. This introspection is characteristic of the Anvils of the Heldenhammer, and whilst some Stormhosts denounce an open mind as intolerable weakness, the Anvils know that to question and glean understanding is essential to success on and off the battlefield.

Clad in black armour, anachronistic in speech and custom, and heavy with the aura of death, the Anvils of the Heldenhammer bear little resemblance to the champions of the past immortalised in verse and myth. But aeons have done nothing to diminish their cunning in battle, grinding away enemy defences with steady momentum as surely as the passage of time. Any Binding could benefit from this time-honoured wisdom, if they overcome an Anvil's grim countenance, a task made harder with each successive Reforging. Reforged Anvils may take on the waxy, pale complexions of corpses, or find their voices reduced to whispers or sonorous dirges. Most discomforting of all is the nagging familiarity of Soulbound who find themselves fighting alongside ancient ancestors. This is a bizarrely common occurrence around the Anvils' Stormkeeps, such as the one found in Lethis in Shyish — known as the Raven City to commemorate the Anvils' secondary patron of Morrda, Master of the Bleak Raven.

- ✧ **No True Death:** The Anvils of the Heldenhammer know that if slain, they will return to fight again and are unwavering in the face of death. You ignore the *Stunned* Condition when Mortally Wounded and reduce the Complexity of Death Tests by 1, to a minimum of DN 4:1. However, if you flinch, your death comes swiftly. If you fail a Death Test, you immediately die, regardless of how many Death Tests you have made.

KNIGHTS EXCELSIOR

The Knights Excelsior are a merciless Stormhost of the Second Striking, specialising in the application of total warfare against enemies that must be eradicated. They deploy large numbers of Paladin heavy infantry, especially Retributors armed with lightning hammers who can reliably fell the toughest opponents. To the Knights Excelsior, all people can be categorised as Good or Evil, and only utter annihilation of Evil is acceptable. Perhaps this is why their lord-commander, the Shining Lord, has taught each white-armoured Knight Excelsior to consider themselves fractions of the Stormhost, rather than individuals — disclaiming personal responsibility inures them to the atrocities they commit. The few enemies the Knights Excelsior do not massacre outright suffer an even worse fate. These poor souls are dragged back to the Consecralium Stormkeep in Excelsis in Ghur for interrogation by the Stormhost's lord-veritant inquisitors. As screams echo from the Consecralium, the citizens of Excelsis worry if incriminations might be extracted to justify yet another purge of the city's population.

Individual Knights Excelsior may be tasked with confirming the total destruction of a vanquished enemy, or to keep an eye on subjects whose trustworthiness is disputed. As partners to the Soulbound, Knights Excelsior are excellent allies... until the moment they are not. There are tales of Knights Excelsior turning their weapons against Soulbound who cannot meet their exacting moral standards. Most Bindings learn to tread warily around their new comrades, though callous Soulbound may appreciate a teammate willing to shoulder unpleasant duties they'd rather not dirty their hands with. In contrast, Knights Excelsior know time spent apart from their Stormhost presents the greatest risk for the sin of compromise to take root in their hearts. Whilst most remain adamant, some learn from companions to accept a more nuanced view of the world, which makes reunion with their Stormhost difficult later.

- ✱ **Storm of Annihilation:** You are relentless in your eradication of the enemies of the God-King. When you undertake any Endeavour or direct action to reduce Doom, it decreases by 2 more. However, you refuse to see the grey in the world, making it almost impossible to deal with those you deem to have committed evil acts. You have Greater Disadvantage on Guile and Intuition Tests against anyone with a dubious past, such as known criminals or anyone touched by Chaos, and in some cases will outright refuse to deal with them.

CELESTIAL WARBRINGERS

The first Stormhost of the Second Striking, the majority of the Celestial Warbringers were not unleashed until the Time of Tribulations, when the Stormhost's large Sacrosanct Chambers were dispatched to establish the Warscyrer Citadels. They raised these towering structures over deposits of Azyrite realmstone, fortified observatories that track the stars for magical omens. Many of these porphyry-armoured mystics are all drawn from the same tribe, the Nepholites of Azyr, who can predict the moment of their Final Death. Armoured with the certainty that nothing else can truly kill them, the Warbringers battle with dauntless courage, laughing heartily at the doomed efforts of their enemies. They trust their augurs to time each assault for when the fates are most in their favour, delivering stunning victories that leave less insightful generals incredulous.

A sizable force of Celestial Warbringers are now based out of the Portentarium Stormkeep in the Aqshian city of Brightspear, and have set themselves against the machinations of Tzeentch, meeting vision with vision and spell with spell. The troubles of Brightspear have attracted many Soulbound in recent years, and increasingly often they cooperate with the Warbringers (for more on Brightspear, see the *Soulbound Starter Set*). It is difficult for the Warbringers to trust outsiders, for they are a close-knit group with shared culture and heritage. But Soulbound who overcome the Stormhost's mercurial nature, and show due respect to their astral divination, could not hope for truer companions. To a Binding, a Warbringer provides a superb balance of arcane insight, Stormcast might, and bold camaraderie. The Golden Patriarch of the Warbringers has foreseen the Soulbound will play a critical role in the battles to come, but whether they will rise to the occasion as the Stormcast Eternals have remains to be seen.

- ✱ **Fearless Foresight:** You use portents and omens to inform your strategy in battle. After finishing a Rest, you can declare that you have foreseen this day, and it does not hold your true death. Your Melee and Accuracy increase one step until your next Rest. However, if you become Mortally Wounded that day, you fear you have misread the signs, and the Difficulty and Complexity of all Death Tests increases by 1.

TEMPEST LORDS

The Tempest Lords are descended from ancient dynasties from across the Mortal Realms, with many being drawn from a lineage of warrior-aristocrats that defended Hysh during the Age of Chaos. Belief in their goddess Mirmidh, She Who Rules, has taught them to govern as well as fight, and it is not the way of the Tempest Lords to rely entirely on brute force. They negotiate alliances, command military coalitions, and plot grand strategies, committing themselves only to battles where their superhuman might is most decisive. At Castle Regal, their Stormkeep within the mountaintop city of Tempest's Eye, this Stormhost of the Second Striking has collected vast quantities of combat intelligence, the basis for a war effort waged across the Mortal Realms. On the field, the Tempest Lords deploy large Angelos Conclaves, ranging ahead with precision scouting raids or striking from above on wings of light. They target at least twelve kills by each Stormcast in every engagement, recalling a boast from Sigmar himself that each Tempest Lord was worth twelve mortal warriors.

The Tempest Lords are enthusiastic sponsors of the Soulbound, often lending them assistance or tasking them with missions. The Stormhost's information network draws upon many sources, and the tendency of Soulbound to find themselves charting new horizons and confronting dangers unheard of makes them especially useful agents. When a Tempest Lord accompanies a Binding, they default to taking charge, which is not always well received. But if Stormcast and Soulbound can find respect for each other's abilities, they become an unstoppable combination, with the broad learning of the Tempest Lords providing guidance in unexpected ways. Most Tempest Lords eventually adapt their training to match that of their companions to lend support in the heat of battle.

- * **Bonds of Noble Duty:** You are a born leader, directing your allies with inspiring confidence. Your allies have Advantage on Tests relating to diplomacy and leadership when you are accompanying them. Additionally, when you take the *Rally Followers* Endeavour (see page 120), you gain a number of automatic successes equal to your Soul.

ASTRAL TEMPLARS

The Astral Templars are the polar opposites to the Tempest Lords. They are not erudite, lordly warriors, but migratory tribespeople of the harshest wilds, Reforged to continue their hunt for the most dangerous beasts in the realms. Astral Templars seldom feel at home in the Cities of Sigmar, but in the untamed badlands they are unsurpassed. Their expert Vanguard Auxiliary Chamber, the envy of any Stormhost, stalks prey with almost preternatural instincts. Charging to battle bearing totems, skull-trophies, and beast-pelts, they are occasionally dismissed as 'savages' or 'barbarians' by bigoted observers, but what their approach to combat lacks in subtlety it makes up for in devastating effectiveness. As well as venerating Sigmar, the Astral Templars give thanks to the godbeast Ursricht, the White Bear. They present him with ritual offerings to appease his proud man-spirit, and invoke the brawn of his bear-form when war is at hand.

Astral Templars are occasionally sought out by Soulbound as guides or wilderness experts, especially if they must cross notoriously lethal territory or seek out a legendary monster. Legends speak of the Astral Templars successfully penetrating the nightmarish Gnarlwood of Ghur and emerging victorious, which has only increased demand for their expertise. For the relationship to work, a Binding must understand that the Astral Templars have a certain way of doing things, and do not care to be 'corrected'. Their thirst for glory occasionally gets the better of planning or coordinated strategy, but if the Soulbound can match an Astral Templar's pace, the spirit of good-natured competitiveness can drive them all to greater acts of reckless courage. For an Astral Templar, the way forward is always clear — identify the largest enemy target, destroy it, and move onto the next, whilst scattering craven minions before them.

- * **Dauntless Hunters:** You seek out your foes with dauntless enthusiasm, refusing to let them escape. When tracking prey, you double your Training for Awareness and Survival Tests, and have Advantage on any Opposed Tests. Additionally, once per turn if a creature within Close Range moves to an adjacent Zone, you can use a Free Action to follow them.



KNIGHT-ZEPHYROS

You are a lightning-fast hunter of enemy champions, an ambush predator in sigmarite plate armour.

The mortal souls of the Knights-Zephyros were kingslayers and assassins who defied the reign of Chaos Champions long after the great battles for their civilisation had been lost. This guerilla war was often fought in the wilderness, the cover of vegetation and sounds of startled wildlife their only dependable allies. Since Reforging, the Knights-Zephyros are more in touch with their animal side than ever. They are imbued with the death cry of Ulfhengnarl, the Great Wolf of the Howling Winds, a godbeast slain by Sigmar in the Age of Myth whose final wail was encased in crystal. As Stormcast Eternals, they continue their hunt for enemy officers, whilst demonstrating all of the Great Wolf's instincts for pursuing and destroying prey.

Though fully capable of operating independently, Knights-Zephyros are often assigned to their Stormhost's Vanguard Auxiliary Chamber, or to a dedicated band of champions formed to combat an especially dangerous threat. When cooperating with Soulbound, they are invariably tasked with eliminating a priority target, likely someone the Soulbound are already working against. Whilst Knights-Zephyros can be paranoid and distant — a far cry from the inspiring leaders many expect from a Stormcast Eternal — they have many skills besides violence that can benefit any Binding. As trackers and survivalists, their skill is unparalleled, with enough vigour spare to lend assistance to less seasoned companions. Kharadron Soulbound are especially awestruck by the Knights-Zephyros' godbeast-given instincts for the aetheric winds, attuning to those magical currents for impossible bursts of speed.

'The shadows were my friend when I was mortal and feared death. Now tempest, sigmarite, and immortality grant me protection the shadows never could. I no longer have reason to fear death. You, on the other hand...'

— Knight-Zephyros Hannash the Penumbra



BODY

MIND

SOUL

Species: Stormcast Eternal

Core Skill: Weapon Skill and Stealth

Skills (5 XP): Awareness, Ballistic Skill, Guile, Intuition, Reflexes, Stealth, Survival, Weapon Skill

Core Talent: Lightning-fast Strikes

Talents (Choose 3): *Ambidextrous, Backstab, Criminal, Dirty Fighting*, Opportunist, Relentless Assault*

Equipment: Sigmarite plate (Medium Armour), two whirlwind axes (2 Handaxes), a boltstorm pistol (Repeater Pistol), a wolf-pelt cloak to honour Ulfhengnarl, and 150 drops of Aqua Ghyranis.

SYLVANETH

Extraordinarily diverse in form and size, the Sylvaneth range from infant Branchlings to merciless Revenants and colossal Treelords. This great variation, as multiplicitous as nature itself, is reflected in their fractured but meticulously classified social structure.

At the top is the Everqueen Alarielle herself, mother goddess to all Sylvaneth, and the Regents of the Royal Moot, her closest advisors. These Treelord Ancients each claim dominion over a glade of Sylvaneth, imprinting their followers with traditions and temperament that distinguish them from the other glades. The glades are sub-divided into clans, large extended families that emerge from the same birth groupings in soulpod groves. The groves are the most treasured holdings of each glade, where soulpods incubating the next generation of Sylvaneth are placed alongside lamentiri containing the memory-fragments of departed warriors. The absorbed wisdom of dead Sylvaneth empowers their descendants, and the circle of life continues.

Most newborns emerging from the soulpods are Forest Folk. By nature, these Dryads are reclusive and peaceful, but centuries of slaughter have hardened their resolve and uncovered a capacity for unpredictable violence. Other Sylvaneth are born as Noble Spirits, who are disciplined leaders and warriors. Their Households form the standing army of each clan, and include Tree-Revenant soldiers and Branchwych matriarchs.

Not all Sylvaneth are born within the Regents' glades. The Free Spirits operate outside clan boundaries, pledging allegiance to the Everqueen alone, though they typically reflect the cultures of the glade they interact most with. Some of the most frequently encountered Free Spirits include the Kurnoth Hunters. They enjoy independence and strength of purpose unknown to more fickle Sylvaneth, but are kept at a distance by most clans, who are confused and discomforted by their equal veneration of the hunter god Kurnoth and the goddess Alarielle.

Greater distrust is paid to the Outcasts, the most violently malicious of all Sylvaneth. No one is sure where these forsaken creations emerged from, for that knowledge was removed from all Sylvaneth's memory by beguiling magic. Even the most common type of Outcast, the Spite-

Revenants, are only witnessed in times of war, when need for their horrendous cruelty and vicious cunning outweighs matters of decorum.

Though some Sylvaneth are migratory, most join enclaves around soulpod groves and other fonts of life-magic. These range from simple heartglades to fortified greenholds, and whilst the majority are found in Ghyran, devotion to protect nature has led the Sylvaneth to settle in all the Mortal Realms.

Even divided by glade, clan, enclave, and culture, all Sylvaneth are deeply connected to their kin by the Spirit-Song. This enchantment conveys knowledge, memories, physical sensations, and magical vitality over vast physical distances, and whilst it originates with the Everqueen, it is empowered wherever Sylvaneth are found. In times of danger, the Spirit-Song modulates into a song of war, stirring nearby Sylvaneth to muster as a wargrove and devastate foreign interlopers. Though the reach of the Spirit-Song is not limitless, especially outside Ghyran, the Sylvaneth lay realmroots within each realm to spread its melody. There are rumours these roots can be used to transport a Sylvaneth soul great distances along hidden pathways — though not without great risk.

Though the Sylvaneth are staunch enemies of Chaos, cooperation with the armies of Sigmar has proven fraught. Alarielle's children are motivated exclusively by preservation of the natural order, and desires to seek glory, fortune, or power over others are fundamentally alien to them. When mutual interests align, the Sylvaneth are comrades as dependable as any other, but with the changing of seasons and discovery of conflicting agendas, those alliances quickly sour. Tales of horrors lurking in the woods are common to every society to the Mortal Realms, and with every new chapter in the Season of War, these stories become less and less apocryphal.



OAKENBROW GLADE

Most Sylvaneth hesitate to leave their arboreal homes, trusting only their fellow nature spirits, but the Oakenbrow pursue a different path. These high-minded firstborn call themselves envoys of the Everqueen, and their patience for diplomacy has made them increasingly common sights in the Cities of Sigmar. The battle-hardened Noble Spirits of Oakenbrow are renowned for their calm majesty, and even their Forest Folk show greater discipline, tempering their fickleness with respect for tradition and ancient law. Their autumnal-coloured wargroves are impressively regimented, with a reputation for stern defiance in the face of hardship that helped them endure the Age of Chaos, and thrive in its aftermath. Reckoning themselves the favourites of their mother goddess, the Oakenbrow always fight with honour, to demonstrate the faith Alarielle has shown in them is not misplaced.

The Oakenbrow are the largest Sylvaneth Glade, waging Alarielle's war on a hundred fronts, in concert with other enemies of Chaos wherever possible. Their Treelords do not slumber as long as others, and are more commonly sighted leading the Households to victory. The gigantic High King Rhalaeth, a just and respected regent, is keen to solidify the alliances of the Everqueen, and more of his lieutenants have become Soulbound than that of any other Glade. Empowered with divine energies, Oakenbrow Soulbound are as reliable companions as might be found in any Binding, and though fellow Soulbound might struggle to understand their Sylvaneth mindset, their aura of nobility is perceptible in any language. Many naturally adopt a leadership position within their Binding, winning over more hesitant allies by sheer force of will. Others take on the role of passive observers, learning more about the customs of other cultures, knowledge that can help secure their glade the military unions necessary for survival.

- * **Yield to None:** Your proud bearing manifests as irrepressible force, allowing you to endure great burdens that would fell lesser beings. You double your Training for any Tests to resist effects that inflict Conditions. Additionally, you have Advantage on Guile and Intimidation Tests during negotiations when trying to get your way.

GNARLROOT GLADE

Competing with the Oakenbrow for the title of oldest Glade are the Gnarlroot, a reclusive conclave of wizened Treelord Ancients and occult disciples. They seldom leave Ghyran, shunning contact with other peoples, seeking only to protect long-lost knowledge from those who would abuse its power. Buried within the soulpods of the Silvered Grove, oft-besieged capital of the Gnarlroot, are forbidden magics that could change the face of the Mortal Realms. Only the Grum-King, regent of Gnarlroot, is said to understand it all, though jade runes glowing upon the ruddy-brown bark of Gnarlroot Sylvaneth indicate arcane mastery is common to their Glade. When they wage war, they often summon Endless Spells of Ghyran to support them — burrowing Gladewyrms, insect-clouds of obscuring Spiteswarms, and animated floating trees known as Vengeful Skullroots.

The Arcanum Optimar is a time of transition for the Gnarlroot. With so many new wondrous magics to discover, they are increasingly tempted away from isolationism by the prospect of unlocking new secrets. At the same time, the Gnarlroot always tend towards traditionalism, and adapting to this new reality has prompted much debate amongst the Gnarl-lords. Their contribution has nonetheless been pivotal in raising new cities in Ghyran, and even further afield. The riddle of the Soulbound is particularly tantalising, and many Gnarlroot have joined a Binding simply to satisfy curiosity. These Soulbound have paid a high cost. The Binding destroys their lamentiri, the seed of dead Sylvaneth planted in soulpod groves to pass on knowledge to the next generation, a sacred responsibility for any scholars of Gnarlroot. Those who make the sacrifice can be frustrating companions — easily distracted, slow to act, and miserly with information. But upon the battlefield, they are readily welcomed for their formidable combination of Sylvaneth strength and magical supremacy.

- * **Eldritch Secrets:** You are a scholar of arcane arts and have unlocked some of the eldritch secrets of Ghyran. During character creation, you can create a spell as if you had successfully undertaken the *Create Spell* Endeavour (**Soulbound**, page 157). You can cast the spell using Mind (Channelling), even if you don't have the *Spellcasting* Talent. Additionally, the *Spellcasting* (Jade) Talent (**Soulbound**, page 83) is added to the list of available Talents for your Archetype.

HARVESTBOON GLADE

Unlike the great glades sowed in the Age of Myth, the Harvestboon did not emerge until the Age of Chaos, and since then their fortunes have only improved. Though small in number, and ever at the forefront of battle, their fertile soulpod groves quickly recover their losses, and promise a future of growth and prosperity. Whilst some regents have become so rooted that they seldom leave their enclave capitals, the Willowqueen is always at the forefront of Harvestboon's campaigns, her Spirit-Song urging her glade to greater acts of vigour. The greens and yellows of the Harvestboon's colouring reflects their belief in a new season of rebirth for the Sylvaneth, and whilst some glades scoff at their naivety, others cannot help but be inspired. Already the name Harvestboon is synonymous with the greatest victories of the Season of War — the recapture of Eiderhall, the Battle of the Jadefalls, and the purification of the Seven Rivers forest.

To the Harvestboon, becoming Soulbound is an exciting opportunity to grow stronger and win victories in the company of fellow warriors. They dream of partaking in conflicts as glorious as those already celebrated by the Harvestboon, for their names to be echoed in spirit-song. The destruction of their lamentiri is a comparatively smaller loss, as their people do not have as long a history absorbed within their souls. What the Harvestboon lack in depth of ancestral memories they often fill with the advice of fellow Soulbound, and whilst that knowledge may never return to the Harvestboon enclaves, there is no shame in younger Sylvaneth fighting to earn such wisdom for themselves. After all, it is the belief of many Harvestboon that the ingenuity of the young is a greater asset than the constraints of outdated tradition.

- ✧ **A Brighter Dawn:** You believe there is a brighter future ahead for your people and for all of the Mortal Realms, and your belief fills others with hope. When you undertake an Endeavour to reduce Doom, Doom reduces by 1 more. Additionally, you have Advantage on Tests to inspire others and shake them from malaise.

IRONBARK GLADE

The first Sylvaneth to settle in Chamon discovered they could absorb liquid metal through their roots to harden their bodies. This glade, the Ironbark, soon adopted a temperament that matched their new resilience, becoming notorious for their stubborn, unmovable defiance. This endeared them to the Duardin of the Khazalid Empire, who taught the Ironbark much of smithcraft and war. They fought together in the Age of Chaos, but whilst the Duardin were ultimately forced to flee to Azyrheim or the skies above, the Ironbark never yielded. They survive to this day, sallying from their living fortresses of wood and metal only rarely, when their Archduke wills the wargroves to adopt a more proactive form of defence. On campaign, they have shown a rare and terrifying ability to materialise from realmroots of ironthorn labyrinthes, emerging directly in the path of enemy armies and refusing to budge. Their bark gleams with seams of metal and crystal, and their weapon-craft is impeccable.

Long memories are a trait of both Duardin and Sylvaneth, and when an Ironbark becomes Soulbound, it is often to repay some ancient debt to a Duardin descendant within the Binding. Any Humans and Aelves within the same Binding endure obstinance, discourtesy, and bewildering references to obscure historical events, at least until they can prove themselves worthy of the respect Ironbarks already afford Duardin. The effort is worth it, for even by Sylvaneth standards, the Ironbark are steadfast warriors. Bindings with Ironbark Sylvaneth have turned the tide of battles across Chamon and beyond, delivering new allies, magical artefacts and realmgates to the cause of Sigmar and Alarielle. When hope of victory is fleeting, the Ironbark find a way to prevail, erecting ingenious defences and holding the line wherever their shining blades can reap the deadliest toll.

- ✧ **Veins of Metal:** Your bark is reinforced by metals absorbed from Chamon, lending resilience to your natural armour. Your natural Armour is 3, instead of 2, but you can not benefit from Ironbark Oil (*Soulbound*, page 109). Additionally, your stubborn nature and stoic indifference makes you resistant to mind-altering effects. You have Advantage on Tests to resist becoming *Charmed* or *Frightened*.



WINTERLEAF GLADE

In the Age of Myth, Springleaf Glade sheltered more bountiful and verdant enclaves than any other in the Realm of Life. The centuries since have been an uninterrupted tale of woe. First their capital of Dappelloren was undone by festerbark pox, its fabled Hanging Gardens of Shimmervale corrupted by Nurgle's minions. Their regent, the Bough-mother, was enslaved by invading daemons, suffering an eternity of torture within the Gardens of the Plague God. Their replacement leader, Old King Scrioshal, attempted a last stand within the frozen woods of Rimewald, invoking the spirit of winter as their final defence. This too ended in tragedy, with the Maggotkin of Nurgle victorious at the Battle of Frozen Grief. The embittered survivors, now calling themselves Winterleaf Glade, fled into the wilderness, seeking vengeance through guerilla warfare. When the tide turned with the dawning Age of Sigmar, it came too late for the Winterleaf — they had lost everything.

Today the rime-frosted Winterleaf are cold and merciless creatures, numb to their erstwhile compassion and love of living things. Now they fight only for revenge, to vent their fury against an uncaring universe. Though as likely to become Soulbound as any other Sylvaneth, they do so without faith of eventual triumph, and many hold their withered lamentiri as totems of the ultimate futility of their cause. Their presence does little for a Binding's morale, though some Winterleaf may slowly thaw in the presence of more cheerful Soulbound. Perhaps Alarielle hopes these Winterleaf Soulbound will heal the trauma afflicting the rest of their Glade. Perhaps if the Soulbound can aid the Glade in finding enclaves to rebuild in, or even provide hope of rescuing the Bough-mother from the Realm of Chaos, the glories of the Springleaf will return.

- ✧ **Winter's Bite:** When the depths of your melancholy become too much, you attack with furious vengeance and fatalistic disregard for your own life. When the Binding's Soulfire is lower than the current Doom, you double your Training and Focus in Weapon Skill and Ballistic Skill, but your Defence decreases one step. Additionally, your cold-hearted nature unsettles others. You have Advantage on Intimidation Tests, and Disadvantage on all other social Tests.

DREADWOOD GLADE

Sadism and cruelty characterise the Sylvaneth of Dreadwood Glade, grown from enclaves of the deepest, darkest woods. Any shred of mercy they once nurtured has long since depleted through the Age of Chaos. It is said they bear responsibility for the events of the Shrouded Time, that forgotten period of Sylvaneth history that gave birth to the Outcasts. They despise all Humans, Duardin, and Aelves, hunting them with no regard for which gods they worship or any so-called 'treaties' agreed with the Everqueen. Even other glades, such as the Oakenbrow and Heartwood, count the Dreadwood amongst their enemies, and Alarielle has been forced to sanction the Keeper of Dreadwood's excessive bloodshed and horrific tortures more than once. In truth though, the Everqueen finds the Dreadwood a useful tool, for no glade is as expert at inducing pathological terror in enemies of the natural world. Where possible, she directs the Dreadwood's ire against the forces of Chaos and Death, but even she has despatched them against supposed allies before, such as when the industrialists of Greywater Fastness polluted the landscape around their city.

Few Dreadwood Sylvaneth would voluntarily agree to join a Binding of 'lesser folk', even in service of their goddess. Most Dreadwood are forced to become Soulbound as punishment. The agony of their Binding is only the beginning, as the Dreadwood Soulbound must continue to endure the presence of companions who invariably fear and distrust them. It's been suggested Alarielle intends to rehabilitate the Dreadwood by Binding them to hated peoples and encouraging them to work together, but if this is true, it's an experiment with few successes. More likely the Everqueen knows that a Dreadwood's capacity for vicious cunning and horrendous violence is sometimes the lesser evil, necessary to defeat the worst enemies a Binding might encounter.

- ✧ **The Shadow in the Forest:** You embody the inherent cruelty of the natural world, and your very presence evokes fear and terror. Doom increases by 1, and can never be reduced below 2.
- ✧ **Malicious Tormentor:** You delight in the pain and suffering that you bring to others. When you kill a non-Minion type enemy, you take your time, savouring every moment. Your turn immediately ends as you torment your prey in their last moments, but your Melee increases one step until the end of combat. You can only benefit from this effect once per combat.

HEARTWOOD GLADE

Legend tells of Kurnoth, God of the Hunt, serving as Alarielle's consort in the Age of Myth, before he fell battling Nurgle daemons at the Battle of Tears. Even after Kurnoth perished, his loyal Sylvaneth followers suffered terrible losses returning his treasured spear to the Everqueen, with only a single Dryad surviving to deliver news of his passing. Today, the warriors of Heartwood Glade strive to match their ancestors in courage, their fulsome green and sky-blue colours flying at the vanguard of the War of Life. Their regent, the Dowager Queen, teaches that acts of fearless valour rejuvenate Kurnoth's spirit. When the Hunter's Moon is ascendant above Hol'leath, the Heartwood capital in Kurnotheal, the Heartwood Glade believe that the surge in energy felt by all living creatures suggests the return of the Hunter God is imminent.

Like the Oakenbrow, Heartwood Glade is known for diplomatic overtures, but not within the embassies of city halls and Stormkeeps. Instead they seek allies on the front line, forging unions in the fires of battle, most successfully with the Kurnothi, Aelven worshippers of the Hunter God. They are staunch allies of the Oakenbrow and Harvestboon Glades, and welcome more Free Spirits to their wargroves than other Households, especially Kurnoth Hunters. The promise of glorious battles uncounted often encourages Heartwood warriors to become Soulbound, the gift of a god's power bringing them closer to Kurnoth. Others find common cause with Bindings investigating the mysteries of soul magic and resurrection, as these secrets may prove critical to facilitating their god's return.

Whether the Binding succeeds depends on whether their new comrades can match the Heartwood Soulbound's ceaseless enthusiasm to pursue the enemies of the Everqueen. Even cautious Soulbound tend to find themselves driven to greater acts of heroism by the warriors of Heartwood, especially when the spirit of Kurnoth's Wild Hunt is upon them.

- ✱ **Call the Wild Hunt:** You are a living embodiment of Kurnoth's teachings, invoking an infectious furiosity with a war cry or blast from a hunting horn. As a Free Action on your turn, you may Call the Wild Hunt. You and allies in your Zone increase your Melee and Speed one step, and all decrease your Defence one step. This effect lasts until the start of your next turn. You can only use this ability once per combat.



SPITE-REVENANT

You are a screaming manifestation of nature's wrath, radiating an enveloping aura of fear and rage.

Spite-Revenants are the most frequently encountered Outcasts, nightmare creatures of endless vindictiveness that most Sylvaneth prefer to distance from. They move with reckless speed and the jerky unsteadiness of marionettes, and cast flickering twilights that exaggerate their gnashing teeth and rending talons. Spite-Revenants do not heed the Spirit-Song except in times of war, when their thirst for blood beckons them to leave their shadowy lairs with a wail of shrieking battlecries. Many of the most disturbing stories of atrocities committed by Sylvaneth can ultimately be attributed to Spite-Revenant 'mischief'.

Spite-Revenants often adopt dark reflections of a neighbouring Glade's customs, and even display Household colours of the Tree-Revenants they superficially resemble.

Even so, all Glades beside Dreadwood keep the Outcasts at a distance, for their very presence is contagious. Wherever the Spite-Revenants go, creeping terror and dissonant madness follows, to the delight of the giggling Outcasts.

Whilst some Spite-Revenants must be dragged kicking and screaming to join a Binding, many choose to become Soulbound with worrying eagerness. It is difficult to understand why a Spite-Revenant would undergo such a process, nor why their goddess would wish them to, but whatever dark impulse acts as motivation also drives them to incredible acts of destruction against the manifold enemies of Alarielle and Sigmar. They are generally unpleasant travelling companions, their cruel tricks and disturbing trophies often threatening to unravel the rest of their Binding, but a group united in hatred of a greater enemy can find a way to make it work. Theoretically, the divine magic of the Binding should protect a Spite-Revenant's allies from their aura of instability. Theoretically...

'ALL ARE WELCOME IN THESE WOODS'

— Message formed from the corpses of Human traders at the entrance to Cacklelight Forest



4

BODY

Species: Sylvaneth

Core Skill: Weapon Skill

1

MIND

Skills (6 XP): Athletics, Awareness, Determination, Fortitude, Intimidation, Nature, Reflexes, Survival, Weapon Skill

3

SOUL

Core Talents: Natural Weapons, Unbridled Malice

Talents (Choose 2): Battle Rage, Executioner, Relentless Assault, Sever, Soul-Scarred

Equipment: A trophy from a creature you've slain, such as a skull or the shrivelled lamintiri of a fellow Sylvaneth.



TALENTS AND MIRACLES

4

Soulbound presents a variety of Talents and Miracles to customise your character and allow you to develop them in unique ways. This chapter expands on those options and gives a wide array of new Talents and Miracles to choose from, as well as introducing Miracles of Grungni and Miracles of Teclis (see page 87 and 91 respectively).

TALENTS

Talents are special abilities and tricks that your character has learned throughout their life. Your Archetype lists a number of Talents that you can take during character creation, but after that you are free to choose any Talent as long as you meet the requirements.

Each Talent costs 2 XP, and some Talents can be taken multiple times.

Requirements

A number of Talents have requirements, such as Species or culture, a particular level of Training or Focus, or even an Archetype. You must meet these requirements in order to learn the Talent. At the GM's discretion, they can allow

you to take a Talent even if you do not meet the requirements. This is best used when a Talent requires a particular Species, culture, or Archetype, rather than a Skill or Attribute.

AETHER-EFFICIENCY

Requirements: Duardin (Kharadron Overlords), Training (2) and Focus (2) in Crafting, an Aether-rig

You have a knack for efficiently regulating the power consumption of your aethermatic equipment. As a result, the overall Power Capacity of your Aether-rig increases by 1.

AETHERIC AGITATOR

Requirements: Kharadron Overlord and Training (2) or Focus (2) in Crafting

Against all recommendations and common sense, you have devised a method of increasing the explosive yield of certain aetheric weaponry. When using equipment with the *Aetheric* Trait, you may double the listed value of any *Blast* Trait. However, any time you suffer a Serious or Deadly Wound, roll 1d6. On a result of 1, one of these unstable explosives is damaged and detonates on your person, dealing 4 Damage to all creatures in your Zone.

AETHERMATICS OVER SUPERSTITION

Requirements: Duardin (Kharadron Overlords), cannot have Training or Focus in Devotion or Channelling

You deny the existence of the supernatural, dismissing it as mere superstition. If you fail an Opposed Test against a Miracle or spell, you can spend a Mettle to reroll the Test. You may only reroll a Test once, and you must take the result of the reroll.

AERIAL EVASION

Requirements: Fly Speed, Training (1) and Focus (1) in Reflexes

You move through the air with unparalleled grace or erratic movements that make you difficult to target at range. While you are Flying, your Defence increases one step against all attacks made from outside your Zone.



AFFINITY WITH INTRICACIES

Requirements: Focus (1) in Craft and Dexterity

You have a natural aptitude with the inner workings of intricate devices like locks, clockwork, automatons, and endrins. When you make a Test to interact with the delicate internals of such machinery, you double the bonus gained from any Focus in the Skill being tested.

A GOOD PLAN

Requirements: Mind (5)

There's no substitute for a good, solid plan, and you are adept at putting them together. During a Rest, you can spend at least an hour devising a plan with your allies for an encounter, battle, or mission you intend to embark upon in the following day. Each participant in the

planning, including yourself, makes a **DN 4:1 Mind** Test. Total and record all successes into a single pool of points.

When a member of the party makes a Test during the encounter you planned for, they may spend one point from the pool to reroll a die or increase its result by 1 before determining the result of the Test. They cannot use more than one die per Test. If the encounter you planned for does not occur within the next day, you lose all pooled points and must make a new plan.

ANCESTRAL GRUDGE

Requirements: Duardin

Duardin are generally famous for their endurance, but in your case, this even applies to your ability to hold a grudge. When making an Opposed Test for the first time against a creature you recognise, you may roll 1d6. On a roll of 6, you recall that this creature or one of its kind wronged you or your ancestors at some point. You have Advantage on Opposed Tests against that creature until you deem the grudge settled.

APPLIED ANATOMY

Requirements: Training (1) and Focus (1) in Medicine

Applying your experience with physiology and its vulnerabilities enables you to inflict more grievous harm. When you successfully hit a living creature with an attack, add 1 Damage for each 6 rolled on the Attack. This additional Damage cannot exceed your Training or Focus in Medicine (whichever is higher).

ARCANE DENIAL

Requirements: Focus (1) in Arcana

Your education in the arcane better equips you to guard against hostile spells. If a spell targets you or your Zone and you are aware of it, you can add your level of Focus in Arcana to any Tests to resist the effects of the spell.

ARMOUR EXPERT

Requirements: Body (3), Focus (2) in Reflexes

Your battle experience and overall coordination help you manoeuvre to maximise your armour's effectiveness. By deflecting attacks away from vulnerable spots and toward more protected areas, you avoid penetrating strikes and reduce damage to your armour. You ignore the *Penetrating* Trait for attacks made against you, and damage to your armour dealt by the *Rend* Trait is reduced by 1.

ATTUNED TO NATURE

Requirements: Sylvaneth, Soul (3), Training (1) and Focus (1) in Nature

You are exceptionally attuned to nature, so much so that you find succour in the land itself. When you take a Rest while in direct contact with the ground or a body of water, you may clear 2 spaces on your Wound Track instead of 1. If you seek such relief from Chaos-tainted land, you must succeed on a **DN 4:X Soul (Fortitude)** Test, where X is equal to the current Doom. On a failure, you receive no benefit from the Rest and instead suffer a Minor Wound.

BACKUP PLAN

Requirements: Mind (3)

Even the best laid plans don't always work out, so you know it's important to have a backup plan handy. If you fail a Test and one of the dice rolled was a 1, you can reroll the Test, but its Complexity increases by 1. You cannot reroll a Test more than once in this way, and you must Take a Breather or complete a Rest before you can use this Talent again.

BLOOD OF MARTYRS

Requirements: *Blessed (Sigmar)*, Training (2) and Focus (2) in Devotion

Such is your faith in the God-King that your blood is anathema to the nightmarish manifestations of Chaos. When a Daemon within Close Range damages you with an attack, the ensuing spray of your consecrated blood burns its warped flesh, and it suffers 2 Damage for each level of Training you have in Devotion.

BLOOD SACRIFICE

Requirements: *Blessed (any)* or *Spellcasting (any)*

Whether a willing sacrifice for the glory of your deity or the hapless victim of an unscrupulous mage, a creature's final moments can fuel your power. When a sentient creature in your Zone dies a violent death, you can immediately spend a Mettle to cast a spell or use a Miracle (note that if the Miracle has a Mettle cost, you must pay that cost as well). If you do, you add dice equal to the amount of creatures that have died this round to any Channelling or Devotion Tests you make as part of using this Talent. A Swarm counts as a single creature for the purposes of this Talent.

This is a grisly practice and bears considerable stigma among those unaccustomed to such extreme measures. If non-combatants, such as a crowd of panicked onlookers,

witness you using this Talent, the GM may increase Doom by 1 at their discretion. If you use the blood of unwilling non-combatants to fuel this Talent or allow bystanders to die in order to use their blood, Doom increases by 1.

BORN FROM AGONY

Requirements: Aelf (Idoneth Deepkin), Training (1) or Focus (1) in Determination, Training (1) or Focus (1) in Fortitude

The unimaginable suffering the Idoneth endured before their liberation from Slaanesh has inured you to pain. When you make a Test to resist fear or pain using Determination or Fortitude, you may double your Training and Focus in the Skill being tested.

CAREFUL CASTING

Requirements: *Spellcasting (any)*, Focus (2) in Channelling

Spellcasting is always a dangerous prospect, so you take extra care when casting to mitigate the risks. You roll one less dice when rolling on the **Price of Failure** table (*Soulbound*, page 266), to a minimum of 1d6.

CAREGIVER

Whether by nature or circumstance, you are adept at caring for others. When you make a Test to restore Toughness or remove Wounds or Conditions from a creature other than yourself, you double the dice gained from any Training you have in the Skill being Tested. This includes magical effects, such as spells and Miracles.

COLLECTED

Requirements: Training (1) and Focus (1) in Determination

You keep your wits about you even in dire circumstances. Whenever you would become Stunned due to failing a Test or are magically stricken with confusion, you can immediately make a **DN 6:1 Mind (Determination)** Test to resist the effects.

COMBAT SENSE

Requirements: Focus (1) in Awareness and Intuition

Your martial training included learning how to defend yourself even without the benefit of sight. You don't suffer a penalty to Melee, Accuracy, or Defence when *Blinded* or attacked by a hidden creature.

COMPELLING MUSIC

Requirements: Soul (3), Training (1) and Focus (1) in Entertain

Those who hear your music can't help but feel the passion behind the notes. If you spend at least a minute performing a song, choose one of the following options and make a **DN 6:1 Soul (Entertain)** Test. If you succeed, your song affects creatures that willingly listen to your performance.

- ✱ **Captivating Song:** Your song captures the rapt attention of the audience. Listeners are *Charmed* for 10 minutes per success.
- ✱ **Song of Remembrance:** Your song calls to mind the lost and reminds listeners why they persevere. Each listener gains Advantage on one Opposed Test they make within the next number of hours equal to your successes.
- ✱ **Triumphant Song:** Your song stirs the spirit and inspires valorous deeds. If you perform this song for your Binding during a Rest, the Binding regains 1 Soulfire. This song cannot be used more than once per Rest.



CONCUSSIVE SHIELD

Requirements: *Spellcasting (any)*

You have enhanced your defences to react violently to attack. If an enemy within Close Range deals Damage to you while your *Mystic Shield* spell is active, make a **DN 4:1 Mind (Channelling)** Test opposed by the attacker's Body (Might or Reflexes). If the attacker fails, they are Stunned until the end of their next turn.

CONDITIONED TO FIGHT

Requirements: Body (3), Focus (2) in Reflexes

Conditioned to act before your mind fully registers the situation, you learned to act first and think later. When determining your Initiative, you may use your Body instead of Mind.

CLOSE-QUARTERS SPECIALIST

Requirements: Training (1) and Focus (2) in Weapon Skill

Close-quarters combat can be exceptionally brutal, and that is even more true in your case, as you are well-acquainted with the most effective weapons and tactics to employ during the lethal intimacy of extreme close-range fighting. When making an unarmed attack or attacking at Close Range with a *Subtle* melee weapon, your Melee increases one step.

COUNTERATTACK

Requirements: Focus (2) in Reflexes and Weapon Skill

You may not start the fight, but you will certainly finish it. Once per turn, when an enemy hits you with a melee Attack, you can immediately use a Free Action to Attack that enemy if it is within range.

CRACK SHOT

Requirements: Training (2) and Focus (2) in Ballistic Skill

You are especially skilled at zeroing in on small targets at range. You deal +1 Damage when you take the Called Shot Action.

CREATOR

Requirements: Training (1) and Focus (1) in Crafting

The process of creating with your own hands comes naturally to you. The Complexity of Tests you make to build new items, but not repairing or modifying existing items, is reduced by 1.

DECISIVE ACTION

Requirements: Training (2) and Focus (2) in Reflexes

A battle's first strike is often the final strike, and you embody the truth of that axiom. When you make an attack against a target that is lower in the Initiative order than you, your Melee and Accuracy increase one step.

DEVASTATING BOLTS

Requirements: *Spellcasting (any)*, Training (2) or Focus (2) in Channelling

Your magical assaults are well practiced, incredibly savage, or otherwise beyond those of other casters. When you cast *Arcane Bolt*, each 6 rolled on your Channelling Test grants the spell +1 Damage, up to a maximum value equal to your highest level of Training or Focus in Channelling.

DIG DEEP

Requirements: Soul (3), Training (1) and Focus (1) in Determination

When things look grim, you find the strength to fight on. At any time while your Mettle and Toughness are both at 0, you can use a Free Action to regain 1 Mettle. You can only use this Talent once per round.

DIRTY FIGHTING

Requirements: Training (1) in Guile, Training (1) in Weapon Skill

You are not above fighting dirty to get an edge over your opponents. This includes any number of dastardly tactics, such as kicking sand in their eyes, gouging or biting sensitive areas, spitting blood in faces, fishhooking, and so on. When you hit an enemy with an unarmed attack, you may choose to deal no Damage. If you do so, the target must make a **DN 4:S Body (Fortitude)** Test, where S is equal to the successes. On a failure, the target is *Blinded* or *Stunned* (your choice) until the beginning of your next turn.

DISPEL

Requirements: Unbind, Training (2) and Focus (2) in Channelling

You have mastered the art of disrupting and unbinding spells, even when they have already taken effect. You can unbind a spell after it has been successfully cast. As an Action, you can attempt to dispel a spell by making a Mind (Channelling) Test. The DN of the Test is equal to the DN of the spell, but the Complexity is one higher. If

you succeed, the spell is unbound and dispelled. If you fail, the spell remains in effect. If you try to dispel the spell again, the Complexity increases by one more.

DISPLAY OF VALOUR

Requirements: Soul (3), Training (2) in Entertain

You lead by example in battle, inspiring your allies with bold acts of valour or effortless professionalism. When you kill a non-Minion type enemy, allies within Medium Range of you who witness the attack lose the *Frightened* Condition and regain 1 Mettle. You can only use this Talent once per combat.

DUELIST

Requirement: Training (2) and Focus (2) in Weapon Skill

You live for single combat. If only one enemy and no allies are within Close Range of you, your Melee and Defence increase one step against that enemy until the start of your next turn.

EFFORTLESS DECEIT

Concealing the truth comes as easily to you as breathing. You gain Advantage on Opposed Tests to deceive others, such as when telling a lie, forging documents, or disguising yourself. Additionally, you are unaffected by spells and effects that compel you to tell the truth.

EMOTIONAL TRANSFERENCE

Requirement: Scinari Cathallar

You can draw on the darkness and despair of the world and weaponise it, unleashing this torment on your foes. When casting a spell or using a Miracle, you can choose to suffer a Minor Wound. If you do so, you add 1d6 per Doom to your dice pool to cast the spell or Miracle.

EMPATHIC

Requirements: Training (1) and Focus (1) in Intuition

You are eerily receptive to other people's feelings, and that informs you how to effectively interact with them. When interacting socially with an intelligent creature, if you would benefit from gauging the creature's current feelings when you make a Test, you add 1d6 to your dice pool for each level of Training you have in Intuition. Examples include exerting peer pressure (Intimidation), demagoguery (Guile), and performance (Entertain). Additionally, when making an Intuition Test to identify someone's mood, you can double the benefit of your Training in Intuition.

EVASIVE

Requirements: Training (1) in Athletics and Reflexes

A moving target is harder to hit. After using your Move to leave your Zone and enter another, your Defence increases by one step until the start of your next turn. Additionally, increase your Defence by two steps instead of one when you take the Dodge Action.

EXECUTIONER

You know how to deliver a quick death to enemies when they are at your mercy. When you hit an *Incapacitated*, *Prone*, or *Restrained* creature with an Attack, you deal 1 additional Damage for each 6 rolled.

EXPERT COORDINATOR

When faced with a crisis, your comrades rely on your guidance to organise the party's response. All members of your party add 1 to their Initiative while they can see or hear you.

EXPLODING BOLTS

Requirements: Spellcasting (any), Training (2) or Focus (2) in Channelling

By channelling extra force into your magical attacks, you can deal increased collateral damage. When casting your *Arcane Bolt* spell, you may cause any creature within Close Range of your target to take half Damage. If a creature in the area of effect has a higher Defence than the target of the attack, they can make a DN 4:1 Body (Reflexes) Test opposed by your Channelling roll to avoid taking Damage.

FANATICAL FAITH

Requirements: Training (2) and Focus (2) in Devotion

Even grievous injuries are trivial so long as you remain fervently devoted to your god. When you suffer a Wound, make a DN 6:1 Soul (Devotion) Test. If you succeed, the severity of the Wound is reduced one step, to a minimum of a Minor Wound.

FOCUS ON FAITH

Requirements: Focus (2) in Devotion

Unflinching dedication to your god gives you focus and inspires you to persevere against adversities that might otherwise make you forsake your cause. When you make a Soul (Determination or Fortitude) Test, you may add the benefit of your Focus in Devotion.

GARGANT'S GRIP

Requirements: Body (5), Training (3) in Might

Your staggering physical strength allows you to swing weapons in one hand that lesser mortals must put their whole body behind. You can wield equipment with the *Two-handed* Trait in one hand.

HELPFUL

Everyone needs help sometimes, and regardless of your motivations, your aid tends to be just what people need. When you take the Help Action, the recipient of your aid adds one additional die to their pool.

HURLER

Requirements: Body (2), Training (1) or Focus (1) in Athletics

Whether through practice or raw physical ability, you can throw things further than usual. When you throw an item or weapon, its Range increases one step.

INDUSTRIOUS

Requirements: Human

As a relatively short-lived Human, you know your time among the living is precious and limited — you are driven to make the most of it while you can. During a period of downtime when you undertake one or more Endeavours, you may take one additional Endeavour.

INSIGHTFUL INTERROGATOR

Requirements: Focus (1) in Intimidation and Intuition

Your insight into people helps you identify their wants, needs, and fears, and you can use that information to manoeuvre them into giving you what you want. When making an Intimidation Test to coerce an intelligent creature, you can use Mind instead of Body or Soul, and you may add the benefit of your Training and Focus in Intuition to the Test.

IN THE RIGHT HANDS

In the right hands, any sturdy tool can serve as an effective weapon. A tool or object that is sufficiently solid to survive the rigours of combat (such as a barstool or the tools you would find in Endrineer's Tools, Smith's Tools, or even certain Surgical Instruments) loses the *Ineffective* Trait when you use it as an Improvised Weapon.

INTROSPECTIVE

Your mind is your own, and you can sense when it is tampered with. Whenever you would become *Charmed* due to failing a Test or a magical effect, you can immediately make a **DN 6:1 Mind (Determination or Intuition)** Test to resist the effect.

IRON GRIP

Requirements: Training (1) in Might

There is little that can escape your grasp once you have a hold on it. You may double the bonus gained from your Training in Might when you make a Test involving the strength of your grip, such as initiating or maintaining a Grapple, preventing an enemy from taking an item from your hands, or holding onto a ledge as you dangle from it precariously. Additionally, you can ignore effects that would make you drop items you are holding (such as a Called Shot on your arms).

IRON LUNG

Requirements: Body (2)

Whether through natural ability or practice, you are adept at operating with a limited air supply. You can both hold your breath and survive a lack of air for twice as long.

LEAD FROM THE FRONT

You are willing to show your allies the way to victory by wading into battle toe-to-toe with the enemy. While you are within Close Range of an enemy that has damaged you since your last turn, allies in your Zone increase their Melee and Accuracy one step.

LEAD THE WAY

Your allies know they should rally to you during a crisis. During your turn, allies that can see you can spend a Mettle to move up to one Zone closer to you (unless they are unable to move). Each ally may only do so once per round.

LIGHTNING-FAST STRIKES

Requirement: Knight-Zephyros

You rush your foes, unleashing a hail of blows to cut them down as swiftly as possible. When you take the Charge Action, you can attack twice instead of once, making the second attack as a Free Action. You gain the benefit of the Charge Action on both attacks, but your Melee decreases one step for each attack.

LOYAL COMPANION (CHOOSE)

This Talent functions as per the *Loyal Companion* Talent on page 86 of *Soulbound*, but adds the following companion options. The stat-blocks for the companions below can be found on page 131.

✧ Rakerdart (Idoneth Deepkin only)

✧ Scryhawk (requires Scryhawk Lantern, page 109)

LUNGE

You leap, lunge, and use the length of your body to strike enemies outside your reach. As long as you are not *Restrained* or *Prone*, melee weapons you wield gain the *Reach* Trait if they do not already have it.

LURELIGHT

Requirements: Isharann Soulrender

You have mastered the use of the mystical artefact known as a lurelight. This lure draws in the souls of slain enemies, which you can then use to aid your allies. When a creature dies in your Zone, their souls are drawn to the lurelight. The lurelight can hold a single strong soul or five weak souls. These souls can be used for different effects.

✧ **Strong Soul:** When a Champion or Chosen type enemy dies, they leave behind a strong soul. As an Action, you can harness this soul to restore 1 point of Soulfire. Alternatively, you can use an Action to allow a member of the Binding within Long Range to recover one space on their Wound Track.

✧ **Weak Soul:** When a Minion, Warrior, or creature in a Swarm dies, they leave behind a weak soul. As an Action, you can use these souls to allow a member of the Binding within Long Range to recover Toughness equal to the amount of souls spent.

MEDITATIVE CHANNELLING

Requirements: Spellcasting (any) and Training (2) in Channelling

You have learned how to enter into a meditative state that greatly increases your ability to channel. You may choose to enter into this meditative state at the beginning of your turn as a Free Action. If you do so, you double your Training in Channelling but you gain the *Blinded* Condition and cannot Move or Charge during your turn. The meditative state lasts until the beginning of your next turn.

MIMIC

You have the uncanny ability to mimic other people's voices. After listening to an intelligent creature speak for at least a minute, you can unerringly mimic the sound of its voice and its speech patterns.

MOLLIFIER

Not all conflicts must end in butchery, and you can help guide them away from such an end. When you take the Parley Action or try to resolve any violent conflict, you have Advantage on Opposed Tests to resolve the situation.

MOUNTAIN STANCE

Requirement: Alarith Stoneguard

You commune with the High Peak, allowing the immovable strength of the mountain to flow through you while also becoming an irresistible force. As an Action you can adopt the mountain stance. You cannot be knocked *Prone* or moved in any way unless you allow it, and you have Advantage on Tests to knock creatures *Prone*. Additionally, if you take the Shove Action while in mountain stance, the target is shoved to an adjacent Zone. You can end mountain stance at any time as a Free Action.

NATURAL WEAPONS

Requirement: Sylvaneth

The bark of your hands has grown into long sharpened talons, leaving you with no need to carry a weapon. Your hands are natural weapons. They deal 1 + S Damage and have the *Slashing* and *Rend* Traits. You can never be disarmed, but your natural weapons can be broken and damaged. If this happens, they regrow and are repaired after a Rest in the same manner as your natural Armour (*Soulbound*, page 26).

NAV-LEAGUE MEMBER

Requirements: Duardin (Kharadron Overlords), Training (1) and Focus (1) in Survival

You are a member of the secretive order of aerocartographers known as the Nav-League. You study the elements, the winds, and the shifting atmospheric energies of the Mortal Realms. You double your Training in Survival when directing a ship in flight or trying to determine the safest and optimum route to your destination.

You have studied for years to use the strange equipment of the Nav-League, and have even found new uses for existing Kharadron equipment. When using Aetheric Lenses (*Soulbound*, page 113), you gain the Aethersight ability.

Aethersight

You can see the currents of magic flowing through the Mortal Realms, and can use your array of wondrous mechanical devices to call up aetheric currents to disrupt enemy spells. When a creature in your Zone casts a spell, you can spend a point of Mettle to attempt to unbind it using Mind (Survival). See *Unbind* (*Soulbound*, page 91) for more information.



OBVIOUS THREAT

Requirements: Training (2) in Intimidation

Your physical presence is so daunting to your enemies that they find it hard to focus on your allies while you loom near. While you are within Close Range of an enemy, its Defence decreases one step against all Attacks other than yours.

OLD ENEMY (CHOOSE)

Requirements: Mortally Wounded or killed by a creature of the chosen type

The Mortal Realms are a dangerous place filled with deadly beasts and terrifying monsters. One of these creatures almost got the better of you (or did, which led to your Reforging), and you have the scars to show for it. You can only take this Talent if you were Mortally Wounded or killed by one of the creature types listed below.

- * Automaton
- * Beast
- * Daemon
- * Mortal
- * Spirit
- * Undead

This creature type is now an Old Enemy. You are used to fighting them and have a score to settle. Your Melee and Accuracy increase one step when attacking creatures of that type.

You can take this Talent multiple times, choosing a new creature type each time.

PROPHETIC DREAMS

2d6	Dream
2	Your nightmares foretell the end of the Mortal Realms and all of existence, and you fear it may come to pass. You do not receive the benefits of the Rest, and Doom increases by 1.
3	You have prophetic dreams which reveal one truth, clue, or relevant piece of information concerning a current Long-term Goal of another member of your party.
4-5	You have prophetic dreams which reveal one truth, clue, or relevant piece of information concerning a current Short-term Goal of another member of your party.
6-9	No dreams or visions come to you.
10-11	You have prophetic dreams which reveal one truth, clue, or relevant piece of information concerning one of your current Short-term Goals.
12	You have prophetic dreams which reveal one truth, clue, or relevant piece of information concerning one of your current Long-term Goals.

PAIN IS POWER

Requirements: *Spellcasting* (any) and Focus (2) in Channelling

You have learned to turn your own pain into a powerful fuel for your most violent spells. Once per turn when you suffer a Wound, you may use a Free Action to immediately cast a single spell. When casting this spell, you gain bonus dice to your Channelling Test depending on the severity of the Wound received: +1d6 for a Minor Wound, +2d6 for a Serious Wound, and +3d6 for a Deadly Wound.

PRACTISED POISONER

Requirements: Training (1) and Focus (1) in Dexterity

Through sinister repetition, you have practised the application and delivery of poisons until they became second nature to you. Once per turn, you can apply poison to a weapon or hide it in food or drink as a Free Action. You have Advantage on any Opposed Test to conceal such an action. Additionally, you cannot accidentally poison yourself through mishap while handling poison.

PREPARED

Requirements: Training (1) and Focus (1) in Awareness

You are always ready to spring into action. Add 1d6 to Tests you make during your first turn in combat.

PRESSING ATTACK

Requirements: Training (1) or Focus (1) in Might

You bowl into your enemies as you wade into battle against them. If you get a 6 on a melee Attack, after you determine

the Attack's Damage, you can immediately use a Free Action to attempt to Shove the target. If you succeed, you may choose to knock the target *Prone* rather than pushing it away.

PROPHETIC DREAMS

Some unknowable power gives you the gift and curse of prophecy, which comes to you in dreams and visions. At the end of a Rest, roll 2d6 and consult the table above. The GM is encouraged to provide information from Prophetic Dreams in evocative, descriptive scenes open to a degree of interpretation.

READ LIPS

You can read lips. This allows you to understand speech by watching a creature speak rather than actually hearing the words.

RICOCHET

Requirements: Training (2) and Focus (2) in Ballistic Skill

You know how to aim projectiles to deflect off one target and hit another. When you hit a target with a ranged Attack, you can choose to deal half Damage to it, then deal the remaining Damage to another target within the same Zone. Alternatively, if the weapon is thrown, you can choose to have it return to your hand rather than dealing Damage to a second target.

You can take this Talent multiple times. Each time you do, you can choose an additional target in the same Zone, dealing half Damage to it.

RUTHLESS

Requirements: Training (1) in Determination

Disinclined toward mercy, you make it a point to exploit your opponent's inferiority to maximise your advantage. When you win an Opposed Test against a creature, add 1 success to the result for each level of Training you have in Determination. Those who know your reputation likely believe you to be without pity or compassion.

SAFE HOUSE

The Mortal Realms are dangerous, but you are fortunate enough to have access to a reliably safe and private place to lay low, recuperate, and avoid prying eyes. Work with the GM to determine where your safe house is located, what form it takes, who has access to it, and who is even aware of its existence. Examples include a nondescript house in one of the Free Cities, a secluded glade deep in the wilds of Ghyran, a ruined citadel perched upon one of the High Peaks above Hysh, or an abandoned beast burrow within Ghur's savage jungles.

Regardless of the particulars, your safe house is unknown to outsiders and will protect those within against conventional threats and the elements while ensuring privacy from anyone searching for its occupants. Magical means of detection are not typically foiled by your safe house, though the GM may decide otherwise in some cases. You may take this Talent multiple times, gaining a new safe house each time. If one of your safe houses is compromised, you may work with the GM to establish a suitable replacement.

SCEPTIC'S ARMOUR

Requirements: Focus (1) in Theology

You understand enough about the gods and their followers to know how best to defend yourself against them. If a Miracle targets you or your Zone and you are aware of it, you can add the benefit of your Focus in Theology to any Tests you make to resist the effects of the Miracle.

SCOURGE

You are especially dedicated to excising corruption, and you work tirelessly toward that end. You gain Advantage on Opposed Intuition and Awareness Tests to recognise the corruption of Chaos in creatures attempting to conceal it. Additionally, when your Binding undertakes the *Cleanse Corruption* Endeavour, one of your allies may take a different Endeavour instead, as your zeal more than makes up for their absence.

SHADOW LEAP

Requirement: Khainite Shadowstalker

You have learned to navigate the Umbral Web — an unseen network that draws arcane connections between the shadows of the Mortal Realms. If you are standing fully in shadow, you can use your Move to instantly reappear at any location within Long Range, as long as it is also in shadow and large enough to conceal you. When you do this, you can immediately make a Body (Stealth) Test as a Free Action.

SHINING COMPANY

Requirement: Vanari Warrior

You have trained for years to fight in tight formation, standing shoulder to shoulder with your allies with bows drawn, spears locked, or shields planted. When you start your turn within Close Range of an ally, you can use a Free Action to declare that you are fighting in formation together and choose either Melee, Accuracy, or Defence. Until the start of your next turn, you both increase the chosen ability one step. You lose this benefit if either of you move outside Close Range of the other.

SIEGE SPECIALIST

Requirements: Training (1) in Crafting

You know everything there is to know about load-bearing structures, weak points, and stress fractures. As such, there hasn't been a structure built you don't know how to tear down. You deal double Damage when targeting static structures, such as doors, walls, or barricades.

SOUL-SCARRED

Requirements: Soul (3)

The Mortal Realms are dangerous, and you have the scars to prove it. You underwent a harrowing ordeal, injuring you so profoundly that it left its marks on your body, mind, and soul. As a result, that injury can never be healed even through magic or a Stormcast Eternal's Reforging. You have one less space on your Wound track. The pain and associated memories embolden you, however. Your maximum Mettle increases by 1.

ENDURING HARDSHIPS

Soul-Scarred is a great Talent to represent lasting injuries suffered from key story events. Players should consider purchasing it during character advancement after a near-death encounter and GMs could even offer it to a player as a 'reward' after a character makes a great sacrifice.

SPEED READING

You are gifted with the ability to read and comprehend text at incredible speed. You can read most books in about an hour, but dense or complex tomes might require a bit more time. Though you can read documents with exceptional speed, your ability to recall their contents is no better or worse than if you had read them at normal speed.

SPELLCASTING (HIGH PEAKS)

Requirement: Aelf (Lumineth Realm-lords), Training (1) and Focus (1) in Channelling

The magic of the High Peaks is taught by the aelementiri and is drawn from the spirit of the mountain. It allows the wielder to hurl rocks and boulders, and to bend gravity to confound and crush their adversaries.

When you take this Talent, you learn the spells *Arcane Bolt* and *Mystic Shield*, and can choose 4 more spells from the Common Spell list and the Lore of the High Peaks (see page 103). For more information on Spellcasting, see *Soulbound*, page 266.

SPELL WEAVE

Requirements: *Spellcasting* (any), Training (3) or Focus (3) in Channelling

In your hubris, you have discovered the dangerous art of weaving two spells together into a single multi-faceted and staggeringly dangerous masterwork. As an Action on your turn, you can attempt to cast a Spell Weave. Select two different spells you know and make a Channelling Test with a Difficulty equal to the highest Difficulty of the two spells, and a Complexity equal to the combined Complexity of both spells. For example, spells with DN 4:2 and 5:1 would result in a Spell Weave of DN 5:3.

If this Test is successful, both spells are cast, with additional successes applying to the Overcast effect of both spells. You may select different targets for each spell cast this way.

If this Test is failed, something goes horribly wrong. You suffer a Serious Wound as arcane energy rips through your body. In addition, when rolling on the **Price of Failure** table, roll twice and apply the highest result.

STALWART GUARDIAN

You excel at protecting your allies. When you take the Defend Action to protect an ally, your Defence increases one step. Additionally, you have Advantage on Body (Might) Tests when using the Defend Action to prevent a creature from entering your Zone.

STAND AND FIRE

As the enemy advances, you make them pay in blood before they draw too near. Once per round, when an enemy moves into your Zone, you can use a Free Action to immediately make a ranged Attack against it.

STAY ON YOUR TOES

Requirements: Training (1) and Focus (1) in Reflexes

You watch your foes closely so you can better react to their actions, and that keeps you alive. Your Defence increases one step against Attacks made by enemies lower in the Initiative order than you.



STIRRING VOICE

Your voice has an otherworldly quality that stirs emotions in those who hear it. You gain Advantage on Opposed Tests when trying to elicit emotional responses from listeners through the use of your voice, such as when singing a sentimental song, intimidating an enemy, or garnering pity from someone who can help you. Additionally, your unique voice is easy to recognise, and people tend to pay attention when you speak.

STUDIED DEFENCE

Requirements: Training (1) and Focus (1) in Awareness

By observing an enemy, you can better defend yourself against it. You can spend an Action to study an enemy you can see within Long Range. Until your next Rest, your Defence increases one step against attacks made by the target. You can only study one target at a time in this way.

SURE-FOOTED

You seldom find yourself facedown in the muck. When moving, you can ignore the effects of ground-based *Difficult Terrain*. Additionally, when an effect would force you *Prone*, roll 1d6. If you roll a 6, you keep your feet and ignore the effect. If you are *Prone*, you can stand up as a Free Action on your turn.

SWAGGER

You carry yourself with obvious outward confidence. You have Advantage on Opposed Tests where the appearance of confidence is an important factor. This might be useful in case you need to convince someone you are the right person for a dangerous job, explain to a guard you're allowed in a restricted area, make dire threats, take credit for something (legitimately or otherwise), or bluff during a game of cards. Additionally, your air of confidence leads most people to accept your outrageous claims as true, and they seldom dare to call your bluffs.

TAKE AIM

Requirements: Focus (1) in Dexterity

Steady hands and patience serve you well in ranged combat. As an Action, you can aim at a target you can see. Until the end of your next turn, your Accuracy when Attacking that creature increases by a number of steps equal to your levels of Focus in Dexterity. This effect ends early if you take an Action other than attacking the target.

TEMPT FATE

Every day you walk the realms is another day you balance on the razor edge of fate. Roll 2d6 when you complete a Rest, and the GM rolls 1d6. If the sum of your roll is less than or equal to the GM's roll, Doom increases by 1. If your sum is greater than the GM's roll, you gain 2 Fate points. Before you roll for a Test, you can spend a Fate point to replace one die in your pool with a 6. You can never have more than 2 unspent Fate points.

TERRITORIAL

Your enemies pay for every inch they encroach upon you. Once per round, you can use a Free Action to immediately make a melee Attack against an enemy when it moves into Close Range of you. Alternatively, If you are wielding a weapon with the *Reach* Trait, you can use this Talent to make a melee Attack against an enemy when it enters your Zone.

TEST OF WRATH

Requirement: Duardin (Fyreslayer), Soul 4

You have endured the Test of Wrath, wherein countless ur-gold runes were hammered into your flesh until it was molten hot to the touch. You can endure more runes than other Fyreslayers, but it takes a toll on your body. You can have a number of active ur-gold runes greater than your Soul. For each rune you have beyond your Soul, you have one less space on your Wound Track. This does not count as a Wound and therefore cannot be healed. If you reduce the number of active runes to be equal to or less than your Soul, your Wound Track returns to normal. For more information on ur-gold runes, see page 117 of *Soulbound*.

THOUGHTFUL

You aren't afraid to take your time when thinking through a problem. Whenever you make a Mind Test and can afford to first mull things over, you can double the dice gained from any Training you have in the Skill being Tested. This can't be used for any activity that demands immediate or dynamic responses, such as reflexive actions, conversation, combat, or spellcasting.

TINKERER

Requirements: Training (1) and Focus (1) in Crafting

There is always room for improvement as far as you're concerned. The Complexity of Tests you make to modify or repair existing items, but not creating new items, is reduced by 1.

TIRELESS

Requirements: Training (1) in Determination and Fortitude

You burn the candle at both ends when working on long projects. When an Endeavour requires you to make an Extended Test, you can make 1 additional Test.

TRAP SAVVY

Requirements: Focus (1) in Dexterity and Survival

You are proficient with handling traps. When you make a Test to build, modify, set, or disarm a trap, you can double the bonus gained from any Focus in the Skill being tested.

TROPHY TAKER

You relish in your past victories and carry trophies into battle to galvanise you into action. Any time you defeat a Champion or Chosen type enemy, you may claim a trophy from their body. It must be something unmistakable, such as a beast's warped horn, a shattered weapon, or even a severed body part. As a Free Action once per combat, you may either recover a single point of Mettle, or recover from the *Frightened* Condition by displaying one of your trophies and reciting details of your past victory.

Each trophy can only be used in this way once, after which it loses this ability.

UNBOWED

There is little that can drive you to the ground. Whenever you would become *Prone* due to failing a Test or a magical effect, you can immediately make a **DN 6:1 Body (Determination)** Test to resist the effect.

UNBRIDLED MALICE

Requirement: Spite-Revenant

You fight with a vengeful fury, filling the air with blood-curdling curses as you assault your foe with wild ferocity. The first time you make a melee attack against a creature, they must make a **DN 4:X Soul (Determination)** Test, where X is equal to the amount of Damage they suffered. On a failure, the target is *Frightened* until the end of their next turn.

UNNERVING GRACE

Requirements: Body (4), Training (1) in Stealth

You move with such silent grace, those who witness your movements can't help but feel as though there is a predator in their midst. When you make a Body (Intimidation) Test, you can use Stealth in place of Intimidation, and you gain Advantage on the Test. Additionally, if someone notices you creeping around conspicuously, they tend to look the other way, so as not to draw your ire.

UNSTOPPABLE FORCE

Requirements: Body (3), Training (1) in Weapon Skill

You are nigh-unstoppable when you charge the enemy lines, and you lean into that momentum to deliver devastating assaults. When you Charge, you can ignore *Difficult Terrain*, and you may add an additional 1d6 to your dice pool for the attack.

UR-GOLD MASTERY

Requirements: *Zharrgrim*, Focus (2) in Devotion and Theology

So great is your faith in Grimnir that you can find and release even the echoes of his essence from expended ur-gold. As an Action, you can reactivate an inert ur-gold rune (yours or another Fyreslayer's). This reactivated rune does not count towards the target's total ur-gold runes. This effect lasts until your next period of downtime. Only one inert rune per creature can be reactivated in this way. A creature can't have multiple inert runes reactivated at once. If another Zharrgrim attempts to target them with this Talent, it has no effect.



VEXATION

Requirements: Training (1) in Guile and Intuition

You have the annoying habit of knowing just how to push someone's buttons to annoy and distract them, and you aren't afraid to use that to your advantage. When a creature that can see or hear you within Medium Range makes a Test, you can spend a Mettle to remove a number of dice from their pool equal to your level of Training in Guile.

VIRTUOSO

Requirements: Focus (1) in Entertain

You are a skilled performer, but you have exceptional talent with one type of performance in particular. Choose a specific kind of performance to specialise in, such as storytelling, jokes, singing, acting, writing, or oration. When you make an Entertain Test for that type of performance, you double the bonus gained from your Focus in Entertain.

WARDED

Requirements: Training (2) and Focus (2) in Arcana

Your knowledge of magic and its esoterics informs you how to defend yourself against harmful spells. You take 1 less Damage when a spell Damages you.

WEIGHT OF DESTINY

While all Soulbound are capable of great things, destiny's mark lies especially heavily on you. Your Binding's maximum Soulfire increases by 1. Additionally, you can recover a Soulfire at any time once per adventure.

Work with the GM to choose something you are destined for. At each period of downtime, if you have not made progress toward fulfilling your destiny since the last period of downtime, Doom increases by 1. If you actively avoided your destiny, Doom instead increases by 2.

WELL-CONNECTED

You may not know everything, but you tend to know someone who might owe someone else (or you) a favour. As such, it is relatively easy for you to develop your network of contacts. When you undertake the *Contacts* Endeavour, you may make or strengthen one additional contact.

WITCH'S HAMMER

Requirements: Training (3) in Arcana, Focus (3) in Weapon Skill, a melee weapon

Through skill at arms and obscure arcane techniques, you know how to use weaponry to tear apart magic before it can manifest as a spell. When a creature in your Zone casts a spell, you can spend a point of Mettle to attempt to unbind it using Body (Weapon Skill). See *Unbind* (*Soulbound*, page 91) for more information.

WORD ON THE STREET

Requirements: Focus (1) in Lore

You stay plugged into the pulse of news and current events in the places people live and congregate. When you make a Lore Test to learn about local news and rumours, you double the bonus gained from your Focus in Lore.

ZEALOTRY

Requirements: Training (1) in Devotion

So extreme are your outward displays of faith that they unnerve others and give them cause for concern regarding what you might do if displeased. When you make an Intimidation Test, you may add your level of Training in Devotion to your dice pool.



MIRACLES

Miracles are unique Talents gifted to those who are truly devoted to their god. When you first take the *Blessed* Talent, you can choose one Miracle to learn from the list of Universal Miracles or the Miracles of your chosen god. After this, each new Miracle costs 2 XP to learn.

Miracles are presented in the following format:

- ✧ The name of the Miracle.
- ✧ **Cost:** Some powerful Miracles require both an Action and Mettle to activate. This lists the Mettle cost for any such Miracles.
- ✧ **Target:** Who the Miracle affects. This is You (if it targets you), a number of targets, or a Zone.
- ✧ **Range:** The range at which the Miracle can be cast. This is Self (if it affects or is centred on you), Close Range, Short Range, Medium Range, or Long Range.
- ✧ **Duration:** The duration of the Miracle. This is Instant, a number of rounds, or Sustained (if the Miracle can be maintained, usually at a cost). At a minimum, Miracles that can be Sustained last until the start of your next turn.
- ✧ The description of what the Miracle does.

This section includes new Miracles for each god listed in *Soulbound*, and also includes new Miracles for both Grungni and Teclis.

UNIVERSAL MIRACLES

Some Miracles are universal and can be gifted by any god. You can learn any of the following Miracles.

BENEDICTION

Target: Allies within range **Range:** Short
Duration: Hours equal to your Soul

You spend at least 1 minute performing a ritual entreating your god to bless you and your allies. When you use this Miracle, each ally in your Zone may add 1 to their dice pool for a single Test they make within the next number of hours equal to your Soul.

Additionally, if a target is affected by *Malediction* when *Benediction* targets them, *Malediction's* effect on them ends immediately.

CLEANSE

Target: Food, water, or objects within range **Range:** Short
Duration: Instant

Your deity's divinity purges contaminants and filth. Stains and fouling on objects within Short Range are washed away, leaving the items clean. Alternatively, food and water within Short Range are cleansed of poison and disease, rendering them safe to consume.

EXORCISM

Target: 1 **Range:** Medium
Duration: Sustained **Cost:** 1 Mettle

You drive away foul creatures with your faith. Choose a Daemon or Undead within Medium Range and make a Soul (Devotion) Test opposed by the target's Soul (Determination). If you succeed, the target is *Frightened* of you until the beginning of your next turn, even if it has a Trait that makes it immune to being *Frightened*. While *Frightened* of you, the target must use its Move on its turn to move away from you until it is no longer within Medium Range. If the difference in successes exceeds twice the target's Soul, the target is instead destroyed outright, utterly annihilated by your god's power.

On your turn, you can spend 1 Mettle as a Free Action to sustain this effect.

MALEDICTION

Target: 1 **Range:** Long or within the same realm
Duration: Hours equal to successes
Cost: 1 Mettle

You curse an enemy with your deity's ire. Choose a target within Long Range and make a DN 4:1 Soul (Devotion) Test. For a number of hours equal to the successes, the target removes 1 die from all of their dice pools. Alternatively, if you know your target's name and spend 10 minutes conducting a ritual to cast this Miracle, you can choose a target anywhere within the same realm as you. Additionally, if the target is affected by *Benediction* when *Malediction* targets it, *Benediction's* effect on it ends immediately.

SMITE

Target: 1

Range: Medium

Duration: Instant

Cost: 1 Mettle

Focusing on your faith, you choose a target within Medium Range and make a Soul (Devotion) Test opposed by the target's Soul (Determination). The target takes Damage equal to the difference in successes as your divine wrath overwhelms them. This Damage ignores Armour.

MIRACLES OF ALARIELLE

Alarielle, the Goddess of Life, has gifted you a portion of her vitalising power, allowing you to tap into the essence of life itself. You must have the *Blessed (Alarielle)* Talent to choose these Miracles.

DWELLERS BELOW

Target: Enemies in range

Range: Short

Duration: Instant

Cost: 1 Mettle

You summon forth dangerous earth spirits with wicked teeth and jagged claws to savagely tear apart your foes. Make a **DN 5:1 Soul (Devotion or Nature)** Test. Enemies in your Zone suffer 1 Damage per success. When you use this Miracle, you can choose to spend a Mettle to have the Damage ignore Armour.

GREEN PATHS

Target: You

Range: Long

Duration: Instant

You and your allies can mystically travel through the spiritual and physical roots of plants. While touching a plant, you can use this Miracle to sense all plants and their roots within Long Range. As part of using this Miracle, you can use your Move to instantly appear next to another plant within Long Range. Any allies in your Zone can spend a Mettle to follow you when you travel.

MANY JAWS, EVER HUNGRY

Target: Zone

Range: Short

Duration: 8 hours

By spending at least a minute in prayer, you invoke the Everqueen's protection over a site. As you pray, dozens of large carnivorous plants with vicious tooth-lined maws sprout from the ground around you in your Zone, where they remain for 8 hours. The plants will not harm you and your allies, but any other creatures treat the Zone as a *Major Hazard*, as the plants work to devour interlopers. Flying creatures are unaffected by this Miracle.

REAP AND SOW

Target: 1

Range: Close

Duration: 1 year

Cost: 1 Mettle

This grisly Miracle allows you to harvest a creature's heart with your bare hands, but you may later restore it to life with the mystically-preserved organ. Choose a living target within Close Range. The target must make a Soul (Fortitude) Test opposed by your Soul (Weapon Skill). On a failure, the target suffers Damage equal to the difference in successes. This Damage ignores Armour. If this would Mortally Wound the target (or reduce it to 0 Toughness if it does not have Wounds), you pluck out its heart and it dies instantly. If the target of this Miracle is willing, no Test is required, and you harvest the creature's heart automatically.

Once removed, the heart hardens into a tough, woody seed. While the seed remains viable (up to 1 year), you can plant it and water it with at least 1 sphere of Aqua Ghyranis. The following dawn, the creature is reborn, full-grown, crawling out of the ground naked and empty-handed, but fully healed. The creature's memories remain intact, but it remembers nothing of the time after its death.

SPRING FOLLOWS WINTER

Target: Allies within range

Range: Short

Duration: Instant

Cost: 1 Mettle

Alarielle teaches her devotees how to turn their suffering into succour for others. When you suffer Damage, you can immediately as a Free Action spend a Mettle to make the injury pulse with vibrant green life energy, restoring Toughness to allies in your Zone (excluding you). The Toughness restored to each ally is equal to your Soul.

MIRACLES OF THE ETHERSEA

The Idoneth Deepkin have no need of gods, having forsaken their creator Teclis centuries ago. Instead, they put their faith in the unknowable eldritch power of the Ethersea, trusting in it to guide and protect them. You must have the *Blessed (Ethersea)* Talent to choose these Miracles.

ABYSSAL NIGHTMARE

Target: Zone

Range: Medium

Duration: Sustained

Cost: 2 Mettle

You call forth a grotesque nightmare from the depths of the abyss, filling your enemies with terror as they are lashed by whipping tentacles. Choose a Zone within

Medium Range. The Zone immediately becomes a *Major Hazard* as it fills with twisting, alien tentacles. A creature that enters the Zone or starts its turn there gets a terrifying insight into the nightmares that lurk in the deep and is *Frightened* until the end of their next turn.

On your turn, you can spend 1 Mettle as a Free Action to sustain this Miracle.

EROSION

Target: Zone

Range: Long

Duration: Instant

You call upon the Ethersea's semi-ethereal currents to mystically erode structures and obstacles so your prey has nowhere to hide. Choose a Zone within Long Range. *Partial Cover* in the Zone erodes to nothing, and *Total Cover* becomes *Partial Cover*.

When you use this Miracle, you can choose to spend one Mettle to completely remove all cover from the Zone and reduce the Armour of all creatures within the Zone by 1.

ETHERSEA TEMPEST

Target: Zone

Range: Long

Duration: Sustained

Cost: 1 Mettle

You flood an area with a violent storm of Ethersea. Choose a Zone within Long Range. Until the beginning of your next turn, the Zone becomes *Difficult Terrain*. Additionally, when a flying creature enters the Zone or starts its turn there, it must make an opposed Body (Athletics) Test versus your Soul (Devotion) or fall *Prone*. Air-breathing creatures cannot breathe within the Zone and may eventually drown (*Soulbound*, page 152).

On your turn, you can spend 1 Mettle as a Free Action to sustain this effect.



SMOTHERING SILENCE

Target: Zone

Range: Long

Duration: Sustained

The oppressive silence of vast marine depths manifests at your call. Choose a Zone within Long Range. No sound may enter the Zone, causing all creatures to be *Deafened*, and all sounds originating inside the Zone are nullified. When you use this Miracle, you can choose to spend a Mettle to also blanket the area in darkness, inflicting the *Blinded* Condition on all creatures in the Zone.

On your turn, you can spend 1 Mettle as a Free Action to sustain this effect.

TRANQUILITY OF THE ABYSS

Target: Zone

Range: Self

Duration: Sustained

Though the Ethersea is fathomless and ominous, there is a certain comfort found within its embrace as you wrap it around you comfortingly. You and allies within your Zone are immune to the *Frightened* Condition, and the Condition ends on any *Frightened* allies in range. When you use this Miracle, you can choose to spend a Mettle to restore 1 Toughness to each ally in your Zone.

On your turn, you can spend 1 Mettle as a Free Action to sustain this effect. If you spent Mettle to restore Toughness when first using this Miracle, allies in your Zone heal 1 Toughness each round that you sustain this Miracle.

MIRACLES OF GRIMNIR

You are one of the Zharrgrim, a battle-priest of the Shattered God Grimnir. You must have the *Blessed (Grimnir)* Talent to choose the following Miracles.

EMBER STORM

Target: Allies within range

Range: Short

Duration: Sustained

Cost: 1 Mettle

You call forth gouts of glowing cinders that inspire fiery ardour, goading you and your allies to hasten towards glory in battle. When you use this Miracle, allies within range increase their Speed by one step and ignore *Difficult Terrain* until the beginning of your next turn, though they cannot Flee or Retreat until the Miracle ends.

On your turn, you can spend 1 Mettle as a Free Action to sustain this Miracle.

PRAYER OF ASH

Target: 1

Range: Medium

Duration: Sustained

Cost: 1 Mettle

Grimnir's faithful strive to never falter in the face of their enemies, and you reinforce that resolve by anointing them with sacred ashes. Choose an ally within Medium Range. Until the beginning of your next turn, the target gains +1 Armour and is immune to the *Frightened* Condition, ending the Condition immediately if the target is already affected by it.

On your turn, you can spend 1 Mettle as a Free Action to sustain this Miracle.

PRAYER OF GRIMNIR'S FURY

Target: Self

Range: Close

Duration: Sustained

Your faith in Grimnir's terrible fury manifests as white-hot flames that dance across your skin, scorching any foe that dares approach you. When an enemy enters Close Range with you for the first time or begins its turn within Close Range, it takes Damage equal to your Soul.

On your turn, you can spend 1 Mettle as a Free Action to sustain this Miracle.

TAKE THEIR MEASURE

Target: 1

Range: Medium

Duration: Instant

This Miracle allows you to tap into Grimnir's vast experience with war and its practitioners to size up your allies and opponents. Choose a target within Medium Range and make a **DN 4:2 Soul (Intuition)** Test as you look the target over. If successful, you glean one of the following insights about the target, and you gain one more insight for each additional success.

- ✧ Their current Toughness.
- ✧ If they can take Wounds, and if so, how many.
- ✧ If they have Mettle, and if so, their maximum.
- ✧ Their Armour.
- ✧ Their Body.

✧ A combat-related Talent or ability they have, chosen by the GM.

✧ Their level of Training and Focus in Ballistic Skill, Fortitude, Might, Reflexes, or Weapon Skill.

If you try to use this Miracle again on the same creature, the Difficulty of the Test increases by 1.

WARRIOR'S OATH

Target: 1

Range: Short

Duration: As defined by the oath

A warrior's oath is sacrosanct to Grimnir's followers, and it is your duty as one of the Zharrgrim to honour that sacrament by holding others accountable to their sacred promises. When a creature swears an oath in your presence (Short Range), you can lend your faith to the words to empower them. The target must promise to perform (or not to perform) a specific act within a certain timeframe. If the speaker does not specify a duration, the oath lasts indefinitely until it is fulfilled or broken. The oath must be sworn willingly, though it can be sworn under duress, so the target could be coerced into making the vow.

If at any time the target breaks their oath, it immediately suffers a Serious Wound.

Example: *A vengeful Fyreslayer may swear to kill a certain enemy before the day is through, or a subdued soldier may be forced at swordpoint to swear they will never again raise a hand against a Duardin. If the Fyreslayer fails to kill the foe before the day ends, or if the soldier attacks a Duardin at any point, either would immediately suffer a Serious Wound for breaking their vow, and the Miracle's effect would end. Similarly, if the Fyreslayer succeeds in killing his foe before the next day, the oath would be fulfilled, and Warrior's Oath would end without injury.*



MIRACLES OF GRUNGNI

Though intentionally silent on the affairs of the Mortal Realms, Grungni the Maker still lends his favour to those rare individuals who put their faith in him despite his absence. You must have the *Blessed (Grungni)* Talent to choose these Miracles.

BLESSED ARE THE MAKERS

Target: 1

Range: Short

Duration: Instant

Intoning a solemn prayer to the Maker, you lend divine guidance to those who put their talent and wits toward craft and creation. When you or an ally within Short Range make a Crafting Test, you can use this Miracle to reduce the Complexity by one (minimum 1), or count each roll of 6 as two successes instead of one.

CACOPHONOUS HAMMER STRIKES

Target: Enemies within range

Range: Medium

Duration: 1 minute

You emulate the strike of hammer against anvil by smiting a hard surface with your fist or a weapon. Enemies within Medium Range of you are assaulted by the sound of crashing hammer strikes and are *Deafened* until the start of your next turn. When you use this Miracle, you can choose to spend a Mettle to force all enemies within range to make a Mind (Fortitude) Test opposed by your Soul (Devotion). You make only a single roll, and each creature must oppose that result. On a failure, the creature is also *Stunned* until the start of your next turn.

On your turn, you can spend 1 Mettle as a Free Action to sustain this Miracle. If you used Mettle to inflict the *Stunned* Condition, creatures within range must also make an opposed Test against being *Stunned*, as above.

FIND STRENGTH IN HIS ABSENCE

Target: Zone

Range: Long

Duration: Sustained

Cost: 1 Mettle

Some believe that Grungni abandoned his children out of negligence or spite, but the devout know he stepped back so his charges could grow strong through perseverance and self-reliance. You impart this lesson on an ally within Long Range. While the target has no allies in the same Zone, its Melee and Accuracy increase by two steps and it gains +2 Armour. If an ally enters the target's Zone, this Miracle's effect is suppressed until the ally leaves the Zone again. On your turn, you can spend 1 Mettle as a Free Action to sustain this Miracle.

FORGE-MASTER'S ENDURANCE

Target: Zone

Range: Self

Duration: Sustained

Grungni knows well the heat of blazing forgefire, and as one of his chosen, you share in that familiarity. Make a **DN 6:1 Soul (Devotion)** Test. Whenever you or your allies within Short Range suffer Damage caused by fire or heat, reduce the Damage by 1 for each success. On your turn, you can spend 1 Mettle as a Free Action to sustain this Miracle.



GUARDIAN FORGESPIRIT

Target: You **Range:** Self
Duration: Sustained

Your faith in Grungni empowers an inanimate object with a simple animus, its sole purpose to protect you from harm. Your Defence increases by one step as the animated object actively interposes itself between you and incoming attacks, making you more difficult to hit.

If an attack successfully hits you, you can spend a Mettle to instead treat the attack as a miss — the forgespirit intercepts the attack at the last moment and is destroyed in the process, ending the Miracle.

As long as the forgespirit is intact, you can spend 1 Mettle as a Free Action on your turn to sustain this Miracle.

HEAT OF THE FORGE

Target: Zone **Range:** Self
Duration: Instant

Perpetual waves of heat pour from Grungni's forge, and you can channel that radiance to comfort your allies or scorch your foes. Make a **DN 5:1 Soul (Devotion)** Test and choose one of the following effects:

- ✧ You and your allies in your Zone recover 1 Toughness per success.
- ✧ Enemies in your Zone suffer 1 Damage per success.

When you use this Miracle, you can choose to spend a Mettle to activate both effects.

MEND THE BROKEN

Target: 1 **Range:** Close
Duration: Permanent

Repairing the broken is a holy sacrament for Grungni's devotees. By praying to the Maker and concentrating on a broken object within Close Range, you can knit it back together even without proper tools. When using this Miracle, you do not require Smith's Tools or Endrineer's Tools to repair items, and you can use your Soul instead of Body or Mind for any required Crafting Tests.

RUNE LORE

Target: 1 **Range:** Short
Duration: Sustained

Utilising the ancient power of runes to empower your allies demonstrates your faith in Grungni. When you use this Miracle, choose an ally within Short Range to gain one of the following effects.

- ✧ **Ancestral Shield:** The ally's Defence increases one step, and they have Advantage on Tests to resist the effects of spells.
- ✧ **Forgefire:** The ally's weapon gains the *Magical* and *Rend* Traits, and deals +1 Damage.

On your turn, you can spend 1 Mettle as a Free Action to sustain this Miracle.

SHOWER OF SPARKS

Target: Zone **Range:** Self
Duration: Instant

You smash your fist into your palm and blast the surrounding area with a bright shower of burning sparks. Enemies in your Zone must make a Body (Fortitude) Test opposed by your Soul (Devotion). On a failure, the target suffers 1 Damage per difference in successes.

When you use this Miracle, you can choose to spend a Mettle to also inflict the *Blinded* Condition on all enemies who take Damage from the sparks. They remain *Blinded* until the beginning of your next turn.

SIMULACRUM OF THE BLACK CHAIN

Target: 1 creature or object within range **Range:** Long
Duration: Sustained **Cost:** 2 Mettle

Calling to mind the black chain Grungni forged to seal the Gate of Deepest Night, you summon forth its likeness as an unbreakable tether to restrain a foe or bind an object. If you target a creature within Long Range, the target is *Restrained*. If you target an object within Long Range, you can link it to another object within Long Range. The chain cannot be broken, and *Restrained* creatures cannot escape until the Miracle ends.

On your turn, you can spend 1 Mettle as a Free Action to sustain this Miracle.

MIRACLES OF KHAINE

Through Morathi, you serve the Lord of Murder, Khaine, soaking the realms in blood in his honour. You must have the *Blessed (Khaine)* Talent to choose these Miracles.

CATECHISM OF MURDER

Target: Zone **Range:** Self
Duration: Sustained

You continuously whisper sharp, dangerous words to invoke Khaine's lethal presence. The clarity of bloodlust focuses you and your allies on the slaughter of your foes and removes any fear or doubt. The Melee and Accuracy of you and allies in your Zone who can hear you increases one step until the start of your next turn. Additionally, if any allies in your Zone are *Frightened* or *Charmed* when you use this Miracle, they can spend one Mettle to remove those Conditions.

On your turn, you can spend 1 Mettle as a Free Action to sustain this Miracle.

CRIMSON REJUVENATION

Target: 1 **Range:** Medium
Duration: Sustained

Faith in Khaine can only truly be proven with freshly-spilt blood, and you guide your allies to anoint themselves through the sacrament of ending lives. Choose yourself or an ally within Medium Range. Until the end of your next turn, when the target kills a creature, it regains Toughness equal to half the victim's total Toughness (minimum 1). If the target damages a Swarm, they recover Toughness equal to the Damage dealt.

On your turn, you can spend 1 Mettle as a Free Action to sustain this Miracle.

HEARTSEEKER

Target: Zone **Range:** Self
Duration: Sustained **Cost:** 1 Mettle

Khaine's predatory ethos attunes your senses to seek out the beating hearts of your victims. When you use this Miracle you can hear the heartbeat of all living creatures within your Zone with perfect clarity, which makes it impossible for them to hide from you. Additionally, when a creature speaks, you can make a Soul (Intuition) Test opposed by their Soul (Guile) to determine if they are lying. You have Advantage on the Test, and they have Disadvantage.

On your turn, you can spend 1 Mettle as a Free Action to sustain this Miracle.

MARK OF THE BLOODY HAND

Target: 1 **Range:** Close
Duration: 1 day per success

You coat your palm with freshly-spilt blood (your own or another's) and place it upon a creature in Close Range, marking it with your bloody handprint. If the target has killed a sentient creature at any point in its past, the mark instead manifests as a slow but perpetual sanguine flow from the target's own hands. In either case, the mark is always visible, even through clothing or armour. Make a **DN 4:1 Soul (Devotion)** Test. The mark lasts for a number of days equal to the number of successes. Observers easily notice the mark during even a cursory inspection, and will likely find it suspicious. For the duration, you know the target's exact location and recognise it unfailingly, even if it is disguised or otherwise hidden.

RITE OF THE DOUBLED-EDGED BLADE

Target: 1 **Range:** Long
Duration: Instant **Cost:** 1 Mettle

Those foolish enough to harm you are humbled as a lash of your violent faith strikes back to demonstrate your superiority. When a creature within Long Range Damages you, you can spend a Mettle to inflict Damage to the creature. This Damage is equal to your Soul and ignores Armour.



MIRACLES OF SIGMAR

You serve the God-King Sigmar, who forged the Stormcast Eternals and threw back the forces of Chaos to usher in the Age of Sigmar. You must have the *Blessed (Sigmar)* Talent to choose these Miracles.

ABJURATION

Target: Zone **Range:** Medium
Duration: Sustained **Cost:** 1 Mettle

Sigmar's noble divinity permeates an area, rendering it inhospitable to Chaos abominations. Choose a Zone within Medium Range. While within that Zone, Daemons and mortals corrupted by Chaos reduce all of their dice pools by a number of dice equal to the difference between your Soul and their Soul. If the creature's Soul equals or exceeds yours, their dice pools are instead reduced by 1.

On your turn, you can spend 1 Mettle as a Free Action to sustain this Miracle.

BOLTS OF INSPIRATION

Target: You **Range:** Self
Duration: Instant **Cost:** 1 Mettle

In critical moments, Sigmar inspires his devotees with abrupt flashes of divine revelation, though these sudden moments of clarity can be as harrowing as they are inspirational, and Sigmar grants them only sparingly. After you use this Miracle, you can add a number of dice equal to your Soul to your next Test.

You cannot use this Miracle again until you Take a Breather or Rest.

EYE OF THE HURRICANE

Target: Zone **Range:** Self
Duration: Sustained **Cost:** 1 Mettle

Raising your open arms toward the sky, you conjure the eye of Sigmar's perpetual storm to provide you with shelter. Ranged Attacks aimed at targets within your Zone automatically miss if they originate outside your Zone. Additionally, creatures cannot enter your Zone unless they use an Action to make a Soul (Determination) Test opposed by your Soul (Devotion). Furthermore, inclement weather has no effect on your Zone as your protection prevents rain, wind, hail, lightning, and other weather-related threats from penetrating your sheltering force.

On your turn, you can spend 1 Mettle as a Free Action to sustain this Miracle.

SPEAK TO THE SOUL

Target: 1 **Range:** Long
Duration: Sustained

Your voice takes on the power and grace of Sigmar's own, allowing you to speak to a creature's soul in parallel with its mind. Choose a creature within Long Range. When you speak aloud (at any volume) specifically to the target, it hears you as clearly as though you were standing next to it and speaking directly into its ear. The target understands your words and intent even if you do not share a language or are even of the same species. Nothing, not even competing noise or the *Deafened* Condition, can prevent the target from hearing you. While speaking to the target in this way, you have Greater Advantage on all Tests relying on your voice that are opposed by the target.

On your turn, you can spend 1 Mettle as a Free Action to sustain this Miracle.

WITNESS TO DESTINY

Target: 1 **Range:** Medium
Duration: Instant **Cost:** 1 Mettle

Sigmar teaches his faithful to recognise the glorious potential of all sentient creatures, and he lends the power to help those creatures realise their true destinies by staving off premature death. When you or an ally within Medium Range would become Mortally Wounded, you can spend a Mettle as a Free Action to prevent the target from becoming Mortally Wounded, though the target still takes Damage and incurs Wounds as normal. The target can be Mortally Wounded again by subsequent Damage or effects, though you can spend another Mettle to prevent it again. This Miracle cannot target a creature that is already Mortally Wounded — it must be used in the moment to prevent the creature from becoming Mortally Wounded, as you must bear witness to the crucial moment of destiny to intervene on its behalf.

This Miracle allows creatures to avoid effects that would kill them if they become Mortally Wounded, such as from a Bloodreaper's *Decapitating Blow* (*Soulbound*, page 316).



MIRACLES OF TECLIS

It is said there are none more knowledgeable and learned than Teclis the Illuminator, and he grants his faithful access to the keys of knowledge and the arcane. You must have the *Blessed (Teclis)* Talent to choose these Miracles.

ARCANE FEEDBACK

Target: Zone **Range:** Medium
Duration: Sustained **Cost:** 1 Mettle

By tapping into Teclis's mastery of the arcane, you weaponise the flow of magic in an area, causing it to harm mages as they draw upon the realm's power. Choose a Zone within Medium Range. Whenever a creature in that Zone makes a Channelling Test to cast a spell, the creature suffers 1 Damage for each success, though the Damage cannot exceed your Soul. This Damage ignores Armour.

On your turn, you can spend 1 Mettle as a Free Action to sustain this Miracle.

ARCHMAGE'S GUIDANCE

Target: 1 **Range:** Short
Duration: Sustained **Cost:** 1 Mettle

Teclis actively teaches his faithful whenever possible, and as one of his disciples, you follow in his footsteps by aiding your allies in their pursuit of arcane mastery. Choose an ally within Short Range when you use this Miracle. If the target makes a Channelling Test to cast a spell before the start of your next turn, you can influence the result of the Test. After the target makes a Channelling Test to cast the spell but before the result of the Test is determined, choose a number of the dice equal to your Soul and add 1 to the result of each (to a maximum result of 6 on each).

On your turn, you can spend 1 Mettle as a Free Action to sustain this Miracle, choosing a different target if you wish.

BOLSTER MAGIC

Target: Zone **Range:** Medium
Duration: Sustained

Legend has it that Teclis's spells are so masterful no creature nor god can unbind them. Though none can match his arcane skill, you lend some of this mastery to your allies. Choose an ally within Medium Range. The Complexity to unbind any spell cast by the target increases by a number equal to your Soul.

On your turn, you can spend 1 Mettle as a Free Action to sustain this Miracle.

CONVEY THOUGHTS

Target: 1 **Range:** Long
Duration: 10 minutes

Knowledge and its conveyance are articles of faith to the chosen of the Mage God. By reflecting on this silently, you borrow a mote of divinity that allows you to connect directly to the mind of another. Choose a creature within Long Range. For 10 minutes, you can communicate telepathically with the target, transmitting words, sensory experiences, and thoughts directly to their mind, and the target can communicate back to you in the same manner. This effect persists even if the target moves beyond Long Range.

EXAMINE THE ARCANES

Target: Zone **Range:** Long
Duration: 10 minutes per success

To study magic is to honour Teclis. By uttering a short prayer to the Illuminator, you will an area to reveal all magic therein to the naked eye, allowing you to better observe its intricacies. Choose a Zone within Long Range and make a **DN 4:1 Soul (Arcana or Devotion)** Test. For 10 minutes per success, magic in the Zone becomes visible to anyone who looks upon it as though they had the *Witch-Sight* Talent.



ILLUMINATE THE PATH

Target: You **Range:** Self
Duration: 1 day

As both Illuminator and teacher, Teclis often shows his disciples the route to find the answers they seek, though he insists they walk the path themselves. Calling upon his guidance, you ask to be shown either the most direct or least difficult path toward a particular destination or goal. Your prayer is answered with the appearance of a shining ribbon of light (visible only to you) tracing whichever route best fits your request for the next day.

If you ask for the most direct route, the revealed path is as close to a straight line to your destination as possible given the means of transportation currently available to you. If you ask for the least difficult path, the answer reveals the route with the least amount of difficult terrain, natural hazards, and other such hindrances, though it does not account for the influence or threat of creatures. The GM is encouraged to be genuinely helpful with the information provided — Teclis is typically eager to help his faithful find what they seek.

KNOWLEDGE IS POWER

Target: 1 **Range:** Medium
Duration: Sustained

Teclis teaches that knowledge is power, and your devotion to those teachings makes the adage physically true. Choose a creature in Medium Range. Until the beginning of your next turn, the target may use its Mind instead of its Body for Body Tests.

On your turn, you can spend 1 Mettle as a Free Action to sustain this Miracle.



PROTECTION OF TECLIS

Target: Zone **Range:** Self
Duration: Sustained **Cost:** 1 Mettle

The dead cannot learn or pass on their knowledge, so it behoves you to preserve yourself and your allies. Spreading your arms wide, you call out for Teclis's protection to ward off death. Whenever you or one of your allies would suffer a Wound, make a **DN 6:1 Soul (Devotion)** Test. Reduce the severity of the Wound by one step for each success, to a minimum of a Minor Wound.

On your turn, you can spend 1 Mettle as a Free Action to sustain this Miracle.

STORM OF SEARING BRILLIANCE

Target: Any number of enemies in range **Range:** Long
Duration: Instant **Cost:** 2 Mettle

Your faith in Teclis, master of Hysh's light, manifests as blazing white incandescence. Blasting forth from your eyes, the torrent of radiance dazzles and burns any foes you cast your gaze upon. Make a **DN 4:1 Soul (Devotion)** Test, generating 1 Damage for each success. You must then divide that damage across any number of targets within Long Range (you cannot deal less than 1 damage to any selected target). Each target is *Blinded* until the start of your next turn.

WISDOM OF THE GATHERING

Target: Zone **Range:** Self
Duration: Sustained

Those who venerate Teclis believe that sharing one's knowledge, wisdom, and experience to solve problems is not only critical but a pious deed. This miracle forms bonds of illuminated thought between you and your allies to better discuss, analyse, and resolve puzzling quandaries and complex situations. While you Take a Breather or Rest, you may use this Miracle to facilitate an enlightened conversation with your party about a puzzle or situation relevant to the party's Goals. The GM gives the party one piece of previously unknown or unconfirmed information concerning the topic to help understand or resolve it. This can include critical clues that have been missed, or perhaps the identity of a figure that has been tracking the party, or maybe even insight into an upcoming event and how best to approach it.

SPELLS

5

Magic permeates the very fabric of the Mortal Realms. For those able to harness it, it can be a powerful tool for good, or a devastating and unpredictable weapon. This chapter presents over 60 new spells for players to choose from. There are five new spells for each Lore presented in *Soulbound*, as well as 15 spells for a brand new Lore — the Lore of the High Peaks. For more information on magic and spell casting, see *Soulbound* page 259.

Spells are presented in the following format:

- * The name of the spell.
- * **DN:** The DN for the Channelling Test to cast the spell.
- * **Target:** Who the spell affects. This is You (if it targets you), a number of targets, or a Zone.
- * **Range:** The range at which the spell can be cast. This is Self (if it affects or is centred on you), Close Range, Short Range, Medium Range, or Long Range.
- * **Duration:** How long the effect of the spell lasts. Instant means the effect occurs immediately and then ends. Rounds, Minutes, and Hours means the spell lasts for that amount of time. Most of these types of spells can be Overcast to extend the duration. You can end a spell effect as a Free Action on your turn.
- * **Test:** If a spell requires an Test, the DN and pertinent Attribute and Skill are listed here. If a choice is offered, such as Body (Might or Reflexes), the target of the spell chooses. Most spells list the difficulty as DN 4:S. 'S' is equal to 1 plus any additional successes rolled on the Channelling Test.
- * **Overcast:** Any successes leftover after subtracting those needed to cast the spell can be spent on additional effects. If a spell lists multiple Overcast effects, you can split your successes to use each.

COMMON SPELLS

AETHERIC WHISPER

DN: 5:1 **Target:** 1
Range: Special **Duration:** Instant
Overcast: +20 words per additional success

Your spell casts spoken words into a realm's magical currents to send a message. Choose either a creature you can see within Long Range or one you have met face to face that is in the same realm as you. You can speak up to 20 words aloud, and the target hears them as if you were whispering in their ear. Each additional success adds 20 words to the total allowed.

AETHERIC WEAPON

DN: 4:1 **Target:** 1 weapon
Range: Short **Duration:** 1 minute
Overcast: +1 minute per additional success, or +1 target per additional success

You impart a weapon with magical energy, enchanting it and allowing it to harm creatures protected from mundane weapons. Choose a weapon within Short Range. The weapon gains the *Magical* Trait for 1 minute. Each additional success extends the duration by 1 minute. Alternatively, you can choose another weapon per additional success.

BUOYANCY

DN: 4:1 **Target:** A Medium creature or object
Range: Medium **Duration:** Special
Overcast: +1 target per additional success

You harness magic to curtail the dangers of unchecked gravity. Choose a Medium or smaller creature or object within Medium Range that is falling. You can halt the target's downward movement and suspend it in the air for 1 round.

Alternatively, you can allow the target to continue to fall at its normal rate, but as it nears impact with the ground or another object, the target slows to a safe speed before colliding, rendering it safe from impact damage. The spell protects the target up to 1 minute in this case, ending when it lands.

You can spend a Mettle to cast this spell immediately when a target within range falls. Each additional success allows you to choose another target. Alternatively, if you choose to arrest the fall completely, you can extend the duration for 1 round per additional success.

SHACKLE

DN: 4:1 **Target:** 2 objects (Medium or smaller)
Range: Close **Duration:** 10 minutes
Test: DN 4:S Body (Might) **Overcast:** +10 minutes per additional success.

You touch two Medium or smaller objects where they meet, binding them together with magic for 10 minutes. The objects adhere as though physically joined wherever they touch. To force them apart, a creature must succeed on a DN 6:S Body (Might) Test. Each additional success extends the duration by 10 minutes.

WARD

DN: 4:1 **Target:** Zone
Range: Short **Duration:** 1 hour
Overcast: +1 hour per additional success

You impart vigilant magic into a location to protect the area from trespass. Spend 10 minutes to enact a simple ritual and choose an area within your Zone. The targeted area may be any size up to the entirety of the Zone. For 1 hour, when a creature enters or leaves (one or both at your discretion) the targeted area, a magical alarm sounds. You decide the volume and specific sound generated, though it is typically a noise suitable to your lore (wailing Shysian spirits, roaring Ghurite beasts, Azyrite peals of thunder, screeching Chamonite metal, etc.). You may select specific creatures or types of creatures (i.e. Mortals, Beasts, etc.) that will not trigger the ward. Additionally, you can set a watchword creatures may speak to avoid triggering the alarm when breaching the area's boundaries.

Each additional success adds 1 hour to the duration.

AMBER SPELLS



PREDATORY HUNGER

DN: 6:1 **Target:** 1
Range: Medium **Duration:** 1 round
Overcast: +1 round per additional success

Your spell invokes the Amber magic straddling both life and death at the end of the hunt. As prey succumb to predators, predators feed to survive another day. Choose an ally within Medium Range. Until the start of your next turn, the first time the ally kills a living creature, the ally regains Toughness equal to the victim's maximum Toughness. Each additional success extends the duration by 1 round.

PREY'S VIGILANCE

DN: 5:3 **Target:** 1
Range: Medium **Duration:** 1 minute
Overcast: +1 target per additional success, or +1 minute per additional success

Though Ghur is usually associated with fierce predators, this manifestation calls upon the survival instincts of wily prey. Choose an ally within Medium Range. Until the start of your next turn, the target cannot be surprised, its Defence increases by one step, its Natural Awareness increases by 1, and it gains +1d6 on Awareness and Reflexes Tests. You may choose another target per additional success. Alternatively, each additional success extends the duration by 1 minute.

SLIP THE SNARE

DN: 5:2 **Target:** 1
Range: Long **Duration:** 1 round
Overcast: +1 round per additional success, or +1 target per additional success

You invoke the wild freedom of Amber magic to subvert trammels and fetters. Choose an ally within Long Range. The target loses the *Restrained* Condition, and until the start of your next turn, it cannot be *Restrained* in any way. Each additional success extends the duration by 1 round. Alternatively, you can choose another target per additional success.

STALKER'S CUNNING

DN: 5:2 **Target:** 1
Range: Long **Duration:** 1 minute
Overcast: +1 minute per additional success, or +1 target per additional success

Your magic manifests the graceful, quiet, predatory aspect of Ghur. Choose an ally within Long Range. For 1 minute, the target gains +1d6 on Stealth Tests. Additionally, the target's Melee and Accuracy increase one step when Attacking a creature unaware of its presence. Each additional success extends the duration by 1 minute. Alternatively, you may choose another target per additional success.



WARCRY

DN: 6:2 **Target:** Zone
Range: Self **Duration:** 1 round
Overcast: +1 round per additional success

You infuse a mighty breath with the savage magic of Ghur, then issue forth a fierce roar to stagger nearby foes. Enemies in your Zone are Stunned until the start of your next turn. Each additional success extends the duration by 1 round.

AMETHYST SPELLS



DIRGE

DN: 5:4 **Target:** Zone
Range: Self **Duration:** 1 round
Overcast: +1 round per additional success, or -1d6 per additional success

Humming an ominous cadence, you beset your foes with the magic of Shyish to remind them death is inevitable, washing them in nihilistic despair. Enemies in your Zone that can hear you reduce their dice pools for all Tests by 1, and their Defence decreases one step. Each additional success extends the duration by 1 round. Alternatively, you can increase the dice pool penalty by 1d6 per additional success.

FORESTALL DEATH

DN: 6:1 **Target:** 1
Range: Medium **Duration:** 1 round
Overcast: +1 round per additional success.

All that lives must die, and though you cannot prevent that inevitable doom forever, your mastery over the magic of endings allows you to postpone it for a few precious moments. Choose a creature within Medium Range. Until the beginning of your next turn, the target cannot be Mortally Wounded or killed. Each additional success extends the duration by 1 round. If the target would become Mortally Wounded, their Wound Track fills up as normal, but they do not become Mortally Wounded. If the target is already Mortally Wounded when the spell is cast, they are no longer Mortally Wounded and lose the *Stunned* Condition.

This spell strains the soul as it staves off death, however. When the spell ends, the target immediately suffers a Minor Wound that cannot be prevented by any means. Additionally, the target cannot benefit from this spell again until it completes a Rest.

HAUNT

DN: 4:5

Target: Zone

Range: Long

Duration: 1 day

Overcast: +1 Complexity per additional success, or +1 day per additional success

You conduct a ritual wherein you draw restless spirits to a site and send them to harass the living. Choose a Zone within Long Range and spend 1 minute casting this spell. For the next day, the Zone is haunted by angry ethereal spirits. They are loud and mournful, and their disquiet infests the area with unease and distress, making it impossible for living creatures to Rest while within the Zone. Additionally, the Complexity of Tests made by creatures within the Zone increases by 1. Each additional success increases the Complexity by +1. Alternatively, you can extend the duration by 1 day per additional success.

GRAVE-SAND HOURGLASS

DN: 6:2

Target: 1

Range: Long

Duration: 1 round

Overcast: +1 round per additional success

You conjure a spectral hourglass in your hand, each falling grain accelerating the inexorable pull of entropy on your enemy. Choose a living creature you can see within Medium Range. At the beginning of the target's next turn, roll 1d6. On a 1–2, the target loses 1 Body. On a 3–4, it loses 1 Mind. On a 5–6, it loses 1 Soul. The target continues to lose 1 point from that Attribute at the beginning of each of its turns for the duration of the spell. Once the Attribute reaches 0, select another Attribute at random. The target now loses 1 point from the new Attribute at the beginning of each of its turns. When that Attribute reaches 0, the target instead loses 1 point from its last Attribute at the beginning of each of its turns.

When the target has 0 in one Attribute, it is *Stunned*. When it reaches 0 in two Attributes, it is *Unconscious*. If it reaches 0 in all three Attributes, it dies. Each additional success extends the duration by 1 round.

SPECTRAL GRASP

DN: 5:2

Target: Zone

Range: Self

Duration: 1 round

Test: DN 4:S Body (Reflexes), DN 4:S Body (Might)

Overcast: +1 round per additional success

Raising a clutching hand before you, you call forth a field of grasping spectral hands to reach from the ground and harry your foes. Your Zone becomes *Difficult Terrain* for your enemies as the hands reach to pull them downward.

An enemy entering the Zone for the first time or starting its turn there must succeed on a DN 4:S Body (Reflexes) Test or be *Restrained*. An affected creature can use an Action to make a DN 4:S Body (Might) Test to end the *Restrained* Condition. Each additional success extends the duration by 1 round.

BRIGHT SPELLS

CINDERCLOUD

DN: 5:3

Target: Zone

Range: Medium

Duration: 1 round

Overcast: +1 round per additional success

You draw a deep breath and exhale it as a sooty stream until it coalesces into a billowing cloud of dark smoke. Choose a Zone within Medium Range. Until the start of your next turn, the Zone is *Heavily Obscured*. The smoke spreads around corners and other obstacles, filling the entire Zone. Each additional success extends the duration by 1 round.

HEART'S FIRE

DN: 6:1

Target: 1

Range: Medium

Duration: 1 round

Overcast: Overcast: +1 additional bonus die (and +1 Damage) per additional success, or +1 round per additional success.

You channel the essence of Aqshy to feed the fire within friend or foe, inflaming their passions so intensely that it ultimately burns them from within. Choose a Mortal within Medium Range. The surge of fiery zeal grants it +1d6 to dice pools until the start of your next turn. When the duration ends, the target suffers 1 Damage for each bonus die it received from this spell. This Damage ignores Armour.

Each additional success increases the bonus dice (and subsequent Damage) by 1. Alternatively, you can extend the duration by 1 round per additional success.

PYROCLASM

DN: 6:3

Target: Zone

Range: Medium

Duration: 1 round

Overcast: +1 round per additional success, or +1 Zone per two additional successes

You smite the air with your flame-wreathed will and force it to explode in a massive conflagration. Choose a Zone within Medium Range. That Zone becomes a *Deadly Hazard* until the beginning of your next turn. Each additional success extends the duration by 1 round.



Alternatively, you can choose to target another Zone within range per two additional successes. Each Zone must be adjacent to at least one other targeted Zone.

SEARING TOUCH

DN: 6:1

Target: 1

Range: Close

Duration: Instant

Overcast: +1 Condition per additional success, or +1 Damage per additional success.

Your hands glow white-hot, the startling heat of your touch restoring focus to a faltering ally or blistering an enemy's flesh. Choose a creature within Close Range. If the target is an ally, remove either the *Charmed*, *Frightened*, or *Stunned* Condition from it (your choice). If the target is an enemy, it suffers 1 Damage. Each additional success removes another Condition from an ally or deals +1 Damage to an enemy.

SMOULDERING GIFT

DN: 5:2

Target: 1

Range: Special

Duration: 1 hour

Overcast: +1 Damage per additional success, or +1 hour per additional success

You will a mote of Bright magic to coalesce physically, focusing the intensity of Aqshy into your clenched fist. By concentrating for one minute, you conjure a lump of coal into your hand. It exists for 1 hour, after which it disintegrates into a pile of smoking soot. The coal can be thrown, placed, or given away, but you sense its presence if it is within Long Range. While you can detect the coal, you can use an Action to release the Bright magic trapped within. You can choose to make the coal burn with a small, illuminating flame (effectively a torch) for the remainder of its duration, or you can destroy it instantly in a single, violent explosion. The explosion inflicts 1 Damage to all creatures within Close Range. This Damage ignores a creature's Armour if it carries the coal (knowingly or not) on its person.

Each additional success increases the explosion's Damage by 1. Alternatively, you can extend the duration by 1 hour per additional success.

CELESTIAL SPELLS

CELESTIAL WINDS

DN: 4:2

Target: You

Range: 10 miles

Duration: 1 day

Overcast: +10 miles per additional success, or +1 day per additional success



Studying the skies for at least a minute, you combine the prophetic aspect of Azyr with its dominion over the heavens, observing and altering weather patterns before they form. You can predict the weather in a 10-mile radius up to one day in advance and make subtle alterations to it until the forecasted period ends.

You cannot conjure weather spontaneously, but you can manipulate the direction and speed of the wind. This allows you to push clouds and rain into or out of the area to clear or darken the sky, grant favourable winds to ships, ensure fair weather for travel, or force an advancing army to march in pouring rain.

Each additional success increases the range by 10 miles. Alternatively, your forecast extends another day into the future per additional success.

GLIMPSE

DN: 6:1

Target: You

Range: Self

Duration: Until Rest

Overcast: +1 Glimpse Die per additional success

You manipulate the power of Azyr to study the twisted skeins of fate, glimpsing moments from your near future. Your recollection of the images fades as quickly as they arrived, but you recognise the situations once they occur, and that recognition gives you an edge. You can only cast this spell as part of a Rest. For each success, add 1d6 to a special pool of Glimpse Dice. You may spend 1 Glimpse Die and add it to the dice pool for any Test you make. You cannot use more than 1 Glimpse Die on a single Test, and you lose any unused Glimpse Dice when you take a Rest.

STORMCALLER

DN: 4:4

Target: Zone

Range: Long

Duration: 10 minutes

Overcast: 1 additional Zone per success, or +10 minutes per additional success

You spend at least 1 minute conducting an intricate ritual tapping into the Celestial Lore's aspect of storms. You summon a storm high in the heavens to rain down in one Zone within Long Range for 10 minutes. You can choose for it to be a gentle rainstorm fit for watering parched land or a violent storm that scours the land with lightning, gale-force winds, and pounding hail. If you call a destructive storm, creatures in the Zone not safely within proper shelter treat the Zone as *Difficult Terrain* and a *Minor Hazard*. When a creature starts its turn in the Zone, it must roll 1d6. On a 1, the creature is struck by lightning and suffers 3 Damage.



Each additional success allows you to target another Zone within range, but the Zone must be adjacent to at least one other targeted Zone. Alternatively, you can extend the duration by 10 minutes per additional success.

SPIRIT STORM

DN: 5:5

Target: Zone

Range: Long

Duration: 1 round

Overcast: +1 round per additional success

You conjure a raging storm, filling an area with gusting winds and azure lightning. Choose a Zone within Long Range. The Zone becomes *Difficult Terrain* until the start of your next turn. Every time a creature in the Zone moves or takes an Action, they are struck by a bolt from the heavens and suffer 3 Damage. Each additional success extends the duration by 1 round.

THUNDERSTRIKE

DN: 6:6

Target: Zone

Range: Long

Duration: 1 round

Overcast: +1 round per additional success

Reaching skyward, you snatch a bolt of lightning from the heavens and pull it screaming toward the ground where it explodes with blinding, disorienting light and sound. Choose a Zone within Long Range. All creatures within the Zone are *Blinded*, *Deafened*, and *Stunned* until the start of your next turn. Each additional success extends the duration by 1 round.

GOLD SPELLS

BREACH THE UNKNOWN

DN: 5:1

Target: Special

Range: Close

Duration: 1 hour

Overcast: +1 Focus per additional success, or +1 property

Gold magic courses through an object, granting you an intimate understanding of its composition and properties. You don't learn why it exists or where it came from, but you learn what it is and how it might be used. Touch an object or substance within Close Range. You learn what the object is made of and any common uses for it. Alternatively, each additional success can inform you of one obscure property of the target, such as a magical ability of an enchanted weapon, an effect of an unknown elixir, or a curse laid upon a relic.



For the next hour, if you make a Crafting Test or Help an ally with a Crafting Test involving the object, the Complexity of the Test is reduced by 1. Each additional success on the Channelling Test to cast this spell reduces the Complexity of the Crafting Test by 1, to a minimum of 1.

CAUSTIC SLAG

DN: 6:6

Target: Zone

Range: Medium

Duration: 1 round

Overcast: +1 round per additional success

You channel the shifting nature of Chamon into the ground, transforming it into a molten pool of caustic slag. Choose a Zone within Medium Range. Until the start of your next turn, the ground in the Zone becomes *Difficult Terrain* and a *Deadly Hazard*. Each additional success extends the duration by 1 round.

After taking Damage from the hazard, a creature's Armour is permanently reduced by 1 due to the sludge's corrosive nature, and must be repaired.

ENCODE METAL

DN: 4:1

Target: A Medium or smaller metal object

Range: Close

Duration: Permanent

Overcast: +1 minute of sound per additional success

You imbue a metal object with a brief incantation, allowing it to absorb nearby sounds. Choose a Medium or smaller metal object within Close Range. For the next minute, everything audible around the object is permanently imprinted into the metal with perfect fidelity. Each additional success extends the duration by 1 minute. When you cast this spell, choose a secret word. When a creature touches the object and speaks the word, the object replays the full recording at its original volume.

IRON MAIDEN

DN: 6:2

Target: 1

Range: Long

Duration: 1 round

Overcast: +1 round per additional success

Clenching your fist, you transmute the armour, clothes, sweat, air, and other substances in contact with a creature's skin, wrapping it in a dense tangle of wicked metal barbs that offers some protection, yet tears at flesh when handled without care. Choose a creature you can see within Long Range. The target gains +1 Armour, but whenever it Attacks or Moves at greater than Slow Speed, it suffers Damage equal to its Armour. This Damage ignores Armour. Each additional success extends the duration by 1 round.

RAZORSPIHERE

DN: 5:1

Range: Self

Target: You

Duration: 1 round

Overcast: +1 Damage per additional success, or +1 round per additional success

With a flash of Gold magic, you transmute nearby materials (even the surrounding air or your own blood if nothing else is available) into a tiny, metal sphere made of razor-sharp, concentric rings that spin and rotate around each other. The ball floats with a quiet whir, orbiting you in slow circles punctuated by flurries of lethal motion when you are threatened. The orb hovers near you and remains until the beginning of your next turn. When an enemy moves within Close Range of you or starts its turn there, it suffers 1 Damage. This Damage ignores Armour, as the razorsphere darts around any protection, slashing at vulnerable spots with impossible speed. Each additional success increases the Damage by 1. Alternatively, you can increase the duration by 1 round per additional success.

GREY SPELLS

BLIND SPOT

DN: 5:3

Range: Long

Target: 1

Duration: 1 minute

Overcast: +1 minute per additional success

Ulgū's magic clouds a mind, rendering it selectively oblivious. Choose a creature within Long Range. For 1 minute, the target cannot perceive you and allies within your Zone. The target simply looks past you, does not register your footsteps or voice, and acts as though you are not there; to its mind, you and your allies do not exist. If you or an obfuscated ally physically interact with the target or if the target takes Damage, the spell ends immediately, and the target then perceives you normally. Each additional success increases the duration by 1 minute.

INFILTRATE DREAMS

DN: 5:2

Range: Special

Target: 1

Duration: 10 minutes

Overcast: +10 minutes per additional success

You spin shadowy threads of whispered magic to seek out a sleeping creature, intruding upon its slumber and tampering with its dreams. Choose either a sleeping creature you can see within Long Range or a creature you have met face to face that is currently asleep in the same

realm as you. You become Unconscious for 10 minutes while your consciousness enters the target's mind, witnessing whatever dream the creature experiences as the GM describes it to you. Each additional success increases the duration by 10 minutes.

Though you can observe the dream undetected for the duration of the spell, you may also attempt to meddle with the dream. Make a **DN 4:X Mind (Guile)** Test where X equals the target's Mind. If you fail, the spell ends immediately, and you are ejected from the target's mind, awakening in your body. If you succeed, you can change a number of the dream's aspects equal to your Mind. You can alter aspects such as who appears in it, the presence or placement of objects, the overall setting, what is said, and any other details as you see fit. Should violence occur during the dream, it is still but a dream, so the target remains unhurt physically, though the experience may be stressful and have lingering effects at the GM's discretion. When the target awakens, it remembers the dream in startling detail, and the GM is encouraged to consider how the dream affects the creature in its waking hours. It may have new ideas, or it may change an otherwise decided-upon course of action. Sufficiently disturbing dreams may even prevent the target from gaining the benefits of a Rest. Wiley mages sometimes use this spell to communicate with allies over great distances, though they must be cautious, as such conversations may be surreal and oddly remembered.

MINDRAZOR

DN: 6:1

Target: *Piercing* or *Slashing* weapons within range

Range: Short

Duration: 1 round

Overcast: +1 round per additional success

A subtle, powerful enchantment momentarily deceives reality itself, subverting the fact that armour would normally hinder the points and edges of your allies' weapons. Choose any number of *Piercing* or *Slashing* weapons within Short Range. Targeted weapons ignore Armour for the duration. Additionally, when these weapons Damage a *Frightened* creature, they inflict +1 Damage as the victim's terror lends credence to the deception. Each additional success extends the duration by 1 round.

NO ESCAPE

DN: 6:3

Target: 1

Range: Medium

Duration: 1 round

Test: DN 4:S Mind (Intuition)

Overcast: +1 round per additional success, or +1 Damage per additional success.

With narrowed eyes or a confident sneer, your magic implants a waking nightmare into your enemy's mind, convincing them their own shadow violently accosts them. Choose a creature you can see within Medium Range. The target suffers 1 Damage and is *Restrained* until the start of your next turn. The target can use an Action on its turn to make a DN 4:S Mind (Intuition) Test to overcome the hallucination and end the spell.

Each additional success extends the duration of the *Restrained* Condition by 1 round. Alternatively, you can choose to increase the Damage by 1 per additional success.

THE WITHERING

DN: 5:5

Target: 1

Range: Medium

Duration: 1 round

Overcast: +1 target per additional success, or +1 round per additional success

You need only a sceptical look and a bit of sorcery to wrack someone with self-loathing and hopeless doubt. Choose a creature you can see within Medium Range. Until the start of your next turn, the target's Melee, Accuracy, and Defence decrease one step, and its dice pool is reduced by 1 for all Tests. Each additional success extends the duration by 1 round. Alternatively, you may choose another target per additional success.

JADE SPELLS



GEYSER

DN: 5:2

Target: 1

Range: Medium

Duration: 1 minute

Test: DN 4:S Body (Reflexes)

Overcast: +1 Damage per additional success

Stabbing your finger downward, you magically pierce the ground and conjure an erupting jet of water. Choose a creature within Medium Range. The target must make a DN 4:S Body (Reflexes) Test or be knocked *Prone* and suffer 1 Damage as they are blasted by the geyser. Each additional success increases the Damage by 1.

Regardless of whether the target passes or fails, the Zone they are in immediately begins to fill with several feet of fresh water, becoming *Difficult Terrain*. The water from the geyser stops after 1 minute, or until you use a Free Action to stop it, after which the Zone is no longer *Difficult Terrain*.

PURIFY

DN: 5:2

Target: Special

Range: Close

Duration: Instant

Overcast: +20 gallons of water, +100 pounds of food, or +1 Damage per additional success

You channel the nurturing aspects of Ghyran to drive impurity from once-wholesome vessels. Touch a target within Close Range. If the target is food or water, you purify it of contaminants, diseases, and poisons. You can Purify up to 20 gallons of water or 100 pounds of food per success. If the target is a living creature, you cure it of diseases and poisons. If the creature is undead or corrupted by Chaos, it suffers 1 Damage per success as your touch scalds its impure flesh. This Damage ignores Armour.

THRONE OF VINES

DN: 6:1

Target: You

Range: Self

Duration: 1 minute

Overcast: +1d6 per additional success.

You call forth a seething tangle of emerald vines that encase your body in pulsing energy, then stab into the ground below to hold you aloft while rooting you in place. The vines drink deeply of the arcane energy permeating the realms, infusing you with power. For the next minute, you are *Restrained* by the vines, but they also grant you +1 Armour. While bound and empowered in this way, you add +1d6 to your Channelling Tests, and you can use Free Actions (without spending Mettle) to attempt to unbind spells.

Each additional success increases the bonus by 1d6. Tapping into the magic of the realms so directly is a strenuous experience, however, as Ghyran demands balance and exacts a price for such power. You suffer a Minor Wound when the spell ends.



WANING SEASON

DN: 6:2 **Target:** Zone
Range: Self **Duration:** 1 round
Overcast: +1 round per additional success.

Ghyran is the magic of changing seasons. By invoking the transition from harvest's comforting plenty into winter's brutal scarcity, you adorn yourself in a chill mantle to scathe your foes with frost and deprivation. When you cast this spell, enemies within Short Range suffer 1 Damage as a wave of soul-sapping cold washes over them. This Damage ignores Armour. Additionally, until the beginning of your next turn, the lingering cold radiating from you prevents enemies within your Zone from regaining Toughness by any means.

Each additional success increases the Damage by 1. Alternatively, you can choose to increase the duration by 1 round per additional success.

WHEAT FROM CHAFF

DN: 5:2 **Target:** Zone
Range: Self **Duration:** Instant
Overcast: +1 Damage per additional success

With a scything gesture, you harness the energy of Ghyran to harvest and thresh your surroundings, literally and figuratively. All plants you choose in your Zone are cut down as if harvested, and the useful components are laid bare and stripped clean of any waste or by-products (which dissolve into the ground).

Alternatively, you can turn this magic upon your foes to forcibly expel them from your presence. Enemies in your Zone suffer 1 Damage, become *Prone*, and are pushed away from you into a random adjacent Zone. Each additional success increases the Damage by 1.

LIGHT SPELLS

BRILLIANT LANCE

DN: 5:3 **Target:** 1
Range: Long **Duration:** Instant
Test: DN 4:S Body (Fortitude) Test
Overcast: +1 Damage per additional success, or +1 round per additional success

You raise an open palm at your enemy and unleash a shaft of intensely bright light. Choose a target you can see within Long Range. The target suffers 1 Damage. Additionally, the target must make a DN 4:S Body



(Fortitude) Test or be *Blinded* until the beginning of your next turn. Each additional success increases the Damage by 1. Alternatively, you can extend the *Blinded* duration by 1 round per additional success.

DARKNESS OF THE SOUL

DN: 5:2 **Target:** 1
Range: Medium **Duration:** 1 round
Overcast: +1 round per additional success

You shine a light on the darkest parts of a creature's soul, forcing it to confront the futility of its own existence. Choose a creature within Medium Range. The target is overcome with negative emotions until the start of your next turn. Each additional success extends the duration by 1 round.

At the start of its turn, the target must make a DN 4:S Soul (Determination) Test or be *Incapacitated* until the start of its next turn. The target must make this Test at the start of its turn for the duration of the spell, regardless of whether it passed or failed previous Tests.

EFFULGENT GAZE

DN: 5:3 **Target:** You
Range: Self **Duration:** 1 minute
Overcast: +1 minute per additional success

You focus the light of Hysh to invoke the gift of unclouded sight, piercing illusions and darkness. For the next minute, you cannot be *Blinded*, and your eyes cast bright beams of light out to Long Range. Darkness and illusions are suppressed by the light, so they disappear while you look at them, but they rematerialise once you look away. Objects lit by your gaze appear as if bathed in the light of day. Each additional success extends the duration by 1 minute.

LAMBENT LIGHT

DN: 5:3 **Target:** Zone
Range: Medium **Duration:** 1 round
Overcast: +1 round per additional success

You point your finger, illuminating an area with ghostly light. The light clings to your enemies, marking them plainly no matter where they hide, and exposes their vulnerabilities. Choose a Zone within Medium Range. Enemies in the Zone glow visibly until the start of your next turn, even if they leave the Zone. Each additional success extends the duration by 1 round. While affected by the spell, a target's Defence decreases one step, and they have Greater Disadvantage on Opposed Tests to avoid being seen.

SPEED OF HYSH

DN: 5:2

Target: 1

Range: Medium

Duration: 1 round

Overcast: +1 round per additional success, or +1 target per additional success

With outstretched arms, you harness the power of Hysh to quicken your allies' movements. Choose a creature within Medium Range. Until the beginning of your next turn, the target's Speed and Defence increase one step. Additionally, the target has Advantage on Opposed Body (Reflexes) Tests

THE DEEPS SPELLS



A CHILL MIST RISES

DN: 5:4

Target: Zone

Range: Long

Duration: 1 minute

Overcast: +1 minute per additional success

With subtle gestures, you coax a mist of Ethersea to quietly rise around your prey, dulling their senses and rendering them oblivious to the predator's jaws closing around them. Choose a Zone within Long Range. Each enemy within the Zone has Disadvantage to Opposed Awareness Tests and their Natural Awareness is halved for 1 minute. Additionally, a creature's Defense becomes Poor until it suffers Damage, which shakes it from its malaise. Each additional success extends the duration by 1 round.

BLOOD IN THE WATER

DN: 4:5*

Target: Intelligent creatures in range

Range: 1 mile Duration: 1 hour or instant (see below)

Overcast: +1 mile per additional success

Conducting a brutal ritual over the course of at least a minute, you drown an intelligent creature in a body of water. Once you feed the soul to the Ethersea, you unerringly know the location of all other sentient creatures within a mile on or in the same body of water for the next hour. The Complexity is reduced by 1 (minimum 1) for each additional soul you consign to the Ethersea.

Alternatively, you can spill an intelligent creature's still-warm blood into the water without necessarily killing it. If you do so, you gain the same awareness, but only as a snapshot at that moment; the awareness does not persist, and the spell has a duration of Instant. In either case, the detection range increases by 1 mile per additional success.

GAZE INTO THE ABYSS

DN: 6:2

Target: 1

Range: Short

Duration: 1 round

Overcast: +1 round per additional success

You fix a creature with your gaze and warp its mind with hypnotic currents of the Ethersea as they swirl behind your eyes. Some creatures are enthralled by the alien mysteries of the endless depths, but others are terrified of the inconceivable menace underlying the lightless abyss. Choose a creature that can see you within Short Range. The target becomes *Charmed* by you until the beginning of your next turn. Alternatively, you can choose to make the creature *Frightened* of you instead. In either case, the target's Speed and Defence are reduced one step as they become mired in the Ethersea's sinister influence. Each additional success extends the duration by 1 round.

TIDAL SURGE

DN: 6:1

Target: 1

Range: Medium

Duration: Instant

Test: DN 4:S Body (Might)

Overcast: +1 Damage per additional success

You invoke the Ethersea's magic to transform into a rushing wave that smites your foes. Choose a target within Medium Range. You become a wall of water that surges forward and smashes the target, dealing 1 Damage and forcing it to make a DN 4:S Body (Might) Test to avoid becoming *Prone*. Your physical body reforms next to the target at the beginning of your next turn, but until then you are made of shapeless water, do not count as a creature, and can't be targeted by spells or other effects. The Damage increases by 1 per additional success.

WATCHER IN THE DARK

DN: 4:3

Target: Special

Range: 1 mile

Duration: Special

Overcast: +1 mile per additional success.

Completely submerging yourself in water, you open your awareness to the Ethersea's magic. You can detect all bodies of water at least the size of your own within one mile. As long as your physical body remains submerged, you can break the surface of any detected water in range with a liquid facsimile of your head and neck. This facsimile can survey its surroundings with your normal senses (rotating any direction), and you can speak through it in your normal voice. The range extends 1 mile per additional success.

HIGH PEAKS SPELLS

ASSAULT OF STONE

DN: 6:3 **Target:** Zone
Range: Medium **Duration:** 1 round
Test: DN 4:S Body (Might or Reflexes)
Overcast: +1 round per additional success, or +1 Damage per additional success

Thrusting your palm downward, you summon a crashing rockslide from the High Peaks of Hysh. Choose a Zone within Medium Range. Creatures in the Zone suffer 1 Damage and must succeed on a DN 4:S Body (Might or Reflexes) Test or become *Restrained* and *Prone* until the start of your next turn. An affected creature or an ally within Close Range can use an Action to make a DN 6:1 Body (Might) Test, ending the Conditions.

Each additional success extends the duration of the Conditions by 1 round, after which the rocks crumble to dust. Alternatively, you can choose to increase the Damage by 1 per additional success.

ENTOMB

DN: 5:3 **Target:** 1
Range: Medium **Duration:** 1 round
Overcast: +1 round per additional success, or +1 Damage to break per two additional successes

You hold out a clenched fist, manipulating the ground to spring forth and envelop a creature in stone. Choose a Large or smaller creature within Medium Range who is touching the ground. The ground below surges up, covering the target in a stationary shell of opaque stone. The shell remains until the start of your next turn.

A creature in the shell is *Restrained*. Spells or attacks that target the creature instead hit the shell. If the shell takes 5 or more Damage from any one source, it crumbles to dust. A creature, including one trapped inside, can use the Attack Action or a damaging spell to attempt to smash the shell.

Each additional success extends the duration by 1 round. Alternatively, you can increase the Damage required to break the stone by 1 per two additional successes.

FREEZING HEIGHTS

DN: 5:4 **Target:** Zone
Range: Self **Duration:** 1 round
Test: DN 4:S Body (Fortitude)
Overcast: +1 Damage per additional success, or +1 round per additional success

You give your foes a taste of the biting chill and thin air found at the highest peaks. Enemies in your Zone suffer 1 Damage and must succeed on a DN 4:S Body (Fortitude) Test or be *Stunned* until the start of your next turn. This Damage ignores Armour. Each additional success increases the Damage by 1. Alternatively, you can extend the duration of the *Stunned* Condition by 1 round per additional success.

GRAVITIC REDIRECTION

DN: 4:4 **Target:** Special
Range: Medium **Duration:** 1 round
Test: DN 5:S Body (Might)
Overcast: +1 round per additional success, or +1 Damage per additional success

You redirect gravity, reducing its pull upon you while crushing a foe under its own weight. Choose a creature you can see within Medium Range. The target suffers 1 Damage and must succeed on a DN 4:S Body (Might) Test or be *Restrained* until the start of your next turn. While the target is *Restrained*, you gain a Fly (Normal) Speed. Each additional success extends the duration by 1 round. Alternatively, you can increase the Damage by 1 per additional success.

LIVING FISSURE

DN: 5:3 **Target:** Special
Range: Short **Duration:** Permanent
Test: DN 4:S Body (Reflexes)
Overcast: +10 feet deep, or +5 feet wide

Your stomp splits the ground, opening a yawning chasm. Choose a point on the ground within your Zone. The ground warps, heaves, and splits as a fissure opens between you and the point. Creatures (excluding you) within your Zone must succeed on a DN 4:S Body (Reflexes) Test or fall into the fissure, which counts as a new Zone. The new Zone is 10 feet wide and 10 feet deep. Each additional success increases the depth of the fissure by 10 feet or its width by 5 feet. Those who fall take 1 Damage per 10 feet fallen and land *Prone*.

Rather than creating a fissure within your Zone, you can instead create it along the border of your Zone and an adjacent Zone. In this case, creatures do not fall in, but you separate your Zone and the adjacent one with the newly-formed fissure Zone.

MEMORIAL STONE

DN: 4:1 **Target:** A Medium or smaller stone object
Range: Close **Duration:** Permanent
Overcast: +1 sensory experience per additional success, or +10 seconds per additional success

Legends say that stone never forgets, and your magic lends truth to that. You touch a Medium or smaller stone object and impart it with a memory. The memory can be up to 10 seconds of any one sensory experience and an accompanying emotion. This could be the heartbreaking last words of a comrade, the welcoming smell or taste of fresh bread, the comforting sight of a loved one's face, the bittersweet pain of childbirth, or any other combination of a sense and feeling you experienced. Anyone who touches the object thereafter experiences the memory. Each additional success allows you to capture an additional sense from the memory. Alternatively, you can extend the recorded memory by 10 seconds per each additional success.

This spell is typically used to commemorate the dead or comfort those travelling far. Stormcast Eternals often have particular interest in this spell, as it can help them recover their tenuous memories after the harrowing Reforging process. It can also be used to leave messages for others, though one must be careful, as they cannot control who might touch the stone once abandoning it.

SHADOW OF THE CITADEL

DN: 5:3 **Target:** Zone
Range: Self **Duration:** 1 round
Overcast: +1 round per additional success

Like a mighty citadel carved from the highest peak, you stand still and resolute, casting a long shadow that menaces your enemies and emboldens your allies wherever it falls upon them. Until the beginning of your next turn, enemies within your Zone are *Frightened* of you and treat your Zone as *Lightly Obscured*, while allies in your Zone are inspired by your magical stature and increase their Defence, Melee, and Accuracy by one step each. Each additional success extends the duration by 1 round. This spell ends immediately if you leave the Zone in which you cast it.

SKY WARDENS

DN: 5:3 **Target:** Zone
Range: Long **Duration:** 1 round
Overcast: +1 Damage per additional success, or +1 round per additional success

With a screeching cry, you summon razor-taloned avian spirits from the High Peaks to protect an area from aerial threats. Choose a Zone within Long Range. When a flying enemy enters the Zone or starts its turn there, it suffers 1 Damage. If the enemy is Large or smaller, it is also knocked *Prone* as the spirits of predatory birds drag it to the ground, suffering an additional 1 Damage per 10 feet fallen.

Each additional success increases the Damage dealt by the spirits by 1. Alternatively, you can choose to extend the duration by 1 round for each additional success. On your turn, you may use an Action to move this spell to a different Zone within Long Range.

STONEMASON'S WILL

DN: 4:1 **Target:** You
Range: Self **Duration:** 1 minute
Overcast: +1 minute per additional success

The magic of the High Peaks grants your hands the power to bend stone to your will. For the next minute, stone yields to your touch like pliable clay, allowing you to move and shape it with ease. The effect occurs only at your discretion, not through incidental contact. You can form rock into any shape you wish as long as you are capable of physically sculpting it. When you stop touching an area of stone, it immediately regains its normal solidity. Each additional success extends the duration by 1 minute.

STRIKE OF EAGLES

DN: 5:2 **Target:** 1
Range: Long **Duration:** Instant
Test: DN 4:S Body (Reflexes)
Overcast: +1 Damage per additional success

Death descends on swift wings as you summon avian spirits from Hysh to dive shrieking at an opponent, assailing them with wicked talons. Choose a target you can see within Long Range. The target suffers 1 Damage, and if it is Medium or smaller it must succeed on a DN 4:S Body (Reflexes) Test or be thrown into an adjacent Zone, where it lands *Prone*. Each additional success increases the Damage by 1.

UNYIELDING CALM

DN: 4:4 **Target:** Zone
Range: Self **Duration:** 1 round
Overcast: +1 round per additional success

Your presence exudes the unyielding calm of hearts and minds touched by the nature of stone. Until the start of your next turn, allies within your Zone cannot be *Charmed* or *Frightened*. Allies in range who are already *Charmed* or *Frightened* lose those Conditions when the spell is cast. Each additional success extends the duration by 1 round.

VERTIGO

DN: 5:5 **Target:** Zone
Range: Medium **Duration:** 1 round
Overcast: +1 round per additional success, or –1 die per additional success

You curse your foes with dizzying vertigo as though they were dangling precariously over the ledges of the High Peaks. Choose a Zone within Medium Range. Until the start of your next turn, enemies within the Zone lose –1d6 on Body and Mind Tests, and their Defence decreases by 1 step. Each additional success extends the duration by 1 round. Alternatively, you can choose to increase the penalty by –1d6 per additional success.

VIEW FROM THE SUMMIT

DN: 4:1 **Target:** You
Range: Self **Duration:** 1 minute
Overcast: +1 minute per additional success

You open your eyes to see the realms from the zenith of the High Peaks. For the next minute, you can magically survey the area as though you were standing upon a mountaintop directly above your position, giving you a bird's-eye view of the area. You see with your normal vision, but your perspective allows you to see up to five miles and over obstacles that would normally block your line of sight at ground level. Each additional success increases the duration by 1 minute.

VOICE OF THE MOUNTAINS

DN: 5:1 **Target:** You
Range: 1 mile **Duration:** 1 minute
Test: DN 6:1 Mind (Awareness)
Overcast: +1 minute per additional success, or +1 mile per additional success

You attune to the voice of the mountains, enabling you to hear the sounds of distant creatures as if they were carried on the wind through the clear air of the High Peaks. For the next minute, you clearly hear any sounds made by creatures within 1 mile as though they were making them right next to you. You must succeed on a **DN 6:1 Mind (Awareness)** Test to parse and approximate the origins of the sounds. At the GM's discretion, this may make it easier to track or otherwise locate creatures in the area. Additionally, you can call out into the wind and send your voice echoing throughout the spell's range for all to hear. Each additional success increases the duration by 1 minute. Alternatively, you can extend the range by 1 mile per additional success.

WEIGHT OF THE MOUNTAIN

DN: 5:2 **Target:** A Medium or smaller object
Range: Short **Duration:** 1 round
Test: DN 6:S Body (Might)
Overcast: +1 round per additional success

Your magic makes an object as immovable as a mountain. Choose a Medium or smaller object within Short Range. The object locks in place, becoming immediately motionless and immovable until the start of your next turn. A creature cannot move the item unless it uses an Action to make a DN 6:S Body (Might) Test. If it succeeds, the object breaks free of your magic's hold, rendering it mobile again and ending the spell. Each additional success extends the duration by 1 round.



EQUIPMENT

6

Being well prepared and well armed is crucial to surviving the endless dangers of the Mortal Realms. A weapon that can shatter scales or a shroud that can hide you from sight can mean the difference between life and death.

This chapter presents new equipment for characters to choose from. While most of the equipment is tied to the Archetypes presented in this book, much of it is suitable for other characters. The GM may allow you to swap out a piece of equipment from one of the Archetypes presented in *Soulbound* for equipment in this chapter. Alternatively, depending on the rarity, you may be able to purchase the equipment in one of the Cities of Sigmar.

For more information on equipment, wealth, and rarity, see *Soulbound* page 99.

STARTING EQUIPMENT

The equipment you receive from your Archetype is enough to begin your adventures, but you may wish to purchase additional items. During character creation you can use any wealth gained from your Archetype to purchase Common and Rare items at the listed price. However, once you begin play, the prices may increase or you may not be able to find the equipment, so buy what you need while you can.

WEAPONS AND ADVENTURING GEAR

This section presents a variety of equipment that can be found in most cities in the Mortal Realms. The Weapons and Adventuring Gear table lists the typical price of these items, but this can change depending on the rarity of the item and where in the realms you are.

WEAPONS AND ADVENTURING GEAR

Name	Cost	Availability
Black Pearl	310D	Exotic
Bracers of Ember-iron	240D	Rare
Etherblossom	160D	Exotic
Maps and Charts	350D	Exotic
<i>Misthåvn Narcotics</i>		
Float (1 dose)	60D	Rare
Glatch Ink (1 dose)	40D	Rare
Sawfang Dust (1 dose)	35D	Rare
Skiffer's Salve (1 dose)	5D	Rare
Synesthaleum (1 dose)	95D	Rare
Witch-mist (1 dose)	80D	Rare
Quicksilver Draught	55D	Rare
Runic Munitions (10 rounds)	450D	Rare
Scryhawk Lantern	170D	Exotic
Shadowshroud	240D	Rare
Simulacra Amulet	800D	Exotic
Talúnhook	310D	Rare
Trident Dagger	110D	Rare
Venom of Nagendra (5 doses)	130D	Rare
Whitefire Tome	550D	Exotic

BLACK PEARL

These incredibly rare black pearls can only be found in the deepest, darkest parts of the Mortal Realms' oceans. An enterprising Ironweld Engineer created a suit of 'heavy gear' which allows would-be pearl divers to descend to the depths of the ocean floor while still allowing them to breathe. Unfortunately, the creatures that lurk in the oceans of the Mortal Realms are as deadly (or perhaps more so) than those that walk on land, and many diving crews have found themselves drawing up little more than a bloody iron shell that once contained their comrade.

Nonetheless, some survive and manage to carry these precious pearls to the surface.

A creature carrying a Black Pearl gives off a strange aura, making them appear to shimmer as if underwater. While you possess a Black Pearl, your Defence increases one step.

BRACERS OF EMBER-IRON

Before the Fyreslayers perfected fyresteel, some crafted their weapons from ember-iron. This black iron has veins of ember running through it and seems to glow with an internal light. Ember-iron is incredibly heavy, and only the strongest people can bear its weight. Those who can find the ancient metal to be tough and durable.

Ember-iron Bracers grant the wearer +1 Armour, but require Body (3) to wear.

ETHERBLOSSOM

Etherblossom is a strange flower that grows in the Weirding Vale in Ghyran. The petals are a translucent purple, and drift and sway in the slightest breeze. A person carrying an Etherblossom finds their steps lighter and the way before them cleared.

While holding the Etherblossom, you gain a Fly (Normal) Speed. Additionally, as an Action you can touch the Etherblossom to a solid surface. The surface becomes translucent and ethereal for 1 minute. While the surface is affected by the Etherblossom, creatures can simply pass through it. The Etherblossom closes up after you use this ability and can not be used again until the following day, at which point the petals open up once more.

MAPS AND CHARTS

This collection of maps have been meticulously curated to chart a specific part of one of the Mortal Realms. They are the culmination of years of study; of gathering first-, second-, and even third-hand information; and of great personal endangerment to the cartographer. They are as accurate as a map can be in the Mortal Realms, where the cartographer must contend with things such as the ever-changing lands of Chamon, and the predatory landscape of Ghur which constantly shifts and devours itself.

Before purchasing these maps, the GM will tell you what part of the Mortal Realms they focus on, such as the Great Parch in Aqshy, the Spiral Crux in Chamon, the Prime Innerlands in Shyish, and so on. When travelling through the region in question, the maps and charts grant you +2d6 on Survival Tests. The maps show the regions' coastlines, landmasses, and most major landmarks and cities, but

are only as accurate as the cartographer could make them. The GM has final say on what is and isn't on the map, but you are free to update and adjust the maps based on your own experiences (and then possibly sell them as a more accurate version!).

Aetheric-Navigators start with their own collection of maps and charts, and are free to choose which region they have spent their life mapping.

MISTHÅVN NARCOTICS

The City of Scoundrels, Mithåvn, has become notorious for its black markets, which teem with strange narcotics. These narcotics have spread across the realms like the creeping mists of Ulgu, worming their way into the underbellies of other free cities. Mithåvn narcotics, or others with the same effect, can now be found in most major cities in the realms — if you know where to look.

Float

When this powder is inhaled, the user floats free from the shackles of gravity. As an Action, you can inhale Float. You gain the benefits of the *Flight* spell (*Soulbound*, page 267). You have no way of knowing when the effects will wear off, but when they do, you plummet to the earth. The GM rolls 1d6 in secret; you gain the benefits for that many minutes.

Glatch Ink

This narcotic makes the user's eyes and veins temporarily turn black with arcane might. As an Action, you can use a small dropper to apply the Glatch Ink to your eyes. You add +1d6 to all Channelling Tests for 1 minute. Continued use of Glatch Ink has been known to permanently turn the user's eyes and veins black. This has no ill effects, but marks the user out as someone willing to go to extreme measures to gain power.

Sawfang Dust

These dull crystals fill the user with a ravening bloodlust. As an Action, you can consume the Sawfang Dust. The crystals shatter as you bite down, filling your mouth with the taste of blood. You deal +1 Damage on all melee attacks for 1 minute. Those who use Sawfang Dust find themselves craving the taste of meat, the rarer the better.

Skiffer's Salve

This balm has potent healing effects but engenders a state of languid euphoria in the user. When you apply Skiffer's Salve, you recover 2d6 Toughness. However, your Speed becomes Slow for 1 minute.

Synesthaleum

This much sought-after stimulant heightens the senses to preternatural levels. As an Action, you can consume this purple-tinted tincture. Your Initiative is immediately doubled (adjust your place in the turn order accordingly), and your Melee, Accuracy, and Defence increase one step. This effect lasts for 1 minute. When the effect wears off, you are *Stunned* for 1 hour.

Witch-mist

This arcane narcotic renders the user temporarily incorporeal. As an Action, you can inhale the Witch-mist. You gain the *Ethereal* Trait for 1 minute. The night after consuming the Witch-mist, you have vivid nightmares which feel like memories that are not your own.

✧ **Ethereal:** You take half Damage from non-magical attacks, and can pass through solid objects.

QUICKSILVER DRAUGHT

This viscous silver liquid is created by Ironweld alchemists in Azyrheim by combining miniscule flecks of Celestium with molten silver. The resulting draught can be imbibed to grant the drinker uncanny speed.

As a Free Action, you can drink the Quicksilver Draught. Your Speed and Defence increase one step for 1 minute.

RUNIC MUNITIONS

Greywater Fastness is renowned for its ceaseless production of deadly weaponry and its willingness to aggressively employ these devastating devices. This relentless creation and supply of weapons has helped turn the tides of battles throughout the realms, but has created an irreparable divide between the city and the local Sylvaneth due to the smog and chemical run the city has caused in the Realm of Life. The runic munitions were first created to shatter the armour of the servants of Chaos, but more recently have been turned to splintering the iron-hard bark of the Sylvaneth that dwell near Greywater Fastness.

Each runic munition is inscribed with a Duardin rune of power and explodes on impact. As a Free Action, you can load a runic munition into a gun. The next attack with the weapon deals +1 Damage and permanently reduces the target's Armour by 1. The Armour is destroyed *after* the attack, so the target gets its usual Armour bonus when determining Damage from the attack. Runic munitions have the *Magical* Trait for the purposes of damaging magical armour and for damaging creatures that are resistant to mundane weapons.

SCRYHAWK LANTERN

These lanterns are most often carried by the Vanari High Sentinels of the Lumineth Realm-Lords. The sharp-eyed Scryhawks of Hysh are drawn to the lantern's gentle light and, over time, form a bond with the wielder. Once the bond is formed, the Scryhawk becomes an invaluable ally to the person who carries the lantern. Possessing this lantern allows the wielder to take the *Loyal Companion* (Scryhawk) Talent.

SHADOWSHROUD

The Shadowshrouds are created by the Khainite Shadowstalkers, who weave Grey magic into the fabric to shroud themselves in protective shadow. This umbral cloak shifts and sways around the wearer, blurring their form and allowing them to blend seamlessly with the shadow.

While wearing the Shadowshroud, your Defence increases one step while wholly in shadow. Additionally, the Shadowshroud counts as a viable shadow for the purposes of the *Shadow Leap* Talent.

SIMULACRA AMULET

This finely crafted amulet hides a power beyond its innocuous appearance. Created by Lumineth artificers of the Great Nation of Iliatha, these amulets can create a perfect clone of the wearer upon their death. Each amulet is uniquely bound to the wearer, and must be created specifically for them.

If you die while wearing this amulet, it shatters in a bright flash of light. The magic within creates a perfect clone of you beside your body, complete with your memories, abilities, and wearing any equipment you were wearing when you died (bar the amulet). The clone is perfectly healthy, and has all of its Toughness and no Wounds. If you make a Last Stand while wearing this amulet, you gain all the benefits as normal, but the party's Soulfire does not refill as you have not paid a true sacrifice. However, Doom does not rise as you have not been truly lost.

TALÚNHOOK

A Talúnhook is a long polearm with a hooked blade on the end, and is fitted with a rope-catch for snaring enemies. The Talúnhook is used by the Soulrenders of the Idoneth Deepkin as it allows them to snare and slay their prey, and then capture the creature's soul in their helm-mounted lurelight. The Talúnhook has the following statistics:

✱ **Talúnhook:** 1 + S Damage, *Reach, Restraining, Slashing, Two-handed*

TRIDENT DAGGER

The trident dagger appears as a single short blade, no different than your typical dagger. However, pressing a button hidden in the guard causes the blade to split into three. The trident dagger was created for a Freeguild captain out of Excelsis in Ghur. The captain refused to cower behind a shield and instead wielded a dagger in his off-hand so his enemies would not get a moment's respite. However, the captain understood that sometimes you are the predator and sometimes you are the prey, so had a friend in the Ironweld Arsenal create the trident dagger. The dagger has grown in popularity, particularly in Ghur and Aqshy where the warriors of the Freeguilds are known to fight with a freedom and fury unlike their more disciplined comrades in other realms. The trident dagger has the following stats, but requires Focus (2) in Weapon Skill and Focus (1) in Reflexes to use.

✱ + S Damage, *Defensive, Piercing, Subtle, Thrown (Short)*

VENOM OF NAGENDRA

The Venom of Nagendra is a deadly poison used by the Kraith of the Daughters of Khaine. This potent venom can cause a victim's blood to boil in their veins before erupting in an explosive mist. The venom's use was perfected by their Slaughter Queen Krylla, and is much sought after by worshippers of the Blood God.

As an Action, you can coat a *Slashing* or *Piercing* melee weapon with a few drops of the Venom of Nagendra. The next Attack with the weapon causes the target to become *Poisoned* for 1 minute. While Poisoned in this way, the target suffers 1 Damage at the start of their turn. This Damage ignores Armour. If the target dies while affected by the Venom of Nagendra, they explode in a red mist. The Zone they were occupying becomes *Lightly Obscured* for 1 minute.

WHITEFIRE TOME

The mages of the Whitefire Court in Hallowheart are renowned across the Free Cities for their eldritch might. The arcane energy of Hallowheart enhances the mages' inherent power, and the wizards of the Whitefire Court have scoured the Flamescar Plateau for lost secrets of the Agloraxian Empire to further enhance their abilities. This book contains some of the esoteric arcane secrets the mages of the Whitefire Court have found.

When you successfully cast a spell while holding the Whitefire tome, you gain one additional success.

KHARADRON EQUIPMENT

Name	Cost	Availability	Damage	Traits
Cyclonic Aethometer	440D	Exotic	–	–
Svaregg-Stein 'Illuminator' Flarepistol	340D	Exotic	1 + S*	Aetheric, Loud, Range (Long)
Voidstone Orb	280D	Exotic	–	–
Zephyrscope	250D	Exotic	2 + S	Aetheric, Crushing, Two-handed

KHARADRON EQUIPMENT

This section provides a number of new Kharadron devices. Information on aetheric devices, Aether-rigs, and aether-gold can be found on page 110 of *Soulbound*.

Aetheric devices are presented in the following format:

- ✧ The name of the device.
- ✧ **Power Consumption:** If the device must be installed in an Aether-rig, this lists how much power the device consumes. Your total Power Consumption cannot exceed the Power Capacity of your Aether-rig.
- ✧ **Requirements:** Any requirements to use the device, such as other equipment or certain Attributes or Skills.
- ✧ **Crafting:** The DN to craft the device using either the *Aethercraft* or *Endrineering* Endeavours, as well as the cost of the materials required.

AETHERIC NAVIGATOR'S RIG

The following is a sample rig for the Aetheric Navigator (see page 54). Equipment in *italics* can be found beginning on page 110 of *Soulbound*.

- ✧ *Basic Aether-rig*
- ✧ *Aetheric Lenses*
- ✧ Cyclonic Aethometer
- ✧ Svaregg-Stein 'Illuminator' Flarepistol
- ✧ Choose either a Voidstone Orb or Zephyrscope

CYCLONIC AETHOMETER

Requirement: *Nav-League Member*

Power Consumption: 2

Crafting: *Aethercraft* Endeavour, DN 4:9, requires 220D worth of materials.

Developed in conjunction with the Aether-Khemists Guild, this intricate device allows the wielder to control the aetheric winds and create a localised aetherstorm.

As an Action, choose a Zone within Long Range. Each creature in the Zone must make an Opposed Body (Might) Test versus your Mind (Survival). Creatures who fail the Test take Damage equal to the difference in successes as they are violently thrown around by the storm, and are *Restrained* until the start of your next turn. Flying creatures who fail the Test fall *Prone* and suffer 1 Damage per 10 feet fallen.

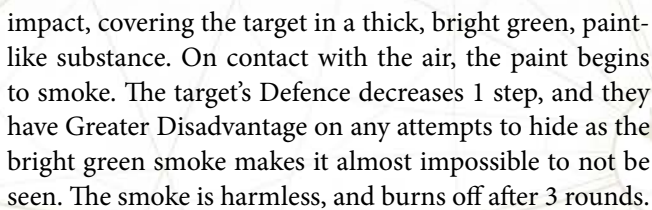
SVAREGG-STEIN 'ILLUMINATOR' FLAREPISTOL

Power Consumption: 2

Crafting: *Aethercraft* Endeavour, DN 4:9, requires 170D worth of materials.

Developed by the Svaregg-Stein guild-company, this highly prized ranging pistol lights up the target, marking them as easy prey and giving them nowhere to run. Though the Svaregg-Stein guild-company were the first to manufacture these 'Illuminator' flarepistols, other similar designs have quickly sprung up. The Svaregg-Stein company have been aggressively litigious in attempting to remove these 'knock-offs' from the market, and have even been known to demand those carrying the counterfeit pieces be hauled away and imprisoned.

Before you fire this pistol, you can use a Free Action to load a flare round. The flare round does + S Damage instead of the usual 1 + S. The flare round explodes on



Power Consumption: 1

The Voidstone Orb is one of the strangest and most unique devices wielded by the Aetheric Navigators. This small, unassuming black orb has the power to disrupt any spell that an enemy tries to cast. There are rumours that some inventive Kharadron have managed to modify the scientific marvels of the Voidstone Orb, allowing them to not only capture spells, but to cast those they have snared. If the technology does exist, it is not readily available — for now at least.

When a spellcaster within Long Range casts a spell, you can spend a Mettle to immediately use the Voidstone Orb. If you do, roll 1d6. If the result is equal to or higher than the Complexity of the spell, the spell is automatically unbound and has no effect. The black Voidstone Orb begins to swirl with an internal light, usually matching the Lore of the spell that has been unbound. The Voidstone

Orb slowly and harmlessly releases the magic within over the following days and weeks. It cannot be used again until after your next period of downtime.

If the result is lower than the Complexity of the spell, the Voidstone Orb is unable to contain the spell and shatters. You must roll on the **Price of Failure** table (*Soulbound*, page 266). The number of dice rolled is equal to the Complexity of the spell, and the resulting effect is centered on you.

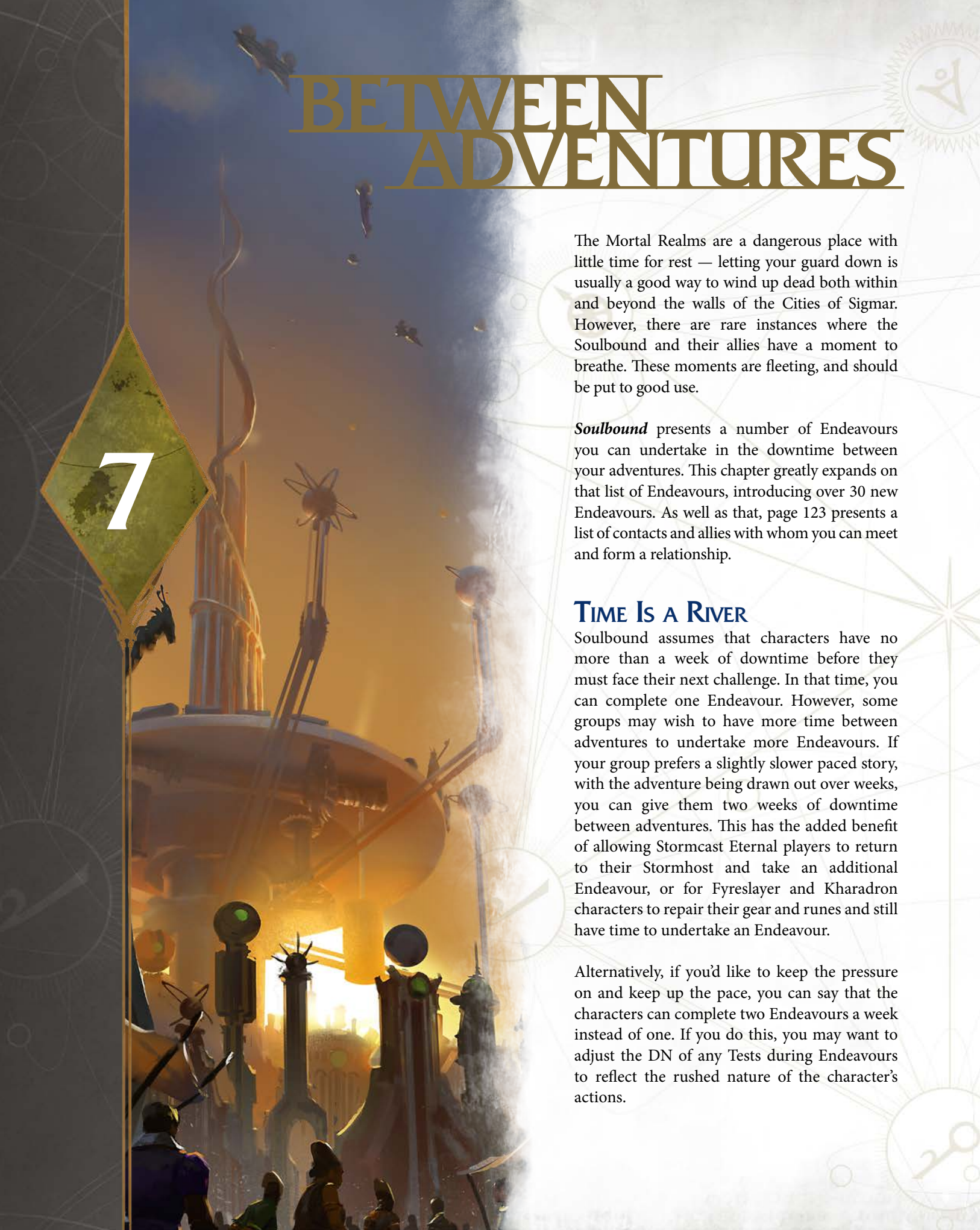
Requirement: *Nav-League Member*

Power Consumption: 1

Crafting: *Aethercraft* Endeavour, DN 4:7, requires 125D worth of materials.

A Zephyrscope is a tall staff fitted with a variety of dials and lenses. Aetheric Navigators use these devices to gauge barometric eddies and electro-aetheric vortices, and to safely navigate through them. The Zephyrscope can also be used to subtly adjust airflow, offering allies perfect firing conditions. If needs be, the Zephyrscope can also be wielded as a hefty club.

While wielding the Zephyrscope, you and allies in your Zone increase your Accuracy one step.



BETWEEN ADVENTURES

The Mortal Realms are a dangerous place with little time for rest — letting your guard down is usually a good way to wind up dead both within and beyond the walls of the Cities of Sigmar. However, there are rare instances where the Soulbound and their allies have a moment to breathe. These moments are fleeting, and should be put to good use.

Soulbound presents a number of Endeavours you can undertake in the downtime between your adventures. This chapter greatly expands on that list of Endeavours, introducing over 30 new Endeavours. As well as that, page 123 presents a list of contacts and allies with whom you can meet and form a relationship.

TIME IS A RIVER

Soulbound assumes that characters have no more than a week of downtime before they must face their next challenge. In that time, you can complete one Endeavour. However, some groups may wish to have more time between adventures to undertake more Endeavours. If your group prefers a slightly slower paced story, with the adventure being drawn out over weeks, you can give them two weeks of downtime between adventures. This has the added benefit of allowing Stormcast Eternal players to return to their Stormhost and take an additional Endeavour, or for Fyreslayer and Kharadron characters to repair their gear and runes and still have time to undertake an Endeavour.

Alternatively, if you'd like to keep the pressure on and keep up the pace, you can say that the characters can complete two Endeavours a week instead of one. If you do this, you may want to adjust the DN of any Tests during Endeavours to reflect the rushed nature of the character's actions.

ENDEAVOURS

Below is a list of Endeavours that your character can undertake. Some Endeavours have requirements that you must meet before taking them. If an Endeavour requires you to make a Test, you can not spend Soulfire or Mettle to alter your dice pool or the result.

MORE ENDEAVOURS!

If you would like even more Endeavours, *Shadows in the Mist* contains Endeavours tied specifically to the city of Anvilgard and allows you to undertake bloody ritual combat with the Daughters of Khaine, or search the deadly black market for artefacts and treasure.

The *Streets of Brightspear* PDF also provides new Endeavours for the city of Brightspear, and builds on the details provided in the *Soulbound Starter Set*.

Keep an eye on our website, www.cuble7games.com, for more PDFs to expand your options for *Soulbound*.

A GRAND FEAST

Requirements: A *Warm Meal* Talent (*Soulbound*, page 82), 50D of ingredients per person, a cause for celebration

The Binding gathers together for a sumptuous, celebratory meal. Around a table heavy with favourite dishes, surrounded by gentle light and easy laughter, the Mortal Realms' dangers seem smaller and farther away.

This Endeavour must be taken by the whole Binding, excluding any Stormcast Eternal characters. Only one member of the Binding needs the *A Warm Meal* Talent for the Binding to take this Endeavour. When you complete this Endeavour, the Binding recovers all Soulfire, and Doom decreases by 1, to a minimum of 1.

ABANDON DUTY

Requirement: Stormcast Eternal

Even Sigmar's mightiest champions sometimes balk at their orders. Some Stormcast Eternals grow to resent the command of a god they never chose to follow, leaving

their Stormhosts to fight Chaos in ways their Chambers might never allow. Others, broken under the endless cycle of war, death, and reforging, simply long for a taste of a normal life. They grasp at whatever facsimile of peace they can find, before inevitably their consciences no longer allow them to ignore the call to battle.

Instead of returning to your Stormhost, you take an Endeavour as if you were a normal member of the Binding. Doom increases by 1.

ACCOUNT DEEDS

As Soulbound, your deeds are legend. But while some bystanders might witness parts of your epic journeys, ultimately it is up to you how your story will be told. In between sessions, create a piece of art to chronicle a previous adventure. This can be a journal entry, a short story, an illustration, a song, or a diorama. Factual accuracy matters less than telling a compelling story, and whatever version of the tale you tell becomes the one that enters the annals of history. Academics and minstrels alike share your legend, and your GM should incorporate it where possible into the mythic landscape of the Mortal Realms.



ARCANE MONUMENT

Requirement: *Spellcasting (any)* Talent

From the Lumineth's aetherquartz towers to the Seraphon's Astromatrix Arcane, the forces of Order have many ways to focus magic. Using your arcane knowledge, you raise a monument to bolster the potency of your spells.

When you take this Endeavour, choose a Lore of Magic you know. Casters gain 1d6 to cast spells of that Lore while they can see the monument. Some monuments, such as a grand set of crystal chimes resonating with Light magic or a Jade monolith perfumed with riotous flowers, may use different senses. Your GM determines the scale of your monument based on the resources and manpower available to you.

BLOOD RITUAL

Requirement: *Blood Sacrifice* Talent

The Daughters of Khaine, the Blades of Khorne, and even the gluttonous Ogors know there is power in blood. You spend your downtime hoarding this power, doing your grisly work in the dead of night or in a remote location to avoid censure. You must sacrifice a worthy foe to complete this ritual. If you do so, you suffer a **Lasting Wound** — this has the same effect as a Minor Wound but cannot be healed until your next downtime period.

Once before your next period of downtime, you can double your Training on a single Channelling or Devotion Test, then maximise your successes as if spending Soulfire.

BRAWL

You take to the fighting pits and the seediest of taphouses. Brawling is a **DN 4:8 Body (Weapon Skill)** Extended Test. Over the course of one week you can make 3 Tests to pick fights. If you succeed, you pummel all challengers into submission and make a reputation for yourself. You gain Advantage on Opposed **Body** or **Soul (Intimidation)** Tests in the areas you have fought, and passersby shy away from you. If you fail, then you pick one fight too many and lose ignominiously. You begin the next adventure with a Minor Wound, and street urchins sometimes heckle you with the name of the fighter who defeated you.

CONSPIRE

With whispers in the right ears, you fight a subtle battle to both remove an enemy from power and raise an ally to fill the vacuum. Conspiring is a **DN 4:8 Mind (Guile)** Extended Test. Over the course of the week you can make 3 Tests to play politics. The default DN is appropriate for replacing a mid-ranking member of a free city's Conclave, but your GM can change the DN of this Test depending on the importance of the target and the stability of their position. In some cases, success will be impossible, such as trying to replace one of Nagash's Mortarchs.

Alternatively, you can take this Endeavour to sow dissent in a group. If you succeed, you convince the most disgruntled in the target organisation to defect.

CONSULT THE MOUNTAIN

Requirement: Alarith Stoneguard or Alarith Stonemage

No matter how far you roam, the bond between you and your aelementor endures. In times of quiet, you can reach out to your spiritual patron to hear their wisdom, though mountains are ponderous things and it may take some time before you receive an answer. During your conversation, your aelementor may give you a riddle or anecdote to ponder until you speak again. This communion also imbues you with geomantic energy, lending your body the same resolute stillness as your soul.

Consulting the mountain is a **DN 4:8 Soul (Fortitude)** Extended Test. Over the course of one week you can make 3 Tests to reach your aelementor. If you succeed, your Defence increases one step until your next downtime period.



CULTIVATE

Bizarre but useful plants grow throughout the realms, and if you have collected seeds or cut samples from them during your adventures, you can cultivate a garden in your downtime. Sunlight, soil, and water are all important, but magical flora often need strange, additional conditions to grow. Grave roses, for example, feed on cremated ashes, while Sylvaneth etherblossoms only flower when they hear heartfelt music. Forays into the fungal kingdom require even weirder, danker environments, and while no one can argue with the potency of looncap or stinkcranny mushrooms, you may find yourself attracting unwanted attention if you transform your quarters into a dripping cave.

Cultivating a garden is a **DN 4:8 Mind (Nature) Extended** Test. Over the course of one week you can make 3 Tests to cultivate your garden. If you succeed, you learn about the applications of the plant or fungus and harvest a usable quantity. Plants available within the free cities could yield the equivalent of a bottle of acid, an apothecary's satchel, or a dose of basic poison, but those found further afield could have more exotic effects, such as imparting a single use of a spell effect, or growing an Etherblossom (see page 107).

DECORATE ARMOUR

No matter their allegiance, the warriors of the realms often wear their accomplishments for all to see. When you take this Endeavour, you adorn your armour with pieces of monsters you've slain, sashes representing mastery over martial or arcane disciplines, or sentimental accoutrements honouring fallen comrades. While wearing this armour, your GM might grant you benefits based on the enhancements you've made. You could have Advantage on Opposed Tests to intimidate or impress Skaven, for example, if you go about wearing a Grey Seer's skinned fur as a hood.

You can also refresh your 'civilian' wardrobe when you take this Endeavour. What impression does your clothing give? Does it reflect a cultural, professional, or artistic style? Where will it earn you respect, and where will it earn you enmity?

DESPERATE MEASURES

Requirement: Doom 7 or higher

As hope crumbles and your enemies rise ascendant, you fall back to your last resort. You perform forbidden rituals to augment your arcane might, knowing such raw power will eventually cause you to burn out, or you pick up a cursed weapon you swore never to touch again. All your life has led to this moment, and you hold nothing back in preparing for the battles to come.

You immediately gain 20 XP. You can never gain XP again.

ELABORATE PLANS

Requirement: *A Good Plan* or *Backup Plan* Talent

You spend your downtime anticipating every possible outcome. During your next adventure, if you have the *A Good Plan* Talent, reduce the DN to 3:1 when planning during Rests. If you have the *Backup Plan* Talent, the Complexity does not increase when rerolling failed Tests using that Talent.



ESTABLISH TRADE ROUTE

Requirement: *Trader's Cache* Talent (*Soulbound*, page 91)

Through your travels, you have found relatively safe paths from one settlement to another. When you take this Endeavour, choose two Cities of Sigmar which you have visited recently. By showing enterprising merchants maps or advising them on what goods are in high demand, you establish a trade route between these cities. The trade route is not necessarily safe, but it is less likely to result in immediate grim and bloody death.

You can only take this Endeavour once per unique pair of settlements. For example, after establishing a trade route between Brightspear and Hammerhal, you cannot do so again, though later you could establish a second trade route between Brightspear and Anvilgard.

For every trade route you establish, increase the maximum number of successes in your *Trader's Cache* by 1.

FORETELL

The realms themselves can sense danger coming, manifesting portents like a body rejecting disease. You can read these portents by watching the movements of celestial bodies, consulting augurs versed in the secrets of blood and bone, or (inadvisably) partaking in the dream-spores of looncap mushrooms. When you undertake this Endeavour, choose up to three Rumours or Fears. Your GM tells you how these Rumours or Fears might manifest as Threats.

FORTIFY

Requirement: Aqua Ghyranis for materials and labour (see below)

With stone, steel, and spellcraft, you protect what you hold dear against the forces that wish to tear it down. Choose an area to fortify, such as a building, a hill, or a free city's gate. Your GM may allow you to fortify larger areas if you have additional resources and suitable labour force.

Fortifying is an Extended Test using **Body (Crafting)** or **Mind (Crafting)**. The DN of the Test depends on the Environmental Trait you are trying to apply to the area. Over the course of one week you can make 3 Tests to fortify an area. If you succeed, any number of Zones in the area may have the selected Trait. An area may be fortified multiple times. Each set of Environmental Traits require the listed amount of Aqua Ghyranis.

- ✧ **DN 4:6:** *Partial Cover or Lightly Obscured*, 100D
- ✧ **DN 4:8:** *Minor Hazard or Difficult Terrain*, 200D
- ✧ **DN 4:10:** *Major Hazard, Total Cover, or Heavily Obscured*, 350D
- ✧ **DN 4:12:** *Deadly Hazard*, 550D

Increase the Difficulty of the Extended Test to 5 if, by some arcane trick or clever contraption, the Environmental Trait only applies to enemies or only applies to allies.

GOSSIP

You listen to the word on the street, exchanging tall tales, hearsay, and secrets to learn what concerns the locals. Gossiping is a **DN 4:8 Extended Test**. Over the course of one week you can make 3 Tests to gossip. The first Test



requires **Soul (Entertain)**, representing the magnetic force of your personality, while the last two Tests require **Mind (Entertain)**, for rumour mongering requires a certain degree of showmanship. If you succeed, you discover up to five Rumours and may spread one of your own — though whether your Rumour is true or false is up to you.

GREATER LOYAL COMPANION

Requirement: Training (2) and Focus (2) in Beast Handling

The Mortal Realms are filled with strange and powerful creatures. You seek out one of these beasts, trying to bond with it and gain its trust.

When you undertake this Endeavour, choose a Beast type creature to gain as a *Loyal Companion*. You do not need the Loyal Companion Talent to take this Endeavour, but if you have an existing *Loyal Companion*, successfully undertaking this Endeavour replaces your current companion with the new beast. The beast can be any of those listed in Chapter 13 of *Soulbound* or found in other supplements, such as the *Soulbound Bestiary*. Gaining the trust of the creature is an Extended Test. The Difficulty of the Test is equal to the creature's role (*Soulbound*, page 301), and the Complexity of the Test is determined by the creature's Toughness. If the creature is a Warrior or Minion, the Difficulty is 4; if the creature is a Champion, the Difficulty is 5; if the creature is a Chosen, the Difficulty is 6.

Example: A *Magmadroth* is a Champion with 28 Toughness. To gain a *Magmadroth* as a Loyal Companion, you must pass a DN 5:28 Extended Test.

Over the course of a week you can make three Tests to bond with the beast. The first Test requires **Mind (Survival)** to track down the creature, the second Test requires **Body (Might, Ballistic Skill, or Weapon Skill)** to subdue the beast, and the last Test requires **Soul (Beast Handling)** to bond with it. If you succeed, you gain the *Loyal Companion* Talent for the chosen creature. If you get at least one success on all three Tests but do not equal or exceed the DN, you have a number of options.

- ✧ **Keep Trying:** If you have another week of downtime, you can extend the Endeavour and make another 3 Tests to bond with the beast, up to a total of three weeks (9 Tests). All subsequent Tests are made using **Soul (Beast Handling)** only.

- ✧ **Back Away Slowly:** You decide that perhaps the beast is too great, and slowly back away while it is safe to do so.

- ✧ **Return Later:** You leave the beast for now but plan to return later. During your next downtime period, you can take this Endeavour again to continue trying to bond with the beast. The first Test requires **Mind (Survival)** to track the beast again, and the remaining two Tests require **Soul (Beast Handling)** to bond with it.

If you get no successes on one of the three Tests taken during this Endeavour, the beast ignores you. You can choose to try again during your next downtime period, but must start from the beginning.

If you get no successes on two of the Tests, the beast lashes out and attacks you. You suffer a Lasting Wound — this has the same effect as a Minor Wound but cannot be healed until your next downtime period.

If you get no successes on all three Tests, the beast mauls you and you barely escape alive. You suffer a **Lasting Wound** and begin play with a Deadly Wound.



GRIEVE

Requirement: The death of a party member or an equivalent loss

All who wage the unending war against Chaos know the meaning of grief. Over the course of your downtime, you mourn in whatever way feels appropriate. Scinari Cathallars might spend the week shrouded in aetherquartz smoke, while Branchwyches plant symbolic lamentiri and Battlesmiths recite the saga of the departed over a burning libation. The ongoing process of grief has only begun, but these ceremonies provide you some catharsis.

During your next adventure, your maximum Mettle increases by 1. Perhaps a remnant of the one you have lost lingers with you, or perhaps you simply fight harder in their memory.

HARVEST SOULS

Requirement: Isharann Soulrender

The future of your society depends on regular reappings of mortal souls. Even though you have become Soulbound, that does not stop you from fulfilling your duty to your unborn kin.

Harvesting souls is a **DN 4:8 Soul (Stealth) Extended Test**. Over the course of one week you can make 3 Tests to gather the regenerative spirit-stuff you require. If you succeed, you gather your grim crop in a way that no one ever notices — stealing through infirmary halls as the sickly rattle their last breaths or disappearing those who will not be missed under the cover of sea-fog. Your lurelight swells with lambent energy. You harvest enough weak souls to fill your lurelight (see page 75).

If you fail, then your thefts are detected. You draw the ire of the locals, and perhaps even your fellow party members.

INFILTRATE

The enemies of Order are insidious, but so are you. When you take this Endeavour, choose a covert group within your city, such as a Chaos cult, a secretive criminal syndicate, or a cabal of Soulblight vampires. Infiltrating this group requires a **DN 4:8 Body (Stealth) or Mind (Guile) Extended Test**. Over the course of one week you can make 3 Tests to spend time with your enemies. If you succeed, you learn something about the group's organisation and aims. You might not have immediate access to the group's leadership, but you know how to enter their hidden hideouts (if you used Stealth) or the rank and file trust you (if you used Guile). If you fail, the

group realises an intruder is in their midst. Unless you flee with haste, your sudden disappearance prompts the start of another adventure.

INTERROGATE

You pry secrets from unwilling tongues. Perhaps you brought home a recalcitrant prisoner after your last adventure, or perhaps you have cornered a corrupt noble in a public forum. Whoever it is and however you approach them, you must take care to sift falsehoods from truth.

Interrogating is an Extended Test using **Mind (Intimidation or Intuition)**. The default DN is **4:8**, but your GM can secretly adjust the Complexity of the Extended Test depending on your subject's loyalty and shrewdness. Over the course of one week you can make 3 Tests to learn the truth. If you succeed, your interviewee tells you about a plot, hideout, vulnerability, or something similar. If you fail, they still tell you what you want to hear — but they leave out key information or lie about an important detail.

LABOUR

Sometimes the most heroic thing someone can do is lay brick with the common folk. A Soulbound or Stormcast Eternal can likely do 10 or 20 times a normal mortal's labour, but the task of reclaiming the Mortal Realms is ceaseless and there is no shortage of work for you to do. Using magical incantations or sheer strength of arms, you spend your downtime aiding in construction, tending fields, or working at the forges. For your aid, you receive 200D of Aqua Ghyranis in compensation.

MEDITATE

Requirement: Mind (3)

You open your mind to the light of Hysh, which in its magnanimity shines upon all the realms. Though mostly Lumineth practise the Teclian forms of meditation, characters of any Species can take this Endeavour. Either self-directed or with the guidance of a trained practitioner, you spend your downtime contemplating axioms and complex arcana-mathematical proofs. In turn, your attention and awareness expand. You have Advantage on Opposed **Mind (Awareness)** Tests during your next adventure, and you find your ability to focus bolstered over the next couple of days.

Though the Teclian techniques are the most common form of meditation in the Mortal Realms, they are not the only ones. Other traditions may have different tools, mantras, postures, and purposes. If necessary, your GM should adjust the Endeavour's benefits to match.

MENTOR

Everyone has something to learn, and everyone has something to teach. You and another member of your party — your student — must take this Endeavour together. When you do, choose a Skill in which you have higher Training than your student. You spend your downtime instructing your student in this Skill by sharing pointers, running them through drills, and refining their technique.

During your next adventure, you can Help as a Free Action once per round, so long as you are helping the ally you chose to mentor in the Skill you chose to teach.

NEGOTIATE

Once, many of the gods stood united in a single pantheon. In an attempt to revive those bygone days, you reach out to nearby forces in an attempt at diplomacy. When you take this Endeavour, choose a local hostile faction, such as a Flesh-eater Court or an Orruk clan. (You can attempt to negotiate with the followers of Chaos, but that is often futile or results in certain betrayal.) You spend most of your downtime just getting them to the table — and, in some cases, keeping them from eating it. Once you do have a chance to speak, you learn what this faction wants, who their leaders are, and under what circumstances collaboration might be possible.

You gain Advantage on Opposed Tests to speak to the group with whom you negotiated. You can take this Endeavour again to establish a conditional truce or trade agreement.

PERFORM

Dance, theatre, music, and poetry all provide relief from the horrors of the Mortal Realms. During your downtime, you take to the stage or the street and practise your arts before appreciative audiences.

Performing is a **DN 4:8 Body, Mind, or Soul (Entertain) Extended Test**. Over the course of one week you can make 3 Tests to perform. If you succeed, you earn 100D in tips. You also impress upon your audience an ideal or a perspective which lingers with them, and you are often recognised around the venues where you performed. But beware: your spreading reputation might also alert enemies to your location.

PRAY

Requirement: *Blessed (any)* Talent (*Soulbound*, page 83)

When you take this Endeavour, ask your god for a boon or an answer to a question. You spend your downtime acting in dedication to your god, hoping to prove worthy of a response. For many deities, this requires far more than just kneeling in supplication. Alarielle might ask her followers to raise an orchard in a blighted land, while battle honours both broken Grimmir and bloody Khaine.

Praying is a **DN 4:8 Extended Test** using **Body, Mind, or Soul (Devotion)**, depending on the manner of your worship. Over the course of the week you can make 3 Tests to reach your god. Even if you succeed, the gods rarely speak with clear words. Instead, you find your answer in the sweat upon your brow as you conclude a new masterwork, or perhaps in the endless silence as you contemplate the abyssal sea.

Once during your next adventure, you may use any Miracle of your chosen god even if you do not know it. Alternatively, you receive beneficial insight into the question you asked.





PURGE LORE

Some stones are better left unturned. By casting mind-wiping spells or burying tomes seething with obscene truths, you remove dangerous knowledge from the world. In secret, tell your GM the knowledge you want to hide. Not even your fellow party members can know.

Purging lore is a **DN 4:8 Mind (Stealth) Extended Test**. Over the course of one week you can make 3 Tests to hide your knowledge. If you succeed, reduce Doom by 1. If anyone unearths this knowledge — and many enemies will try, once they realise you have a secret — Doom increases by 2.

RALLY FOLLOWERS

With glory comes admirers. When you take this Endeavour, you use your reputation to rally aspirants hoping to emulate you under your banner. Your duties mean you cannot take direct command of this group, but you can serve as their patron and establish their core principles and goals.

Rallying followers is a **DN 4:100 Extended Test**. Over the course of one week you can make 3 Tests using a Skill determined by the nature of your following. Fyreslayers might come to your side if you excel at **Body (Athletics)**, for instance, while Sylvaneth respond better to overtures of **Soul (Devotion)** sung through the Spirit-Song. By default you attract followers from your own culture and subfaction, but if you go out of your way to win the

attention of certain groups, then your following diversifies accordingly. Your successes persist between Endeavours, so keep track of them. Your total successes determine the size and influence of your following.

- ✧ **10 successes:** A warband, a ship's crew, or the equivalent. Your following is small enough that you have a personal relationship with most of its members.
- ✧ **30 successes:** A company, an artisan's guild, or the equivalent. Your following has several notable members, who you can develop further relationships with as Contacts or Hirelings.
- ✧ **60 successes:** A battalion, a college of magic, or the equivalent. Your following has started to attract attention for its own merit, rather than yours.
- ✧ **100+ successes:** A Glade, a Lodge, a Stormhost, or the equivalent. Your following has reputation and clout. If it grows any larger, it may develop its own schisms and subfactions.

Whenever you take this Endeavour, you can ask for your followers' aid in tasks where sheer numbers have more weight than a single character's skill. How they achieve these goals — and the trouble they might get into along the way — is out of your hands.

REDEEM

Requirement: Training (1) and Focus (1) in Intuition

The Chaos Gods prey on the weakness in mortal hearts, but with patience and understanding, you can bolster those same hearts with the strength to resist them. When you take this Endeavour, choose an enemy who won't try to kill you on sight. (Ultimately, your GM determines which enemies even possess the possibility of redemption.) By listening to them or showing them kindness, you try to make them reconsider their path.

At the end of your downtime, make a **DN 6:X Soul (Determination)** Test, where X is the current Doom. If you succeed, the enemy you chose with this Endeavour contemplates making a change. While you can support them in their journey, ultimately the long, arduous road to redemption is theirs to walk alone.

RUN A BUSINESS

Though nowhere is safe in the Mortal Realms, opening a tea shop is marginally less dangerous than slaying monsters. The first time you take this Endeavour, you establish your business. Where is it located? What goods and services does it provide? Avoid businesses that involve traditional adventuring activities, like mercenary work or delving into ruins, as that may blur the line between downtime and 'uptime'. Instead, consider (comparatively) danger-free occupations like running a restaurant, a bookshop, or a martial arts school.

Every Endeavour thereafter, you receive an income of $2d6 \times 10D$ from your business. If you let three Endeavours pass without taking the *Run a Business* Endeavour again, then your business falls into ruin and your income stops until you re-establish it.

SCOUT

It pays to know your home turf. When you take this Endeavour, you learn about a nearby area such as a valley, a length of coastline, or a labyrinthine district within your city. Work with your GM to determine interesting details about the terrain you are exploring. How has the magic of the realms shaped this land? What did this place look like during the Age of Myth, and how did it change during the Age of Chaos? Generally, the size of the area you scout determines the granularity of the details you discover.

You double the dice gained from your Training in Survival when making Tests in this area, and for Lore Tests about the area.

SEEK FOE

Soulbound and those who would stand beside them always have enemies. Sometimes, they just don't know who those enemies are yet. By listening to whispers, consulting the bounty boards, or facing your past, you find a foe worthy to face you. Work with your GM to create a new antagonist. Why do their interests conflict with yours? What are their distinguishing features? Where were they last seen? Later, if you defeat this antagonist, you gain 1 XP plus any XP gained from completing Short- or Long-term Goals.

You can modify this Endeavour to seek out a lost artefact or location, earning 1 XP upon discovering or securing whatever has taken your interest.

SENSORY REPRIEVE

The realms teem with noise and colour. While the Idoneth in particular are sensitive to overstimulation, characters of any Species can take this Endeavour if they wish to calm their senses. When you take this Endeavour, you spend your downtime in isolation. Some people need only sequester themselves in a dimly lit room and avoid crowds in order to recenter themselves, while others find the only acceptable amount of light and sound at the bottom of the ocean.

You gain an additional 1d6 on Determination Tests during your next adventure. You also find yourself in a pleasant mood for the next few days, and have advantage on any Tests to resist being *Frightened*.

SUCCUMB TO DESPAIR

You indulge in your worst vices. Doom increases by 1.

This Endeavour has no mechanical benefit and many groups will never use it. Consider it an extra wrench in your narrative toolbox, to represent your character falling to their lowest point, perhaps even beyond redemption. Make sure to consult the other players in your group before taking this Endeavour, and only do so if everyone enthusiastically consents. Remember, conflict between characters creates stories, but conflict between players sometimes ends them!



TEND NATURE

The wilds of the Mortal Realms bear many wounds from Chaos. The Sylvaneth often take responsibility for patrolling these remote regions, healing the blights inflicted by Nurgle and his loathsome siblings, but characters of any Species can take this Endeavour. During your downtime, you trim away infected growths from plants, protect native species from invasive Chaos-tainted flora and fauna, and dredge away the polluting blood that clogs the rivers. By strengthening nature, you strengthen yourself, fostering a bond that is not transactional but symbiotic.

You gain an additional 1d6 on Fortitude Tests until your next period of downtime. Small creatures also feel at ease around you, giving you Advantage on Beast Handling Tests.

TERRORISE

Khainite Shadowstalkers slip through the darkness, picking off the weak, while Spite-Revenants shriek bone-chilling songs in the dead of night. When you take this Endeavour, choose a nearby enemy faction in which to sow fear. Terrorising them is a **DN 4:10 Body, Mind, or Soul (Intimidation) Extended Test**. Over the course of one week you can make 3 Tests to terrorise. If you succeed, local Minion and Warrior-type enemies in the chosen faction become *Frightened* of you until your next downtime period. If you fail, all factions you have previously terrorised lose their fear of you until you terrorise them again.



TRACK BEASTS

The Mortal Realms contain an astounding variety of wildlife. Some, like Magmadroths or Maw-Krushas, are well-known — and well-feared — by the people of the Mortal Realms, while others are only names to those confined within city walls. When you take this Endeavour, you set out into the wilderness to learn about local beasts. Doing so is a **DN 4:8 Mind (Survival) Extended Test**. Over the course of a week you can make three Tests to track the beast. If you succeed, work with your GM to discover their role in the ecology, their traits, and the stimuli they respond to. If necessary, define stats for these creatures either from scratch or by modifying an existing Beast from the *Soulbound* rulebook. From this point on, you or those you inform of the beast can hunt and track the creature. If this results in a city or settlement gaining a new food source from hunting the beast, or removing the creature as a threat to people or livestock, Doom decreases by 1.

If you fail, you learn nothing. If you fail by 3 or more, the beast lashes out and attacks you. You suffer a **Lasting Wound** — this has the same effect as a Minor Wound but cannot be healed until your next downtime period.

TRANSFORM

You undergo a trial of body, mind, and soul and emerge transformed. A Stormcast Eternal might endure a particularly brutal Reforging, their memories shattered while their inner spirit is tempered, while a Lumineth might meditate so long their mind expands but their body withers. For some Species, like the Sylvaneth during the passing seasons, and in some realms, like the quicksilver islands of Chamon, such transformations are normal — but for those with no alternatives, Tzeentch always offers his twisted sorceries as a path to change.

When you take this Endeavour, swap the values of two Attributes. Recalculate your Melee, Defence, Accuracy, and so on if necessary. This process is harrowing and takes a toll on you. You suffer a **Lasting Wound** — this has the same effect as a Minor Wound but cannot be healed until your next downtime period.

ALLIES AND CONTACTS

You are not alone in your seemingly unending battle against the evil of the Mortal Realms. People in the realms, great and small, are willing to offer their assistance in the name of faith, adventure, survival, and profit. Page 156 of *Soulbound* introduces the *Contacts* Endeavour, wherein you form a relationship with a new contact or strengthen an existing one over the course of your downtime. While that section provides general rules for contacts, the following section lists a number of specific contacts the character can make through their efforts.

Each contact entry lists the type of contact, Attributes, and any Skills or Talents they possess. Each contact also has a Benefit and Greater Benefit. Each contact's Benefit and Greater Benefit are unique and can offer an enhancement to other Endeavours or special services they can provide. When you first make a new connection via the Contacts Endeavour, you gain access to the contact's Benefit. If you undertake the *Contacts* Endeavour again to strengthen one of these relationships, you gain access to the contact's Greater Benefit.

Contacts are living, breathing people with their own goals and motivations in the tapestry of the world of **Age of Sigmar**. Some demand payment for their services; others expect some future favour or service from the Binding. Contacts can demand favours at inconvenient times or find themselves at risk because of their connection to the party. Refusing to repay a contact's services or help when they call in old markers can have dire consequences for the contact themselves, the party's relationship with them, or the realms at large.

AELVEN SHADOWBLADE

Attributes: Body (2), Mind (2), Soul (1)

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

Talents: *Backstab*, *Master of Disguise*

Masters of murder, the Shadowblades ruthlessly hunt down the enemies of Order. Among their ranks, their assassins operate at the pinnacle of their craft. Able to change appearance and infiltrate any enemy stronghold or encampment, their targets rarely even see the blade that kills them.

Benefit: For a base fee of 200D, the Shadowblade attempts to gain access to a group opposed to Order, effectively undertaking the *Infiltrate* Endeavour in your place. Each

100D you give the Shadowblade in addition to their base fee grants +1d6 to each of their Tests in this Endeavour, up to +2d6. If the Shadowblade fails, they are at risk of being discovered, captured, or killed.

Greater Benefit: For a base fee of 400D, you task the Shadowblade to assassinate a target of your choice. Choose a Champion or Chosen type enemy known to the party. You should know the target's general whereabouts, routines, and defences. Successfully undertaking the *Infiltrate* Endeavour against the target's organisation satisfies this requirement, but so could investigating them by other means. The Shadowblade must pass a DN 4:2 Mind (Guile) or Body (Stealth) Test for a Champion, or DN 6:2 for a Chosen. If the Shadowblade succeeds, they kill a Champion target or deal 1 Wound to a Chosen. The Chosen cannot heal this Wound in any way until the party's next downtime period. If the Shadowblade fails, they might be captured or killed at the GM's discretion.



CELESTIAL SEER

Attributes: Body (1), Mind (2), Soul (1)

Skills: Channelling (+2d6, +2), Intuition (+1d6, +2), Lore (+1d6, +1)

Talents: *Spellcasting (Celestial)*

Those who study the Lore of Heavens are creatures of prediction and prophecy, glimpsing moments of possible futures or reading portents in the wheeling cosmos. The Celestial Warbringers are the best-known of these, forever foreseeing a battle of twisting futures until the fated manner of their own demise.

Benefit: In exchange for a fee of 100D, the seer foresees either a positive omen in your future or a dreadful portent of oncoming disaster, as determined randomly by the GM. If the omen is good, your Focus in a chosen Skill increases by 1 during your next adventure. If the omens are bad, your Defense increases by one step during your next adventure, returning to normal if you become Wounded. When you would first become Wounded during this time, the severity of the Wound is reduced by 1 step. If this effect prevents you from becoming Mortally Wounded, you still lose the benefit to your Defense.

Greater Benefit: In addition to the above benefit, for an added fee of 75D the seer looks to your future to find a fated moment. This fated moment can be any Test, such as a pivotal strike that must find its mark, or a moment of effort that must succeed. During the course of your next adventure when you fail a Test, you may declare the use of this fated moment. This fated moment can be used to re-attempt an attack that failed to damage an enemy or a spell that failed to affect an enemy. When you declare you are using the fated moment, you roll your dice pool again, gaining +2d6 to the attempt. If you fail the Test despite this, Doom increases by 1.

COLLEGIATE SCHOLAR

Attributes: Body (1), Mind (2), Soul (1)

Skills: Arcana (+3d6, +1), Channelling (+2d6, +1), Lore (+2d6, +0)

Talents: *Spellcasting* (any Lore except *The Deeps* and *The High Peaks*)

The Collegiate Arcane are increasingly about the business of war, but a Soulbound's behest is the perfect excuse for a mage to return to their passion for magical theory. Practitioners are usually content to teach a Soulbound the spells of their trade for little more than good favour; to assist in the fashioning of a new spell entirely affords



access to novel magic that could advance the Collegiate scholar's school, and the scholar themselves, ahead of their rivals.

Benefit: The Collegiate scholar acts as a willing teacher for the purposes of the *Learn Spell* Endeavour. The Collegiate scholar can only teach Common Spells or a spell of a Lore it knows. At the GM's discretion, the Collegiate scholar may ask for payment of 100D in exchange for their services.

Greater Benefit: For 300D, the Collegiate scholar can assist you with the *Create Spell* Endeavour. If they do, you gain +2d6 to each Mind (Channelling) Test during the Endeavour, or +3d6 if the spell's Lore matches the Collegiate scholar's chosen Lore.

COVENITE SISTER

Attributes: Body (1), Mind (1), Soul (2)

Skills: Crafting (+2d6, +1), Devotion (+2d6, +2)

Talents: *Blessed (Khaine)*

The Daughters of Khaine rarely welcome connection with outsiders, lest their gruesome practices and closely guarded secrets be exposed to the judgement of the outside world. If a Khainite makes one of the party into an acquaintance, it's certainly a calculated move designed to advance their own position in the viciously competitive environment of Khaine's followers. On the other hand, forming a working relationship with a covenite sister may mean inadvertently forming a connection with the sect's ranking hierarchy or, terrifyingly, even Morathi herself, as the sister may be used by other Khainites as proxies to obfuscate their involvement.

Benefit: For 200D, the covenite sister creates two draughts of witchbrew as if she had undertaken the *Create Witchbrew* Endeavour (*Soulbound*, page 157). Alternatively, the covenite sister can assist you with the *Create Witchbrew* Endeavour. If they do, you gain +3d6 to each Mind (Crafting) and Soul (Devotion) Test during the Endeavour.

Greater Benefit: For 250D, the covenite sister produces draughts of bloodrevel witchbrew instead, which is dangerously more potent than a typical witchbrew.

Bloodrevel Witchbrew

In addition to the witchbrew's normal benefits, the imbiber cannot be *Frightened*, and their Defence increases one step (or two steps if the attacker is a Daemon or other creature of Chaos). When the bloodrevel witchbrew's effects end, the imbiber must make a **DN 4:2 Body (Fortitude) Test** or become *Poisoned*. The Condition lasts for one day.

CULTIST

Attributes: Body (1), Mind (1), Soul (2)

Skills: Determination (+1d6, +1), Devotion (+2d6, +2), Theology (+2d6, +1)

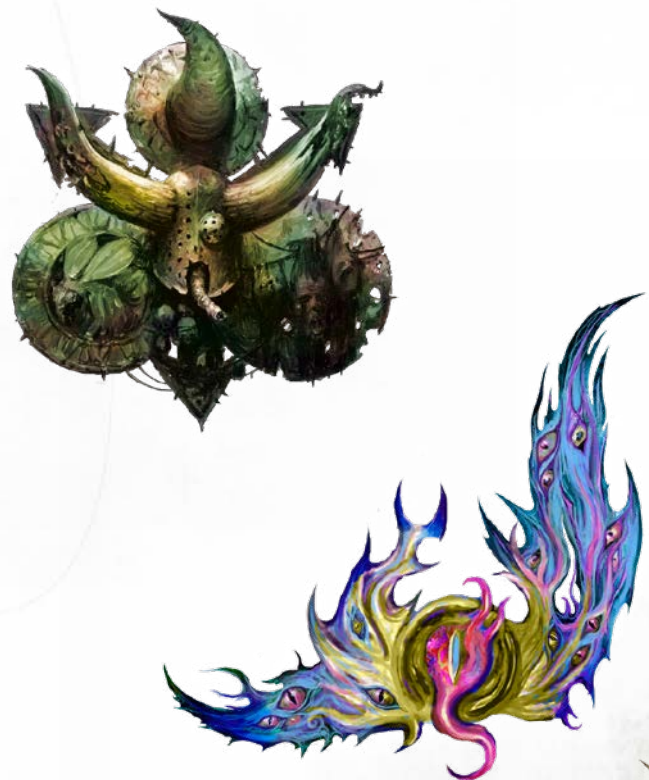
Talents: *Blessed (Varies)*

While the Soulbound are guided to fight on the front between Order and Chaos, the faithful of Sigmar and the other gods of Order are hard at work aiding common folk across the Mortal Realms. Where there is civilisation, Sigmar's faithful and others busy themselves with the day-

to-day concerns of keeping followers strong in both body and spirit. On occasion, one of them is fated to intersect with one of the Soulbound and form a lasting bond that strengthens them both.

Benefit: When you establish a relationship with this contact, you gain favour among others who share their faith. You are welcomed into establishments dedicated to the contact's particular faith, even when others might be turned away. In some cases, temples can provide humble food and shelter to your party where it is available. In addition, when a party member undertakes the *Forsake* Endeavour (*Soulbound*, page 158) to become blessed by a different god, this contact aids them in appeasing the god they forsook, so long as the contact's deity is either the god being spurned or newly chosen. When a party member who shares this contact's faith undertakes the *Pray* Endeavour, the cultist assists them: the Soulbound gains +2d6 to each Test. If the party member does not share the cultist's particular faith, they gain +1d6 instead.

Greater Benefit: When a party member undertakes the *Pray* Endeavour, they gain +3d6 to each Test made as part of that Endeavour if they share the cultist's faith, or +2d6 if they do not. In addition, when a party member undertakes the *Redeem* Endeavour, they gain +2d6 to their Soul (Determination) Test. The aid of the cultist may allow for otherwise irredeemable wretches to be turned from the service of Chaos, at the GM's discretion.



DEVOTED OF SIGMAR

Attributes: Body (1), Mind (1), Soul (2)

Skills: Devotion (+2d6, +2), Theology (+2d6, +2)

Talents: *Blessed (Sigmar)*

The Devoted of Sigmar are at the forefront of the battle against the influence of Chaos, and their efforts take many forms. Protecting the Sigmarite faithful requires a firm hand as often as a soothing prayer. In the face of great peril, the people of the Mortal Realms must sometimes be reminded whose grace protects them, and whose furious tempest made safe the ground they tread.

Benefit: For a tithe of 200D, the Devoted of Sigmar provides their blessing when you undertake the *Recuperate Endeavour* (*Soulbound*, page 158), allowing the Binding to recover 1 additional Soulfire. The Binding can only recover 1 additional Soulfire in this manner, even if each has a Devoted contact.

Greater Benefit: When a Fear becomes a Threat, the Devoted of Sigmar can ask the Binding for help controlling the panicked populace. Doing so requires a **DN 5:8 Soul (Devotion)** Group Test (*Soulbound*, page 297) from the entire party. The Devoted of Sigmar adds +2d6 to this Test. If the party succeed, Doom does not increase as a result of a Fear becoming a Threat.

ENDRINEER

Attributes: Body (1), Mind (2), Soul (1)

Skills: Crafting (+2d6, +1)

Talents: *Combat Repairs, Endrineers Guild Member*

Kharadron endrineers rarely find themselves with a shortage of work orders or maintenance requests. However, an endrineer usually sees the unique benefits of establishing a professional relationship with one of the Soulbound or their allies and will agree to work with them. In exchange for their services, Kharadron endrineers often ask for the right to apply identifying marks to the equipment they help create and maintain, turning the character into a walking advertisement for the Kharadron's craft. If the character achieves considerable fame while wearing the fruits of the endrineer's labour, the Kharadron can use it to garner more business or surpass rivals.

Benefit: For 250D, the endrineer can help with the *Endrineering* and *Repair Equipment* Endeavours (*Soulbound*, pages 156 and 159 respectively). If they do, you gain +3d6 to each Mind (Crafting) and Body (Crafting) Test made during the Endeavour.

Greater Benefit: The endrineer helps you for half the price (125D), or a reduced price (200D). If you pay 200D, you gain +1 Focus to each Test made during the relevant Endeavours. Additionally, you can pay the endrineer 100D to maintain your Kharadron gear during downtime, effectively having them take the *Regular Maintenance* Endeavour in your stead. This allows you to take another Endeavour and keep your gear in prime working order.

FLAGELLANT

Attributes: Body (2), Mind (1), Soul (2)

Skills: Determination (1d6, +1), Devotion (2d6, +1), Fortitude (+1d6, +1), Theology (2d6, +2)

Talents: *Fearless, Iron Will*

Flagellants are zealous followers of Sigmar who burn away the influence of Chaos with their own blood — an essential part of cleansing the ground of the realms so that new Cities of Sigmar can be raised. Once ground is sanctified, however, the flagellants must recover for a short time before they are called upon again. While they wait, Sigmar's zealots are more than happy to guide the purge of evil, even if by the hand of another.



Benefit: The flagellant can help with the *Purge Lore* Endeavour (see page 120). If they assist, you can use **Soul (Devotion)** in place of **Mind (Stealth)** for the purposes of the Endeavour. When you take the Endeavour with the help of the flagellant, you gain +3d6 to each Test as part of the Endeavour as the flagellant guides your hand. Regardless of if you succeed, you suffer a Lasting Wound — this has the same effect as a Minor Wound but can not be healed until your next downtime period.

Greater Benefit: The flagellant joins you in the *Cleanse Corruption* Endeavour (**Soulbound**, page 156). You must participate in the Endeavour but the flagellant can take the place of another party member, allowing them to undertake a different Endeavour. Doom decreases by 1 as normal. Alternatively, if the entire Binding as well as the flagellant participate in the *Cleanse Corruption* Endeavour, the zealous devotion of the flagellant means that Doom decreases by 2.



FREEGUILD CAPTAIN

Attributes: Body (2), Mind (2), Soul (1)

Skills: Determination (+2d6, +1), Intimidation (+1d6), Weapon Skill (+2d6, +2)

Talents: *Lead From the Front, Tactician*

Freeguild soldiers fight and die on the front lines of Order, facing down hopeless odds to protect their fellow mortals from the horrors of the Mortal Realms. Rising to the rank of captain often means a soldier is as determined as they are skilled and quickly earns the respect of the commonfolk. A Binding might befriend a Freeguild captain on the frontlines, or one serving as

law enforcement within a City of Sigmar. They are an invaluable source of information and can requisition the services of their subordinates.

Benefit: For a 100D donation, the captain brings you information regarding one Rumour dealing with a military, law enforcement, or similar topic. Additionally, once per downtime period, the captain can send a Medic, Mercenary Veteran, or Scout (**Soulbound**, page 120) with the party for 1d6 + 1 days. If the hireling dies during this time, the captain requires 500D for restitution to their families, and Doom increases by 1.

Greater Benefit: For a fee of 200D, the captain leverages their position with the city to win followers to your cause. When you take the *Rally Followers* Endeavour for an organisation allied with the Freeguilds, the captain provides two additional successes.



KHARADRON CAPTAIN

Attributes: Body (2), Mind (2), Soul (1)

Skills: Crafting (+1d6, +2), Guile (+2d6, +2), Intuition (+2d6, +1), Survival (+2d6)

Talents: One from *Aether-Khemists Guild Member*, *Endrineers Guild Member*, or *Nav-League Member*

Kharadron skyships are reliable vessels for transport or war, and their captains constantly look for ways to one-up each other in the mercantile meritocracy of Kharadron society. An ongoing business partnership with a Binding is considered by some captains a worthwhile gamble; Soulbound are likely to charter passage into sites of unrest or new frontiers, where the Kharadron crew can be on the first to stake a claim on new discoveries or take advantage of weakened rivals.

Benefit: Through their connections, the Kharadron captain can secure you one week's passage on a Kharadron skyship at a 25% discount. If the journey would be longer than a week, you must make a **DN 5:1 Mind (Guile)** Test to secure passage at this reduced price. The Complexity of this Test increases by 1 for each additional week the journey takes beyond the second.

Greater Benefit: Passage on Kharadron skyships arranged through the Kharadron captain are reduced an additional 25% of their price (50% total). The rules for securing continued passage at this reduced rate are otherwise identical. Additionally, for 150D, the Kharadron captain assigns crew to maintain your Kharadron equipment, effectively undertaking the *Regular Maintenance* Endeavour on your behalf. If you arrange transport on a Kharadron skyship through the Kharadron captain, the Kharadron captain provides this service for free during the journey.

MERCHANT

Attributes: Body (1), Mind (2), Soul (1)

Skills: Guile (+2d6, +1), Intuition (+1d6, +2)

Talents: *Savvy*

Traders can be found in every settlement of the Mortal Realms, eager to sell the tools and weapons that the party will need in the battle against Chaos — or so they claim at least. Merchants recognise the long-term value of a professional partnership with one of the party, though they can't resist the need to haggle for their time and services.

Benefit: You can hire the merchant to undertake the *Shopping* Endeavour on your behalf. Make a **DN 4:2 Mind (Guile)** Test. The merchant agrees to secure a number of Common or Rare items on your behalf equal to 2 + S. You must provide drops or other acceptable currency equal to the items' costs, plus a 10% surcharge for the merchant's services. In addition, the merchant is a viable target for the *Establish Trade Route* Endeavour.

Greater Benefit: When the merchant undertakes the *Shopping Endeavour* on your behalf, you can ask them to locate a piece of Exotic equipment. The price of providing the item is equal to the item's price plus a 25% surcharge. If the GM determines the item is impossible to secure over the course of the Endeavour, the merchant charges only 10% of the item's price for their trouble.

NOBLE

Attributes: Body (1), Mind (2), Soul (1)

Skills: Entertain (+2d6, +1), Guile (+2d6, +2)

Talents: *Diplomat, Savvy*

The concept of nobility varies between the people of the Mortal Realms, from the Noble Spirits of the Sylvaneth to the true-souled Idoneth Deepkin, to the noble houses of Azyrheim and Hammerhal. For many, the title of nobility is accompanied by the might and prestige to protect their people; in some cities of the realms, it merely distinguishes the wealthy elite from those they deem to be of a 'lower station'.

Benefit: For 200D, the noble brings you into their lavish social circles to wag chins with the elite, learning details about one Rumour. If you utilise the noble as part of undertaking the *Gossip* Endeavour, you gain +3d6 to the Endeavour's Tests.

Greater Benefit: The noble will *Gossip* for a reduced price of 100D. Additionally, you can pay the noble 200D to help you undertake the *Conspire* Endeavour. If they do, you gain +3d6 to each Mind (Guile) Test during the Endeavour. If you fail, the noble might be disgraced, be implicated in the plot, or implicate you to save themselves from the consequences.



SCOURGE PRIVATEER

Attributes: Body (2), Mind (1), Soul (1)

Skills: Guile (+2d6, +1), Intuition (+1d6, +1), Survival (+2d6, +2), Weapon Skill (+2d6, +2)

Talents: *Animal Friend, Fearless, The Bigger They Are*

The Scourge Privateers are a mercenary lot, driven by profit as they sail dangerous waters in their immense Black Arks. They also crave adventure, and it's no wonder

how a Soulbound with an abundance of both riches and stories can find a member of the Scourge Privateers a fast friend or professional acquaintance. However, it takes more than a few shared drinks or swapped tales for a Privateer to share the finer monster-hunting tactics that fill their coffers.

Benefit: The Scourge Privateer can secure passage on a ship for you and the other members of the Binding for half the normal cost, provided the journey takes no more than a week. If the journey would be longer, you must make a **DN 4:2 Mind (Guile)** Test to secure passage at this reduced price. The Complexity of this Test increases by 1 for each additional week the journey takes beyond the second.

Greater Benefit: For a price of 200D, The Scourge Privateer can run you through a number of training exercises over the course of a week, taking the place of a normal Endeavour. At the end of the week, you gain the benefits of *The Bigger They Are Talent* until your next downtime period.

SKILLED HEALER

Attributes: Body (1), Mind (2), Soul (1)

Skills: Medicine (+2d6, +2), Lore (+1d6, +1)

Talents: *Medic*

Practitioners of the healing arts are in high demand in the tumultuous environs of the Mortal Realms, and nowhere do they thrive more than in the shadow of the Soulbound. As a Binding takes time to recover from their excursions against the forces of Chaos, many find themselves on a forename basis with medics in nearby settlements. The most talented practitioners often develop a vested interest in the health and healing of a particular Binding, if only to ensure their hard work doesn't go to waste.

Benefit: For a price of 50D, the healer provides attentive care for the duration of a Rest. When the person being treated finishes their Rest, they recover 2 Wound spaces instead of one.

Greater Benefit: For a fee of 200D, the healer provides a revitalising medicine in a form appropriate to their culture or Species. As an Action, a Mortally Wounded creature can take this medicine, or a creature can use an Action on their turn to apply this medicine to a Mortally Wounded ally. The Mortally Wounded creature is no longer Mortally Wounded and is no longer *Stunned*. In addition, it regains all of its Toughness and clears three spaces on its Wound

track. This medicine is a precious and delicate product, requiring a week to produce a single dose. Should a Binding call upon the healer to provide this medicine consistently, they may need to aid this ally by securing essential supplies.



SPY OR INFORMANT

Attributes: Body (1), Mind (2), Soul (1)

Skills: Awareness (+2d6), Guile (+2d6, +1), Stealth (+2d6, +2)

Talents: *Alley Cat, Criminal or Master of Disguise*

As cities of the realms continue to grow, a matching increase of crime is an inevitable byproduct, and the forces of Chaos constantly seek to destroy the people of the Mortal Realms from without and within. This Contact represents a professional spy, an agent of the Darkling Covens, or even a network of sharp-eyed urchins who know every shady merchant and secret knock, and how to look and listen without being seen.

Benefit: The Contact can make necessary introductions and discover information to grant you access to secret meetings and illicit organizations as determined by the GM. Doing so requires 100D of payment for the Contact's time and as funds to grease the necessary palms.

Greater Benefit: For 250 drops, the Contact investigates leads regarding current events in the Mortal Realms. When at least one Fear becomes a Threat, the Contact provides intelligence about the Threat beyond what is commonly known. The nature of this information is determined by the GM but may include a lead to a particular location, the password to a criminal hideout, or one or more kinds of enemies the Binding can expect to encounter.

UNLIKELY ALLY

Attributes: Body (2), Mind (1), Soul (2)

Skills: Awareness (+2d6, +2), Guile (+2d6, +1), any other suitable Skills

Talents: Up to two appropriate Talents

A Binding is likely to meet all manner of creatures in the Mortal Realms, and not just members of the Free Peoples. Greenskin hordes, while not always aligned with the best interests of the Mortal Realms, are full of brutal and cunning Orruks and Grots seeking to improve their station. Similarly, a Vampire will gladly assist a Binding's efforts if it can use their relationship to protect its own interests. Such alliances are often tense affairs, with both sides trying to benefit while they still can.

Benefit: The ally provides insight into a faction they belong to, or one about which they are well informed. The ally's base fee for this service is 200D or the equivalent in other goods or services, but may demand a higher price or a favour it deems of relative value in exchange for a greater breadth of information or intel of great significance.

Greater Benefit: The ally can be tasked to subvert someone in their own faction or organisation, or in a faction where they possess appropriate access. This subversion can take the form of information that provides access to the target or is usable as blackmail, kidnapping, or feeding them false information in a key moment. In exchange, the ally will demand compensation in the form of favours, ideally

to protect themselves from consequences or use the subversion to improve their own position. The scope of the subversion and the nature of repayment are determined by the GM.

ZHARRGRIM

Attributes: Body (1), Mind (1), Soul (2)

Skills: Crafting (+2d6, +2), Devotion (2d6, +1)

Talents: *Blessed (Grimnir), Sense Ur-Gold, Zharrgrim*

In Fyreslayer lodges, Zharrgrim are the priests who shape the ur-gold of Grimnir's essence into runes and embed them in the bodies of their fellow Fyreslayers. Though a lodge may have numerous Runesmiters capable of forging ur-gold runes, only one can hope to hold the title of Runemaster. Employing a Zharrgrim's services is no small request, as their first duty is to the interests of their own lodge and the commands of its Runefather.

Benefit: The Zharrgrim can perform *Grundtogg* to hammer ur-gold runes you provide into your skin when you take the Endeavour, even if you are not part of their lodge. Alternatively, they can help you undertake the *Forge Ur-Gold Rune* Endeavour. If they do, you gain +3d6 to each Body (Crafting) and Soul (Devotion) Test during the Endeavour.

Greater Benefit: If you provide the Zharrgrim with at least 3 pounds of ur-gold, they spend a week crafting an ur-gold rune of your choice for you, effectively undertaking the *Forge Ur-Gold Rune* Endeavour in your place. When the rune is finished, you can elect for the *Zharrgrim* to perform *Grundtogg* to embed the rune in your flesh as part of their efforts.



APPENDIX:

LOYAL COMPANIONS



RAKERDART

A Rakerdart is a predatory creature from the depths of the oceans. They have dark, sleek plates running the length of their body that interlock like armour, giving them protection against the countless creatures that lurk beneath the waves. The Rakerdart uses its long, serrated bill to stab its prey, twisting back and forth to hack and saw at any protective armour.

Rakerdarts are often captured and tamed by the Embailors of the Idoneth Deepkin. Their predatory nature makes them the ideal bond-beast for the soul-hunting Isharann.

RAKERDART			
Medium Beast, Warrior			
⚔ Average	⚙ Poor	🛡 Average	
Armour	Toughness	Wounds	Mettle
1	4	–	–
Speed: Swim (Fast) Initiative: 3 Natural Awareness: 2 Skills: Awareness (+2d6), Reflexes (+1d6), Weapon Skill (+1d6)			
TRAITS			
Aquatic: A Rakerdart can only breathe water and ethersea.			
ATTACK			
Serrated Bill: Melee Attack (Average), 3d6, 1 + S Damage. <i>Rend, Slashing.</i>			
BODY	MIND	SOUL	
2	1	1	



SCRYHAWK

Scryhawks are avian predators native to Hysh, the Realm of Light. They make their nests in the mountain range of the Vertiginous Peaks in Ymetrica, and can be seen circling the towering peak of Mount Avalenor. Scryhawk feathers are naturally a soft brown, but time spent soaring through the skies of Hysh has given their feathers a remarkable silver lustre, making them appear to trail starlight.

Scryhawks are drawn to the light of mystical artefacts known as Scryhawk Lanterns (see page 109). These bright lanterns attract the Scryhawk, and over time they form a bond with the wielder. Many Vanari Auralan Sentinels bond with Scryhawks, using their sharp eyes to enhance their already deadly aim.

SCRYHAWK			
Tiny Beast, Minion			
⚔ Poor	⚙ Poor	🛡 Average	
Armour	Toughness	Wounds	Mettle
0	1	–	–
Speed: Fly (Fast) Initiative: 6 Natural Awareness: 2 Skills: Awareness (+2d6), Reflexes (+2d6)			
TRAITS			
Sharp-eyed: The wielder of a Scryhawk Lantern can see through the Scryhawk's eyes. Doing so allows the lantern-bearer to see exactly what the Scryhawk sees, and to track prey for miles. A creature using this Trait suffers no penalty when shooting beyond their weapon's range. At the GM's discretion, this can even allow the lantern-bearer to target enemies at Extreme Range.			
ATTACK			
Talons: Melee Attack (Poor), 1d6, +S Damage. <i>Piercing.</i>			
BODY	MIND	SOUL	
1	2	1	

APPENDIX:

THE BINDING

The Crimson Blade was an artefact from the Age of Myth said to grant the wielder the power to carve bleeding wounds between realms. Some believe that it was simply a powerful tool, integral in the creation of countless realmgates, while others claimed it was a weapon forged by the Chaos Gods to weaken the realms and launch horrifying assaults on unsuspecting cities. Whatever the truth, the Crimson Blade vanished during the Age of Chaos, referenced only in scarce footnotes in half-burned texts, or glimpsed by powerful seers.

But when Teclis caught faint word of a Tzeentch champion who had adopted the title 'The Crimson Blade' and was leading his growing band of worshippers on inexplicable realm-hopping raids, he knew the ancient artefact had been found.

The Aelven god realised that he would need an agile and intelligent group to track the Crimson Blade across the realms, a group capable of operating without oversight, fighting the minions of Chaos, and facing everything the Mortal Realms could throw at them.

And so Teclis forged a new Binding.

A stoic Alarith Stoneguard, thoughtful and capable of protecting his allies from the horrors of the Mortal Realms.

A vengeful Spite-Revenant, selected by the Everqueen for their savagery and quick temper, to hunt and slaughter those who would stand in their way.

A champion Grimwrath Berzerker, legend of his lodge and veteran of countless challenges, capable of carrying Grimmir's power and enduring grievous punishment without breaking.

A learned Alarith Stonemage, capable of learning at incredible speed and using their abilities in inventive or artistic methods.

And finally, a noble Knight-Zephyros, strategist and supporter of these destined heroes who would lead them into the heart of the Eightpoints itself or sacrifice their immortal soul if it meant succeeding in their goal.

Once they were found and brought together, the Binding Ritual was completed without flaw. Now it was up to the Binding to seek out the Crimson Blade, for the good of all realms.

'The task I now grant you is great, but you must not falter. Find this Crimson Blade, wherever it may lie. Take it from the servants of Chaos and return it to me, or destroy it so none can wield its power. You cannot surrender. You cannot fail. Go now, my Soulbound, carry the light of Hysh to the darkest depths of these Mortal Realms.'



WARHAMMER
AGE OF SIGMAR
ROLEPLAY

SOULBOUND™

VANALLIAR THE REDEEMED
CHARACTER NAME

ALARITH STONEGUARD
ARCHETYPE

97
AGE

GREY
EYES

AELF (LUMINETH REALM-LORDS)
SPECIES

BLONDE
HAIR

6'7"
HEIGHT

He/Him
PRONOUNS

185LBS
WEIGHT

UNNATURALLY LOUD FOOTSTEPS
DISTINGUISHING FEATURES

XP

4 BODY
2 MIND
2 SOUL

SHORT-TERM GOALS

CHOOSE ONE

1. Protect an innocent mortal from a terrible beast.
2. Offer advice to an ally whose vision was clouded by crass emotion.
3. Scale a mountain peak.

LONG-TERM GOALS

Found a new school of learning that uses logic as its foundational principle.

SKILLS

	TRAINING	FOCUS		TRAINING	FOCUS		TRAINING	FOCUS
ARCANA	□□□	◇◇◇	DEVOTION	□□□	◇◇◇	MEDICINE	□□□	◇◇◇
ATHLETICS	□□□	◇◇◇	DEXTERITY	□□□	◇◇◇	MIGHT	■□□	◇◇◇
AWARENESS	■□□	◇◇◇	ENTERTAIN	□□□	◇◇◇	NATURE	■□□	◇◇◇
BALLISTIC SKILL	□□□	◇◇◇	FORTITUDE	■□□	◇◇◇	REFLEXES	■□□	◇◇◇
BEAST HANDLING	□□□	◇◇◇	GUILDE	□□□	◇◇◇	STEALTH	□□□	◇◇◇
CHANNELLING	□□□	◇◇◇	INTIMIDATION	□□□	◇◇◇	SURVIVAL	□□□	◇◇◇
CRAFTING	□□□	◇◇◇	INTUITION	□□□	◇◇◇	THEOLOGY	□□□	◇◇◇
DETERMINATION	□□□	◇◇◇	LORE	■□□	◇◇◇	WEAPON SKILL	■□□	◇◇◇

TALENTS

NATURAL AWARENESS

2

AELF: You have 2 xp to spend on any Skill (spent on Training (1) and Focus (1) in Lore)

YMETRICA: You always act last in the first round of combat, but act first every round thereafter unless another creature takes the Seize the Initiative or other similar Action.

MOUNTAIN STANCE: As an Action you can adopt the mountain stance. You can not be knocked Prone or moved in any way unless you allow it, and you have Advantage on Tests to knock creatures Prone. Additionally, if you take the Shove Action while in mountain stance, the target is shoved to an adjacent Zone. You can end mountain stance at any time as a Free Action.

STALWART GUARDIAN: When you take the Defend Action to protect an ally, your Defence increases one step. Additionally, you have Advantage on Body (Might) Tests when using the Defend Action to prevent a creature from entering your Zone.

THOUGHTFUL: Whenever you make a Mind Test and can afford to first mull things over, you can double the dice gained from any Training you have in the Skill being Tested. This can't be used for any activity that demands immediate or dynamic responses, such as reflexive actions, conversation, combat, or spellcasting.

COMBAT ABILITIES

EXTRAORDINARY

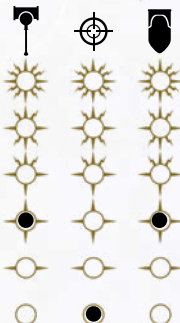
SUPERB

GREAT

GOOD

AVERAGE

POOR



ATTACK DN	
OR VS	DN
TWO OR MORE STEPS HIGHER	2
ONE STEP HIGHER	3
EQUAL	4
ONE STEP LOWER	5
TWO OR MORE STEPS LOWER	6

INITIATIVE

4

ARMOUR

3

METTLE

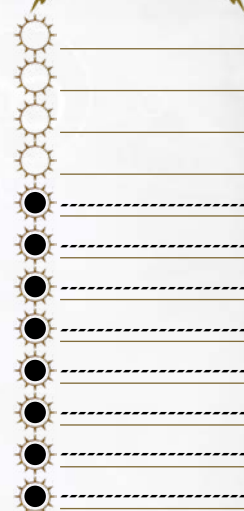
1

Current Total

TOUGHNESS

8

WOUNDS



ATTACKS

WEAPON	POOL	FOCUS	DAMAGE	TRAITS
GREATHAMMER	6d6	+ 1	2 + S	CRUSHING, TWO-HANDED

MORTALLY WOUNDED

'Come, break yourself upon the mountain and contemplate the errors that brought you here.'

1. I am trying to help Maladroc overcome his emotions with logic.
2. I regularly confide in Lorel over strategy.
3. I believe that Rumin is the one member of our party that does not need my protection.
4. I admire but ultimately do not understand Zaitheren's artistic endeavours.

**Stand your ground with Mountain
Stance to knock enemies Prone
and control the battlefield.**

1. I wish I could understand my companions' emotions.
2. I long for the unparalleled tranquility of being buried alive once more.
3. Some days I wonder if I have made a grave error in accepting the Binding Ritual.

HEAD	
CLOAK	
ARMOUR	STONEPLATE ARMOUR
R. HAND	GREATHAMMER
L. HAND	GREATHAMMER
ARMS	
BOOTS	
JEWELRY	
OTHER	
OTHER	

A pouch of earth from where I was buried.



20

DROPS PHIALS SPHERES

NAME	DN/COST	TARGET	RANGE	DURATION	EFFECT
------	---------	--------	-------	----------	--------

[illegible]

XP

MORTALLY WOUNDED

A character with large, curved, dark horns and a white helmet with a crescent moon emblem. They wear a blue and green cape and a white tunic with blue accents. They are holding a long, dark staff with a golden crosspiece. The character is standing on a grey, rocky outcrop. The background is a light blue sky with stylized white clouds. The entire illustration is framed by a gold border.

'Stone is just as malleable as water, you simply need to know how to speak to it.'

'One moment, I'm just finishing this book — you may now have my undivided attention.'

'Let's see them break through this!'

'The troggoths are sleeping in a cave nearby... yes I'm sure! They've been eating rocks all morning.'

CHOOSE ONE

1. I am troubled by Lorel's altered vision and am seeking what knowledge I can to help them.
2. Maladroc needs a caring voice to calm his battle lust. I am happy being that voice.
3. I admire Rumin's passion, and the runes they bear have a terrible beauty.
4. I have been trying to share my art with Vanalliar, but he seems disinterested.

WHO IS ZAITHEREN?

Zaitheren is a Stonemage from Iliatha. They have learned to channel the power of the mountain and use this ability in inventive ways. Telcis requested that Zaitheren partake in the Ritual of Binding after witnessing one of Zaitheren's sculptures, though exactly what the god saw in the moulded stone is a mystery to Zaitheren.

WHAT ARE THEY LIKE?

Zaitheren is surprisingly outgoing and curious for a Lumineth. They are always seeking new inspiration for their most recent sculptures or writings. They want to learn all they can from the Mortal Realms and their unique companions.

To wield strange magics and
thwart enemy spellcasters.

Use Weight of the Mountain to create arcane barricades and other obstructions.

Use Speed Reading, Flight, and Voice of the Mountains to gather intelligence.

CHOOSE ONE

1. I know that my Soul-twin is jealous of Tecl's attention and by extension, my Binding.
2. I know that Rumin lives in chronic pain, and that he would never accept my help on account of his pride.
3. In the past, I have stolen and destroyed cursed texts that were too dangerous to fall into the wrong hands.

HEAD _____

CLOAK _____

ARMOUR STONESCALE ARMOUR

R. HAND STAFF OF THE HIGH PEAKS

L. HAND STAFF OF THE HIGH PEAKS

ARMS _____

BOOTS _____

JEWELRY AMULET WITH A PIECE OF THE MOUNTAIN

OTHER _____

OTHER _____

A scales

A small piece of art you have created

NAME	DN/COST	TARGET	RANGE	DURATION	EFFECT
ARCANE BOLT	1	1	MEDIUM	INSTANT	TARGET SUFFERS 1 DAMAGE. +1 DAMAGE PER ADDITIONAL SUCCESS.
FLIGHT	1	YOU	SELF	1 MINUTE	YOU GAIN FLY (NORMAL) SPEED. +1 MINUTE PER ADDITIONAL SUCCESS.
MYSTIC SHIELD	5:1	1	MEDIUM	1 ROUND	TARGET'S DEFENCE INCREASES ONE STEP. +1 MINUTE PER ADDITIONAL SUCCESS.
STONEMASON'S WILL	4:1	YOU	SELF	1 MINUTE	STONE YIELDS TO YOUR TOUCH. +1 MINUTE PER ADDITIONAL SUCCESS.
VOICE OF THE MOUNTAINS	5:1	YOU	1 MILE	1 MINUTE	YOU HEAR SOUNDS WITHIN 1 MILE. SEE PAGE 105 FOR MORE INFORMATION.
WEIGHT OF THE MOUNTAIN	5:2	OBJECT	SHORT	1 ROUND	THE OBJECT CAN'T BE MOVED. SEE PAGE 105 FOR MORE INFORMATION.

SOULBOUND™

LOREL THE UNBROKEN

CHARACTER NAME

KNIGHT-ZEPHYROS

ARCHETYPE

40s
AGE

GREEN
EYES

STORMCAST ETERNAL

SPECIES

BROWN

HAIR

7'6"
HEIGHT

SHE/HER PRONOUNS

294LBS
WEIGHT

SCARRING ON LOWER FACE. DISTINGUISHING FEATURES

XP

4 BODY

3 MIND

2 SOUL

SHORT-TERM GOALS

CHOOSE ONE

1. Gather vital and actionable intelligence on our foe.
2. Recover a stolen weapon from a fallen Stormcast ally.
3. Execute a combat strategy flawlessly.

LONG-TERM GOALS

Find a way to overcome my ruined vision and see the stars once more.

SKILLS

	TRAINING	FOCUS		TRAINING	FOCUS		TRAINING	FOCUS
ARCANA	☐☐☐	◆◆◆◆	DEVOTION	☐☐☐	◆◆◆◆	MEDICINE	☐☐☐	◆◆◆◆
ATHLETICS	☐☐☐	◆◆◆◆	DEXTERITY	☐☐☐	◆◆◆◆	MIGHT	☐☐☐	◆◆◆◆
AWARENESS	☐☐☐	◆◆◆◆	ENTERTAIN	☐☐☐	◆◆◆◆	NATURE	☐☐☐	◆◆◆◆
BALLISTIC SKILL	■☐☐	◆◆◆◆	FORTITUDE	☐☐☐	◆◆◆◆	REFLEXES	☐☐☐	◆◆◆◆
BEAST HANDLING	☐☐☐	◆◆◆◆	GUILDE	■☐☐	◆◆◆◆	STEALTH	■☐☐	◆◆◆◆
CHANNELLING	☐☐☐	◆◆◆◆	INTIMIDATION	☐☐☐	◆◆◆◆	SURVIVAL	☐☐☐	◆◆◆◆
CRAFTING	☐☐☐	◆◆◆◆	INTUITION	■☐☐	◆◆◆◆	THEOLOGY	☐☐☐	◆◆◆◆
DETERMINATION	☐☐☐	◆◆◆◆	LORE	☐☐☐	◆◆◆◆	WEAPON SKILL	■☐☐	◆◆◆◆

TALENTS

NATURAL AWARENESS

2

STORMCAST ETERNAL: When you die, you can be reformed and return to life a short time later. You have died and been reformed nine times already.

TEMPEST LORDS: Your allies have Advantage on Tests relating to diplomacy and leadership when you are accompanying them. Additionally, when you take the Rally Followers Endeavour (see page 120), you gain a number of automatic successes equal to your Soul.

AMBIDEXTROUS: When you dual wield and make an Attack, add 1d6 to your total dice pool.

DIRTY FIGHTING: When you hit an enemy with an unarmed attack, you may choose to

deal no Damage. If you do so, the target must make a DN 4:S Body (Fortitude Test. On a failure the target is Blinded or Stunned (Your choice) until the beginning of your next turn.

LIGHTNING-FAST STRIKES: When you take the Charge Action, you can attack twice instead of once, making the second attack as a Free Action. You gain the benefit of the Charge Action on both attacks, but your Melee decreases one step for each attack.

OPPORTUNIST: Once per round, you can immediately make an Attack when an opponent attempts to move away from you.

COMBAT ABILITIES

	1	2	3
EXTRAORDINARY			
SUPERB			
GREAT			
GOOD			
AVERAGE			
POOR			

ATTACK DN	
 OR  VS 	DN
TWO OR MORE STEPS HIGHER	2
ONE STEP HIGHER	3
EQUAL	4
ONE STEP LOWER	5
TWO OR MORE STEPS LOWER	6

INITIATIVE



ARMOUR



METTLE

1
Current Total

TOUGHNESS



WOUNDS



ATTACKS

WEAPON	POOL	FOCUS	DAMAGE	TRAITS
WHIRLWIND AXES (MELEE)	6D6	+ 1	+ S	SUBTLE, SLASHING, THROWN (SHORT)@TRAITS
WHIRLWIND AXE (THROWN)	5D6	+ 0	+ S	SUBTLE, SLASHING, THROWN (SHORT)@TRAITS
BOLTSTORM PISTOL	5D6	+ 0	1 + S	CLOSE, LOUD, PIERCING, RANGE (MEDIUM), SPREAD

MORTALLY WOUNDED

*'Twelve kills for the God-King and
I can rest well this night.'*

*'Think twice, friend. A rash action
can never be undone.'*

*'Once you set your mind to a task,
never invite doubt into your mind.'*

*'Strike swift, friends! Victory
hinges upon us now!'*

CHOOSE ONE

1. Maladroc is unpredictable in combat, I must keep an keen eye on him.
2. I often discuss strategy with Vanalliar, I find his cold logic invaluable.
3. I told Zaitheren about my altered vision, they agreed to help if they can.
4. I once prevented Rumin from sacrificing himself, he has not forgiven me.

WHO IS LOREL?
Lorel is a Knight-Zephyros of the Tempest Lords, a Stormhost known for their great strategic minds and noble leaders. She sees herself as the leader of the Binding and believes with all her heart that Soulbound can achieve incredible deeds if they are utilised correctly.

WHAT IS SHE LIKE?
She is a careful and strategic minded person, willing to take time to prepare and strategise before committing to a plan. But when her mind is made up, she strikes swift and without self doubt.

WHY PLAY LOREL?
Lorel is a meticulous thinker who leads from the front.

CHOOSE ONE

1. I firmly believe that this Binding would collapse without my leadership, but to say so would break them.
2. I have no memories left of my mortal life. I look at the Humans we protect and can't even imagine being so small or afraid.
3. My Reforgings have permanently altered my vision. I no longer see the clouds, stars, or light of Hysh in the sky. I see only a malevolent void that endlessly calls to me.

HEAD _____

CLOAK WOLF-PELT CLOAK

ARMOUR SIGMARITE PLATE

R. HAND WHIRLWIND AXE

L. HAND WHIRLWIND AXE

ARMS _____

BOOTS _____

JEWELRY _____

OTHER _____

OTHER _____

[illegible]

XP

4 SOUL

	TRAINING	FOCUS		TRAINING	FOCUS		TRAINING	FOCUS
ARCANA	▣▣▣	◆◇◇	DEVOTION	▣▣▣	◆◇◇	MEDICINE	▣▣▣	◆◇◇
ATHLETICS	▣▣▣	◆◇◇	DEXTERITY	▣▣▣	◆◇◇	MIGHT	▣▣▣	◆◇◇
AWARENESS	▣▣▣	◆◇◇	ENTERTAIN	▣▣▣	◆◇◇	NATURE	▣▣▣	◆◇◇
BALLISTIC SKILL	▣▣▣	◆◇◇	FORTITUDE	▣▣▣	◆◇◇	REFLEXES	▣▣▣	◆◇◇
BEAST HANDLING	▣▣▣	◆◇◇	GUILDE	▣▣▣	◆◇◇	STEALTH	▣▣▣	◆◇◇
CHANNELLING	▣▣▣	◆◇◇	INTIMIDATION	▣▣▣	◆◇◇	SURVIVAL	▣▣▣	◆◇◇
CRAFTING	▣▣▣	◆◇◇	INTUITION	▣▣▣	◆◇◇	THEOLOGY	▣▣▣	◆◇◇
DETERMINATION	▣▣▣	◆◇◇	LORE	▣▣▣	◆◇◇	WEAPON SKILL	▣▣▣	◆◇◇

TALENTS

NATURAL AWARENESS

1

1. Defeat more foes in a combat than Maladroc.
2. Visit a Fyreslayer Lodge.
3. Receive payment for a job in ur-gold.

Find the final resting place of Vulcatrix and pay tribute to the Mother of Salamanders.

DUARDIN: Your maximum Wounds increases by 2.

LOFNIR: You have an exceptionally resilient hide. You suffer half Damage from intense heat and flames, such as Hazards and spells. Additionally, your Defence increases one step against Beasts.

DIG DEEP: At any time while your Mettle and Toughness are both at 0, you can use a Free Action to regain 1 Mettle. You can only use this Talent once per round.

HARD TO KILL: The first time you fail a Death Test in combat, you do not increase the DN. The next Test you fail increases the DN as normal

TEST OF WRATH: You can have a number of active ur-gold runes greater than your Soul. For each rune you have beyond your Soul, you have one less space on your Wound Track.

COMBAT ABILITIES

EXTRAORDINARY

SUPERB

GREAT

GOOD

AVERAGE

POOR

ATTACK DN	
 OR  VS 	DN
TWO OR MORE STEPS HIGHER	2
ONE STEP HIGHER	3
EQUAL	4
ONE STEP LOWER	5
TWO OR MORE STEPS LOWER	6

INITIATIVE

5

ARMOUR

3

METTLE

2

[illegible]

TOUGHNESS

8

ATTACKS

WEAPON	POOL	FOCUS	DAMAGE	TRAITS
GREATAXE	4D6	+ 1	3 + S	SLASHING, TWO-HANDED, REND*
HANDAXE	4D6	+ 1	1 + S	SUBTLE, SLASHING, THROWN (SHORT), REND*

WOUNDS

MORTALLY WOUNDED

'Are you done with all the gob smacking yet?'

'These runes aren't for show, kid.'

'Quit your mewling! It's only a scratch.'

'Stop hogging all the grots, that one's mine!'

CHOOSE ONE

1. I have a martial rivalry with Maladroc.
2. Zaitheren admitted to me that they are tired of holding others' secrets.
3. Lorel stole my chance for a glorious sacrifice.
4. I've seen Vanalliar falter when his logic failed.

Rumin is a very durable bruiser who can walk through an inferno and emerge with a grim smile on his face.

CHOOSE ONE

1. I am so very tired of the chronic pain my runes bring me.
2. I once accidentally broke a prized Magmadroth egg and covered it up.
3. Nothing makes me happier than the smell of burning bones.

HEAD _____

CLOAK _____

ARMOUR _____

R. HAND GREATAXE

L. HAND GREATAXE

ARMS _____

BOOTS _____

JEWELRY _____

OTHER VARIOUS UR-GOLD RUNES (SEE BELOW)

OTHER _____

A single Magmadroth scale you used to bite down on during the Test of Wrath

Rune of Fury: Increase Melee one step

Rune of Relentless Zeal:
+Soul to Initiative

Rune of Searing Heat: +1
Damage to all attacks

Rune of Awakened Steel: Weapons gain Rend

3 x Rune of Iron Skin (+3 Armour)

15
DROPS PHIALS SPHERES

[illegible]

WARHAMMER
AGE OF SIGMAR
ROLEPLAY

SOULBOUND™

MALADROC (RAZORTHORN)
CHARACTER NAME

SPITE-REVENANT
ARCHETYPE

241
AGE

WHITE
EYES

SYLVANETH
SPECIES

NONE
HAIR

5'9"
HEIGHT

He/Him
PRONOUNS

1,000LBS
WEIGHT

MY LAUGH ECHOES UNNATURALLY
DISTINGUISHING FEATURES

XP

4 BODY
1 MIND
3 SOUL

SHORT-TERM GOALS

CHOOSE ONE

1. Locate some Ironbark Oil to harden your bark.
2. Watch the light fade from a mortal's eyes.
3. Find a Sylvaneth Grove and add my discordant tones to their Spirit Song.

LONG-TERM GOALS

Prove my savagery by single handedly defeating a Chosen of the Chaos Gods and take their heart as a trophy.

SKILLS

	TRAINING	FOCUS		TRAINING	FOCUS		TRAINING	FOCUS
ARCANA	□□□	◇◇◇	DEVOTION	□□□	◇◇◇	MEDICINE	□□□	◇◇◇
ATHLETICS	■□□	◇◇◇	DEXTERITY	□□□	◇◇◇	MIGHT	□□□	◇◇◇
AWARENESS	□□□	◇◇◇	ENTERTAIN	□□□	◇◇◇	NATURE	■□□	◇◇◇
BALLISTIC SKILL	□□□	◇◇◇	FORTITUDE	□□□	◇◇◇	REFLEXES	■□□	◇◇◇
BEAST HANDLING	□□□	◇◇◇	GUILDE	□□□	◇◇◇	STEALTH	□□□	◇◇◇
CHANNELLING	□□□	◇◇◇	INTIMIDATION	■□□	◇◇◇	SURVIVAL	■□□	◇◇◇
CRAFTING	□□□	◇◇◇	INTUITION	□□□	◇◇◇	THEOLOGY	■□□	◇◇◇
DETERMINATION	□□□	◇◇◇	LORE	□□□	◇◇◇	WEAPON SKILL	■□□	◇◇◇

TALENTS

NATURAL AWARENESS

1

SYLVANETH: Your base Armour Rating is 2. You cannot wear armour, but your natural armour can be reinforced.

WINTERLEAF: When the Binding's Soulfire is lower than the current Doom, you double your Training and Focus in Weapon Skill and Ballistic Skill, but your Defence decreases one step. Additionally, your cold-hearted nature unsettles others. You have Advantage on Intimidation Tests, and Disadvantage on all other social Tests.

EXECUTIONER: When you hit an Incapacitated, Prone, or Restrained creature with an Attack, you deal 1 additional Damage for each 6 rolled.

NATURAL WEAPONS: Your hands are natural weapons. They deal 1 + S Damage and have the Slashing and Rend Traits. You can never be disarmed.

SOUL-SCARRED: You underwent a harrowing ordea that it left marks on your body, mind, and soul. You have one less space on your Wound track. The pain and associated memories embolden you, however. Your maximum Mettle increases by 1.

UNBRIDLED MALICE: The first time you make a melee attack against a creature, they must make a DN 4:X Soul (Determination) Test, where X is equal to the amount of Damage they suffered. On a failure, the target is Frightened until the end of their next turn.

COMBAT ABILITIES

	1	2	3
EXTRAORDINARY	☀	☀	☀
SUPERB	☀	☀	☀
GREAT	☀	☀	☀
GOOD	●	○	●
AVERAGE	○	○	○
POOR	○	●	○

ATTACK DN	
☀ OR ☀ VS ●	DN
TWO OR MORE STEPS HIGHER	2
ONE STEP HIGHER	3
EQUAL	4
ONE STEP LOWER	5
TWO OR MORE STEPS LOWER	6

INITIATIVE

2

ARMOUR

2

METTLE

3
Current Total

TOUGHNESS

8

WOUNDS

Wound track with 10 spaces. The first space is empty. The remaining 9 spaces are filled with a skull icon.

MORTALLY WOUNDED

ATTACKS

WEAPON	POOL	FOCUS	DAMAGE	TRAITS
CLAWS	5d6	+ 1	1 + S	SLASHING, REND

'Eheheheheh! Yes! Yes! Bleed!'

'I do not make threats, I make promises.'

'Eheh! You spook easier than newborn kits.'

'Hush now, soft-skin. We are not the only hunters in these woods.'

CHOOSE ONE

1. I have a martial rivalry with Rumin.
2. Vanalliar thinks he can 'fix' my anger with logic and reasoning. He is wrong.
3. Zaitheren's words can stay my claws in the heat of battle, and I don't know why.
4. Lorel is one of the few creatures I trust to watch my back. Her fury matches my own.

WHO IS MALADROC?

Maladroc is a Spite-Revenant from the Winterleaf Glade, a spirit of living wood driven by bloody revenge. He struggles to socialise and communicates mostly through scathing threats at his worst and back-handed compliments at his best. He believes that becoming Soulbound is a twisted punishment, that he has been cast out by the Everqueen and gravely misses the company of other Sylvaneth.

Intimidating and spiteful, he is a brutal close combat specialist who can fly into a bloody storm of claws at a moment's notice.

Maladroc is a terrifying creature in both manner and action.

Use your high Mettle to overwhelm foes.

Rend through Armour, knock your foes Prone and execute them with a flurry of attacks.

CHOOSE ONE

1. Sometimes, in the wake of bloody battle, I am disgusted by myself.
2. I feel anxious and isolated when I cannot hear the Spirit Song.
3. My pranks are a sign of my affection.

HEAD _____

CLOAK _____

ARMOUR _____

R. HAND _____

L. HAND _____

ARMS _____

BOOTS _____

JEWELRY _____

OTHER _____

OTHER _____

The shrivelled lamintiri of
a fellow Sylvaneth

DROPS PHIALS SPHERES

[illegible]



SOULBOUND



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