

WARHAMMER
AGE OF SIGMAR
ROLEPLAY

SOULBOUND™

STARS & SCALES



ARCHETYPES AND RULES TO PLAY AS THE MYSTERIOUS SERAPHON,
ADVICE ON USING THEM IN YOUR CAMPAIGN, AND A COLLECTION
OF EXCITING ONE-PAGE ADVENTURES!

CONTENTS & CREDITS

STARS AND SCALES	2	Major Figures	10	Adding Detail.....	21
Seraphon.....	2	Locations	10	Shining Constellations.....	23
Goals and Ideals.....	3	Views on Soulbound.....	10	Dracothion's Tail.....	24
Society and Structure.....	3	THREATS	11	Fangs of Sotek.....	24
Members.....	3	Unearthing Titans	11	Koatl's Claw	25
Tasks.....	4	Little Rats Run	12	The Thunder Lizard.....	25
Using Seraphon in Your Game	5	Change on the Wind.....	13	Saurus Oldblood.....	26
Running the Adventures	6	The Weight of Memory.....	14	Skink Starpriest.....	27
The Starherd's Path	7	Stolen Fire.....	15	Spells	29
History	7	All in Accordance.....	16	Between Adventures.....	30
Major Figures.....	8	A Different Time	17	SERAPHON ARTEFACTS	36
Locations	8	PLAYING SERAPHON	19	SERAPHON AND THEIR BEASTS	38
Views on Soulbound.....	8	Species Bonuses	20	ALLIES AND ENEMIES	48
Chotec's Feather.....	9				
History	9				

Writing: KC Shi

Additional Writing: Emmet Byrne

Editing: Síne Quinn, Christopher Walz

Producer: Emmet Byrne

Illustration: Runesael Flynn, Dániel Kovács, Sam Manley

Graphic Design and Layout: Rory McCormack

Proofreading: Tim Cox

Cubicle 7 Business Support: Anthony Burke, Elaine Connolly, Donna King, Kieran Murphy, and Cian Whelan

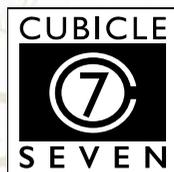
Cubicle 7 Creative Team: Dave Allen, Emmet Byrne, Dave Chapman, Walt Ciechanowski, Zak Dale-Clutterbuck, Cat Evans, Runesael Flynn, Dániel Kovács, Elaine Lithgow, TS Luikart, Rachael Macken, Rory McCormack, Dominic McDowall, Sam Manley, Pádraig Murphy, Ceíre O'Donoghue, JG O'Donoghue, Síne Quinn, and Christopher Walz

Publisher: Dominic McDowall

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

Special thanks to Games Workshop

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form by any means, electronic, mechanical, photocopying, recording, or otherwise without the prior permission of the publishers.



Warhammer Age of Sigmar Roleplay: Soulbound © Copyright Games Workshop Limited 2021. Warhammer Age of Sigmar Roleplay: Soulbound, the Warhammer Age of Sigmar Roleplay: Soulbound logo, GW, Games Workshop, Warhammer, Stormcast Eternals, and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likenesses thereof, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world, and used under licence.

Last Updated: 30th June 2021



STARS AND SCALES

'The Old Ones anticipated all. In their wisdom, they left two things: a Great Plan to vanquish the Eternal Enemy, and we who shall execute it.'

— Lord Ximoyuxe, Starmaster of the Fifth Spawning

They come from the stars — reptilian warriors trailing comet tails of light and burning atmosphere, wielding golden artefacts that crackle with celestial energies.

This supplement, **Stars and Scales**, focuses on the Seraphon. The first section introduces the faction, and explains who the Seraphon are and how to use them as both playable characters and NPCs. Two example constellations are detailed after, as well as seven short adventures which GMs can scatter through an existing campaign or combine into a Seraphon-themed story arc. The second section presents rules for playing Seraphon characters, and includes two new Archetypes as well as new Talents and spells. Seraphon Endeavours and contacts are also included for use during downtime. Finally, the appendices contain rules for the Seraphon artefacts and beasts which appear in the adventures.

SERAPHON

As implacable as the wheeling cosmos, the Seraphon combine cold-blooded precision with single-minded ferocity. Each Seraphon subspecies, from the brutal Saurus to the nimble Skinks to the ancient Slann, plays a different role in the Great Plan, but all work with unshakeable resolve toward defeating the Eternal Enemy, Chaos.

Not even the Seraphon fully understand their origins. Their progenitors, the Old Ones, descended from the void in silver ships, carrying relics that could warp reality with a thought. Some say the Old Ones crafted the realmgates with their matchless science, while others contend these god-beings did their great work on other worlds, constructing the ziggurats that now double as void-sailing vessels. None live who remember the Old Ones except the Slann, whose memories have blurred — perhaps as a side effect of the catastrophe that took their creators, or perhaps as a deliberate measure to protect themselves from mind-breaking trauma. With the Old Ones gone, the Seraphon have ascribed their creators godly personas, and little separates truth from myth.

What is certain, though, is that the Seraphon have an inextricable link to the heavens. Their cosmic vessels drift through upper Azyr, the folded geometries within hiding glyph-covered stellariums and chambers blanketed with tropical flora. Even the Seraphon who migrate to the lower realms, compromising their celestial nature as they absorb the magic of their new homes, still draw energy from constellations and cosmic portents.

Whether they dwell among the stars or beneath them, the Seraphon are united by their commitment to the Great Plan. If the orphaned children of the Old Ones can but finish what their creators started, then they can restore order once more to the cosmos.



GOALS AND IDEALS

The Great Plan guides Seraphon society, but not all interpretations of the Great Plan agree. Having lost the particulars during the cataclysm that saw the Old Ones lost, the Slann must rely on hazy memories and recopied plaques to understand the Great Plan's finer details. Some Seraphon take a fatalistic view, believing all events preordained by the Old Ones' predictions, while others believe they must execute the Great Plan's instructions perfectly or it shall not come to pass. Sometimes these disagreements turn violent, the night sky lit with cosmic fire as falling stars rain on the realms below, but even these clashes serve the Plan, testing the foresight and might of the Old Ones' children. On one thing all Slann concur — the Great Plan's purpose is to eradicate Chaos permanently. The enormity of this lofty goal is matched only by the Seraphon's single-minded dedication to achieving it.

SOCIETY AND STRUCTURE

Each Seraphon belongs to a constellation, an extended family of sorts whose members are all linked to certain stellar patterns. While Seraphon are fundamentally flesh and blood, those who dwell in the heavens have an otherworldly impermanence to them, and their Slann Starmasters must fashion these 'Starborne' into physical form for them to enter the lower realms. Only after descending and staying for generations do they absorb the realmsphere's ambient magic, becoming 'Coalesced', who have sacrificed the ability to transmute into pure starlight for sharper teeth, thicker scales, and awakened reptilian instincts.

Be they Starborne or Coalesced, an elder Slann usually leads each constellation from a capital temple, orbited by smaller vessels or settlements. The largest constellations may have multiple Slann, each commanding a different fleet or city, but most have only one, who delegate martial affairs to Saurus generals and all else to Skink bureaucrats.

MEMBERS

The Seraphon comprise several distinct subspecies. Each is not born but spawned, emerging fully formed from pools charged by starlight and arcane machinery. The seers often spawn entire cohorts at once, beneath significant celestial portents and for a specific purpose. As the realms' perils chip away at a cohort's numbers, the surviving Seraphon then find themselves distributed into new roles, better fit to serve the Great Plan as individuals rather than as a collective. The oldest, tempered by experience, lead the next generation, and so the cycle continues just as the Old Ones envisioned it.

SLANN

Corpulent, toad-like creatures drifting on celestite palanquins, the Slann are easy to underestimate — but with a slow blink or dismissive flick, they can flatten cities. Though they remember just fragments of the Old Ones' lessons, the Slann are wizards rivaled by only a handful in all the realms.

But the Slann are dying out, for none have spawned since the Old Ones disappeared. A growing urgency grips the surviving generations, as more perish on the battlefield or slip into the deep slumber. They are determined to see the Great Plan to completion, for without them, who else will?

SAURUS

The Old Ones built the Saurus for war. Knife-sharp teeth and powerful neck muscles allow the Saurus to puncture and pull flesh, while their tough scales protect them from retaliation. Even as blood drips from their jaws, they coordinate with focus and discipline, executing complex military manoeuvres at a single growled command. So focused are they on war that many Starborne Saurus enter suspended animation between battles, while Coalesced Saurus spend any spare moments hunting and patrolling in the jungles around home. To humans, it may seem a brutal existence, but Saurus excel at their craft and prefer no other.



SKINKS

Dexterous, clever, and talkative (for Seraphon), Skinks form the bulk of Seraphon society, filling all roles from scribes to beast handlers to engineers to craftworkers. In battle they are more skittish than their kin, but even this they claim is part of the Old Ones' design, for they are nimble skirmishers. Magically inclined Skinks form the Seraphon clergy, and though the highest ranked are ordained from spawning, any enterprising Skink can enter the priesthood with time. Some may even serve as ambassadors to the free peoples, but their alien nature and strange mannerisms keep others from ever feeling truly comfortable around them.



KROXIGOR

Kroxigor are smaller in number than Skinks and Saurus but by far the largest Seraphon. These crocodilian brutes can labour at the same task for days on end, and they have proven key to the construction of Coalesced temple-cities appearing across the realms. Skinks often enlist these diligent giants in tasks where force outweighs dexterity, and the Kroxigor obey without complaint — for Kroxigor have a natural connection with the Skinks, and are quick to lash out at any who would threaten their diminutive kin. With scales as tough as sigmarite and jaws that can snap Ossiarch-enforced bone, they are powerful allies.

WARBEASTS

The Seraphon command entire ecosystems of warbeasts. Though not truly Seraphon, these creatures are far more than just wild animals. From leathery-winged reptiles to rumbling herd beasts, flame-spitting pack hunters to dagger-toothed apex predators, they all belong to a distant, primordial age. The largest are never seen without handlers or riders, and almost all prefer the prehistoric environs made by the Realmshaper Engines to habitats beyond. While Skink handlers breed and hatch most of these beasts, cosmic incubation engines bring the rest to life, imbuing them with as much star-stuff as the Seraphon themselves.

TASKS

The Seraphon rarely request aid. They engineer it instead, pushing both allies and enemies down carefully planned paths, their intentions unfathomable until their designs reach an inevitable outcome. Lost heroes stumbling upon a Chaos ritual just in time to stop it may seem coincidence, but the stars twinkling overhead suggest otherwise.

On the rare occasions they ask for help directly, the Seraphon might enlist would-be allies to track down missing artefacts or to cleanse intersecting ley lines of Chaos taint — but they could put equal importance on burying a golden plaque in the middle of nowhere and never explain why. Only the Slann know how these tasks fit into the Great Plan, but their Skink and Saurus servants trust the Starmasters completely and pass on their orders without question. Seraphon know the warm-blooded well enough to offer rewards if necessary, but their understanding of fair pay or an item's worth can vary wildly.

USING SERAPHON IN YOUR GAME

While most other factions have human foibles or origins, the Seraphon are almost utterly alien. Riches and glory mean nothing to them, and they plan at a scale incomprehensible to most mortals. Seraphon can be enigmatic allies for any who stand against Chaos, but they can also become foes if the heroes refuse to accept the Great Plan's merciless arithmetic. The same Seraphon can be both, for they are without sentiment, factoring neither favour nor grudges into their decisions. Coalesced Seraphon exist in all realms, particularly Chamon and Ghur, while Starborne Seraphon can appear anywhere the stars shine.

SERAPHON NPCs

Alien though the Seraphon are, the mortal species often project qualities or describe them in ways that make them appear more relatable. Saurus appear loyal and dutiful, while Skinks seem curious to the point of distractibility. Slann, the central personalities among the Seraphon, shoulder their heavy responsibility stoically, but the trauma of losing their idols has never fully healed. Each Slann mourns the loss of the Old Ones differently, and not necessarily healthily. For example, a Slann might eradicate every city they come across which has the slightest possibility of falling to Chaos, but such violence will not bring the Old Ones back, no matter how close the Slann gets to fulfilling the Great Plan. While Seraphon possess straightforward motives and simplified emotions, they can still be deep, nuanced characters.

But, of course, this could all be anthropomorphisation. More than anything, the Seraphon are inaccessible. Starborne have a single purpose in a way no human can truly understand, and Coalesced represent an animal nature all mortals recognise but cannot reach. Their difficulty communicating and their inability to compromise make them frustrating allies, but they are certainly dedicated ones. If they believe the party has a role to play in the Great Plan, they shall go to any lengths to protect them.

When portraying a Seraphon, try to use your body language to convey their reptilian nature. Try not to blink or change your expression and, if possible to do so, hold utterly still except for bursts of sudden movement. If you're playing a Skink, cock your head at odd angles, flick out your tongue on occasion, or extend the letter 's' when you speak. If you're playing a Saurus, use single terse words or sharp hand signals. You might feel silly the first few times, but these small touches can really sell the character, and it's fun for everyone when you lean into the performance. To name Seraphon NPCs, you can reference the list of names on page 21.

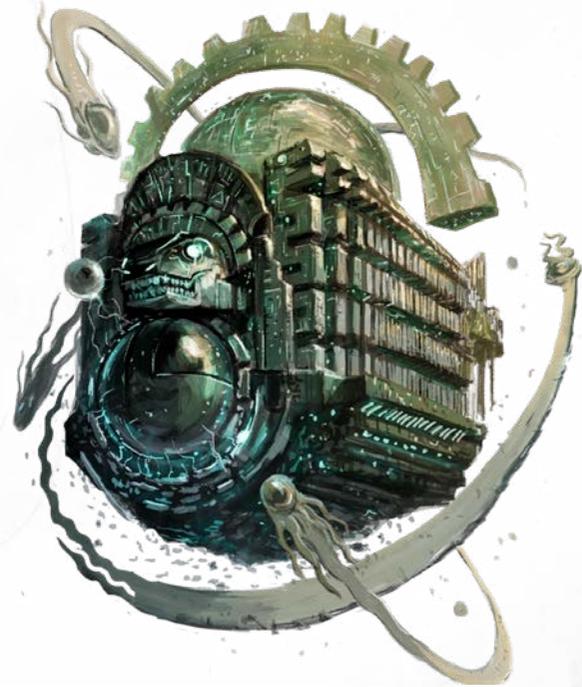
THE ASTROMATRIX ARCANE

Since the Necroquake, many Seraphon have turned their attention toward maintaining the Astromatrix Arcane, a ley line network which can stabilise surrounding lands against Chaos taint, or provide magical reservoirs for the Slann to draw upon. This mission has brought them into conflict with Aelven Wanderers and Sylvaneth just as often as it has brought them together, for the Seraphon have rigid requirements for these Astromatrix nodes. They may forgive looters for taking a fortune in gold, but if interlopers disturb a single speck of dirt at these arcane sites, then the Seraphon must answer with proportionate retribution.

TEMPLE-CITIES & ZIGGURAT-SHIPS

Few mortals ever enter a Seraphon home, but Soulbound and their allies are exceptional people and their journeys often take them places where others never dare go.

To reach the temple-cities of the Coalesced, one must first cross leagues of ancient jungle, terraformed by arcane devices called Realmshaper Engines. Every magical pulse from these golden pyramids causes broad-leaved cycads and tenacious snake grass to burst from barren wastes, which provide ideal habitats for Seraphon warbeasts, venomous serpents, and oversized tropical insects. Not even the devices of the Old Ones can override the realms entirely — Aqshian jungles threaten to boil explorers alive, Ghurish ones are as ravenous as the beasts that roam them, and so on.



Each temple-city is unique, but they all follow careful alignments to best channel the Astromatrix's energies. A Slann's grand temple often dominates the center of the city, around which lesser ziggurats, obelisks, and pylons rise. Skink and Kroxigor labourers reinforce these buildings with celestite, a black glassy stone forged from meteoric rock, while Saurus train in the hollowed caverns beneath the city. Not even the Seraphon's closest allies are permitted in these underground spaces, for here the Seraphon keep their spawning pools, miniature realmgates, and secret vaults of Old One technology.

Reaching a temple-city is hard enough, but at least they exist within conventional space. Should a non-Seraphon somehow enter one of the Starborne's ziggurat-ships, their mind would break trying to comprehend the vessel's twisting geometries. Glowing circuitry covers the walls of these golden puzzle boxes, mirroring the patterns of the Astromatrix below. Most Seraphon here live inside the world-chambers, where Realmshaper Engines make idealised jungles uninfluenced by the lower realms. Like their Coalesced cousins, the Starborne live and hunt in a world that still resembles that of their lost creators.

RUNNING THE ADVENTURES

This supplement presents seven one-page adventures. The first five adventures can be played standalone or in any order, while the sixth is a finale tying all the previous scenarios together, and the seventh is an epilogue which opens new possibilities for working with the Seraphon. We intend for you to scatter these adventures throughout your existing campaign, so that the Seraphon are a distant but constant presence whose full plans are not clear until the last moment. You can also easily play them consecutively in a tightly paced Seraphon-themed storyline.



ADVENTURE SUMMARY

In the first five adventures, the party recovers Seraphon artefacts.

- ✦ In **Unearthing Titans**, the party stops the Ossiarch Bonereapers from claiming a mystical Seraphon fossil.
- ✦ In **Little Rats Run**, the party pursues Skaven scavengers into a ruined temple, only for everyone to get trapped inside with the temple's implacable defender.
- ✦ In **Change on the Wind**, Tzeentch daemons seek to corrupt the Astromatrix, and the party takes flight on Terradons to catch them.
- ✦ In **The Weight of Memory**, a Grot wizard becomes overwhelmed by stolen Seraphon memories, and the party fights his hallucinations as they come to life.
- ✦ In **Stolen Fire**, the Seraphon demand the Fyreslayers return stolen artefacts, and the party must find a peaceful solution before their battle flattens the city.

During the sixth adventure, **All in Accordance**, the Bad Moon eclipses the sun. The party combines all the artefacts together, resurrecting an ancient beast who can reinforce the war in the heavens. Finally, the seventh adventure, **A Different Time**, serves as an epilogue which introduces several new Seraphon characters. Completing this adventure secures these NPCs as contacts (see page 32).

GETTING STARTED

Few actual Seraphon appear in the adventures. Instead, their warbeasts serve as their proxies, preserving some of the Seraphon's enigmatic, distant nature. Each scenario aims for different moods and themes, but overall the campaign leans into the kooky aspects of ufology (the study of UFOs) and the earth-shaking awe these ancient creatures inspire. When in doubt, go over the top. These are dinosaurs from space, after all!

The adventures use named characters from the Starherd's Path (see page 7), but you can easily swap them out if you prefer. A Starborne constellation works best for these adventures, but you could use a Coalesced one with some minor adjustments.



THE STARHERD'S PATH

The Starherd's Path is a diffuse nebula in high Azyr, a spray of pale stars which resemble trailing footprints. Its corresponding Seraphon constellation is small and intransient, having suffered much at the Eternal Enemy's hands, but these specialists in defensive warfare have learned to make the most of humble numbers. Many besieged armies find salvation when a single cloaked Starpriest shimmers into existence, offering counsel refined over aeons. Like the Thunder Lizard, the Starherd's Path specialise in rearing monstrous reptiles, but they use these beasts to build fortifications rather than tear them down — and so, if necessary, the Starpriest summons frost-wreathed herds to raise barricades, pave roads, and haul supplies. All this they do without ever mentioning recompense or payment.

Gratitude quickly turns to outrage when these recipients of the Seraphon's aid march out to retaliate, for they find the Starherd's Path now fortifying the enemy lines. The constellation's philosophy follows a cold, alien logic — they condemn all wars of conquest not directed toward Chaos, and therefore shall make such wars impossible by coming to the defender's aid every time.

For anyone delighted by the idea of an endless fight, the Starherd's Path frustrate, evade, and deny, refusing to let a single drop of uncorrupted blood spill. This, they reason, is the only way to reverse the divides that allowed the Ruinous Powers to enter the world. With a stoicism that borders on blasé, they set about the monumental task of achieving universal peace.

HISTORY

During the Age of Myth, the Starherd's Path built and abandoned wondrous cities, leaving them for other mortals to fill like new shells for hermit crabs. From the heavens, the constellation observed these cultures, noting the techno-arcana they developed from the seeds the Seraphon provided. But one by one, these groomed empires succumbed to the temptations of Chaos, and when the Starherd's Path descended to rebuke their wayward experiments, the Eternal Enemy turned the Seraphon's own strength against them.

The Starherd's Path no longer build cities, but the wandering Starpriests still collect spells, technologies, and ideas from the cities they help defend. Mapping the constellation's path reveals they have retraced their steps ever since they returned to the realms, reclaiming their artefacts from the ruins and restoring what peace they can to these war-torn regions. Now, this crusade has taken them to Aqshy's Disintegrating Shores.

Lord-Ordinator Kysmetra Heavensight of Brightspear spotted the constellation first, observing the brightening nebula through her Arcanoscope. Soon after, Spearian patrols reported reptilian creatures materialising in the night, rimed with frost and stellar dust. But the Starherd's Path did not make themselves fully known until they threw back a WAAAGH! at Brightspear's gates. Despite the constellation's aid, the Conclave fears their traitorous reputation and refuses to let any Seraphon inside the city — but on clear nights, the guards sometimes see Seraphon standing in the cracked mesa, watching the orrery turn with unblinking gazes.



MAJOR FIGURES

Lord Ximoyuxe leads the constellation. A relatively young Slann, he epitomises the Seraphon ideal of impartiality, for which he has earned the unflattering epithet the Thousand-times Traitor. He views the Skinks' fatalistic cult religions as wastes of resources, to the point that he forbids his coterie from practicing art or music. Yet that same pragmatism led him to long ago advocate for the inclusion of other species in the Great Plan. Ximoyuxe is rarely seen without his bodyguard, the Eternity Warden Nhekogu (see page 32 and 33 for more information).

The Starpriest Yateyaqu manages the hatcheries and world chambers where handlers train the constellation's beasts. Having having lived in the Mortal Realms for some time, Yateyaqu has different pronouns than most other Seraphon. Whether this is due to her own feelings and beliefs or how she is perceived by her mammalian allies, it changes little about how mortals and other Seraphon view her. Plaque and stylus in hand, she notes each animal's star-scribed fate before they even hatch, and when she travels to defend Sigmar's cities, her strategic counsel has prescient insight. The free peoples think her emotionless compared to her charges, but to her fellow Skinks, her time below has changed her. Yateyaqu works closely with the Terradon-riding Skink Chief Asu'Azzi, the constellation's foremost outrider, though while Yateyaqu at least strives for the impartiality demanded by Lord Ximoyuxe, Asu'Azzi makes no secret that he feels his steeds deserve loyalty.

The Starherd's Path prefer beasts like Stegadons and Bastiladons, whose scales range from periwinkle blue to deep purple. Infused with Azyrite energy, these beasts crackle with lightning when they materialise in the lower realms. Shadows lie deeper and darker on them than on other objects, and sometimes glitter as if filled with stars.

LOCATIONS

The Starherd's Path rarely linger, but their constructions often outlast their presence. These brutal, blocky architectures often have oblique purposes — the constellation might build an entire highway in the desert for a single future traveller's use, or raise towering walls to separate belligerent kingdoms which do not yet exist. When the constellation wishes to maintain a larger physical presence, they summon the Astral Terraces, from whose steps the constellation's few remaining Saurus watch like gargoyles. The Terraces do not obey conventional three-dimensional geometries, but visitors rarely have time to become familiar with their hallways, for the glassy ziggurat always fades away by morning.

VIEWS ON SOULBOUND

The Starherd's Path observe several Bindings with interest, for like them, Soulbound are small forces whose actions can have rippling consequences. Lord Ximoyuxe has spent considerable time contemplating whether he should allow his Seraphon to experiment with becoming Soulbound, but has so far forbidden it. Becoming Soulbound would almost certainly lead to their instant death, and Lord Ximoyuxe's champions are few enough that he must retain them in his service.

But Soulbound are still intriguing to the Starherd's Path, who see in them a solution to permanently defeating Chaos. If individual partiality permits the Ruinous Powers into the world, then perhaps collective solidarity can beat them back. The Starherd's Path are eager to understand the exact mechanisms which link souls together, though they are divided on whether to do this through observation, abduction, or dissection.

ADVENTURE HOOK: AN EMPIRE'S PURPOSE

When Agloraxia was but a village on a hill, the Starherd's Path secretly gifted them the arcane knowledge which would catalyse their transformation into the most powerful magocracy the Great Parch had ever seen. Agloraxia crafted wonders and committed atrocities that would change Aqshy forever, but to the Seraphon, it was merely a living calculator — a machine into which they fed certain conditions, and from which they patiently awaited certain results. Two ages later, the Starherd's Path have come to Brightspear to reap the fruits of their designs.

Somewhere within Brightspear lies a device which took an empire to produce, a prototype for the blazing superweapon called the Prismaticon. The Seraphon care little about the device's destructive capabilities, though. Instead, they seek the prototype's enormous crystal lens. With it, they can create a telescope powerful enough to peer into the void's darkest reaches, and thus search the far heavens for the lost trail of the Old Ones. The Starherd's Path are not trained delvers, but if intrepid adventurers could somehow get a Starpriest representative into the city, then the Skink could show them what they're looking for and how to reach it. Other forces watch, eager to seize the device for nefarious purposes.



CHOTEC'S FEATHER

Six stars, red against the black void, form the constellation called Chotec's Feather. For centuries the Feather drifted through the cosmos, dim and listless, but when the Necroquake ripped through the realms, the constellation blazed to life. Six burning stars shone over Anvilgard as dead swarmed the walls, and just as it seemed the city might fall, Seraphon of Chotec's Feather burst from the jungle to immolate the skeletons of their reptilian cousins with starfire. Soon after, the Skink Priest Ze'Bul'Ka announced that his constellation felt very much 'at home' in the Crucible of Life, and retreated to the Jade Temple on the outskirts of Anvilgard — the provenance of which no one could remember, yet neither could anyone recall what had once stood on the spot. Rangers soon reported changes in the jungle, as modern foliage gave way to prehistoric ferns and celestial ginkgos.

Chotec's Feather either coalesced with record speed, or they had maintained a secret presence in the jungle for far longer than the Free Peoples suspected. Regardless, their activities became much more overt after the Necroquake, as they carved out territories in the Crucible of Life and sought lost relics revealed by magical tempests. They fought ferociously to defend Anvilgard whenever it came under threat, but they were always oddly dismissive of its people. Only after Morathi's invasion did their intent become clear — they are preserving the city for its next owners, for they believe Har Kuron factors in the next stage of the Great Plan.

HISTORY

The Old One Chotec appears in the earliest Seraphon records. Some say he cracked Hysh's eggshell with his lashing tail, gifting illumination to all other realms, and earning the title Lord of the Sun. Others claim he did his true work in Aqshy, imbuing the Bright Realm with sacred fire. Whoever Chotec truly was, his Seraphon live up to his fiery, aggressive reputation.

After establishing the Jade Temple, Chotec's Feather often butted heads with the Fangs of Sotek, who disagreed with their interpretation of Anvilgard's role in the Great Plan. Yet while Zectoka's Skink diplomats held enclaves in Anvilgard proper, their refusal to fully coalesce meant Chotec's Feather steadily gained influence in the jungle beyond. Soon petitioners started bringing offerings to the Jade Temple rather than Fang embassies, and while most pilgrims met only blank silence at the temple walls, Ze'Bul'Ka answered enough that the Fangs of Sotek eventually became a footnote to the Seraphon presence in the City of Scales.

The Fangs of Sotek admitted their defeat a few weeks before Anvilgard fell, abandoning the city without warning, for they anticipated Morathi's invasion and feared retribution from their long-time rivals, the Daughters of Khaine. Chotec's Feather, however, remained in the jungles beyond, and as Morathi solidified her grip on Har Kuron, the constellation became her wary neighbour. Aelves and Seraphon coexist, as the Aelves would rather not make needless enemies and the Seraphon believe the City of Khaine can yet serve as a blade against the Eternal Enemy's throat.



MAJOR FIGURES

The Slann Starmaster of Chotec's Feather slumbers in deep meditation — some say guarded by an elder Stegadon who served as his faithful mount as far back as the Age of Myth. None are permitted into his chambers, and the rare petitioners admitted into the Jade Temple instead see the Skink Priest Ze'Bul'Ka.

Unlike most Skink leadership, Ze'Bul'Ka possesses no magical ability whatsoever. He began life among the teeming Skink cohorts, but rose into the clergy through luck, time, and a capacity for planning born from decades of studying the Old Ones' design. He is now the de facto leader of Chotec's Feather, accepting ever more mundane responsibilities from the senior Starseers and Starpriests so they can pursue more abstract, esoteric worship. His spawn-brother and right-hand Skink, To'Tek, often scouts the jungles while Ze'Bul'Ka handles the complexities of governance.

But many within Chotec's Feather tire of Ze'Bul'Ka's leadership, especially as they absorb more of Aqshy's impassioned energies. The Saurus Oldblood Chatak-Ko leads this movement atop his Carnosaur, ranging in search of undead and daemons alike. Defiance does not come easily to Saurus, and Chatak-Ko obeys without question whenever Ze'Bul'Ka sends him far afield — but always Chatak-Ko returns, and the Saurus become restless until Ze'Bul'Ka finds them a fresh war.

Since becoming Coalesced, the scales of the beasts of Chotec's Feather started growing pink, orange, and yellow, their hides layered like an Aqshian sunset. The constellation breeds voracious predators, their Carnosaurs and Salamanders prowling through the undergrowth while Ripperdactyls wheel overhead.

LOCATIONS

The Crucible of Life is the constellation's primary dominion, a jungle nestled between the Crimson Twins and the Cupricorn Range. The maps never agree about their temple-city's actual location, for while the grandiose Jade Temple lies just outside Anvilgard, even bigger 'jade temples' stand much deeper in the jungle. To muddy the waters more, ancient jade structures like the Ziggurat of Ling are also scattered throughout the Crucible, but they predate Chotec's Feather's first appearance by several centuries. Rumours persist that miniature, subterranean realmgates connect these structures, but none have sought these realmgates and returned.

VIEWS ON SOULBOUND

Most Soulbound become such on their god's authority, but Chotec's Feather, like many Seraphon constellations, faces a problem — their gods vanished millennia ago. The closest replacements they have are the Slann, but even then, the Starmaster of Chotec's Feather lies quiescent and unresponsive. Chotec's Feather Seraphon believe they can become Soulbound if only their Slann would wake, but refuse to even attempt to join any Binding until he directly commands it. Even if they cannot become Soulbound, Chotec's Feather Seraphon take great interest in those who have. To them, the perfect confluence of circumstances and individuals it takes to form a Binding speaks to the Old Ones' influence, and they interpret many ancient plaques as referring to Soulbound or their allies. Some Chotec's Feather Skinks even worship Soulbound as physical manifestations of the Great Plan itself, though heroes may feel less flattered once they realise this makes them prime candidates for ritual sacrifice.

ADVENTURE HOOK: THE FREEDOM TO DIE

The Free Peoples had nowhere to run when Anvilgard fell. Idoneth and traitorous Black Ark Corsairs blockaded the bay, and Morathi had somehow closed the realmgates of the Black Nexus. Their only option was the jungle, but in the Crucible of Life the refugees found the Seraphon waiting for them. Ze'Bul'Ka captured many Anvilgardians, for if they escaped, they would spread news to Azyrheim before Morathi was ready, and the Skink Priest had not spent so long preserving the city only for Sigmar to raze it to the ground. Since their silence was not guaranteed in death, for weeks the prisoners had the surreal experience of Seraphon feeding and housing them. But the second Ze'Bul'Ka determined the refugees would not make it back in time for their warnings to matter, he let them go — straight into the Crucible of Life, surrounded by hungry reptiles and patrolling Khainite Aelves.

An elite team, small enough to escape detection but hardy enough to survive the wilds, needs to infiltrate the jungle and rescue the refugees. The Anvilgardians' information, while out of date, is still useful, and they can give the party key insights into both Morathi's and the Seraphon's plans.

UNEARTHING TITANS

RUMOUR

A living spellstorm scoured a previously unremarkable cliff-face, revealing gleaming celestite bands hidden beneath the rock. Archaeomancers and treasure hunters alike flock to the site.

FEAR

Gossips claim the cliff side could contain anything from a cache of Azyrite realmstone to a lost Stormvault. Poachers gather as excavation nears completion, but locals worry the discovery might attract more than just opportunistic thieves.

THREAT

The crew discovers a huge reptilian fossil at the dig site, its bones made of pure meteoric crystal. A day later, the petty poachers scatter as Ossiarch Bonereapers march to claim the skeleton. Their macabre artisans plan to mould the fossil into a celestite-infused monstrosity, as tall as a Gargant and twice as durable. Should they succeed, few living things could hope to stand against the fossil-construct. With it, the emboldened Bonereapers may decide the region is ripe for a final harvest.

THE DIG SITE

Boluun Ameya, an Amber College scholar and the dig site director, begs the nearest city for protection. The approaching Bonereapers will annihilate her meagre Freeguild escort, but if she abandons the fossil, then the living will soon have a much bigger problem on their hands.

When the party arrives, Boluun shows them the celestite bones, still embedded in stone and warded with protective spells. She believes the skeleton belonged to an extinct Seraphon warbeast unlike any seen before — a long-necked quadruped of mind-boggling size, with a whip-like tail and massive lungs which could breathe both air and aether. Boluun dubs it the Titanodon, though knowing Azyrite academics, it'll be decades before anyone agrees on a name.

The party can assist in digging the last bones free, balancing delicacy with speed. Boluun curses the Bonereapers for not giving her the time to make proper notes, but more than anyone she understands the need for haste.

A TITHE EXEMPTION

Depending on how fast they moved, the party may be mid-excavation or just breaking camp when the Ossiarch Bonereapers arrive. **Mortek Guards** (*Soulbound*, page 336) rappel down the cliffside, using ropes made from linked arm bones, then lock shields to keep the mortals trapped. They do not attack unless struck first. A **Necropolis Stalker** (*Soulbound*, page 337) towers over the massed ranks, their faces swivelling as they assess the situation. Behind them, a monstrous **Gothizzar Harvester** (see page 50) waits patiently to consume the bones of the Titanodon. In four-fold stentorian tones, the Necropolis Stalker claims the fossil in Nagash's name, for no matter how old, all dead belong to the Great Necromancer. They are not unreasonable, though, and offer to negotiate before drawing blades.

If the party forfeits the Titanodon, then the Ossiarch legions exempt all surrounding settlements from the Bone Tithe for the next two years. If they refuse, then the Stalker unleashes a bone-chilling screech and the Mortek Guards and Gothizzar Harvester advance to claim their due. The party must break the crew and their cargo free, and they face more Bonereapers on the road to safety — perhaps the same ones they just defeated, already reformed and restored to unlife.

RESOLUTION

If the Bonereapers take the fossil, then days later the stars flash as the Seraphon descend to retrieve it — but not in battle. An entire Saurus cohort willingly executes themselves, giving their bodies to the Mortisans in exchange for the fossil. Boluun supposes the Seraphon thought the trade worth it, but since the Bonereapers benefitted regardless, she can only guess why.

If the party gets the fossil to safety, then Boluun studies it at her leisure. Her insights into its strong but hollow bones and celestial nature interest some Sacrosanct Chambers. On festival days the Conclave brings the celestite skull out for display, and common folk wonder if such titans still watch them from the stars.



LITTLE RATS RUN

RUMOUR

No one has entered the ancient temple called Ibroglia's Dial since the Age of Myth, but scouts report the enchanted that stone sealed its entrance now lies broken.

FEAR

Grinding machinery echoes through the abandoned passageways, and clawed tracks mark the dust. Inhuman creatures have entered the Dial, and people fear what they might dig up in the dark.

THREAT

Skaven unsealed Ibroglia's Dial, sensing the trove of Seraphon technology at its heart. The party arrives just as the Skaven trigger the temple's final defence — the building seals everyone inside, then an invincible Carnosaur materialises out of starlight to hunt the intruders down. The only way to escape is to use Seraphon artefacts to undo the impossible geometries.

THE INVERTED TEMPLE

Aboveground, Ibroglia's Dial is a raised platform decorated with stone obelisks, spaced such that the obelisks' shadows fall in alignment on cosmologically significant dates. The obelisks form rough concentric circles around the Dial's center, a hole sealed with enchanted celestite for as long as anyone can remember. When the party arrives, they find the celestite slab shattered, warpstone dusting the debris.

Inside the Dial, the party enters a multistorey maze that extends much further than the obelisks above would suggest. No matter which direction the party goes, the ground always curves slightly upslope, like the inside surface of a sphere with its own personal gravity — a layout physically incompatible with the surface above, and yet nothing about the maze is an illusion or trick. Going higher 'up', toward the sphere's centre, leads the party closer to sounds of Skaven activity.

ANCIENT TERROR

As the party approaches the temple's center, they feel the earth rumble before a bright light flashes around the bend. Twenty **Clanrats** (*Soulbound*, page 327) spill around the corridor, rushing toward the party. But rather than fight,

they scream, push past the heroes, and flee down the hallway. One cups a palm-sized, glowing device in their paws, shouting, '*Why must Rikitch carry-lug orb-thing? It hurt-burns!*' Then an alabaster **Carnosaur** (see page 45) emerges from the dark, its shallow wounds from Skaven weapons bleeding starlight before sealing shut before the party's eyes. A Saurus' wavering silhouette sits on its back, like a black hole in the shape of a person. Their sole purpose is to exterminate intruders, and they ignore all attempts at diplomacy.

The Carnosaur never suffers Damage and is immune to all Conditions. If the party cannot sneak past or outrun it, they must distract it, perhaps by using the hapless Clanrats. The Carnosaur always pursues the most recent stimuli. Previously broken traps repair themselves, and even as the party evades the Carnosaur they traverse pits teeming with infinite snakes or roving nets of solar fire. The entrance that brought them here no longer exists.

To escape, the party must track down the Skaven, who have already scattered into the temple's nooks and crannies, and retrieve the orb-thing — in truth, a Cosmic Engine (see page 36). Any character can make a **DN 6:2 Mind (Arcana)** Test to slide and rotate the Cosmic Engine like a puzzle box, which causes the passages to shift around them. Every attempt makes enough noise to attract the Carnosaur, though.

After the first success, the passages widen and straighten, erasing many hiding spots. After the second, gravity vanishes, and while the Carnosaur is unaffected, characters unused to weightlessness may struggle to manoeuvre. After the third success, a shaft of fresh air and sunlight opens in the ceiling.

RESOLUTION

If the party escapes with the Cosmic Engine, then the Carnosaur pursues them until they reach the surface. It pauses in the warm sunlight, and the shadows surrounding its Saurus rider peel away. The Saurus blinks once — with Seraphon it's impossible to say if their expression is grateful, angry, or surprised — before both rider and mount disappear in a column of light. If the party left the cosmic engine behind, the same happens, except a minute later Ibroglia's Dial rips free from the earth and follows.

CHANGE ON THE WIND

RUMOUR

Silver blurs and pink lightning flash across the night sky. Distant screeching accompanies these lights, but the cause moves too fast for observers to catch anything else.

FEAR

An astromancer saw a blurred, violent impact of wings and talons through her telescope during the last silver-and-pink flash. She swears the corpse of a winged beast fell afterward, but that the beast disincorporated before hitting the ground.

THREAT

Skink Terradon Riders are fighting a high-speed, aerial war against airborne Tzeentchian daemons, and the Skinks are losing. As Tzeentch's daemons gain the advantage, they work corrupting rituals over the Astromatrix Arcane, and the ground convulses as ley lines that once prevented Chaos corruption now spread it. Desperate for reinforcements, the Seraphon turn to the party for aid.

TERRADON DOWN

First a streak of light flashes above the party's home or camp. Then the meteorite, inscribed with Azyrite sigils, crashes before them, emitting a shockwave of celestial light on impact. The Terradon who dropped it soon follows, skidding across the ground in a crumpled, bloodied mess, and its injured Skink rider crawls out from under the limp body of his dying mount. Before the party can speak to the Skink or tend to his wounds, **Tzaangors** (*Soulbound*, page 321) descend from the sky, dropping from their Discs of Tzeentch to finish him off.

If the party defends the Skink, then he indicates his name is Asu'Azzi. He does not speak any non-Seraphon languages, and pantomimes his requests. He needs to reunite with his cohort, but the road to the Seraphon camp is treacherous, and even if his Terradon survives, it is too weak to fly. He has every faith in the Great Plan, though, and believes his crashing before the party must be part of its design.

THE SHROUDED STARS

The Terradon Riders camp in caves near the peak of a nearby mountain. Their base is subtle and sheltered, without Realmshaper Engines or other Seraphon monuments, merely a place to rest their mounts before the next sortie. Asu'Azzi knows the way, but roving **Chaos Spawn** (see page 49) and groups of **Kairic Acolytes** (*Soulbound*, page 320) patrol the slopes of the mountain, searching for the Seraphon's hideout.

Storm clouds, rippling with iridescent colours, gather as the party finds the cohort, which has suffered heavy casualties. A Magister blasted many of the Terradon Riders off their mounts, and the remaining Skink survivors only barely managed to herd the flock back to the caves. They do not have the strength to retaliate, but unless someone interrupts the Tzeentchian daemons soon, the Astromatrix will fall.

TAKING FLIGHT

Asu'Azzi turns to the party, for the Great Plan's design has revealed itself. He indicates that with his surviving cohort he can distract the main Tzeentchian force, while the party interrupts the corrupting ritual. The heroes must be airborne to reach the Magister, and for any party members incapable of flight, Asu'Azzi gestures to the now-riderless **Terradons** (see page 43).

Black thunderheads, rimmed orange by the setting sun, surround the party as they take flight. Heavy winds and errant lightning buffet them before they find the **Magister** (see page 52), surrounded by a screeching flock of **Vulcharcs** and **Tzaangor** bodyguards mounted on Discs of Tzeentch. The daemons race along the ley lines as they fight, and the party might cover many miles in the ensuing aerial pursuit.

RESOLUTION

The storm clouds dissipate when the Magister falls, and the twinkling stars soothe the turbulent winds. The High Star Sigendil illuminates the ley lines, shimmering like auroras, and even those untrained in magic can tell they seem to pool in a valley nearby. Asu'Azzi believes the Astromatrix revealed itself to the party for a reason, and that the Great Plan is not done with them yet.



THE WEIGHT OF MEMORY

RUMOUR

Farmers in the city's outer ring report bizarre, circular patterns appearing in their fields.

FEAR

Those who step inside the circles have visions of titanic reptilian monsters, mind-melting geometries, and rumbling voices speaking to them in dead languages. Bafflingly, when they emerge from the circles, their clothes smell musty and soon after sprout mold.

THREAT

Below the city, a Shroomancer — a Grot wizard who specialises in bringing fungi to life through psychedelic visions — has gotten his hands on a Helm of Remembrance (see page 37). Trapped inside memories not intended for him, the Shroomancer has already overrun his own lurklair with hallucinated Seraphon warbeasts, and now the monsters and visions are spilling to the surface.

VISIONS IN THE DUST

While harmless when they first appeared, the crop circles are now disrupting the city's food supply. Farmers who enter the circles are overwhelmed by vivid hallucinations, and the plants inside are disintegrating into dust which swirls in shapes suggesting reptilian beasts. The Conclave sends the party to investigate.

If any party member steps inside a circle, they see visions of a vast temple complex; the star-speckled aetheric void; and an eerie, pockmarked, glowing landscape. A rumbling voice speaks in an ancient language, and anyone who passes a **DN 5:1 Mind (Lore)** Test understands the words: *'The work is unfinished. Your duty transcends death.'* The visions all take place from the perspective of someone with a towering vantage point.

One circle portrays a scene that does not match the rest. A child-sized silhouette — in truth, the Grot Shroomancer, though the swirling dust blurs the details — sits in a fetal position, clutching his head. The ground here collapses as soon as someone disturbs it, revealing a tunnel running deep into the earth.

THE LURKLAIR OVERRUN

A sudden abundance of mushrooms indicates the party has found a Grot lurklair. It is eerily silent, though, with drifting spore clouds obscuring the already poor visibility. These spores coalesce into reptilian shapes like the desiccated crop dust above, but these beasts are both more detailed and more hostile. **Razordons** (see page 42) with the *Ethereal* Trait prowl the tunnels, attacking the party if the heroes draw attention to themselves.

- * **Ethereal:** An ethereal creature takes half Damage from non-magical attacks and can pass through solid objects.

Grots are conspicuously absent from the lurklair. In fact, the only other humanoid 'present' is the Shroomancer's silhouette, fading in and out of existence as it acts through several scenes. In one he digs up a semi-circular helm. In another he clutches the helm as grasping hands try to take it from him. In the last he puts it on, only to fall to the ground, twitching.

Finally, the party finds the Shroomancer. He sits on a bed of mushrooms, surrounded by hissing, agitated Razordons, his head swallowed by the oversized helm. To free him, the party must unbind the helm from his skull (a **DN 5:10 Mind (Channelling)** Extended Test) or help him back to lucidity so he can do it himself. Killing the Shroomancer (use **Fungoid Cave-Shaman, Soulbound**, page 340) also ends the visions, but he subconsciously summons an *Ethereal Bastiladon* (see page 40) to defend himself if he senses he's in danger.

RESOLUTION

If the Shroomancer lives, he finds himself needing allies, as he doubts his skrap will take him back any time soon. He eagerly gives up the helm, and the party can decide whether to keep it or sequester it in a Conclave vault. Anyone who wears the helm gets an elucidating, first-hand perspective on Seraphon during the Age of Myth, but even the most well-warded soon experience seizures, or temporarily lose their sense of identity.

STOLEN FIRE

RUMOUR

Fyreslayer mercenaries from the Fjordrag Lodge are the minor lodge's first representatives to emerge aboveground in centuries. Their recent victories have made them bold and braggadocious.

FEAR

The Fjordrag owe their success to not one but four Magmic Battleforges, fittingly called the Four Furnaces. But unlike normal Battleforges, these blazing monuments burn blue and don't return to magma after battle. Folk whisper such power must surely have a price.

THREAT

Though the Four Furnaces burn hot enough to make Grimmir proud, they are actually four Sunbolt Gauntlets (see page 37). Each was gilded with a massive bearded face by the Fjordrag ancestors who found them, but otherwise they retain their base cylindrical shape. A typical Sunbolt Gauntlet fits on a Saurus's arm, but the Four Furnaces are so big they'd be oversized even on a Gargant. The Fjordrag do not know what they possess, only that their lodge has passed down the Furnaces for generations. Once the mercenaries brought the Furnaces to the surface, the Seraphon detected them, and now the original owners want their artefacts back.

THE RECLAIMERS

Most free cities have dedicated quarters for visiting Fyreslayer mercenaries, such as Brightspear's Fyreslayer Barrack-Lodge. These residences resemble magmaholds in miniature, with surface buildings where mercenaries can meet prospective clients, and worship or living spaces surrounded by molten rock below. The Fjordrag, flush with gold from their last contract, have taken residence in one such guest lodge.

A few days after the mercenary company's arrival, the Seraphon follow. Four columns of light blast the streets around the Fyreslayer lair, each carrying a **Stegadon** which craters the cobblestones on impact. A **Skink Starpriest** (see page 45) named Yateyaqu sits atop the eldest Stegadon and, without hesitation, instructs the beasts to dig.

Nervous **Freeguild Guards** soon surround the Seraphon, and a crowd builds in the area as bystanders try to figure out what's happening. No other true Seraphon accompanies Yateyaqu, but she coldly informs the city's defenders that force shall be met with force, and on cue the stars above flash red in warning. She has come only to extract 'the gauntlets' and shall leave as soon as the artefacts are secure. As for the Fyreslayers, the Duardin wait underground amid their molten defences, ready to fight if the Stegadons break through. With their ire up, the Fyreslayers prepare a counteroffensive charge should the digging slows. Stats for the **Fyreslayers** can be found on page 48.

DELICACY AND TACT

If the party does not intervene, then Fyreslayers and Seraphon engage in a battle that flattens the surrounding district. Ultimately the Seraphon prevail, hauling the Four Furnaces up to the surface before teleporting back into the heavens, but both sides suffer heavy losses and the collateral damage devastates the city.

A diplomatic solution takes time and patience. Once the Fjordrag understand that the 'gauntlets' are the Four Furnaces, they become even more hostile, claiming the artefacts as their ancestral heritage. The Starpriest responds: *'Your progenitors stole them before you spawned. That does not make them yours.'* If the party encourages a trade, then the Zharrgrim priests name a ludicrous sum of gold that would require the constellation to blast-mine all of Chamon. Other Seraphon artefacts or future favours may prove more tantalising, or the party could bait the Fyreslayers into a contest — but while the Fyreslayers honour their word if they lose, Yateyaqu has no such compunctions, and does whatever it takes to bring the gauntlets home.

RESOLUTION

Once the Four Furnaces can see the night sky, the Starpriest tethers them to the Stegadons and departs into the heavens. Ideally, the city suffers no more than a few new potholes, but in the worst case the devastation could take months to repair. The Fjordrag are either ecstatic or embittered, depending on what, if anything, they received in return.

ALL IN ACCORDANCE

RUMOUR

During the party's next meal, spider hatchlings spill out of their food. Grocers across the city report similar infestations among their own supplies.

FEAR

As the spider plague worsens, astromancers announce they have sighted the Bad Moon. They predict it shall cause a full solar eclipse when it arrives. Estimates of the eclipse duration increase as the projected date nears.

THREAT

The Bad Moon blocks out Hysh's light, and Spiderfang Grots emerge to answer its call. Over the days, weeks, perhaps even months that the Bad Moon shines, it shows no signs of setting, and the lands beneath its light transform into a dank nightmare. But the Seraphon anticipated this in their Great Plan, and with the party's help, the time comes to bring their designs to fruition.

MESSAGE FROM THE STARS

Night and day blur together once the Bad Moon rises, and Grots cavort, cackling, under its light. The city throws back back many Spiderfang assaults before **Arachnaroks** overwhelm the Freeguilds and descend on civilians. The party can assist where they choose, but the Spiderfang forces are simply too numerous to stop.

Help arrives, prelude by a crashing meteorite. Asu'Azí, the Terradon Rider from **Change on the Wind**, drops a bombardment on an enemy threatening the party before delivering his message. To stop the Bad Moon, the party must gather every Seraphon artefact they have acquired and take them to the place where the Astromatrix shines brightest.

YOUR DUTY TRANSCENDS DEATH

Spiders, mushrooms, and Grots swarm the road to the Astromatrix node, where Yateyaqu, the Starpriest from **Stolen Fire** (see page 15), awaits them with any artefacts the party did not possess. Massive glowing circles blaze to life around the valley as she commences a ritual, but five are obscured by thick webbing, each enough to occupy an entire Zone. Yateyaqu asks the party to both defend her and clear the circles, for she must focus entirely on channelling the Astromatrix's energy.

Grots and **Arachnaroks** (*Soulbound*, page 340 and 309) descend in waves from all sides, led by a **Loonboss** (see page 51). As the party clears each ritual circle, the following events happen in order:

- ✧ Astromatrix energies charge the Cosmic Engine. The fist-sized sphere levitates upward and unfolds until it is almost 8 feet in diameter, pulsing like a beating heart.
- ✧ The Cosmic Engine crackles, and strands of lightning reach from it to the celestite fossil. The bones drift together and assemble around it, into an upright skeleton. Flickering suggestions of flesh and scale outline the Titanodon, but never remain for long.
- ✧ The helm drifts onto the skeleton's brow. Though it has no voice, the engine in its chest hums like an animal roar.
- ✧ The flames from within the Four Furnaces are drawn out, leaving them dull and lifeless. The burning hot fire spreads through the Titanodon, breathing life into the great beast.
- ✧ The Starpriest appears on the Titanodon's spine. With an unknowable look to the party, she and the Titanodon turn to glittering starlight and disappear into the wind.

When the party recovers, they can see that the constellation of Dracothion has changed position in the sky, moving to chase away the Bad Moon — at least for now.

RESOLUTION

The reanimated Titanodon never returns to the lower realms, but telescopes which can withstand the Bad Moon's light can see it subtly shift away when the constellation of Dracothion comes near. The Seraphon don't act on gratitude the way other mortals do, but word soon spreads among the constellations that the heroes played a pivotal role in the Great Plan. The Seraphon's continued interference in the party's lives can only mean that the Old Ones factored the heroes in future designs.

A DIFFERENT TIME

RUMOUR

Disciples of Tzeentch control many Agloraxian citadels on the Disintegrated Shores in Aqshy (see *Soulbound*, page 211). A perpetual heat haze surrounds one, Shimmerscope, obscuring magical and mundane vision alike.

FEAR

Gloomspite Gitz, allegedly fleeing from a Seraphon warbeast that fought the Bad Moon itself, cross paths with the Disciples of Tzeentch. Out of panicked reflex, the Gitz attacked, resulting in a battle that bloodied both sides considerably. Catching word of this, the Celestial Warbringers of Brightspear mobilise to take Shimmerscope while Tzeentch's forces are weak. Some advise caution, wary of the horrors hidden behind Shimmerscope's veil.

THREAT

Shimmerscope has a fraught relationship with time. Agloraxian wards keep the citadel anchored in reality, but Tzeentch's forces are close to reversing its protections. To prevent this, the Seraphon manipulated events until a path opened into Shimmerscope — not for an army, but for a small group of heroes who can infiltrate both the citadel's warped interior and also its very past. Two Seraphon survivors, trapped inside a recurring loop since the citadel fell, aid the party in cleansing Shimmerscope's corruption. Once freed, they discover they have changed in ways even the Great Plan couldn't anticipate.

WORRYING PORTENTS

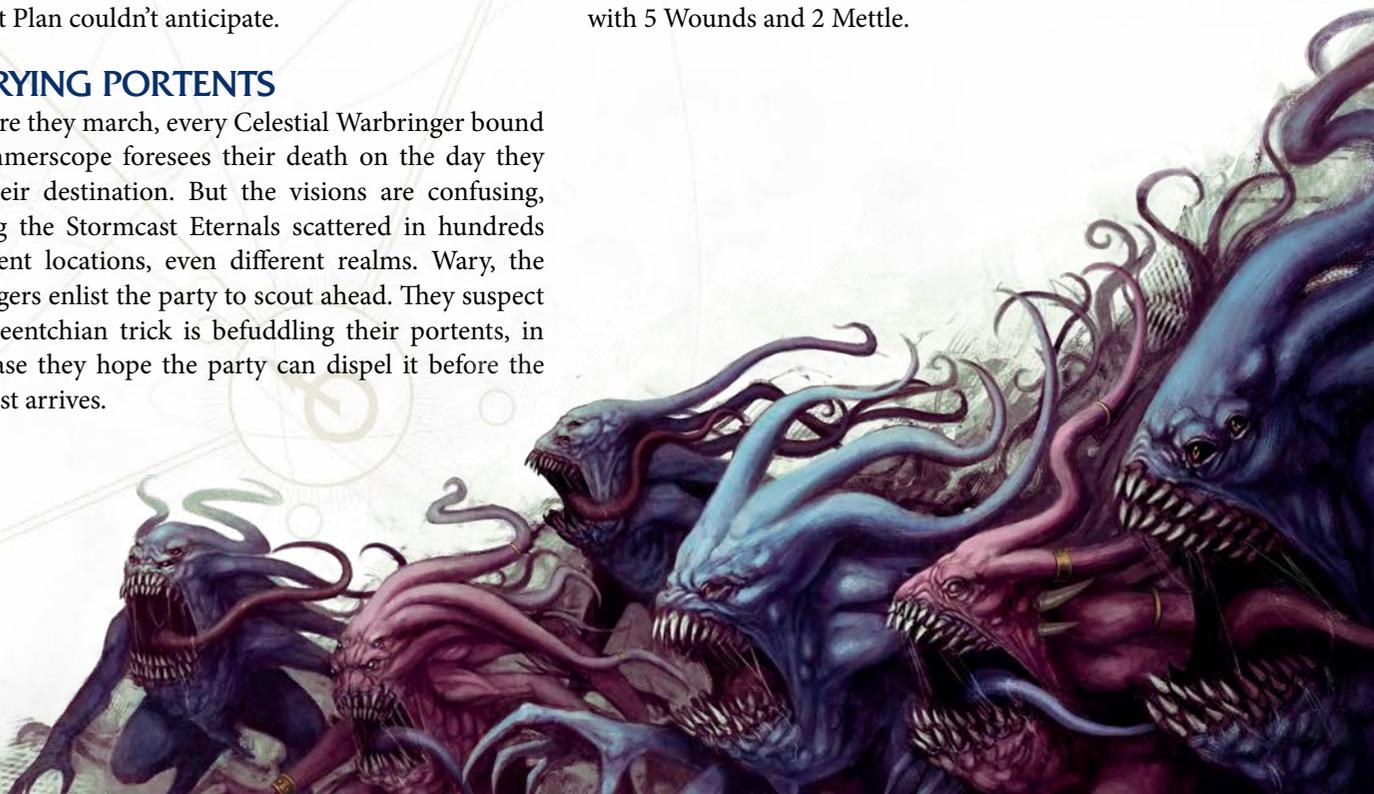
Just before they march, every Celestial Warbringer bound for Shimmerscope foresees their death on the day they reach their destination. But the visions are confusing, depicting the Stormcast Eternals scattered in hundreds of different locations, even different realms. Wary, the Warbringers enlist the party to scout ahead. They suspect some Tzeentchian trick is befuddling their portents, in which case they hope the party can dispel it before the Stormhost arrives.

The haze surrounding the citadel reduces it to a steely grey blur, the wavering outline of a giant telescope dome just recognisable through the shimmer. Most mortals can't even approach Shimmerscope safely, but *Soulbound* and Stormcast Eternals can breach the haze with their innate protections. The bodies of Kairic Acolytes, Grots, and spiders litter the way, but the party encounters no active resistance.

Once inside, they see the entire citadel is melting like soft wax, the oversized Agloraxian machinery drooping at surreal angles. Steel and glass sag off the eponymous telescope's frame, and the streets have a lukewarm, malleable texture. At first, the party encounters no other living souls, only more corpses. However, these Tzeentchian followers didn't die to serrated blades or spider venom but to sheer blunt force.

SCARS AND SCALES

Whether they follow his trail or not, the heroes can't miss Hra, a grizzled Kroxigor (see page 35 for more on Hra) covered in burn scars, as he catches a fleeing **Blue Horror** (*Soulbound*, page 319) in his jaws, rips it in two with a death roll, then bats its split halves out of existence with a swing of his Moon Hammer. Three **Pink Horrors** (*Soulbound*, page 319) pounce on him from behind, and while he ultimately defeats them on his own, the party can win his trust by finishing off the daemons quickly. Hra uses the **Kroxigor** stat-block (see page 42) but is a Chosen with 5 Wounds and 2 Mettle.



Seraphon characters can attempt to speak with Hra, but the towering Kroxigor has little to say. Hra fought against Tzeentch's daemons when the citadel first fell, but was separated from his constellation during the battle. He has been here ever since, fighting to save the Skinks trapped in the citadel's interior so they can tell him what to do next. He doesn't know or care how long it's been, and he doesn't seem to grasp how slim the odds are that the Skinks are still alive. He saw the Disciples of Tzeentch retreat into the citadel's interior after their clash with the Grots, but he doesn't know why. If the party doesn't have any Seraphon characters, then Hra pantomimes his basic meaning to the best of his ability. Hra manages to grunt a single understandable word to get across his most important direction: *'Follow.'*

PASSAGES OF TIME

Whether they want to learn more or help Hra, the party must enter the citadel's heart. Hra has trouble describing what to expect inside, but he directs the party to follow his lead.

The first jump through time happens in the blink of an eye, as the heroes take a step in the present and find it landing in the past. The Soulbound all share the same scene, their bond holding strong against the winds of change, but non-Soulbound are scattered to their own pasts, and Hra is nowhere to be seen. Reuse encounters from previous adventures, but twist them to reflect Tzeentch's corruption. Doom is 5 higher in these timelines than the current one. Once the party members overcome the past, Hra smashes through the scenery and leads any non-Soulbound back to the Binding.

The next jump takes the party to a future where Tzeentch wins. The sky flickers with pink and blue flame, and the surrounding desert has become crystalline waste. Engorged Pink Horrors (they and their split forms have double Toughness, deal double Damage, and are Enormous) cling to the citadel's ruins like ticks, and a silver vortex swirls where the telescope dome once stood. Hra has tried to fight his way through here many times and always failed. He lifts his hammer and prepares to bull through again unless the party suggests another way.

Finally, the party enters the day when the citadel fell. Dying Seraphon crackle into starlight around the party, the battle already lost. Hra calls out to his constellation, but they are just echoes, incapable of reacting or acknowledging him.

Around the telescope dome, where the vortex exists in the ruined future, Disciples of Tzeentch work a Chaos ritual. If the party gets closer they can see sorcerers taking part in the ritual whose garb and armaments seem not of this time. These are Tzeentch's followers from the present, and the party must incapacitate or kill all nine **Magisters** (see page 52) before they unravel the threads of time completely. The Magisters cannot fight back, too focused on their magic, but Tzeentchian daemons and monsters from the party's past come shrieking out of the growing vortex to defend them.

In the original timeline, a **Slann Starmaster** and his **Saurus Eternity Warden** (see page 46 and 44) fought a battle where the vortex now swirls. Their echoes can't react to the party any more than the other Seraphon, but in an act of supreme foresight, the Slann says to the emptiness, *'Soulbound. The second survivor will come.'* Two ages later, the party hears his message. The Slann's meaning becomes clear when, at a suitably dramatic point, Zeqiteq (see page 34) reveals himself and ambushes the enemy. Zeqiteq is a **Chameleon Skink** (see page 41) but is a Champion with 6 Toughness and 1 Mettle.

Zeqiteq is not an echo but an actual living Seraphon like Hra. He and Hra don't greet each other or show any emotion, but from then on one never leaves the other's side. Hra sacrifices himself to protect Zeqiteq or the party if the fight goes poorly.

RESOLUTION

Once the last sorcerer falls, the nascent vortex implodes. The party members get one glimpse of the Slann turning to face them, his eyes burning as if piercing through the aeons, before the accelerating centuries wash them back into the present. The heat haze around Shimmerscope dissipates. When the Celestial Warbringers arrive, they come as salvagers and wardens instead of conquerors, and their portents foresee their deaths in the same scattered places, but now on the correct days.

Hra and Zeqiteq look to the stars, ready for their Slann to call them home now that the veil has lifted, but nothing happens. They have coalesced after spending so long away from Azyr and can never return to the heavens.





PLAYING SERAPHON

Every attempt to bind a Seraphon to other mortals has failed. Some suspect their souls are fundamentally incompatible with those native to the Mortal Realms. Others say that, like Stormcast Eternals, Seraphon souls are already bound. In the Seraphon's case, their souls have an inextricable link to the heavens or the realms in which they coalesced. The few recorded instances of Seraphon participating in Binding Rituals all describe the event creating sudden, uncontrollable influxes of aetheric energy, like the stars themselves resisted containment. The subsequent deaths of all involved make most people wary of further experimentation.

But though Seraphon cannot become Soulbound, they can still work with them. Direct, prolonged intervention is rare when a subtle nudge accomplishes the same, but on occasion a Seraphon champion has no choice but to journey alongside other mortals. Seraphon rarely go through the formalities of negotiating an alliance, bargaining terms, or even introducing themselves. They simply appear,

making succinct assurances that they have come to help and explain little of their mysterious purpose. As soon as the party accomplishes what the Seraphon needed to see done, the Seraphon vanishes without comment.

This section presents two playable Seraphon Archetypes, as well as supporting material like subfactions, new Talents and spells, and tables to generate additional details about your Seraphon character. To stay true to their distant, unsentimental nature, we recommend you only play a Seraphon character for one adventure, retiring them when they have completed their Short-term Goal or at a similar stopping point. That Seraphon character might appear again if, later in your campaign, the party's goals align with their constellation's. Just as likely, a completely different Seraphon might lend the party assistance. After all, Seraphon are cold and alien, and bonds of affection or familiarity mean nothing to them.

FREEFORM CHARACTER CREATION

If you want more control over your Seraphon character, you can use freeform character creation. To do so, take the following steps:

Your Body, Mind, and Soul all begin at 1.

- * Choose a Cosmic Alignment and Subspecies.
- * You have 40 XP to spend on increasing your Attributes, gaining Skills, and learning Talents.
- * If you are a Saurus, you can choose two Celestite weapons or a Celestite weapon and a shield (see page 36).
- * If you are a Skink, you can choose either a Dartpipe and a Celestite weapon, a Serpent Staff, or a Star-stone Staff (see page 37 for more information on these items).
- * You start with no Aqua Ghyranis.

SPECIES BONUSES

Though lumped into one category by other mortals, 'Seraphon' encompasses as diverse an array of peoples as Humans, Duardin, and Aelves combined. When playing a Seraphon character, you gain two unique Species Bonuses. One corresponds to your physical nature (Starborne or Coalesced), while the other corresponds to your subspecies (Skink or Saurus). In addition, all Seraphon have the following Species Bonus.

- * Seraphon are bound to the stars and the realms. They can't become Soulbound and can't use Soulfire.

COSMIC ALIGNMENT

A Starborne Seraphon's cosmic nature is obvious at first glance. They might glow with twinkling light, or trail behind them a flame like a comet's tail, or have scales that flicker with neon colours like a swirling nebula. They bleed starlight from their wounds, until in death they burst apart in shining radiance. A Coalesced Seraphon is equally easy to recognise. They have an undeniable bulk and weight, and their bodies often have growths, like metallic scales or amber spines, that reflect their new home realm. They bleed like any other mortal, and they hunger like them too. When making a Seraphon character, choose one of the following bonuses.

- * **Starborne:** You are of the heavens, and celestial magic permeates your very being. Whenever you suffer a Wound, your body flashes with blinding light. Enemies in your Zone must make an Opposed **Body (Reflexes)** Test against your **Soul (Might)** or be *Blinded* until the end of your next turn.
- * **Coalesced:** You have lived away from the heavens for too long, and have embraced a simple, physical nature. Your Melee increases one step, and you deal +1 Damage on all melee attacks. However, your feral nature means you are a poor diplomat. You have Disadvantage on opposed Guile and Intuition Tests, as well as any opposed Test to avoid conflict.

SUBSPECIES

The two most common Seraphon subspecies are the Saurus and the Skinks. Saurus are natural warriors, with powerful jaws and scales that harden as they age. Skinks, on the other hand, are smaller and comparatively fragile, with brightly coloured crests, deft hands, and vocal cords capable of mimicking non-Seraphon speech. Neither Saurus nor Skinks typically wear much armour, aside from ceremonial straps of golden plate. Saurus find it redundant, their thick scales already shielding them from most attacks, and Skinks find it cumbersome, as their nimbleness is a better defence than anything they could wear. Neither do they have much use for personal belongings, carrying little more than the relics required to fulfill their mission.

You begin play with only your starting weapon described in your Archetype, and no spare Aqua Ghyranis or other equipment. The Archetypes on page 26 and 27 list your subspecies and grant you one of the following bonuses.

- * **Saurus:** Your scales, tough to begin with, harden as you age. Your base Armour is 1. If your natural Armour is damaged, your scales heal and repair after a Rest. You cannot wear armour, but you can increase your base Armour to 2 by spending 2 XP as if purchasing a Talent. You can spend a further 4 XP to increase your base Armour to 3, but cannot increase it beyond this.
- * **Skink:** You dart around the battlefield, using speed and your small stature as your primary defence. When you take the Dodge Action, you can choose to also move to an adjacent Zone. Additionally, any time you would take Damage, you can spend a Mettle to instead suffer only half Damage. You don't gain either benefit if you are wearing armour.

ADDING DETAIL

Alien doesn't mean uniform, and each Seraphon is ultimately an individual with their own quirks, personality, and desires.

NAMES

Seraphon have only a given name. Slann alone are called 'Lord', regardless of gender, and while other Seraphon have titles like 'Starpriest' or 'Oldblood,' these are more job descriptions than appellations of honour or pride. Skink names tend toward rapid and multisyllabic, while Saurus names are guttural and short. Although Slann are not playable, example names are included so you can incorporate them as NPCs or use them as inspiration.

Many Seraphon have names derived from Nahuatl, an Uto-Aztec language spoken by over a million people today. Others evoke the sound of reptilian clicking and hissing — or just grab letters from the bottom half of the alphabet! Experiment with the latter two methods if you want to make your Seraphon sound truly alien. If you take inspiration from real cultures, do your research, and try to avoid harmful stereotypes.

Saurus Names: Atlor-ke, Chakax, Klap-Tor, Krok-Tak, Kroq-Gar, Kosj, Ku-Quar, Gor-Rok, Narok-Gar, Oxtl-Kor, Quar-Toc, Razak, Sutok, Var-Tun, Xoat'ar

Skink Names: Anza-Mi, Iki'qual, Ik'tak, Iq-To, Ket'pok, Kixi Taka, Loekit-Tin, Maq'uat, Otapatl, Quitzai, Takatakk, Taktak'rillo, Teq-Toq, Wez'go

Slann Names: Kroak, Kuoteq, Kurkori, Lumqu, Nohekal, Ockatla, Qulaqal, Quex, Toc-choa, Xen'phantica, Xuatamos, Yanquala, Yuqal-tak, Zectoka

PHYSICAL APPEARANCE

Your character's appearance is up to you. The Seraphon have a distinct aesthetic, and each subspecies has certain physical traits, but these are malleable and the Mortal Realms are big enough to fit whatever you imagine. For Seraphon especially, you can look to nature for inspiration, copying features or patterns from the world's many charismatic reptiles.

Age

Seraphon emerge fully formed from the spawning pools and can age indefinitely, with some, like the Slann, having survived since the disappearance of the Old Ones. Your Seraphon character could be three years old, or they could be three thousand, and it would be hard for most people to tell the difference.

Choose your character's age, or roll $1d6 \times 1d6 \times 1d6 \times 1d6$ to randomly determine your character's age in years.

Distinguishing Features

A single, unique detail can help establish your character's appearance, creating a visual anchor around which you can build the rest of your mental image. Feel free to roll on the Distinguishing Features table on *Soulbound*, page 31, but if the result doesn't seem right or if you prefer something else, then you can use the Seraphon-specific table included here.

Scales

Most Seraphon are countershaded, with a lighter underside and a dark stripe of scutes, or bony scales, covering the shoulders, back, and tail. Their main scales tend toward cooler hues, often corresponding to shades of the evening sky, with optional patches of vibrant colour depending on their individual patterning. To randomly generate your appearance, roll on the Scales table, stopping after the first column if you want a subdued look or continuing to roll if you prefer something more dramatic.

Height & Weight

The average height of Saurus is 8'1", and of Skinks is 4'6". To determine a height randomly, roll $7'4" + 2d6"$ for Saurus and $4' + 2d6"$ for Skinks. Starborne Seraphon weigh nothing while simultaneously weighing as much as an observer expects them to weigh, much to the confusion of those unfamiliar with quantum aetheric metaphysics, while Coalesced Saurus average around 300 to 350 lbs and Coalesced Skinks around 60 to 80 lbs.

GOALS

Seraphon ally with Bindings only when absolutely necessary. They don't give or seek aid just because a task is difficult — Seraphon routinely attempt ludicrously demanding goals without even consulting anyone outside their constellation. Instead, they work with Bindings because only Seraphon and Soulbound combined can accomplish the Great Plan's next step.

Work with your GM to create a Short-term Goal that meshes with your party's, using the table for reference or inspiration. Like with typical Short-term Goals, you should feasibly be able to complete it in one to three sessions. All Seraphon have the same Long-term Goal: *'Annihilate Chaos.'* You can customise this Goal by appending *'by...'* and filling in the blank, but for most Seraphon, the method doesn't matter, only the end result.

DISTINGUISHING FEATURES

1d6	Starborne	Coalesced
1	Speckles on scales twinkle after nightfall	Certain scales resemble local realmstone
2	Eyes burn with white fire	You frequently lick your eyeballs
3	Tail with vibrant sunset hues	Pattern change on regenerated tail
4	Wisps of light leak from your open jaws	Extended frill, horn, or crest
5	No idle movement	Covered in pale scars
6	Accessories hover or spin, defying gravity	Accessories made from prehistoric feather or bone

SCALES

1d6	Main Colour	Other Colour	Pattern
1	Periwinkle	White	Banded
2	Teal	Scarlet	Collared
3	Dark Blue	Pink	Mottled
4	Grey	Gold	Solid
5	Emerald	Orange	Spotted
6	Purple	Violet	Striped

SHORT-TERM GOALS

1D6	Short-term Goal
1	Use your ally's Soulfire to power a lost relic of the Old Ones.
2	Save a child fated to become a champion of the free peoples, and eventually a Stormcast Eternal.
3	Purify an Astromatrix node, preferably (but optionally) without flattening the Free City on top of it.
4	Learn what Humans gain from joining a certain Chaos cult, then utterly destroy both cause and symptom.
5	Convince the Binding to protect a location which you can't guard without coalescing (Starborne only).
6	Repel the treasure hunters invading your temples, using the knowledge of a party member from the same culture (Coalesced only).

CONNECTIONS

1D6	Connection
1	I saved ___'s life, then disappeared without saying a word.
2	___'s culture believes my constellation is a sign of good luck.
3	I consult ___ to better understand how non-Seraphon think.
4	Guided by the Great Plan, I allowed a seemingly great tragedy to befall ___.
5	___ glimpsed me during their Binding or Reforging, watching from the void (Starborne only).
6	___ knew me before I coalesced (Coalesced only).

CONNECTIONS

Most people have never seen a Seraphon, but Soulbound are exceptional. Having a shared history can smooth a Seraphon character's entry into a party as well as create more interesting character dynamics from the start. Feel free to roll on the Connections table in *Soulbound* (page 36) but if the result doesn't seem right or if you prefer something else, then you can use the Seraphon-specific table included here.

SHINING CONSTELLATIONS

Each Seraphon constellation has its own culture, markings, and interpretation of the Great Plan. One can often guess a constellation's temperament from its name. Which Old One do these Seraphon see when they look at the stars, and what aspect of it have they named themselves after?

Starborne constellations are often distant and opaque, no matter how often they meddle in the realms below. The largest Starborne constellations, like Dracothion's Tail and the Fangs of Sotek, have almost limitless reach, shunting themselves across the realms at the behest of their Starmasters, but this makes them perpetual outsiders, never staying in one place long enough to gain familiarity with any of them. Coalesced constellations, on the other hand, keep constant watch on their lands. Major Coalesced constellations, like Koatl's Claw and the Thunder Lizard, control sprawling territories, inhospitable to begin with and made even deadlier by Seraphon terraforming. They make inscrutable neighbours, but preferable ones to Chaos, Death, or Destruction.

SUBFACTIONS

To represent your constellation's influence on your character, *Stars and Scales* includes an additional way to customise your character — subfactions. Subfactions (as first introduced in *Champions of Order*) 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 culture's teachings.

During character creation, once you have chosen your Seraphon Archetype, you can choose a subfaction. All Seraphon subfactions are either Starborne or Coalesced, and you can only choose a subfaction if you have the corresponding Species Bonus. The subfaction provides you with a strong tie to the Mortal Realms, often to a lineage or realm, and can serve as a jumping-off point for defining who your character is and what they believe in.

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, 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 *Soulbound*. Alternatively, your GM can grant you an additional 2 XP to spend during character creation.



DRACOTHION'S TAIL

Requirement: Starborne

First a sinuous shape sends ripples through the firmament. Astromancers note celestial bodies parting to make way for the Great Drake Dracothion, and laypeople squint at stars now visible even at high noon. Then, not a second sooner or later than planned, the Seraphon of Dracothion's Tail impact like meteors. Their actions have ripple effects felt for centuries, all bent toward undermining the Ruinous Powers.

Dracothion's Tail is one of the last constellations to still have multiple Slann. More active than their somnolent siblings, these Slann can fold space and time like papercraft. Light haloes the Slann's servants as they shunt across the realms. As a result of their frequent disincorporation, the Skinks and Saurus of Dracothion's Tail are cold and otherworldly even for Seraphon.

Their aloofness and shimmering incorporeality have led some to believe they are not real creatures at all but merely projections conjured from Dracothion's mind. Whether there is any truth to such claims, the Seraphon will not say. Still, for the Great Drake to so closely attend the affairs of lesser beings suggests they have a very direct relationship, unprecedented among godbeasts and mortals.

Just as Dracothion aided Sigmar when the God-King was at his weakest, Dracothion's Tail Seraphon appear for Soulbound at the precise moment when the Binding needs help most. Often the Seraphon blast onto the battlefield just as hope seems lost, holding back the foe or bolstering the Binding so together they can triumph. Dracothion's Tail Seraphon take particular interest in Bindings whose goals have generational consequences, such as the founding of a city or the search for a realmgate. They know a well-timed application of force from one or two Seraphon allies could magnify that Binding's impact against Chaos a thousandfold.

- ✧ **Scions of Starlight:** Even without a Slann Starmaster, you can manipulate space and time around you, flashing across the battlefield at the speed of starlight. You can spend your Move and 1 Mettle to teleport to any point in Long Range. Enemies in the Zone you appear in must make an Opposed **Body (Reflexes)** Test against your **Soul (Might)** or be *Blinded* until the end of your next turn.

FANGS OF SOTEK

Requirement: Starborne

Almost everything the Free Peoples know about Seraphon, they learned from the Fangs of Sotek. Led by the Starmaster Zectoka, the Fangs appeared often during the Realmgate Wars to lend their aid to Sigmar's Stormcast Eternals. Zectoka's Skink ambassadors established many of the enclaves throughout the Cities of Sigmar, where they offered their services as scribes, crafters, and fortune-tellers. They are the primary outward face of the Seraphon, and have learned to mimic some Human behaviours in order to make the Free Peoples more comfortable.

But Zectoka has an insidious purpose. He wishes to organise a unified coalition of Order under Seraphon control, and has employed his most cunning Skinks to the task. Venomous blow-darts remove threats to the free cities before the Stormcast Eternals ever notice them, while those who pursue blasphemies within city walls are executed without trial, their hearts removed by celestite daggers. Much of the Fangs' strength lies hidden in Azyr, but once the Skinks disorient their enemies with a hundred shallow cuts, the red-crested Saurus crash down for the killing blow. These shadow campaigns have put the Fangs of Sotek at odds with the Daughters of Khaine, and though the Khainite Aelves are easy scapegoats, whispers only continue to grow of a 'serpent god' slithering through the free cities.

Of all Seraphon, those from the Fangs of Sotek accompany Bindings the most. They keep close tabs on internal politics in Sigmar's cities, and when local Soulbound undertake missions, the Fangs of Sotek send their champions to build trust and demonstrate the benefits of cooperation. But as with all their altruism, the Fangs of Sotek have a dual purpose. Soulbound represent in miniature what Zectoka envisions for his future coalition. Ensuring their loyalty — or, at the very least, consistently manipulating them into doing the constellation's bidding — is the first step to establishing Seraphon control over Order.

- ✧ **The Sudden Death:** You have insinuated yourself among the Free Peoples, ready at any moment to seize the advantage and strike with blinding speed against the forces of Chaos. You gain a +1 to your Initiative, and your Speed is Fast for the first round of combat. Additionally, your alien tone, body language, and facial expressions give nothing away to non-Seraphon, making them more likely to take you at face value. You have Advantage on Opposed Tests to convince others to trust or believe you.

KOATL'S CLAW

Requirement: Coalesced

Some Seraphon have forsaken the Great Plan. In the ravenous jungles of Mekitopsar in Ghur, the near-feral Saurus of Koatl's Claw fight for nothing except survival and supremacy. Forced to coalesce by circumstance rather than choice, this constellation crash-landed in Mekitopsar during the Age of Chaos, after Clan Pestilens Skaven sabotaged their primary temple-ship and sent the ziggurat spinning out of control. The survivors emerged from the wreckage to find their Starmaster crippled by infection. He could never leave his chambers again without the exertion ending him. As his Skink attendants scurried about in panic, it fell to the Saurus spawn-lords to lead the way.

But the Saurus know only one purpose, and so Koatl's Claw bent all their energies toward war. The spawning pools writhed with tortured shapes as cohort after cohort crawled forth, and, supercharged by Ghur's hungering spirit, the pools have not fallen silent since. As for the Seraphon they produce, it takes all the Oldbloods' discipline and might to keep the saurian warriors from tearing each other apart. Souls forever scarred by their accelerated spawning, these Seraphon know rage and agony as constant companions. Death — either dealing it or accepting it — is their one relief.

Koatl's Claw Seraphon join forces with Soulbound for straightforward reasons. They want to expand their territories, ensure their own survival, or take out their anger on those who've crossed their path. They rarely have ulterior motives, although their commanders sometimes make the most unruly join Bindings for the sole purpose of directing their anger away from Mekitopsar. And while the constellation has discarded all pretences at following the Great Plan, a hatred of Chaos still runs deep in its culture. Koatl's Claw Seraphon see the Eternal Enemy's servants as their natural prey, pouncing upon them with instinctive, reptilian fury.

- ✦ **The Beast Unleashed:** You channel your pain into violence. You deal bonus Damage on all attacks depending on your most severe Wound: +1 Damage for a Minor Wound, +2 for a Serious Wound, and +3 for a Deadly Wound. This replaces the bonus Damage from your Coalesced Species Bonus. Your near-feral nature inhibits your ability to think ahead, though. You cannot form Long-term Goals and you don't gain XP when your party completes Long-term Goals.

THE THUNDER LIZARD

Requirement: Coalesced

The realms shake when the Thunder Lizard stirs, for this constellation specialises in raising titanic warbeasts. They dwell in wild places, especially at the realm's edge, where their golden cities sit atop key ley lines and Astromatrix nodes. The Thunder Lizard won many of these sites with the Sylvaneth's aid, but afterward they often came to blows with Alarielle's children, for Seraphon impose rigid order where Sylvaneth prefer to let life grow free. In the vaults beneath these cities, the constellation hoards the high technology of the Old Ones.

Their two specialisations combine in myriad ways. When Thunder Lizard priests first coalesced in Chamon's outerlands, they learned to refine the local realmstone with ancient machinery, then introduced the mercurial accelerant into their incubation engines. The beasts exposed to this process have scales streaked with quicksilver or spiralling metal horns — Chamonite, ever changeable, never yields the same results twice, but always imbues those born to it with deadly power. In turn, these beasts defend the artefacts from treasure hunters and carry the bulkiest engines into war. Skinks may never fully understand all the Old Ones' secrets, but they know enough to call upon the heat of the stars and to aim.

Purifying the Astromatrix benefits everyone who stands against Chaos, and so Soulbound and the Thunder Lizard often collaborate to secure these mystical locations. Thunder Lizard Seraphon might also join Soulbound to excavate Old One artefacts or even to tame feral populations of Seraphon warbeasts. But afterward, the constellation doesn't compromise. Their Soulbound allies don't get a say in what happens to the Astromatrix node, they don't get to keep any artefacts recovered, and they certainly don't get to claim any warbeast hatchlings for their own. Those who defy them soon find Thunder Lizard Seraphon are even more ferocious as enemies than as allies.

- ✦ **Keepers of the Trove:** Your constellation protects the greatest creations of the Old Ones, both mechanical and biological. You start play with a Seraphon artefact of your choice (see page 36), and you double the dice gained from Training for Tests to operate or study Seraphon artefacts. Additionally, the *Animal Friend* Talent (**Soulbound**, page 83) is added to the list of available Talents for your Archetype.

SAURUS OLDBLOOD

You have faced the Eternal Enemy a thousand times, and you will keep fighting until your victory is permanent.

Saurus only grow stronger with age. Their scales harden until they can deflect sigmarite, their muscles swell until they can rival a Kroxigor in sheer power, and their minds absorb lessons from every victory and defeat. The greatest, known as Oldbloods, radiate an aura of command, a primordial authority that makes beasts and Seraphon alike bow at their passing. No portent or sign marked them at spawning. Instead, these scarred warriors simply endured battle after battle, until their tactical intelligence and physical strength made them worthy to command the constellations at war. When a rival thinks to challenge an Oldblood's command, they settle the matter in ritual combat. Such is the power of elder Saurus that the incumbents rarely lose.

Unlike Skinks, Saurus don't have the physiology to speak non-Seraphon languages. They only ally with Bindings when accompanied by a Skink interpreter, although those who prefer to speak for themselves learn sign language or adapt Old One artefacts to aid communication. At the same time, Saurus rarely have the most expansive vocabularies

to begin with. Non-Seraphon allies can usually learn the basic meanings of the Oldblood's monosyllabic grunts, especially the commands the Oldblood roars in battle.

However they choose to communicate, Saurus Oldbloods rarely ally with Bindings to solve mysteries or play politics. Their lives revolve around combat, and the Slann who despatch them to aid Bindings understand Saurus are far more effective in situations where they can put their strength and strategic knowledge to good use. That is not to say they can't participate in social settings, and sometimes an Oldblood's insight and taciturn brusqueness cuts straight to the heart of a conversation. But for the most part, Saurus Oldbloods journey alongside Soulbound because a battle is coming, the outcome of which will profoundly affect Chaos's footing in their eternal war.

'Our ancient ancestors drew their protector in charcoal and ochre, a reptilian warrior to guard their caves. Yesterday, a Saurus landed from the sky, cutting down daemons like they'd fought them all their life. Somehow, I knew they were the same.'

— Azithya Hectinus, Scion of Azyrheim



5	2	2
BODY	MIND	SOUL
Species: Seraphon (Saurus)		
Core Skill: Weapon Skill		
Skills (5 XP): Awareness, Beast Handling, Determination, Intimidation, Might, Reflexes, Survival, Weapon Skill		
Core Talent: Cold Ferocity (see page 28)		
Talents (Choose 2): Battle Rage, Fearsome Jaws (see page 28), Intimidating Manner, Scent of Weakness (see page 28), Wrath of the Seraphon (see page 28)		
Equipment: Celestite Maul and scaled Shield, or Celestite Greatblade (see page 36 for information on Celestite weapons).		

SKINK STARPRIEST

You shape the future with venom and searing starlight, until all possibilities align with the Great Plan.

The Old Ones reserve a special fate for Skinks who spawn alone. These Skinks emerge from the sacred pools with all the knowledge they need to manipulate Azyr's magic, and many receive the mantle of a Starpriest mere hours after they first open their eyes. Though trained to read heavenly portents, Starpriests don't spend aeons in silent thought like the higher-ranking Seraphon clergy often do. Instead they take a proactive role in fulfilling the Great Plan, working as ambassadors, advisors, and assassins wherever their visions call for it. Where other Skinks spend their time in insular spawn-sibling cliques, Starpriests have a reputation for sociability, and they deal with non-Seraphon more readily than any of the Old Ones' children. Perhaps they understand all mortals must work together to defeat the Eternal Enemy, or perhaps they are simply lonely, having been singled out from birth for their solitary labour.

'When the masters fall into the long sleep, it is not enough to fix our gaze on the stars and contemplate the branches of fate. We must prune them, as a gardener prunes the jungle growth.'

— Starpriest Huatu



Species: Seraphon (Skink)

Core Skill: Channelling

Skills (7 XP): Arcana, Awareness, Beast Handling, Channelling, Guile, Lore, Reflexes, Stealth, Theology, Weapon Skill

Core Talent: Spellcasting (Celestial), Unbind

Talents (Choose 2): Astral Herald (see page 28), Forbidden Knowledge, Observant, Potent Spells, Vanish*

Equipment: Serpent Staff (see page 37).

If a constellation must pick a champion to ally with the Soulbound, there is usually no better choice than a Skink Starpriest. Diplomatic, adaptable, and well-versed in non-Seraphon customs, Skink Starpriests make ideal allies to Bindings which might have never even seen a Seraphon before. The spells and relics which they normally use to aid fellow Seraphon can just as easily coat a Witch Aelf's dagger in zodiacal venom, blind a Fyreslayer's foes with stellar flame, or help a Knight-Incantor channel the celestial tempests. In return, the Starpriest can exert direct influence on the Binding, rather than manipulating them from afar. Often, Starpriests ally with Soulbound because they know the Binding will play a significant role in coming events, but they cannot divine further details. A hands-on perspective gives them a better understanding of the forces at play, while also letting them make snap decisions when the vital juncture reveals itself.



TALENTS

The following section presents a number of new Talents for Seraphon characters.

ASTRAL HERALD

Requirement: Skink Starpriest

You can divine the future through complex star-rituals, manipulating events to better suit the Great Plan. When you take this Talent, make a Mind (Arcana) Test and note the number of successes. These are your Prophetic Insights.

After you make a Test of any kind, you can choose to expend a number of Prophetic Insights to add an equal number of successes to the result. When you complete a Rest beneath the stars, you can make another Mind (Arcana) Test to gain further Prophetic Insights. The maximum number of Prophetic Insights you can have is equal to your Mind plus any levels of Training in the Arcana Skill.

CHAMELEON

Requirement: Seraphon (Skink)

Some Skinks possess a unique ability to reduce their body to little more than a formless shadow, allowing them to blend in with their environment. You always have Advantage on Opposed Stealth Tests to remain unseen. You can only choose this Talent during character creation.

COLD FEROCITY

Requirement: Saurus Oldblood

You fight with both fury and discipline. Before you make a Body (Weapon Skill) Test, you can spend 1 Mettle to double both your Training and Focus with that Skill. If you do so, you can not spend Mettle to double your Focus again after the roll.

FEARSOME JAWS

Requirement: Seraphon (Saurus)

You have powerful jaws and rows of rock-hard, razor-sharp teeth. Your teeth are natural weapons. They deal 1 + S Damage and have the *Crushing* and *Piercing* Traits. They cannot be disarmed, broken, or damaged. When you make an Attack, you can choose to split your dice pool as if you were dual wielding (*Soulbound*, page 148).

SCENT OF WEAKNESS

Requirement: Seraphon (Saurus)

You can smell weakness, and your predatory instincts allow you to exploit that weakness. As an Action, you can choose a creature within Medium Range. Until the start of your next turn, you deal +1 Damage to the target. Additionally, increase the severity of Wounds you inflict on the chosen creature by one step.

SELFLESS PROTECTOR

Requirement: Seraphon (Saurus), Training (1) in Reflexes

You are a living shield that protects your allies and those you are sworn to protect. Once per turn you can Defend as a Free Action, but must Defend an ally and not a Zone.

WRATH OF THE SERAPHON

Requirements: Seraphon (Saurus), Soul (2)

You command your allies to fight without reservation. As an Action, you can choose a creature within Medium Range. Until the start of your next turn, the creature's Melee increases one step and its Speed increases to Fast.



SPELLS

The following section presents a number of new Celestial spells. The knowledge of these spells resides exclusively with the Seraphon, so non-Seraphon spellcasters can normally not learn them. However, at the GMs discretion a character with the *Spellcasting (Celestial)* Talent and access to a willing Seraphon teacher can take the *Learn Spell Endeavour (Soulbound, page 158)* to learn one of these spells.

BLAZING STARLIGHT

DN: 5:2

Target: 1

Range: Long

Duration: 1 round

Test: DN 4:S Body (Reflexes)

Overcast: +1 round per additional success, or +1 target per additional success

You summon the blazing light of the distant stars to blind your enemies. Choose a creature within Long Range. The target must make a **DN 4:S Body (Reflexes)** Test. On a failure, the target is *Blinded* until the start of your next turn.

Each additional success extends the duration by 1 round. Alternatively, you can select an additional target for each additional success.

CELESTIAL HARMONY

DN: 5:4

Target: Zone

Range: Self

Duration: 1 round

Overcast: +1 round per additional success

You raise your arms and call forth the calming light of Azyr, uniting your allies in a single purpose. Until the start of your next turn, you and allies in your Zone increase your Defence a number of steps equal to the number of allies in the Zone. For example, if you and one other ally were in your Zone, you would both increase your Defence two steps.

Each additional success extends the duration by 1 round. Additionally, you can not be *Frightened* while affected by this spell.

CONTROL FATE

DN: 5:3

Target: Zone

Range: Medium

Duration: 1 round

Overcast: +1 round per additional success

The power of the heavens gives you a moment to influence the destiny of others, be they friend or foe. Choose a Zone within Medium Range. Until the start of your next turn, allies in that Zone increase their Melee and Accuracy one step, while enemies decrease their Defence one step. Each additional success extends the duration by 1 round.

TIDE OF SERPENTS

DN: 5:3

Target: Zone

Range: Self

Duration: 1 round

Overcast: +1 Damage per additional success, or +1 round per additional success

You call forth a carpet of writhing serpents, bringing down your enemies through hundreds of poisonous bites. Until the start of your next turn, enemies that enter or start their turn in your Zone suffer 1 Damage. A creature that suffers Damage is *Poisoned* until the start of your next turn.

Each additional success increases the Damage by 1. Alternatively, you can extend the duration by 1 round per additional success.



BETWEEN ADVENTURES

Though Seraphon are intended to be used as one-off guest characters, some may become recurring characters, appearing a few times over the course of a campaign. This can be a great way to include a friend who can't commit to a regular game, or who is only around once in a while. To explain where the character has been and what they have been doing in pursuit of the Great Plan, we have included a number of Endeavours. A Seraphon character can only take one Endeavour between appearances, regardless of how much time has passed. This Endeavour should be roleplayed privately between the Seraphon player and the GM, ensuring the machinations of the Seraphon are kept alien and unknowable.

In addition, page 32 presents four Seraphon contacts who each provide a Benefit and a Greater Benefit to their allies. However, reaching the Seraphon and gaining their trust is not easy. To take the *Contacts* Endeavour for the first time with any Seraphon, and thus access their Benefit, party members must complete an adventure beforehand to prove their worth to the Seraphon's constellation. The final adventure in this supplement, **A Different Time**, accomplishes this for the contacts presented here. Then, to take the *Contacts* Endeavour a second time and unlock the contact's Greater Benefit, a party member must complete an adventure specific to the individual Seraphon. Adventure hooks are included in each contact.

ANTICIPATE

Requirement: Seraphon

With celestial precognition, Seraphon routinely address threats before other mortals even realise the danger exists. Constellations often do this by obliterating the nascent complication in question, but lone Seraphon can also forestall Chaos with subtler methods, such as silencing a single voice or preventing a chance meeting.

When you take this Endeavour, choose a Rumour. Anticipating that Rumour becoming a Threat is a **DN 5:8 Mind (Arcana)** Extended Test. Over the course of one Endeavour you can make 3 Tests to prevent the Threat before it happens. If you succeed, the Threat either never happens or — especially if your GM has already put effort into preparing an adventure — when the Rumour eventually becomes a Threat, your actions prevent Doom from increasing. If you fail, your preemptive punishment causes that which you hoped to prevent, and the Rumour immediately becomes a Threat.

COALESCE

Requirement: Seraphon (Starborne)

Starborne Seraphon have many reasons for coalescing, ranging from the understandable to the ineffable. Perhaps you wish to secure a location or better understand a realm, or perhaps your Slann simply gave you the order and you didn't question why. When you take this Endeavour, you gain a permanent physical form, replacing your Starborne Species Bonus with the Coalesced Species Bonus. If you have a Starborne subfaction bonus, replace that too, preferably with a Talent that represents your new home realm. Coalescing is irreversible.

CONSULT THE PLAN

Requirement: Seraphon

The Old Ones had a design for all creation, so dizzyingly complex that even the Slann struggle to interpret it. But completing their work, no matter how difficult, is the most important task in the Mortal Realms, so you spend your downtime translating plaques or speaking with the Seraphon clergy to better understand the Great Plan. When you take this Endeavour, work with your GM to complete an 'If ___, then ___' statement. You fill in one of the blanks, then your GM fills in the other with a clue as cryptic or obtuse as they like.

For example, if your goal is to recover a lost relic, then you might give your GM the statement, 'If ___, then the relic of the Old Ones shall reveal itself.' Your GM then completes it with, 'If stolen screams ignite the spear that is a shield, then the relic of the Old Ones shall reveal itself,' leaving the rest up to your interpretation. While Seraphon almost always keep the Great Plan's details to themselves, non-Seraphon characters can take this Endeavour if they have access to the right records or people.

ENTER STASIS

Requirement: Seraphon

When the Seraphon fled the ruins of their last world, all except the Slann entered a state of suspended animation, conserving their strength for the odyssey ahead of them. Even now, Saurus sometimes enter the cold sleep during the infrequent periods of peace, waiting for the priesthood to wake them rather than wasting their energy on any purpose other than war. If you take this Endeavour, you must take it as the first and only Endeavour of your downtime period. Any effects or benefits which would expire this downtime period instead last until your next downtime period.

PRAISE THE OLD ONES

Requirement: Seraphon

To compare the Old Ones to gods like Sigmar or Nagash is an insult to the Old Ones. They created wonders the modern pantheon cannot hope to understand, let alone replicate, and they stood against Chaos with a resolve and unity of purpose that the warm-blooded gods sadly lack. They were the most powerful, intelligent, far-seeing beings in the entire cosmos — or so at least the Seraphon believe. You spend your downtime venerating Tepok, Huanchi, Itzl, and other ancient names, hoping to prove worthy of their legacy. Once before your next downtime period, you can draw on your faith in the Old Ones, allowing you to gain a benefit as if you had spent Soulfire. You can choose from any of the effects of spending Soulfire. Doing so does not deplete the Binding's Soulfire as this effect comes from within yourself.

RAISE HATCHLING

Requirement: Seraphon

Racks of eggs line the temple-ship chambers, incubated by Old One technology. Usually, Seraphon raise these creatures like other mortals might raise cattle or Gryphounds. But other times, they charge the warbeasts with Azyrite energy, accelerating their growth or even creating them fully-formed inside the spawning pools. Skinks traditionally care for the bulk of a constellation's warbeasts, but Saurus also spend time between battles raising Cold One or Carnosaur mounts.

When you take this Endeavour, choose a Seraphon Beast from those found on page 38. You gain the *Loyal Companion* Talent for that Beast, but it is only a hatchling. A hatchling Beast has 1 Toughness, 1 Body, and no Training or Focus in any Skills. Its Size is Small, it has no Traits, and all its Attacks are *Ineffective*. Every downtime period thereafter, your companion's maximum Toughness increases by 1, or by an amount equal to your successes on a **DN 4:1 Soul (Beast Handling)** Test if you take this Endeavour again. When your hatchling reaches half its default Toughness, its Body and Size change to match its stat-block, its Attacks are no longer *Ineffective*, and it can apply its listed Training but not its Focus. Once your companion's maximum Toughness matches or exceeds the default, it has matured, and it can use its full stat-block. Instead of gaining a bonus to its Toughness equal to your Soul from the *Loyal Companion* Talent, your companion's maximum Toughness can increase up to its default Toughness plus your Soul.

TERRAFORM

Requirement: Seraphon, a Cosmic Engine

When Seraphon operate outside Azyr, they shape the realms to better suit their needs. Terraforming is a **DN 4:12 Mind (Nature)** Extended Test which requires access to a Cosmic Engine, called a Realmshaper Engine when used specifically for this purpose. Over the course of the Endeavour you can make 3 Tests to shape the region to Seraphon tastes. If you succeed, prehistoric flora and fauna displace the native wildlife, and Seraphon become immune to *Difficult Terrain*, *Hazards*, and other negative Environmental Traits in the area. If you fail, the entire region gains the *Difficult Terrain* Trait, as you break apart the previous landscape but don't finish remoulding it.





LORD XIMOYUXE

‘Observe the orbit of the realmspheres, the dance of stars. All things, great and small, conform to principles. Only mortals defy this cosmic harmony. Only mortals prevent the great work’s completion.’

— Lord Ximoyuxe, Starmaster of the Fifth Spawning

The only Slann of the Starherd’s Path embodies the void’s chill. Ice crusts his furrowed brow even in Aqshian heat, and a pall of darkness surrounds his drifting palanquin as if it absorbs light. His interpretation of the Great Plan is similarly cold. He believes the Old Ones left the Seraphon not only a checklist of events to ensure Chaos’s annihilation, but also a model of behaviour which every mortal must follow to ensure the Eternal Enemy never returns.

Lord Ximoyuxe sees pragmatism, orderliness, and above all impartiality as the virtues exemplified in the ancient plaques, which he instructs his constellation, and all those his constellation assists, to observe. Notably, these principles demand he value the life of a stranger equally with that of a centuries-long ally, factoring in no personal sentiment when deciding what best serves the Great Plan. For this, recipients of his generosity have come to call him the ‘Thousand-times Traitor’.

HISTORY

When the realms were young, Lord Ximoyuxe crafted wonders for promising cultures, hoping to groom them into unwitting allies. But these empires and magocracies, corrupted by their power, all fell to Chaos, and many fought against the Starherd’s Path when the constellation attempted to take back their gifts. Heavily wounded, drifting through the void, Lord Ximoyuxe had centuries

to think on his errors. Not even his closest Skinks fully understand the silent conclusions he made while contemplating the space between the stars, but when the Age of Sigmar dawned, he instructed his constellation to act with the vigour of a Slann newly spawned.

SLANN STARMASTER

The disciples of the Old Ones have precognitive intelligence, as well as an unparalleled mastery of the arcane. Even the most proactive among them are lethargic by most standards, but when stirred, their plans always have wide-reaching consequences.

Benefit: During your downtime, you can tell the Slann Starmaster how a faction, directly or indirectly, serves Chaos. The Slann retreats into a meditative slumber for 1d6 downtime periods, then wakes and gives you a single instruction. No matter how inconsequential the instruction may seem, once complete it triggers a cascade of effects that curbs Chaos’s influence, and Doom decreases by 1.

Greater Benefit: If you lead the Slann Starmaster to an Endless Spell, they can bind it under their control. Slann Starmasters don’t need to make Tests to cast or control bound Endless Spells. You can advise a Slann on where to deploy a bound Endless Spell, but ultimately the decision is theirs.

ADVENTURE HOOK: CAPTURING SUNLIGHT

A Purple Sun (*Soulbound*, page 282) dawns on the horizon. Having killed every caster who attempted to control it so far, the necromantic Endless Spell has left a trail of crystal corpses in its wake as it roams mindlessly toward dense populations of life. The nearest free city assembles every Battlemage available to dispel the Purple Sun of Shyish before casualties rise any higher, but then a Skink Starpriest appears to coldly inform them that the Seraphon shall stop them if they try. The Endless Spell is too valuable an asset to destroy, and the Skink’s master shall appear soon to contain it – though who knows what ‘soon’ means to a Slann. If the party keeps the peace, while also diverting the Purple Sun long enough to save lives, then they can earn both the city’s and the constellation’s favour.



NHEKOGU

'Honoured one says, "Condemn aggression." I kill ones who disagree.'

— Eternity Warden Nhekogu

Nhekogu, Lord Ximoyuxe's hulking Saurus bodyguard, wears the skull of a Stegadon who protected the Slann for many centuries, although whether he does this to honour the Stegadon or admonish it for dying — and thus abandoning his charge — is unclear. He follows the mould of most Eternity Wardens, ever still and watchful, but he also has a surprising grasp of philosophy from travelling with his Slann. While Nhekogu never leaves Lord Ximoyuxe's side, even from a distance he oversees the constellation's grand strategies when they go to war. And the Starherd's Path wage many wars indeed, for they have reached the uniquely Seraphon conclusion that, to achieve peace across the realms, they must fight not only purely defensive wars but also every defensive war. The constellation aims to be a universal deterrent against aggression, and due in part to Nhekogu's command, they have achieved a small measure of success.

HISTORY

Records indicate that Nhekogu, or at least a Saurus with an identical role, appearance, and mannerisms, died during the Age of Chaos. When the constellation started to appear outside Azyr again, Lord Ximoyuxe was seen several times without a bodyguard, and Nhekogu only started to shadow him after the Necroquake. Some fringe Seraphon scholars speculate that the wave of necromantic energy played a role in the Eternity Warden's resurrection, but the extent to which that old Saurus is the same person as the new one is unclear. Nhekogu meets questions about his past with threatening silence.

ETERNITY WARDEN

Only the most watchful Saurus become Eternity Wardens, who have the sacred duty of protecting the irreplaceable Slann. Eternity Wardens also command the respect of their fellow Saurus, who defer to them in matters of defence.

Benefit: As an Endeavour, you can train with the Eternity Warden. When you do this, choose a person, location, or object. You gain the ability to Defend the person, location, or object as a Free Action. You can train with the Eternity Warden multiple times, choosing a new person, location, or object each time.

Greater Benefit: During your downtime, you can convince the Eternity Warden to monitor a person, location, or object. The Eternity Warden never abandons their own Slann, but if a threat appears, the Eternity Warden despatches Seraphon immediately to defend that which you want to protect. The Eternity Warden asks nothing in return, but they can only monitor one thing for you at a time.

ADVENTURE HOOK: THE COST OF DUTY

After the party completes a strenuous battle, Lord Ximoyuxe and Nhekogu materialise before them. The battlefield the party just secured is, in fact, an Astromatrix node, and while Ximoyuxe doesn't thank the heroes, he informs them the Astral Terraces have materialised a few miles away, should they seek a place to recover. Meanwhile, the Slann commences a ritual to purify the node, but midway through he pauses and announces that the Terraces are under attack by the same faction the party just defeated here, which the Seraphon garrison can handle (but may change the party's decision to rest there). Nhekogu shifts an inch on hearing this. The Eternity Warden doesn't leave Ximoyuxe's side, and Ximoyuxe makes no motion to leave, but nonetheless Nhekogu appears to show something akin to concern for his few remaining siblings. If the heroes race to the Terraces and save Saurus lives, they earn something resembling gratitude.



ZEQITEQ

'A thousand years in hiding, worth a single strike.'

— Zeqiteq, Chameleon Skink

Other people might begrudge the fact that the more they refine their art, the less others see it. But Seraphon like Zeqiteq lack such vanity. The Chameleon Skink excels at changing his scales at a moment's notice, mimicking even the most chaotic patterns of light or unnatural textures, for such speed was necessary to survive Tzeentch's ever-shifting realm. Even at rest his scales shift colours subtly but constantly, flickering with iridescence as a side-effect of his unconventional coalescence. One might expect such a changeable Skink to have a personality to match, but in fact Zeqiteq has the patience to rival a Slann. Whether scouting, spying, or searching for a target's vulnerability, Zeqiteq is thorough and meticulous, for he understands the Great Plan has no unimportant steps. The Old Ones, in their inestimable wisdom, ensured his accidental exile for a reason, and he is willing to wait however long it takes to find out why.

HISTORY

When the Starherd's Path lost the battle for Shimmerscope, Tzeentchian magic trapped Zeqiteq in the time-warped citadel's heart. He hid and watched as the day looped, as daemons hunted down all the other survivors, and as Seraphon both simulated and real died around him. Through all this, Zeqiteq waited, knowing his sacrifice meant nothing if spent now, and only when his old companion Hra and his heroic allies invaded the citadel did the time seem right to strike. But their victory was bittersweet, for Zeqiteq and Hra had coalesced after so long. The two now wander together, still seeking to serve the Great Plan from beneath the stars.

CHAMELEON SKINK

Chameleon Skinks do the Seraphon's most subtle work. They blend in so well with the environment that not even celestially-enhanced vision can penetrate their camouflage, and they know from spawning how to kill with silent swiftness.

Benefit: During your downtime, you can ask the Chameleon Skink to infiltrate a secure location. The Chameleon Skink can only observe, not interact or speak with anyone without giving away their cover. During your next downtime period, the Chameleon Skink reports back to you with what they saw.

Greater Benefit: During your downtime, you can ask the Chameleon Skink to assassinate a target in a place they have already infiltrated. As a rule of thumb, a Chameleon Skink can kill anyone with 6 Toughness or less and no Wounds. If the Chameleon Skink can't kill the target outright, they cripple them with star-venom, and the target becomes *Poisoned* until your next downtime period.

ADVENTURE HOOK: A DAY IN THE CITY

The constellation's Starpriests maintain infrequent correspondence with Zeqiteq, giving him missions which take advantage of his Coalesced nature. His current task is to monitor the free cities, especially for signs of Chaos influence or wasteful aggression toward non-Chaos forces, but Zeqiteq has not entered a city since the Age of Myth. He is unsettled by the changes and convinced that every facet of society hides a Chaos cult, for the Eternal Enemy works much more openly now than it did when Zeqiteq first spawned. The party can help acclimate Zeqiteq to the modern world, but they shouldn't dismiss his concerns too quickly. More than one Chaos cult hides behind familiar, smiling faces. If the party navigates the line between trusting Zeqiteq and tempering his paranoia, rooting out several cults in the process, then Zeqiteq considers whether the Great Plan intends him to work more with the party rather than his distant constellation.



HRA

'HRAAA!'

— Hra

Glossy burn scars crisscross Hra's entire body, souvenirs from the literally immeasurable amount of time he survived inside a warped Tzeentchian citadel. The Kroxigor has far more scars on his face and arms than his back, for only when driven to his absolute limit has Hra ever run from a fight. In fact, Hra was never trapped like his Skink companion Zeqiteq. He could have fled the citadel at any point, but he stayed to carry out his duty. Like most Kroxigor, Hra is loyal to a fault, uncomplicated in his needs, and fearsome when roused to anger. His coalescence exacerbated these traits but otherwise didn't affect him much, for Hra was always in tune with his bestial side. He barely understands his constellation's lofty goals, but he knows enough to tear apart mortals without Chaos corruption if he sees them fighting — and to throw them, bodily if need be, at his hated daemonic foes.

HISTORY

Hra and Zeqiteq functionally spent centuries in Tzeentch's realm, but while Seraphon who spend time outside Azyr absorb the ambient energies around them, Chaos and Seraphon are anathema. The Kroxigor and Chameleon Skink are Coalesced, that much is for certain, but beyond that no one's really sure what they are. Now freed, Hra follows Zeqiteq from city to city, although the Kroxigor spends his time patrolling the surrounding wilderness rather than going with the Skink inside the walls. Rumours already circulate around Aspiria of the scarred crocodilian brute who feels neither heat nor pain, but Hra is unconcerned with such tales.

KROXIGOR

Seraphon don't just rely on ancient engines to shape the realms. For the bulk of heavy labour in their society, they have Kroxigor: diligent giants who can work at grueling tasks for days on end.

Benefit: During your downtime, you can ask the Kroxigor to haul cargo or escort people to a certain location. A Kroxigor is tough enough to survive travel between the free cities alone, but ultimately your GM determines the risk based on the route and length of the journey. Once they set out, the Kroxigor stops for nothing short of death or an overriding command from a high-ranking Seraphon.

Greater Benefit: During your downtime, you can ask the Kroxigor for help with construction. The Kroxigor can give any Zone in an area you choose the *Total Cover* Trait. Alternatively, work with your GM to create other buildings or monuments, such as an Astromatrix-powered pylon which gives you +1d6 on Channelling Tests.

ADVENTURE HOOK: FERAL BEAST

The current Starherd's Path keep meticulous track of their warbeasts, but the constellation was not always so careful. A wild population of Coalesced Bastiladons (see page 40), descendants of a herd the constellation failed to teleport home long ago, roam nearby. Local hunters tail them, for Bastiladon hide fetches a high price at market, but they must contend with not only the animals themselves but also Hra, who has driven away every hunter so far. Hra once fought beside many warbeasts in a formation called a Thunderquake host, and while these Bastiladons aren't even related to Hra's old companions, the resemblance is enough to trigger Hra's protective instincts. The party can help Hra find a safe place for the Bastiladons, all while fending off the hunters. If they don't, then the hunters band together to take their prize, splitting the added value of a Kroxigor hide among their shares.

APPENDIX A

SERAPHON ARTEFACTS

ASTROLITH

Often hefted into battle by mighty Saurus warriors, an Astrolith crackles and pulses with cosmic energy. Complex geometric and astrological symbols adorn its surface, making it a celestial conduit for the power of the heavens. Allies with the *Spellcasting (Celestial)* Talent within Medium Range of the Astrolith bearer gain +1d6 to Mind (Channelling) Tests, and the range of their spells increases by one step.

CELESTITE WEAPONS

The Seraphon use a strange substance known as celestite to construct their temple-cities and to shape into weaponry. Celestite appears to be super-hardened stone, but its true nature defies mortal comprehension. The only certain thing is its ill-understood connection to Azyr. Even the weapons of the Coalesced shine with a heavenly light. Some theorise that Celestite ores are actually chunks of Azyr's rim which have broken off due to the tumultuous celestial energy at the realm's edge. Regardless of its origin, the Seraphon utilise it with great effect.

Celestite weapons use the weapon statistics found on page 103 of *Soulbound*, but gain the *Magical* Trait and have a rarity of Special. For example, a Celestite Maul uses the statistics for a Warhammer but gains the *Magical* Trait; a Celestite Greatblade uses the statistics of a Greatsword; and so on.

If you are using the freeform character creation rules (see page 20) you can choose any Common melee weapon and apply the *Magical* Trait to create a celestite weapon.



COSMIC ENGINE

The Old Ones moulded reality like clay, and compared to them the Seraphon are like children playing with putty. But with Cosmic Engines, the Seraphon can achieve a degree of their creators' mastery. These engines come in many forms, from bulky contraptions mounted on howdahs to the specialised Realmshaper Engines which pulse atop stepped ziggurats.

Even Seraphon put themselves at great risk when wielding these volatile energies. Activating a Cosmic Engine requires a **DN 6:2 Mind (Arcana)** Test, as the user presses buttons and glyph sequences, with an effect determined by the number of successes.

COSMIC ENGINE	
Success	Effect
0	Daemons sense weakness in reality. Doom increases by 1.
1	The universe convulses, resisting change. The user suffers 1d6 Damage.
2	A gentle pulse rewinds time, restoring 1d6 Toughness to all allies in the user's Zone.
3	The engine undoes the very molecules in a creature's body, dealing 2d6 Damage to a target in Medium Range.
4	A flickering copy of the user appears. This copy has 1 Mettle, acts immediately, and disappears at the end of the user's turn.
5+	Time slows. All enemies in Medium Range are <i>Stunned</i> until the end of the user's next turn.

DARTPIPE

Dartpipes are long blowpipes made from carved stone or the bones of great Seraphon beasts, and often decorated with sculpted lizards. Dartpipes are favoured by Chameleon Skinks, who stalk their prey with infinite patience before unleashing a barrage of darts. The dartpipe has the following statistics

- * **Dartpipe:** + S Damage. *Close, Piercing, Range (Medium)*. A creature damaged by the Dartpipe must make a **DN 5:1 Body (Fortitude)** Test or become *Poisoned* until they complete a Rest.

HELM OF REMEMBRANCE

The Slann devised many tools to preserve their fading memories. While wearing a Helm of Remembrance, the wearer's mind is flooded with ancient knowledge and they gain +3d6 on all Mind Tests. If the helm is not intended for them, the wearer must make a **DN 6:1 Soul (Determination)** Test at the start of each turn or fall *Unconscious*, with the Complexity increasing by 1 each turn they have worn the helm since their last Rest.

Alternatively, the wearer can store memories they fear losing in the helm, but they risk those memories mingling or fusing with those already present.

METEORIC FOSSIL

When the Old Ones descended from the void, they shaped many reptilian creatures to better suit the Great Plan. Skeletons from these creatures now lie preserved beneath the earth, and though they may not have the explosive impact of other Seraphon artefacts, they provide unparalleled insight into who the Old Ones were and what kind of world they lived in. Even Seraphon themselves seek these fossils, for with them they can revive ancient titans who went extinct during that long-ago cataclysm.

If a character has access to meteoric fossils, they can spend an Endeavour studying them. If they do, they choose a Skill from Lore, Nature, or Survival. They can double the dice gained from Training in this Skill when making Tests regarding Seraphon and their habitats. A character can take this Endeavour multiple times, selecting a new Skill each time.

For those less inclined to science, these fossils also have significant commercial value. Collegiate scholars, Ossiarh Bonereapers, and Bonesplitterz Orruks all take interest in these bones, though for very different reasons.



SERPENT STAFF

Requirement: Spellcasting (Celestial)

Serpent Staffs are fashioned in the likeness of a twin-headed serpent, one of the many zodiacal leviathans that dwell in the heavenly realm of Azyr. Skink Starpriests use these staffs to channel celestial energy, coating the blades of their allies in a potent venom said to be drawn from the fangs of the twin-headed leviathan it depicts.

The Serpent Staff is a quarterstaff (*Soulbound*, page 103) with the *Magical* Trait. As an Action, the wielder can coat the blades of any *Piercing* or *Slashing* weapons in their Zone with a Basic Poison (*Soulbound*, page 109). This effect can not be used again until the wielder completes a Rest.

STAR-STONE STAFF

Star-stone Staffs are ornate golden staffs topped with a glistening orb which depicts the changing constellations of the heavens. Skink Priests use these staffs to bolster their allies and unleash searing starbolts at their enemies. The Star-stone Staff has the statistics of a Quarterstaff (*Soulbound*, page 103) but can also be used as a ranged weapon to fire celestial bolts.

✧ **Star-stone Staff (Ranged):** 1 + S Damage. *Magical*, *Range (Long)*.

As an Action, the wielder of the Star-stone Staff can increase the Speed of any allies in their Zone one step. This effect can not be used again until the wielder completes a Rest.

SUNBOLT GAUNTLET

Typically reserved for the mightiest Saurus Oldbloods, golden Sunbolt Gauntlets fire searing blasts of solar fire. Daemons shrink from the touch of this ordering flame, which the Old Ones designed to burn away Chaos taint. Firing the Sunbolt Gauntlets is a ranged attack with the following stats:

✧ **Sunbolt:** 2 + S Damage, Long Range. *Magical*, *Piercing*. If this attack damages a Daemon, it deals an additional +1 Damage.

The Sunbolt Gauntlets in **Stolen Fire** are too large to wield as weapons. Instead, when activated, they transform their Zone into a *Deadly Hazard* which deals +2 Damage to Daemons.

APPENDIX B

SERAPHON AND THEIR BEASTS

STARLIT OR BLOODIED

Seraphon can be either Starborne or Coalesced. Apply one of the following Traits to any Seraphon.

Starborne: Starborne Seraphon are of the heavens, and celestial magic permeates their very being. When they die, they erupt in a flash of blinding light. Enemies in their Zone must make a DN 4:1 Body (Reflexes) Test or be *Blinded* until the end of their next turn.

Coalesced: Coalesced Seraphon have lived away from the heavens for too long, and have embraced their bestial nature. Their Melee increases one step, and they deal +1 Damage on all attacks.

BASTILADON

The Skinks possess no proof that the Old Ones meddled with the Bastiladon's form, but how else could these living fortresses have come into being? According to legend, the Old Ones made the Bastiladons by compacting celestial energy as tight as possible, before layering the shining atom — the Bastiladon's unyielding soul — with shield-scales harder than sigmarite. Though ponderous, Bastiladons stop at nothing, and any creature who irritates the behemoth enough to draw its attention must contend with its bone-shattering clubbed tail. 'Bastiladon-scale plate armour' fetches high prices, though enterprising Trade Pioneers find it easier to sell fakes than to pry anything off the invulnerable beasts.



CARNOSAUR

The Carnosaur is a giant bipedal lizard whose powerful, clawed forelimbs are balanced by its tree-trunk thick lashing tail. Adolescent Carnosaurs run down their prey like wolves, but as they grow older and stockier, they begin to favour ambush tactics, pinning down their meals with their forelimbs before ripping into them with vice-like jaws. The ferocious bellow of a Carnosaur triggers a primal fear buried deep within any living creature, and sends jungle life for miles around rushing for safety. The Seraphon have been known to raise Carnosaurs from the egg as mounts for use in battle, but feral Carnosaurs are untameable killing machines.

CHAMELEON SKINK

Like flowing, mottled shadows, Chameleon Skinks can hide in vibrant jungles and crowded streets alike. This Skink subspecies possesses the unique ability to fade from view, their scales shifting colour to match their surroundings, which has led to their frequent deployment as scouts, snipers, and assassins. They embody the dark between stars rather than the radiant constellations themselves, and many Chameleon Skinks find it easy to coalesce in the swirling mists of Ulgu. Some Starpriests even theorise the Realm of Shadow played a role in the Chameleon Skinks' creation, its magic seeping into their spawning pools as their temple-ships drifted toward the heavens.

KROXIGOR

Kroxigor are fewer than Skinks and Saurus but physically the largest by far. These crocodilian brutes can labour at the same task for days on end, and they have proven key to the construction of Coalesced temple-cities across the realms. Skinks often enlist these diligent giants in tasks where force outweighs dexterity, and the Kroxigor obey without complaint — for Kroxigor have a natural connection with the Skinks, and are quick to lash out at any who would threaten their diminutive kin. With scales as tough as sigmarite and jaws that can snap Ossiarch-enforced bone, they are powerful allies to have.

RAZORDON

In the primordial wilderness, predation can come from any angle, so it helps to have a defence that shoots in all directions. Razordons can flex their back muscles to fire the spines that run along their bodies, then finish off anything that survived the shredding storm with a blow from their clubbed, spiked tails. These reptilian beasts must nest in locations infused with Azyrite energy to regrow their spines with such speed, and so Razordon packs guard their territories jealously against rivals. Their handlers learn to announce their presence from a distance, lest they get pincushioned for spooking their charges.

RIPPERDACTYL

Ripperdactyls are the most aggressive creatures to grace Seraphon skies. Perpetually incensed by anything that moves, their metabolisms stoked by their constant fury, Ripperdactyls descend in shrieking flocks on any creature they detect regardless of its size or threat. In particular, Ripperdactyls cannot resist the taste of Blot Toads, who excrete a mild toxin the Ripperdactyls find stimulating. Trackers easily recognise the signs of a recent Blot Toad hunt, for Ripperdactyls tear wide swathes through the jungle in their frenzy to reach the toads, and usually swallow whatever poor creatures they accidentally snap up along the way.

TERRADON

Combining speed with stamina, leathery-winged Terradons dominate the skies above Seraphon jungle canopies. They can glide for days if the thermal currents are kind, but when they sight prey, they dive with the speed of falling meteors. Powerful back legs and gripping talons allow them to lift their prey high into the air, where the flock can toy with their helpless, thrashing meal at their leisure. While non-Seraphon observers might mistake their playfulness for cold-blooded cruelty, Terradons are actually highly social, intelligent animals. They are capable of taking direction, forming close bonds, and anticipating where their dropped payloads will fall.

SALAMANDER

Some Skinks believe Salamanders are living embodiments of stellar fire, the first of their kind incubated by the Old Ones inside cosmic furnaces. Fyreslayers wonder if they might descend from the deceased godbeast Vulcatrrix. These reptilian carnivores swim through lava like water, and have inflatable sacs on their necks filled with pyrophoric acid. Several feral populations have coalesced in Aqshy, where the locals revere them as spirits of fire, but no Human, Aelf, or Duardin has ever succeeded in

domesticating them. Their history in the Great Parch suggests Seraphon have been active in the Bright Realm far longer than most mortals would assume.

SAURUS GUARD

Saurus live for the single purpose of war, but even that one purpose can have many facets. The stalwart warriors called the Saurus Guard train their whole lives to defend and watch, rather than invade and raze, for they have the sacred duty of protecting the Slann. Saurus Guard do not spawn together, but emerge alone or in pairs, silently picking up the shields of fallen siblings who they have never met. As a result, Guard cohorts often have long histories, litanies of deeds that other species might take pride in but which Saurus see only as their duty to keep uninterrupted.

SAURUS OLDBLOOD

Saurus learn from every battle, accumulating strategies alongside their scars. The eldest spawn-lords develop an instinctive grasp of command, and though most Saurus are taciturn by nature, they need not explain their reasoning for their tactics to be effective. A simple hierarchy exists among Saurus, with Scar-Veterans nominated from their cohorts and grizzled Oldbloods leading whole constellations. These rankings shift without fuss when a commander wins victory in battle or ritual combat. Oldbloods prove themselves over centuries to earn their command, but Saurus champions with specialist functions are often spawned specifically for their tasks.

SKINK

Skinks are humanoid lizards, typically with bright blue or green skin and yellow eyes. They stand between four and five feet tall — not including their brightly coloured crests — and are the most numerous of the many Seraphon. Their native language is a mix of clicks and whistles, and Skinks who can speak the language of other mortals are rare.

Although Skinks decorate their bodies with warpaint, bracelets, armbands, and necklaces, they rarely wear clothes of any kind. Like all Seraphon, Skinks are a rare sight in the Mortal Realms, and their appearance always attracts attention.

SKINK STARPRIEST

The terrible burden of spawning alone falls upon the Skink Starpriests. These siblingless Skink clergy hone their magic under the cold tutelage of elder Starseers or even the Slann themselves, but most have an intuitive grasp on the arcane from the moment they emerge from the spawning pools.

Perhaps as a result of their solitary existences, Starpriests have a reputation for gregariousness and often serve as ambassadors to the free cities. They perform divinations for the cold-blooded and warm-blooded alike, wielding techno-arcane relics as symbols of their authority.

SLANN STARMASTER

Corpulent, toad-like creatures drifting on celestite palanquins, the Slann are easy to underestimate — but with a slow blink or dismissive flick, they can flatten cities. Having learned magic from the Old Ones themselves, the Slann are wizards rivaled by only a handful in all the realms.

But the Slann are dying out, for none have spawned since the Old Ones disappeared. A growing urgency grips the surviving generations, as more perish on the battlefield or slip into the deep slumber. They are determined to see the Great Plan to completion, for without them, who else will?

STEGADON

Stegadons are herd beasts who eat just about anything and can learn to tolerate the company of smaller creatures. They radiate steadfast calm, whether they hatched from the egg or emerged, shimmering, from the spawning pools. In them, many Seraphon see a reminder of the Old Ones' majesty and might. But despite their amiable nature, they react immediately when threatened, bellowing defiance as the adults surround their young with a shieldwall of lowered crests. Stegadons are among the most long-lived of the Seraphon's beasts, leading to deep connections with their handlers.

BASTILADON			
<i>Enormous Beast, Champion</i>			
Great	Poor	Good	
Armour	Toughness	Wounds	Mettle
5	20	–	2
Speed: Slow Initiative: 1 Natural Awareness: 1 Skills: Determination (+2d6, +1), Fortitude (+3d6, +3), Might (+2d6), Weapon Skill (+1d6)			
TRAITS			
Living Fortress: Mundane weapons shatter on the Bastiladon's armour. If a creature attacks the Bastiladon with a non-Magical melee weapon and fails to do Damage, that weapon breaks and gains the <i>Ineffective</i> Trait until it is repaired.			
Nigh Unkillable: The Bastiladon is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above.			
Ponderous Weight: The Bastiladon cannot be knocked <i>Prone</i> or moved against its will.			
ATTACKS			
Bludgeoning Tail: Melee Attack (Great), 7d6, 2 + S Damage. <i>Crushing.</i> A creature damaged by this attack must make a DN 4:3 Body (Might) Test or be knocked <i>Prone</i> .			
BODY	MIND	SOUL	
6	1	3	



CARNOSAUR

Enormous Beast, Champion

🏹 Superb	🎯 Poor	🛡️ Great	
Armour	Toughness	Wounds	Mettle
3	24	–	2

Speed: Fast
Initiative: 4
Natural Awareness: 2
Skills: Athletics (+3d6), Awareness (+2d6), Fortitude (+2d6), Reflexes (+1d6), Weapon Skill (+2d6)

TRAITS

Blood Frenzy: The scent of blood drives the Carnosaur into a frenzied rage. If the Carnosaur is within Medium Range of any creature who has suffered a Wound, its Melee increases one step.

Nigh Unkillable: The Carnosaur is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above.

Terrifying: The Carnosaur is a terrifying monstrosity that strikes fear into the hearts of its foes. Any creature that starts its turn within Medium Range of the Carnosaur must make a **DN 4:2 Soul (Determination)** Test or become *Frightened* until the start of its next turn.

ATTACKS

Clawed Forelimbs: Melee Attack (Superb), 9d6, 1 + S Damage. *Piercing*. A creature damaged by this attack must make a **DN 4:3 Body (Might)** Test or be knocked *Prone* and become *Restrained*.

Lashing Tail: Melee Attack (Superb), 9d6, + S Damage. *Cleave, Crushing*. All creatures damaged by this attack must make a **DN 4:3 Body (Might)** Test or be knocked *Prone*.

Massive Jaws: Melee Attack (Superb), 9d6, 2 + S Damage. *Crushing, Piercing, Rend*.

BODY	MIND	SOUL
7	1	4

CHAMELEON SKINK

Small Mortal (Seraphon), Minion

🏹 Average	🎯 Good	🛡️ Good	
Armour	Toughness	Wounds	Mettle
0	1	–	–

Speed: Normal
Initiative: 8
Natural Awareness: 3
Skills: Awareness (+2d6), Ballistic Skill (+2d6, +2), Reflexes (+2d6), Stealth (+3d6, +2), Survival (+2d6), Weapon Skill (+2d6)

TRAITS

Chameleon Ambush: If the Chameleon Skink attacks a creature that is unaware of it, the attack deals double Damage and ignores Armour.

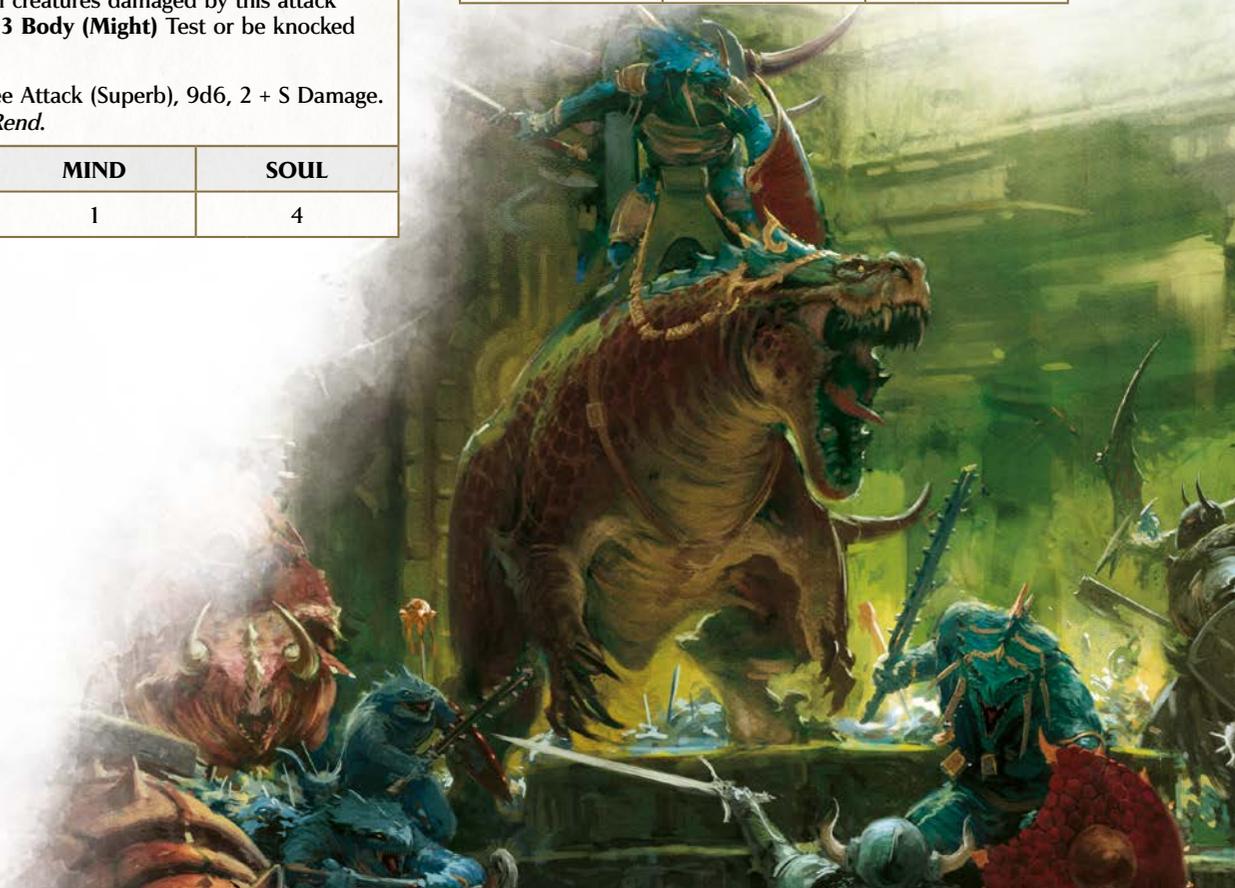
Perfect Mimicry: The Chameleon Skink's scales change colour to match its surroundings. Its Defence increases one step (included above). Additionally, once per turn, the Chameleon Skink can Hide as a Free Action.

ATTACKS

Celestite Dagger: Melee Attack (Average), 3d6, + S Damage. *Piercing*.

Dartpipe: Ranged Attack (Good), 3d6, +2 F, + S Damage, Long Range. *Piercing, Subtle*. A creature damaged by this weapon must make a **DN 4:2 Body (Fortitude)** Test or be *Poisoned* until the end of their next turn.

BODY	MIND	SOUL
1	4	1





RAZORDON

Large Beast, Warrior

Average	Average	Average	
Armour	Toughness	Wounds	Mettle
2	5	–	–

Speed: Fast
Initiative: 4
Natural Awareness: 2
Skills: Awareness (+2d6), Ballistic Skill (+2d6), Fortitude (+1d6), Reflexes (+1d6), Weapon Skill (+1d6)

TRAITS

Instinctive Defence: Razordons are highly territorial and unleash a storm of barbs when threatened. When a creature enters Close Range with the Razordon, it can immediately use a Free Action to attack the creature with its Volley of Spikes.

ATTACKS

Spiked Tail: Melee Attack (Average), 4d6, 2 + S Damage. *Crushing, Penetrating, Piercing.*

Volley of Spikes: Ranged Attack (Average), 3d6, + S Damage, Long Range. *Close, Piercing, Spread.* This attack gains the *Rend* Trait if it targets a creature in Short Range.

BODY	MIND	SOUL
3	1	1

KROXIGOR

Large Mortal (Seraphon), Warrior

Great	Poor	Good	
Armour	Toughness	Wounds	Mettle
3	10	–	–

Speed: Normal
Initiative: 1
Natural Awareness: 1
Skills: Determination (+2d6), Fortitude (+1d6), Might (+2d6, +1), Weapon Skill (+2d6)

TRAITS

Battle Synergy: Kroxigor fight harder when defending their Skink companions. The Kroxigor's Melee increases one step while it is within Medium Range of friendly Skinks. In addition, it acts on the Skink's Initiative, not its own.

ATTACKS

Drakebite Maul: Melee Attack (Great), 7d6, 2 + S Damage. *Crushing, Two-handed.*

Moon Hammer: Melee Attack (Great), 7d6, 1 + S Damage. *Cleave, Crushing, Two-handed.*

Vice-like Jaws: Melee Attack (Great), 7d6, + S Damage. *Crushing, Piercing.* A creature Damaged by this attack is *Restrained*. On its turn, the Kroxigor can use an Action to deal 5 Damage to a creature it is biting. This Damage ignores Armour. A *Restrained* creature can use an Action to make a **Body (Might or Reflexes)** Test opposed by the Kroxigor's **Body (Might)** to escape.

BODY	MIND	SOUL
5	1	4



TERRADON

Large Beast, Warrior

⚔ Average	🎯 Poor	🛡 Good
-----------	--------	--------

Armour	Toughness	Wounds	Mettle
0	5	–	–

Speed: Fly (Fast). The Terradon has a Slow Speed on land.
Initiative: 4
Natural Awareness: 1
Skills: Awareness (+1d6), Might (+2d6, +1), Reflexes (+2d6), Weapon Skill (+1d6)

TRAITS

Grasping Talons: Terradons are adept at lifting heavy weights. If the Terradon successfully Grapples a Medium or smaller creature, it can carry the creature with it as it flies. The Terradon can drop the creature, which suffers 1 Damage per 10 feet fallen. If the creature lands on another creature, they both suffer this Damage, plus additional Damage equal to the falling creature's Armour.

ATTACKS

Razor-sharp Jaws: Melee Attack (Average), 4d6, 1 + S Damage. *Piercing, Slashing.*

BODY	MIND	SOUL
3	1	1

SALAMANDER

Large Beast, Warrior

⚔ Average	🎯 Average	🛡 Poor
-----------	-----------	--------

Armour	Toughness	Wounds	Mettle
1	4	–	–

Speed: Fast, Swim (Fast)
Initiative: 4
Natural Awareness: 2
Skills: Awareness (+2d6), Ballistic Skill (+2d6), Fortitude (+1d6), Reflexes (+1d6), Weapon Skill (+1d6)

TRAITS

Born of Fire: The Salamander is immune to Hazards and Damage from intense heat or flames.

ATTACKS

Burning Jaws: Melee Attack (Average), 3d6, 1 + S Damage. *Piercing, Rend.*

Stream of Fire: Ranged Attack (Average), 4d6, 2 + S Damage, Medium Range. *Rend, Spread.*

BODY	MIND	SOUL
2	1	1

RIPPERDACTYL

Large Beast, Warrior

⚔ Good	🎯 Poor	🛡 Average
--------	--------	-----------

Armour	Toughness	Wounds	Mettle
0	5	–	–

Speed: Fly (Fast). The Ripperdactyl has a Slow Speed on land.
Initiative: 4
Natural Awareness: 2
Skills: Awareness (+2d6), Intimidation (+1d6), Reflexes (+1d6), Weapon Skill (+2d6)

TRAITS

Voracious Appetite: Ripperdactyls tear chunks from their prey while they're still alive. If the Ripperdactyl's Tearing Jaws inflict a Wound, the severity of the Wound increases one step.

ATTACKS

Tearing Jaws: Melee Attack (Good), 5d6, 1 + S Damage. *Piercing, Slashing.*

BODY	MIND	SOUL
3	1	1



SAURUS OLDBLOOD

Medium Mortal (Seraphon), Champion

Great	Average	Great (Superb with shield)
-------	---------	----------------------------

Armour	Toughness	Wounds	Mettle
2	12	–	2

Speed: Normal

Initiative: 7

Natural Awareness: 3

Skills: Awareness (+2d6), Determination (+2d6, +1), Fortitude (+2d6, +1), Intimidation (+2d6), Lore (+1d6, +1), Reflexes (+2d6), Weapon Skill (+3d6, +2)

TRAITS

Cold Ferocity: Saurus Oldbloods fight with both fury and discipline. When the Oldblood makes a Test, it can spend 1 Mettle to double both its Training and its Focus.

Wrath of the Seraphon: The Saurus Oldblood commands its allies to fight without reservation. As an Action, the Oldblood can choose a creature within Medium Range. Until the start of the Oldblood's next turn, the chosen creature's Melee increases one step and its Speed increases to Fast.

ATTACKS

Celestite Greatblade: Melee Attack (Great), 8d6, +2 F, 2 + S Damage. *Cleave, Slashing, Two-handed.*

Celestite Warspear: Melee Attack (Great), 8d6, +2 F, 1 + S Damage. *Piercing, Reach.* Each result of 6 on an attack roll with this weapon ignores Armour.

Fearsome Jaws: Melee Attack (Great), 8d6, +2 F, 1 + S Damage. *Crushing, Piercing.*

BODY	MIND	SOUL
5	3	4

SAURUS GUARD

Medium Mortal (Seraphon), Warrior

Good	Poor	Good (Great with shield)
------	------	--------------------------

Armour	Toughness	Wounds	Mettle
2	10	–	–

Speed: Normal

Initiative: 5

Natural Awareness: 2

Skills: Awareness (+2d6), Determination (+2d6, +1), Devotion (+1d6), Fortitude (+2d6), Reflexes (+1d6), Weapon Skill (+2d6, +2)

TRAITS

Selfless Protectors: Saurus Guards live to protect their sacred charges. The Guard Defends as a Free Action.

ATTACKS

Celestite Polearm: Melee Attack (Good), 6d6, +2 F, 1 + S Damage. *Piercing, Reach.*

Powerful Jaws: Melee Attack (Good), 6d6, +2 F, 1 + S Damage. *Crushing, Piercing.*

BODY	MIND	SOUL
4	2	4

SAURUS VARIANTS

Several Saurus commander variants exist. Instead of *Wrath of the Seraphon*, they have the listed Traits.

An Astrolith Bearer has the following Traits:

Celestial Conduit: Seraphon spellcasters within Medium Range gain +1d6 for Mind (Channelling) Tests, and the range of their Spells increases by one step.

Revivifying Energies: At the start of the Astrolith Bearer's turn, each Seraphon within Medium Range heals 3 Toughness, up to their maximum.

An Eternity Warden has the Saurus Guard's *Selfless Protectors* Trait.

A Scar-Veteran has *Wrath of the Seraphon*, but only has Weapon Skill (+2d6, +1).

A Sunblood has the following Traits:

Primal Rage: If the Sunblood reduces a creature to 0 Toughness, it loses the *Cold Ferocity* Trait. It can no longer apply Focus to Tests, but it recovers 2 Mettle per turn.

Scent of Weakness: As an Action, the Sunblood can choose a creature within Medium Range. Until the start of the Sunblood's next turn, increase the severity of Wounds inflicted on the chosen creature by one step.



SKINK STARPRIEST

Small Mortal (Seraphon), Champion

⚔ Poor	☉ Good	🛡 Poor	
Armour	Toughness	Wounds	Mettle
1	9	–	2

Speed: Normal**Initiative:** 8**Natural Awareness:** 4**Skills:** Arcana (+2d6), Awareness (+2d6), Ballistic Skill (+1d6), Channelling (+2d6, +2), Devotion (+2d6), Guile (+1d6), Reflexes (+1d6), Theology (+2d6, +1)

TRAITS

Astral Herald: Starpriests divine the future through complex star-rituals. The Starpriest has a number of Prophetic Insights equal to its Mind plus its Training in Arcana (for a total of 7). After making a Test of any kind, the Starpriest can expend a number of Prophetic Insights to add an equal number of successes to the result. It recovers its Prophetic Insights after a Rest.

Serpent Staff: The Starpriest's twin-headed staff drips with deadly venom. Once per turn as a Free Action, the Starpriest can coat the weapon of an ally within Close Range with the venom. A creature damaged by a venom-coated weapon must make a **DN 4:2 Body (Fortitude)** Test or be *Poisoned* until the end of their next turn.

Spellcasting: The Skink Starpriest is a spellcaster. It knows the *Aetheric Armour*, *Arcane Blast*, *Arcane Bolt*, *Blazing Starlight*, and *Mystic Shield* Spells. Additionally, the Skink Starpriest can unbind Spells per the *Unbind* Talent.

Blazing Starlight: DN 6:2. The Starpriest summons the blazing light of the distant stars. The Skink Starpriest chooses a creature within Long Range. The target must make a **DN 4:S Body (Reflexes)** Test. On a failure, the target is *Blinded* until the start of the Starpriest's next turn. Each additional success extends the duration by 1 round. Alternatively, the Starpriest can select an additional target with each additional success.

ATTACKS

Venombolt: Ranged Attack (Good), 2d6, + S Damage, Long Range. *Magical*, *Piercing*. Each result of 6 on an attack roll with this weapon ignores Armour. A creature damaged by this weapon must make a **DN 4:2 Body (Fortitude)** Test or be *Poisoned* until the end of their next turn.

BODY	MIND	SOUL
1	5	3

SKINK

Small Mortal (Seraphon), Minion

⚔ Average	☉ Good	🛡 Average (Good with shield)	
Armour	Toughness	Wounds	Mettle
0	1	–	–

Speed: Normal**Initiative:** 6**Natural Awareness:** 2**Skills:** Awareness (+1d6), Ballistic Skill (+2d6), Reflexes (+2d6), Stealth (+1d6, +1), Weapon Skill (+2d6)

TRAITS

Swarm: If three or more Skinks occupy the same Zone they become a Swarm. The Skinks act as one. Add +1d6 to attacks and +1 Toughness per Skink in the Swarm. The Swarm suffers double Damage from effects that target a Zone.

ATTACKS

Celestial Dagger: Melee Attack (Average), 3d6, + S Damage. *Piercing*.

Meteoric Javelin: Ranged Attack (Good), 3d6, + S Damage, Medium Range. *Piercing*.

BODY	MIND	SOUL
1	3	1





SLANN STARMASTER

Medium Mortal (Seraphon), Chosen

☠ Poor	⚡ Extraordinary	🛡 Poor	
Armour	Toughness	Wounds	Mettle
2	18	9	4

Speed: Fly (Slow)

Initiative: 12

Natural Awareness: 6

Skills: Arcana (+3d6, +2), Awareness (+2d6), Ballistic Skill (+1d6), Channelling (+3d6, +3), Determination (+3d6), Devotion (+2d6), Intuition (+2d6), Lore (+3d6, +2), Nature (+2d6, +2), Theology (+3d6, +2)

TRAITS

Arcane Vassal: The Slann Starmaster can use friendly Skink spellcasters to determine the range from which it can cast Spells.

Foresight: Slann hold every branch of destiny in their minds like an elaborate map. The Slann has a number of Prophetic Insights equal to its Mind plus its Training in Arcana (for a total of 13). After making a Test of any kind, the Slann can expend a number of Prophetic Insights to add an equal number of successes to the result. Alternatively, after a creature within Long Range makes a Test, the Slann can expend Prophetic Insights to subtract successes from the result. If Doom is 5 or more, the Slann must expend two Prophetic Insights for either of these effects. It recovers its Prophetic Insights after a Rest.

Gift from the Heavens: The Slann buoys its allies up on currents of celestial energy. As a Free Action on its turn, the Slann can choose a creature within Long Range. The chosen creature gains a Fly (Normal) speed until the start of the Slann's next turn, and its Defence against ranged attacks increases one step.

Masters of Order: The Slann Starmaster can unbind Spells from any range.

Spellcasting: The Slann Starmaster is a spellcaster. It knows all the Celestial Spells listed in the *Soulbound* rulebook as well as the *Aetheric Armour*, *Arcane Blast*, *Arcane Bolt*, and *Mystic Shield* Spells. Additionally, the Slann Starmaster can unbind Spells per the *Unbind* Talent.

ATTACKS

Azure Lightning: Ranged Attack (Extraordinary), 11d6, + S Damage, Short Range. *Close, Magical*. The Slann Starmaster can use Mind (Ballistic Skill) instead of Body (Ballistic Skill) to determine the dice pool for this attack (already included).

BODY	MIND	SOUL
1	10	7

STEGADON

Enormous Beast, Champion

Great		Poor		Good	
Armour	Toughness	Wounds	Mettle		
3	20	–	2		
<p>Speed: Normal Initiative: 1 Natural Awareness: 1 Skills: Determination (+3d6, +1), Fortitude (+2d6), Might (+3d6), Weapon Skill (+2d6, +1)</p>					
TRAITS					
<p>Armoured Crest: The Stegadon lowers its crest to the most dangerous threat. At the start of its turn, the Stegadon can choose one creature within Long Range. Its Defence against that creature increases one step until the start of its next turn.</p> <p>Nigh Unkillable: The Stegadon is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above.</p> <p>Steadfast Majesty: Stegadons radiate calm, and those under their protection find themselves emboldened. Allies</p>					
<p>within Long Range of the Stegadon are immune to being <i>Frightened</i>.</p> <p>Unstoppable Stampede: If the Stegadon takes the Charge Action, it adds an additional 1d6 to its dice pool for the attack, for a total of +2d6. Additionally, it destroys any <i>Partial Cover</i>, <i>Total Cover</i>, or other destructible Environmental Traits in the target's Zone, and any creature hit by the Stegadon's Charge is knocked <i>Prone</i>.</p>					
ATTACKS					
<p>Crushing Stomps: Melee Attack (Great), 8d6, +1 F, 1 + S Damage. <i>Crushing</i>. A creature damaged by this attack suffers 2 additional Damage if the creature is <i>Prone</i>.</p> <p>Grinding Jaws: Melee Attack (Great), 8d6, +1 F, + S Damage. <i>Crushing</i>, <i>Piercing</i>, <i>Rend</i>.</p> <p>Massive Horns: Melee Attack (Great), 8d6, +1 F, 2 + S Damage. <i>Piercing</i>. The Stegadon can only use this attack against the creature targeted by its Armoured Crest Trait.</p>					
BODY		MIND		SOUL	
6		1		3	



APPENDIX C

ALLIES AND ENEMIES

FYRESLAYER WARRIORS

Most Fyreslayers begin their training as Vulkite Berzerkers, and the first thing they learn is to never give in. The rank-and-file of the fyrds fear neither pain nor death, letting no wound, not even a mortal one, slow them down. Potent ur-gold runes are hammered into these warriors' flesh, empowering them with the spirit of Grimnir.



VULKITE BERZERKER

Medium Mortal (Duardin), Warrior

☠ Good	☠ Poor	☠ Average (Good with shield)
--------	--------	------------------------------

Armour	Toughness	Wounds	Mettle
0	6	–	–

Speed: Normal

Initiative: 1

Natural Awareness: 1

Skills: Ballistic Skill (+1d6), Determination (+1d6, +1), Devotion (+1d6), Fortitude (+1d6), Weapon Skill (+1d6, +1)

TRAITS

Berserk Fury: The Vulkite Berzerker's life ends in a blaze of glory. When the Vulkite Berzerker would die, it can make one final attack against a creature in the same Zone. Once the attack is resolved, the Vulkite Berzerker dies.

Relentless Assault: Some Vulkite Berzerkers eschew a shield to wield a Fyresteel Handaxe in each hand. While wielding a melee weapon in each hand, the Vulkite Berzerker's Melee increases one step.

Ur-gold Runes: The Fyreslayers hammer blessed ur-gold runes into their skin, channelling the power of Grimnir. The Vulkite Berzerker can have a number of ur-gold runes equal to its Soul. See *Soulbound*, page 117 for a list of ur-gold runes. Most Vulkite Berzerkers choose a *Rune of Fury* and a *Rune of Searing Heat* (both included).

ATTACKS

Fyresteel Handaxe: Melee Attack (Good), 4d6, +1 F, 1 + S Damage. *Slashing, Subtle, Thrown (Short).*

Fyresteel War-pick: Melee Attack (Good), 4d6, +1 F, 2 + S Damage. *Piercing.*

BODY	MIND	SOUL
3	1	2

CHAOS SPAWN

A Chaos Lord only revels in their power and the gifts of their gods for so long. Once their body and mind break under the weight of this terrible generosity, they degenerate into a Chaos Spawn. The line between Champion and monster is sometimes hard to draw, but the transformation results in a vast, mutated beast — a grotesque assortment of limbs, tentacles, and teeth. In its agonised thrashing, the Spawn murders or maims any creature that comes within reach.

Some of the Chaos faithful may believe there is still a shred of humanity within a Chaos Spawn: it is a false hope. These monstrosities have been entirely warped by Chaos and only possess enough self-awareness to feel anguish and hate.



CHAOS SPAWN

Large Mortal (Corrupted by Chaos), Warrior

Great		Poor		Great	
Armour	Toughness	Wounds	Mettle		
1	14	—	—		
Speed: Fast Initiative: 3 Natural Awareness: 1 Skills: Might (+2d6), Reflexes (+2d6), Weapon Skill (+3d6)					
TRAITS					
Nigh Unkillable: The Chaos Spawn is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above.					
The One with All the Gifts: The Dark Gods' gifts brought the Chaos Spawn to its current condition. Its body ripples and changes as the magic of Chaos fluxes within it. At the beginning of its turn, roll 1d6 to see what effect occurs, lasting until the start of the Chaos Spawn's next turn: 1: The Chaos Spawn's tentacles and claws harden. Its Freakish Mutations gain the <i>Penetrating</i> Trait.					
2: The Chaos Spawn's hide hardens into gnarled armour. Its Armour increases by 1. 3-4: The Chaos Spawn's surfeit of magic turns aside other spells that target it. The Chaos Spawn doubles its dice pool for any Tests to resist the effects of a Spell. Additionally, the Chaos Spawn's Armour is doubled for the purposes of calculating Damage from Spells. 5: The Chaos Spawn regains 1d6 Toughness. 6: The Chaos Spawn is temporarily lucid. It realises what it has become, and is <i>Stunned</i> until the end of its turn.					
Writhing Tentacles: If the Chaos Spawn hits with its Freakish Mutations, it can make another Attack against the same target as a Free Action. The Chaos Spawn's Melee for this Attack is decreased by one step.					
ATTACKS					
Freakish Mutations: Melee Attack (Great), 8d6, 1 + S Damage. <i>Crushing, Piercing.</i>					
BODY		MIND		SOUL	
5		1		1	



GOTHIZZAR HARVESTER

Gothizzar Harvesters are corpse collectors. Huge, multi-armed juggernauts made of metal and bone, they prowl battlefields, graveyards, and other likely sources of cadavers. Once they've found a crop of corpses to harvest, they sweep them up in secondary arms and carry them away. Occasionally, the Harvesters pause to vomit out the soul-stuff they absorb from their cargo. This can be deadly to anything nearby.

Gothizzar Harvesters are industrious creatures, focused on the task assigned to them. They are, however, more than capable of defending themselves if interrupted. One set of their arms is fitted with brutal scythes for this deadly purpose. Harvesters can quietly and competently work alone. They have few needs and the instruction 'harvest all the bone you can obtain' is simple to follow.

GOTHIZZAR HARVESTER

Large Undead (Ossiarch Bonereapers), Champion

Superb		Average		Good	
Armour	Toughness	Wounds	Mettle		
3	20	–	2		
Speed: Slow Initiative: 2 Natural Awareness: 1 Skills: Awareness (+1d6), Ballistic Skill (+2d6), Fortitude (+3d6), Might (+3d6), Weapon Skill (+3d6)					
TRAITS					
Bone Harvest: The Gothizzar Harvester collects the bones of the slain to heal or to construct new warriors. If there are any corpses within Short Range of the Gothizzar Harvester at the start of its turn, it or another Ossiarch Bonereaper in the same Zone regains Toughness equal to the current Doom. If Doom is 3 or higher, the Gothizzar Harvester can instead construct a new Mortek Guard (Soulbound) , page 336). The Mortek Guard is constructed within Close Range of the Gothizzar Harvester, and is immediately added to the Initiative order.					
Lifeless: The Gothizzar Harvester is immune to being <i>Charmed</i> and <i>Frightened</i> .					
Massive Inertia: If the Gothizzar Harvester gets a 6 on an attack with a <i>Crushing</i> weapon against a Large or smaller creature, the target is knocked <i>Prone</i> and <i>Stunned</i> until the end of their next turn.					
Nigh Unkillable: The Gothizzar Harvester is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above.					
ATTACKS					
Soulcleaver Sickles: Melee Attack (Superb), 9d6, 2 + S Damage. <i>Cleave, Slashing.</i>					
Soulcrusher Bludgeons: Melee Attack (Superb), 9d6, 2 + S Damage. <i>Crushing.</i> If this attack inflicts a Wound, the severity of the Wound increases one step.					
Ossified Hooves and Tail: Melee Attack (Superb), 9d6, 1 + S Damage. <i>Crushing, Reach.</i>					
Death's Head Maw: Ranged Attack (Average), 8d6, 1 + S Damage, Medium Range. <i>Crushing, Rend.</i>					
BODY		MIND		SOUL	
6		1		3	

LOONBOSS

Small Mortal (Grot), Chosen

 Good	 Average	 Good
----------------------------------------------------------------------------------------	-------------------------------------------------------------------------------------------	----------------------------------------------------------------------------------------

Armour	Toughness	Wounds	Mettle
3	12	5	1

Speed: Normal

Initiative: 8

Natural Awareness: 3

Skills: Awareness (+2d6), Dexterity (+1d6), Fortitude (+1d6), Guile (+3d6), Reflexes (+2d6), Stealth (+2d6, +1), Weapon Skill (+2d6, +2)

TRAITS

Dead Trickys: Loonbosses use every trick at their disposal to survive. The Loonboss adds its Training in Guile to its Toughness (already included).

Enter the Everdank: The Loonboss yearns to feel the Clammy Hand upon them. As a Free Action on its turn, the Loonboss plucks a mushroom from its back and swallows it whole. For 1d6 rounds, the Loonboss's Melee and Defence increase one step. While under the effects of this Trait, once per turn, the Loonboss can Hide as a Free Action on its turn until the effect ends. Additionally, the Loonboss has Greater Advantage on Body (Stealth) Tests. When the effect ends, the Loonboss is *Stunned* for a number of rounds equal to the duration and cannot use this Trait again until they are no longer *Stunned*. If Doom is 5 or more, the Loonboss is constantly under the effects of this Trait.

I'm Da Boss, Now Stab 'Em Good!: As an Action, the Loonboss chooses an ally within Medium Range. The target can immediately make an Attack against a creature within range if they are able to do so. If they Attack, they add a number of bonus dice to their dice pool equal to the Loonboss's Mind. A creature can only benefit from this Trait once per round. The Loonboss cannot target itself with this Trait.

ATTACKS

Moon-slicer: Melee Attack (Good), 5d6, +2 F, 1 + S Damage. *Penetrating, Slashing, Two-handed.* If the Loonboss's target is unaware of it, this attack deals double Damage and ignores Armour.

BODY	MIND	SOUL
3	4	2

LOONBOSS

No Grot could question the authority of a Loonboss, clanking about in heavy armour and a crescent-shaped loonhelm. Many are larger-than-life eccentrics, cackling as they cobble together scheme after impossible scheme. But no matter their oddities, their position alone proves a Loonboss's intelligence. Having risen to leadership through luck, strategy, and raw ruthlessness, Loonbosses get the choicest wargear and, if they so choose, the biggest Squigs. Their authority means they can bulk up compared to the scrawny Grots beneath them, but while bigger and meaner than most everyone in the skrap, a Loonboss's greatest asset is always their mind. They have a plan to backstab everyone they've ever met, and they pick up a trick from each rival they kill. An Orruk champion might scoff at this puny Grot scurrying about in oversized armour, but their confidence vanishes as snares catch their feet, spores cloud their eyes, and assassins leap from the shadows.



MAGISTER

The greatest mortal mages in Tzeentch's cult, the Magisters are as wise as they are frightening. Gifted with avian features, horns, or multiple eyes and limbs by the Lord of Change, they revel in passing his mutagenic gifts onto others. The most ambitious Magisters are eventually transformed into daemons, welcomed with hundreds of flaming arms into Tzeentch's inner circle. Ambitious and eager to achieve daemonhood, Magisters have a tendency to delve too deeply into their magic, and pay the price for it.

Magisters are often found at the centre of Tzeentchian cults, weaving a complex web of deceptions and plots to further their lord's desires. Many within a cult of Tzeentch never meet the Magister, or even know they exist. When a Magister brings their arcane might to bear, it typically heralds the culmination of a grand conspiracy.



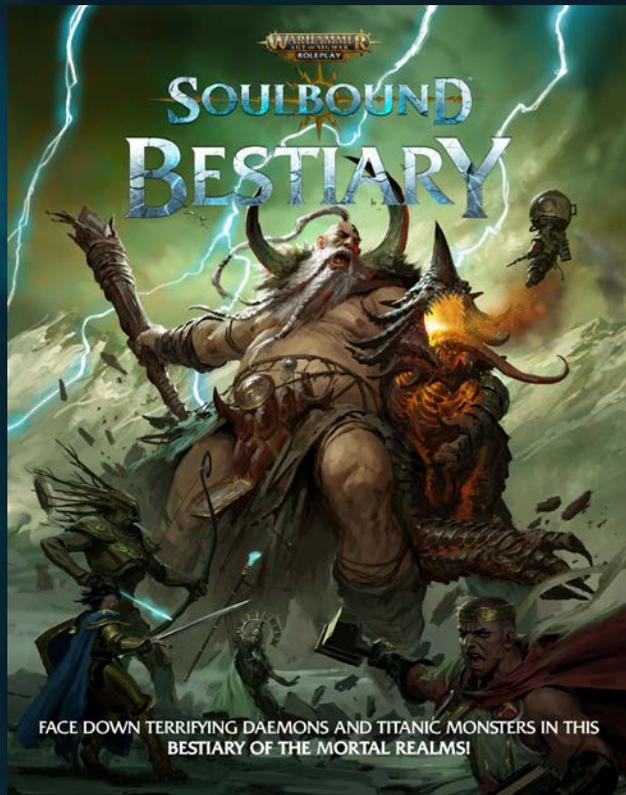
MAGISTER			
<i>Medium Mortal (Corrupted by Chaos), Champion</i>			
⚔ Average	🎯 Good	🛡 Good	
Armour	Toughness	Wounds	Mettle
2	10	–	1
Speed: Normal Initiative: 9 Natural Awareness: 4 Skills: Arcana (+2d6), Awareness (+2d6, +1), Channelling (+2d6, +2), Dexterity (+1d6), Guile (+3d6, +1), Intuition (+2d6), Reflexes (+2d6), Weapon Skill (+1d6)			
TRAITS			
Magic-touched: The Magister is attuned to magical energy, but risks delving too deep into the source of its power. Once per turn when the Magister successfully casts a Spell, it can immediately attempt to cast another Spell as a Free Action. The Complexity of the second Spell increases by 1. If the Magister fails to cast the second Spell, it is transformed into a Chaos Spawn (see page 49).			
Spellcasting: The Magister is a spellcaster. It knows the <i>Aetheric Armour</i> , <i>Arcane Blast</i> , <i>Arcane Bolt</i> , <i>Arcane Wave</i> , <i>Mystic Shield</i> , and <i>Bolt of Change</i> Spells. Additionally, the Magister can unbind Spells per the <i>Unbind</i> Talent.			
Bolt of Change: DN 5:2. The Magister hurls a coruscating bolt of energy at their foe. One target within Long Range suffers 1 Damage. This Damage increases by +1 per additional success. If this spell would Mortally Wound a target, they are instead transformed into a Chaos Spawn (see page 49) and become an NPC under the GM's control. If this happens to a player character, Doom increases by 1.			
ATTACKS			
Runestaff: Melee Attack (Average), 4d6, 1 + S Damage. <i>Crushing, Two-handed.</i>			
Warpsteel Sword: Melee Attack (Average), 4d6, 1 + S Damage. <i>Slashing.</i> If this attack would Mortally Wound a target, they are instead transformed into a Chaos Spawn (see page 49) and become an NPC under the GM's control. If this happens to a player character, Doom increases by 1.			
BODY	MIND	SOUL	
3	5	2	

WARHAMMER
AGE OF SIGMAR
ROLEPLAY

SOULBOUND™

Pit your Binding against the most powerful creatures in the Mortal Realms, with this supplement that adds over 150 new monsters to

Warhammer Age of Sigmar: Soulbound!



Find out more about the full range of Warhammer Roleplaying Games, including upcoming releases and free resources for Warhammer Age of Sigmar: Soulbound at www.cubicle7games.com

www.cubicle7games.com

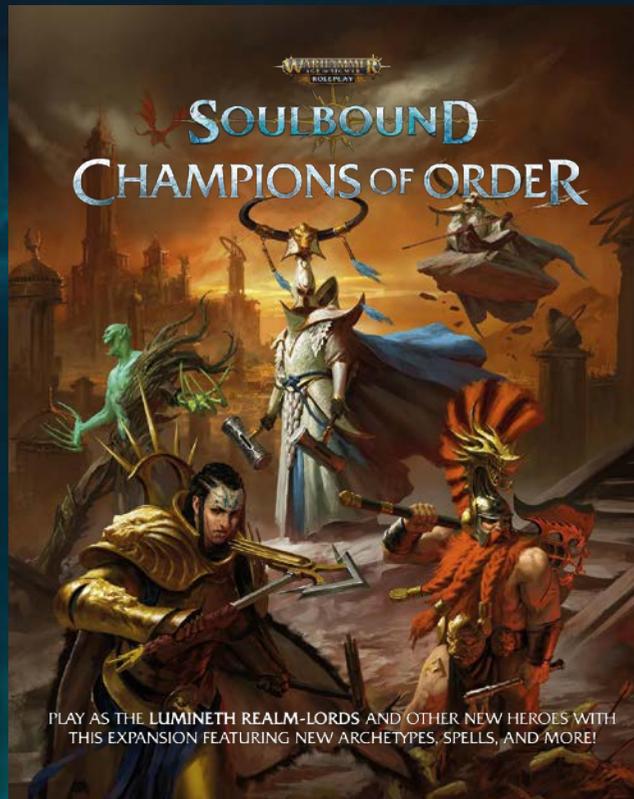


FIND CUBICLE7 ON   



SOULBOUND™

Features new Archetypes, new Talents, and devastating new spells, packed with content and options for Warhammer Age of Sigmar: Soulbound



Find out more about the full range of Warhammer Roleplaying Games, including upcoming releases and free resources for Warhammer Age Of Sigmar: Soulbound at www.cubicle7games.com

www.cubicle7games.com



FIND CUBICLE 7 ON   

PRE-ORDER NOW AND
RECEIVE THE PDF
STRAIGHT AWAY