

WARHAMMER
AGE OF SIGMAR
ROLEPLAY

SOULBOUND™

THROUGH FIRE AND SMOKE



DOZENS OF NEW HAZARDS TO ENHANCE TACTICAL GAMEPLAY
AND CREATE DYNAMIC COMBAT ENCOUNTERS

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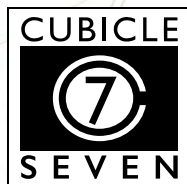
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Welcome to **Through Fire and Smoke** for **Warhammer Age of Sigmar: Soulbound**! This supplement presents dozens of new Environmental Traits for GMs to add to their creative arsenals when building encounters. Though the *Soulbound* rulebook includes several Environmental Traits in the base rules, **Through Fire and Smoke** expands upon those options with an even wider array of Hazards and dynamic elements to enhance tactical gameplay and elevate the action to a whole new level. By adding exciting new threats and opportunities to the battlefield, players have more options to consider, more risks to manage, and more avenues to interact with the Mortal Realms. GMs also gain new resources to bring the unique **Age of Sigmar** setting to life. Rather than simply using the Mortal Realms as a backdrop for the action, **Through Fire and Smoke** makes the setting itself an active participant by impacting and challenging the characters in meaningful ways.

Prepare for action, but beware! Danger awaits through fire and smoke.

WHAT ARE ENVIRONMENTAL TRAITS?

Environmental Traits (*Soulbound*, page 137) represent the phenomena present in an encounter's setting that affect creatures and influence how they interact with the scenario. While many Environmental Traits (such as Hazards) harm and hinder, some provide useful benefits like protection or concealment (such as Cover), and many

of the Traits presented here are something of a double-edged sword, simultaneously offering aid and hindrance in equal measure.

Even an overtly harmful Trait can represent far more than a dangerous area for creatures to avoid if they don't want to get hurt. Any creature realises that a raging inferno can hurt them, but savvy tacticians and opportunistic survivors may also find potential advantages. The fire is a weapon if you can lure or force enemies into it. The fire is a shield if it screens you from long-range threats with billowing smoke. The fire is an asset if you use the flames to prevent freezing to death. Seldom is anything in the Mortal Realms so black and white as to be universally harmful or helpful.

THE PURPOSE OF ENVIRONMENTAL TRAITS

Ideally, every Environmental Trait should provide an interesting twist to the encounter, but more specifically, each Environmental Trait serves three primary purposes:

Increase Drama

Environmental Traits are threats and opportunities that creatures must address during encounters. They raise the stakes to make life and death situations even more perilous. Combat and stressful encounters are that much more interesting and nerve-racking when the setting itself is an interactive part of the story. Environmental

Traits can alter the outcome of a conflict as they vacillate between assets and liabilities. That shifting duality lends to a scene's excitement and drama, and more of both is always a good thing.

Enhance Tactical Gameplay

Environmental Traits meaningfully affect creatures and other Traits. This adds a rich layer of interactivity to the game during tactical scenarios, creating risks and opportunities that must be avoided, dealt with, or harnessed. These Traits transform battlefields into novel settings full of unexpected approaches, possibilities, and pitfalls, adding new dimensions to the gameplay.

Portray the Setting Vividly

Soulbound is set in the Mortal Realms: the exciting and diverse array of realities where magic is real, gods walk among mortals, and danger lurks around every corner. The realms themselves are magic made manifest, and all of them are filled with unique perils. Environmental Traits showcase the many wonders and dangers inherent to the Mortal Realms, and in doing so paint a deeper, more vivid picture of the setting as the players guide their characters through it toward adventure and glory.

HOW TO USE ENVIRONMENTAL TRAITS

Put simply, the GM chooses as many Environmental Traits as they wish and assigns any combination of them to Zones at the beginning of an encounter while setting the scene for the players. Zones may have multiple Environmental Traits, though some do interact with each other, and as the encounter progresses, some Zones may gain or lose Traits. Generally, this is all that is required to use Environmental Traits, though here are some additional tips about how best to implement them.

SETTING THE TONE

When choosing Environmental Traits for an encounter, the first thing you as the GM should consider is what kind of story you want the encounter to tell. Encounters should always be exciting, but there are many ways to achieve that. Choosing the right Environmental Traits can help set the proper style and tone.

Combat is the most common application for Environmental Traits because that is often the focus of tactical gameplay in **Soulbound**, but GMs are strongly encouraged to also include them in dramatic scenarios that are not explicitly

combat-related. Environmental Traits can substantially change how characters approach all manner of situations, not just combat.

For example, a Zone with the *Burning* Trait is obviously relevant to any combat encounter where dealing damage is relevant to the outcome. Combatants on both sides want to avoid taking Damage from it while trying to force their enemies into it.

But some encounters are not centred on combat and do not feature enemies to fight. Consider an encounter where the party intends to rescue the crew of a crashed sky-ship. Outside of a few potential Tests, the encounter may lack threat and urgency if played tactically, but including the *Burning* Trait transforms the scenario drastically. If one or more Zones in the wreckage are *Burning*, the rescue becomes a harrowing race against the clock. As the fire spreads, rescue plans and escape routes must continuously change, and players may have to make difficult, dramatic decisions about what they are willing to risk, who can be saved, and acceptable losses. Simply by adding the right Environmental Trait, a routine scenario can become as dynamic and risky as combat.

You should also consider the specific setting for a scenario and what kind of phenomena one would expect to find there. It is typically a good idea to choose Traits that fit logically within the setting to make the situation more recognisable and easier for players to imagine. You would not expect to find a *Freezing* Zone during an encounter in the arid plains of The Great Parch, but the *Sweltering* Trait would certainly make sense in that setting. You can help players conceptualise the encounter's setting by presenting them with effects they expect.

That said, there is also value in occasionally selecting an unexpected Trait, presenting inexplicable or alien elements to evoke a mysterious tone or to hint at supernatural influence. Considering the above example, though the players may expect to find the *Sweltering* Trait in the scorching desert, if the GM instead chose the *Freezing* Trait, the party would certainly have questions and may suspect supernatural influence or danger. A cold dusting of frost amid hot desert sand could foreshadow the presence of Chaos or the Everwinter, for instance. Take care with this approach, however, as it loses its impact if you use it too regularly. If you defy the common expectation too often, the party will not be as unsettled or suspicious when they encounter unexpected Environmental Traits in the future.

WHEN TO USE ENVIRONMENTAL TRAITS

Given the three purposes of Environmental Traits, they are best used when you want to increase a scene's dramatic impact, enhance the depth of the encounter's tactical gameplay, or give the setting greater impact on the adventure. Generally, most encounters can benefit from the inclusion of at least one Environmental Trait, though there is no requirement or limit. There is also no need to put these Traits into every encounter or Zone unless you feel it makes sense. Environmental Traits are there to enhance the gameplay experience, so use them at your leisure, but be careful not to overdo it! Remember that encounters are meant to be exciting and fun. If the group spends most of its time tracking mechanical effects and looking up rules in this supplement, that may get in the way of the fun. Less is oftentimes more.

For example, if all Zones in an encounter are caught in a hailstorm, it makes sense to assign the *Hailing* Trait to every Zone because that is a sweeping, encounter-wide feature in that context. On the other hand, localised features like *Barrier* make more sense when applied only to one Zone in an encounter, making that Zone a unique focal point. If you want that focal point in your encounter, there is no need to apply the *Barrier* Trait to every Zone simply because you applied *Hailing* globally.

There are also situations where it makes sense to apply multiple Environmental Traits to the same Zone, and in those cases, you are encouraged to do so thoughtfully. If your encounter is a pitched battle in The Great Parch's central desert, it would be reasonable to apply the *Sweltering* Trait to every Zone in the encounter. You could also globally apply the *Sandstorm* Trait if it fits your vision, but be careful. Each Trait adds its own layer of mechanical complexity and rules to consider during play, so rather than applying multiple Traits globally and bogging things down, it may be better to limit certain Traits to smaller areas.

Using the above example, while it makes sense for every Zone to have the *Sweltering* Trait, it may be wise to only apply *Sandstorm* to one particular Zone or corner of the battlefield. It may even be best to remove either Trait entirely if the sum of their effects would be more trouble than they are worth to keep track of.

ENVIRONMENTAL TRAITS

What follows is an alphabetical list of Environmental Traits. Each entry begins with a general description of the trait and where it is most likely to be encountered. This is followed by the Trait's effects and the relevant rules to implement them in the game. Lastly, if a Trait has any special interactions with other Traits or effects, those are listed at the end of the entry. Some Traits provide multiple options for how their effects manifest, such as *Barrier*. In those cases, select only one of the provided options (unless otherwise indicated) and apply those specific effects to the Trait. In the event of any contradiction between specific and general effects, specific effects take precedence.

ADDITIONAL ENVIRONMENTAL TRAITS

Don't forget that the *Soulbound* rulebook also includes Environmental Traits on page 137. These are *Cover*, *Difficult Terrain*, *Hazard*, *Interactive Objects*, and *Obscured*. Many of the Traits in this supplement build upon those Traits. They are useful in many situations, but particularly for simpler environmental features like fog (*Obscured*), lava (*Hazard*), or a rutted road (*Difficult Terrain*). This supplement is intended to be used alongside those presented in the rulebook.

MAKING ADJUSTMENTS

These entries provide specific numbers for mechanical aspects like Damage and DNs. These are the default numbers to use, but the GM is free to adjust those numbers up or down to better suit the adventure and the relative power of the party. If a Trait is too punishing or not formidable enough, adjust as necessary.



BARRIER

Certain places in the Mortal Realms are protected by magical barriers that hinder entry and escape. Magical walls are found throughout the realms, manifesting naturally where magic power swells, or artificially erected by skilled wizards. A Zone with the *Barrier* Trait is surrounded by a magical barrier. Attempting to move into or out of the Zone through the barrier requires a creature to use an Action to make a **DN 4:1** Test (see below). On a failure, the creature cannot cross the barrier that turn and suffers an additional effect based on the Lore of Magic used to build the barrier. The GM determines if the barrier is transparent, translucent, or opaque, and if the barrier provides *Cover*.

A particular barrier's appearance, the Test required to cross it, and the penalties for failure are determined by the Lore powering barrier.

- ✧ **Amber:** Tangles of amber horns, claws, and fangs. **Body (Reflexes).** On a failure, the creature suffers 3 Damage.
- ✧ **Amethyst:** Streams of restless spirits. **Soul (Determination).** On a failure, the creature becomes *Frightened* until the beginning of its next turn.
- ✧ **Bright:** Curtains of searing flames. **Body (Athletics).** On a failure, the creature suffers 3 Damage.
- ✧ **Celestial:** A window to endless void and distant stars. **Body (Fortitude).** On a failure, the creature becomes *Stunned* until the beginning of its next turn.
- ✧ **Gold:** Cascading falls of toxic, metallic fluid. **Body (Fortitude).** On a failure, the creature becomes *Poisoned* until the beginning of its next turn.
- ✧ **Grey:** Insubstantial shadowy constructs that appear cold and unyielding. **Mind (Intuition).** On a failure, the creature becomes *Frightened* until the beginning of its next turn.
- ✧ **Jade:** Thick hedgerows of sentient brambles. **Body (Survival).** On a failure, the creature becomes *Restrained* until the beginning of its next turn.
- ✧ **Light:** Radiant panels of intensely bright light. **Mind (Fortitude).** On a failure, the creature becomes *Blinded* until the beginning of its next turn.

BEGUILING

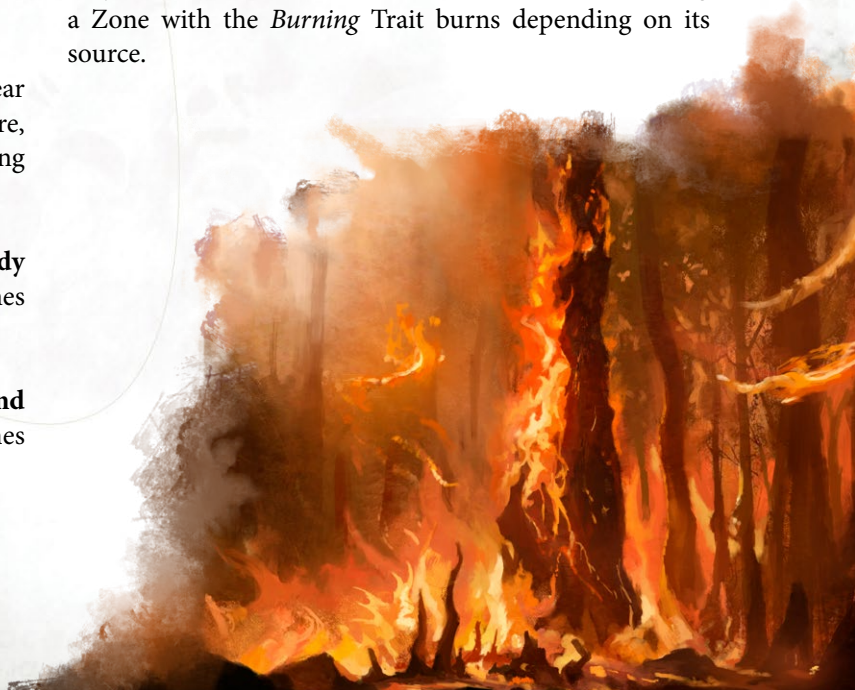
There are places in the Mortal Realms where truth is subjective and perception cannot be trusted. While Ulgu is notorious for such locations due to the effects of Grey magic, anywhere permeated by a powerful beguiling force might twist the mind. These locations can take many forms, but they all blur the line between friend and foe, potentially putting victims at great risk from those willing to exploit such confusion. Any creature that enters a Zone with the *Beguiling* Trait or starts their turn there must make a **DN 4:1 Mind (Determination)** Test or become *Charmed* by all other creatures it can see. The Condition lasts until the *Charmed* creature leaves the *Beguiling* Zone.

BURNING

Though Aqshy is the Realm of Fire, burning flames can be found everywhere in the Mortal Realms so long as there is air, fuel, and ignition. When an entire area combusts, however, flames pose as serious a threat as a Chaos warband. Fire burns indiscriminately and can quickly grow out of hand if left unchecked.

A Zone with the *Burning* Trait is considered a *Hazard*. The GM determines the severity of the *Hazard* depending on how intense the fire is. For example, a field of dry grass erupting in a flash fire is a *Minor Hazard*, a pool of oil set alight is a *Major Hazard*, and a raging house fire is a *Deadly Hazard*. See ***Soulbound***, page 138 for more on Hazards. If the fire's fuel is a dirty-burning substance such as oil, wood, or coal, the Zone also gains the *Smoke Cloud* Trait (see page 12).

At the GM's discretion, adjacent Zones may also catch fire and gain the *Burning* Trait at the beginning of a round if they contain sufficient fuel. The GM determines how long a Zone with the *Burning* Trait burns depending on its source.



CAUSTIC MIST

Clouds of corrosive vapour rise from pools of noxious chemicals, such as those typically utilised in calamitous Skaven experiments, but magic can also spawn these dangerous mists. In the ever-shifting Gold Realm, even the air itself sometimes spontaneously manifests hideous qualities, chemically eating away flesh and armour.

A Zone with the *Caustic Mist* Trait is *Lightly Obscured* and a *Major Hazard*. Additionally, each time a creature suffers Damage from the mist, it loses one point of Armour. The mist is dispersed instantly by strong wind.

CHAOS-TAINTED

Aside from Azyr, where Sigmar's protection prevents the incursion of Chaos, any place can be infected by the Dark Gods if it fosters enough depravity. Wherever rage and hatred have driven mortals to spill blood, Khorne's bloodlust soaks the ground. Where plague and rot run rampant, Nurgle's fecundity flourishes. Though the Dark Prince is currently incarcerated, Slaanesh's corruption still quietly insinuates itself into places where agony, ecstasy, or both drive mortals toward debaucherous excess. Similarly, Tzeentch's designs weave into the fabric of places where mortals desperately hope for change and hatch ambitious schemes, heedless of the consequences. In all cases, when Chaos taints the land, it twists to resemble the domain of whichever god holds sway, and their malign influence similarly warps creatures to plunge them further into corruption.

Zones with the *Chaos-Tainted* Trait take on physical aspects and manifest additional effects specific to the Chaos god with influence there. The *Chaos-Tainted* Trait can be removed from a Zone by using an Action to apply a sphere of Aqua Ghyranis or through certain spells such as *Cleansing Fire* and *Hallowed Ground*.

KHORNE

The Blood God's bellicose influence goads creatures to lash out at anyone within arm's reach. They tend to be covered in blood and gore, and opening a wound in such a place causes a rising tide of blood to further saturate the ground. Melee Attacks made by creatures within the Zone deal +1 Damage. When a creature begins its turn in the Zone, it must make a **DN 4:1 Mind (Determination)** Test or use its Action to make a melee Attack against a creature within Close Range, including allies if no other target is available. If there are no targets within range, the creature may instead act normally. Once blood is shed within the Zone, the Zone gains the *Slippery* and *Wet* Traits as sanguine gouts pour from the ground, the land forcefully manifesting the memory of every drop spilt there.

NURGLE

A site blessed with Nurgle's dubious gifts oozes with reeking filth and fills the air with a pestilent miasma. Food magically spoils, and water transmutes into fetid pus. The Zone is *Lightly Obscured*, and creatures not faithful to Nurgle within the Zone cannot recover Toughness or heal Wounds. When a creature begins its turn within the Zone, it must make a **DN 4:1 Body (Fortitude)** Test or become *Poisoned* and suffer 1 Damage, which ignores armour. It must spend an Action on its turn vomiting and scratching at the weeping sores that sprout across its body.



SLAANESH

Slaanesh's influence brightens colours, sharpens details, and amplifies sensations to the point that even raucous revels full of debauchery reach new heights of spectacle and excess. Sensations become so powerful in these places that virtually any sensory input threatens to overwhelm. When a creature within the Zone makes a Mind (Awareness) Test, the Difficulty decreases by 1. If the Mind (Awareness) Test is successful, the creature is *Stunned* until the beginning of its next turn. Additionally, the first time a creature takes Damage in a round, it must make a **DN 4:X Soul (Determination)** Test, where X equals the Damage suffered. On a failure, the creature is *Stunned* until the end of its next turn.

TZEENTCH

Tzeentch's taint transforms a mundane place into a metaphorical maze of inconstant angles, half-familiar mirages, and glimpses of futures that may never come to pass. Though the terrain itself may appear innocuous, the experiences upon it are confusing and ever-shifting, each strange vision promising insight and clarity. But those promises are always broken, each step leading deeper into frustration and despair, driving them desperately to change their circumstance and escape. When a creature enters the Zone for the first time or starts its turn there, it must make a **DN 4:1 Mind (Arcana)** Test. On a failure, the creature cannot move itself out of the Zone until the beginning of its next turn. Each time the creature fails this Test, the Complexity increases by 1.

EXPLOSIVE

Whether reckless Skaven, curious Humans, or ingenious Duardin, alchemists of all Species and allegiances concoct and hoard volatile substances wherever they establish their laboratories. At the same time, combustible gases naturally seep from the ground in eruptive Aqshy and unpredictable Chamon. In all cases, wherever explosive components are present in large quantities, calamitous destruction lurks merely a spark away.

When an ignition source (such as a spark, flame, or electrical arc) comes into contact with an *Explosive* Zone, the Zone instantly explodes, dealing 6 Damage to creatures within the Zone and 4 Damage to creatures in adjacent Zones. If a creature is *Prone* or in *Cover*, it takes half Damage. When the explosion occurs, creatures that are not *Incapacitated* or *Restrained* may choose to make a **DN 4:1 Body (Reflexes)** Test to immediately drop *Prone* before Damage is determined. Once the Zone explodes, it loses the *Explosive* Trait, but if the explosion was fiery and there is a lasting fuel source, the Zone may gain the *Burning* Trait at the GM's discretion.

FREEZING

Cold weather occurs naturally in varying degrees across the realms. Even Aqshy, typically associated with sweltering heat, features snowy mountainscapes in the mountains of Cotha. Most creatures are not seriously harmed by simple cold weather, but it transitions from mere discomfort to creeping lethality when the cold becomes extreme enough for living creatures to freeze to death.

A creature not acclimated to living in freezing temperatures must make a **DN 4:1 Body (Fortitude)** Test each hour it spends inside a Zone with the *Freezing* Trait or suffer a Minor Wound. A creature without Wounds instead suffers Damage equal to half its maximum Toughness, ignoring Armour. The Difficulty of the Test decreases by 1 for creatures properly clothed to resist harsh cold. Additionally, creatures in the Zone require double the normal amount of food to avoid starvation.

Water and other similar liquids freeze inside the Zone. Thus if the Zone also has the *Wet* Trait, it gains the *Slippery* Trait as well. If a Zone is a *Hazard* featuring fire or heat, or if it gains the *Burning* or *Sweltering* Trait, it loses the *Freezing* Trait.



GEOMANTIC NEXUS

All eight of the Mortal Realms each literally embody one Lore of Magic. There are places where a realm's magical essence flows with abundance from the land itself. These places of power are typically near the realm's edge where its magic is strongest (or at the centre in the case of Shyish, due to Nagash's tampering), but they can show up anywhere the realm's physical embodiment gives way to spill raw magic into the world.

Those who can perceive magical energy find their vision clouded by a flood of sensory input. Creatures with the *Spellcasting* or *Witch-Sight* Talent treat a Zone with the *Geomantic Nexus* Trait as *Lightly Obscured*. Additionally, spellcasters within the Zone add 1d6 to their dice pool to cast spells, but they also roll an additional 1d6 on the Price of Failure table for failed Channelling Tests. The Complexity to unbind spells in the Zone increases by 1.

GRASPING

Some places in the Mortal Realms do not threaten injury but are nevertheless dangerous because they feature grasping elements that restrict movement and leave victims vulnerable. These can take many forms depending on where they occur. In Ghyran, grasping vines seek to ensnare interlopers. In Shyish, fields of restless dead reach from the bleak dust to harry the living. In Ghur, thick webs spun by giant arachnids entangle prey. In all cases, these elements make the land difficult to traverse and constantly threaten to capture those seeking passage.

A Zone with the *Grasping* Trait is *Difficult Terrain*. When a creature ends its turn within the Zone, it must make a **DN 4:1 Body (Might or Reflexes)** Test or become *Restrained*. On its turn, the *Restrained* creature can use its Action to repeat the Test to end the Condition and free itself. The GM may also choose to allow any creature within Close Range (including the target) to use its Action to utilise an appropriate tool or weapon to free the *Restrained* creature without a Test. For example, grasping vines holding a creature might be severed by a *Slashing* weapon, or clinging webs might be burned away with a torch.

HAILING

Ice falling from the sky can occur anywhere the heights are cold enough to freeze water in the air into hailstones. Mild hailstorms are inconveniences that litter the ground with countless pebbles that roll annoyingly underfoot, but extreme hailstorms that rain fist-sized rocks of ice, shards

of bone, or molten spheres of brass can destroy structures and kill unprotected creatures with shocking rapidity.

The first time a creature uses its Move within a *Hailing* Zone on its turn, it must make a **DN 4:1 Body (Athletics)** Test or fall *Prone*. At the GM's discretion, the Zone may also be a *Minor*, *Major*, or *Deadly Hazard* depending on the size and severity of the falling hail.

HOLY

The Mortal Realms contain many holy sites dedicated to various gods. Even the Dark Gods have sites they deem sacred to their twisted predilections. These locations may be temples, shrines, the site of a significant event, or they may simply exist in a natural state a particular deity finds pleasing. Regardless of the site's form and appearance, one of the gods grants its favour to its faithful when they stand upon the consecrated ground.

While within a Zone with the *Holy* Trait, creatures capable of casting Miracles add 1d6 to their dice pool for Soul Tests if the site is dedicated to their chosen deity. If the site is desecrated, the Zone loses the *Holy* Trait. Similarly, if the site is usurped by another god or its worshippers, it can be dedicated to a different deity. The GM is encouraged to dictate what constitutes such scenarios and how they might be accomplished or countered. These can serve as interesting adventure hooks for the party if they must destroy, restore, or claim a sacred site or steal one away from their adversaries.

INSECT CLOUD

Millions of species of insects crawl across the Mortal Realms, the verdant expanses of Ghyran boasting the most varied and impossibly numerous populations. Similarly, the savage wildernesses of Ghur feature vast swarms of ravenous insects, some the size of a small Kharadron ship.



In either case, huge clouds of hungry insects darken the skies of those realms regularly in search of food. Once they descend on an area, they swarm across everything, obscure sight with a grotesque press of bodies, deafen ears with thunderous buzzing, and tear at everything their venomous mandibles encounter.

A Zone with the *Insect Cloud* Trait is *Heavily Obscured* and a *Major Hazard*. While within the Zone, creatures are also *Deafened*. When a creature takes Damage from the *Hazard*, it must make a **DN 4:1 Body (Fortitude)** Test or become *Poisoned* for 1 hour.

The insects are too numerous and small for victims to strike back against them physically in any meaningful way, but any effect that damages all creatures or enemies within the Zone will kill or drive away the insects, removing the *Insect Cloud* Trait from the Zone.

IRRITANT

There are a wide variety of airborne hazards throughout the Mortal Realms, some natural, some supernatural, and still others artificial. The same is true for stinging airborne irritants that linger in the air to vex skin and eyes, distracting and blinding victims. Creatures subtract 1d6 from Mind Tests while within a Zone with the *Irritant* Trait. Additionally, when a creature enters the Zone or starts its turn there, it must make a **DN 4:1 Body (Fortitude)** Test or become *Blinded* until the beginning of its next turn. If the creature fails this Test three times, it instead remains *Blinded* for 1 hour. A creature can spend 1 minute flushing the victim's eyes with water and make a **DN 4:1 Mind (Medicine)** Test to remove the *Blinded* Condition. Airborne irritants are dispersed instantly by strong wind.

This Trait might accompany Zones with the *Hazard* Trait for areas of toxic gas or similar dangers.

LABYRINTHINE

Travelers know that Ulgu's shadows are confusing at best, and the sorcerous meddling of Arcanites can warp even the clearest paths to appear as circuitous mazes. Whether inundated with Grey magic or steeped in Tzeentch's influence, there are places so labyrinthine that they confound senses and defy navigation. A creature may be within arm's length of such a location yet wander for hours because they fail to recognize what would otherwise be an obvious entrance.

When a creature enters a Zone with the *Labyrinthine* Trait under its own power, it must make a **DN 4:1 Mind (Intuition)** Test. On a failure, the creature becomes lost and does not enter the *Labyrinthine* Zone. It instead ends its Move in a random adjacent Zone, unsure how it got there. If the creature cannot reach the randomly selected Zone (such as a Zone high above a non-flying creature), the creature instead wanders in circles and remains in its current Zone. When a creature tries to leave the Zone, it must make the same Test, but on a failure, it fails to find a path out and ends its Move in its current Zone.

A creature can use its Action to physically guide another creature into or out of the Zone. In this case, the following creature must maintain physical contact with the leading creature and React to move when the leading creature moves. The leader makes the Mind (Intuition) Test, and both creatures move together according to the result of the Test. The follower does not make the Mind (Intuition) Test unless it loses contact with the leader along the way.

MIASMA

Over the course of their long histories, none of the realms have been spared the stench of sickening clouds rising from heaps of decaying corpses, choking foulness lingering in the air over sewage, or pestilent fumes wafting off vile concoctions. No matter the source, miasmas are unfortunately common, their unwholesome contents turning stomachs and corrupting healthy bodies.

When an air-breathing creature starts its turn within a Zone with the *Miasma* Trait, it must make a **DN 4:1 Body (Fortitude)** Test or become *Poisoned* until the beginning of its next turn. A creature can forego this Test if it holds its breath. If the creature fails this Test at least three times, the *Poisoned* Condition lasts until the creature completes a Rest. The noxious vapours are dispersed instantly by strong wind.



NECROTIC

In certain places within Shyish's coreward lands and other places heavily inundated with Amethyst magic, death's essence leeches away the vitality of living creatures and bolsters the undead. When a living creature enters a Zone with the *Necrotic* Trait or starts its turn there, it suffers 2 Damage which ignores Armour, and its maximum Toughness is reduced by the same amount. When the creature leaves the Zone, its maximum Toughness returns to normal.

Undead creatures do not suffer Damage from this Trait, nor is their maximum Toughness reduced. Instead, they are invigorated by Shyish's essence. Undead creatures within the Zone increase their Melee and Accuracy one step, and recover 2 Toughness at the start of their turn. A Zone loses the *Necrotic* Trait if it gains the *Vital* Trait.

NULL

Though the Mortal Realms are physical manifestations of magic, there are rare places within them that subvert the normal flow of magical energy by interfering with, suppressing, or diverting it. Such places are effectively cut off from magic, isolated from the energy that permeates the realms. Arcane experimentation or tampering by deities can be responsible for such anomalies. Nagash's reversal of the flow of magic in Shyish is perhaps the most extreme example of such manipulation of magical currents. Beyond intentional interference, the realms are also peppered with an extremely scarce material known as Nullstone. This magic-nullifying substance appears as a black stone with shifting motes of rainbow light constantly repelled from its surface. It coalesces in the void, where magical energy is as absent as air, occasionally falling to the realms as a physical manifestation of the void's antipathy toward magic.

Magic does not function properly within a Zone with the *Null* Trait. Most magical items become entirely mundane while within the Zone, though some exceptionally powerful items like artefacts from the Age of Myth may retain some degree of their power at the GM's discretion. Spellcasting within the Zone is impossible, and spells cast from outside the Zone cannot affect the Zone, its contents, or occupants. The GM may choose to allow spellcasters to try to cast and target spells within the Zone, but the Complexity of Channelling Tests increases by 3 while doing so.

SACROSANCT

There are very rare, powerfully enchanted places throughout the Mortal Realms that are anathema to the undead and daemons, typically created at great cost by a mighty power like Sigmar himself. Mortal agents of Nagash and Chaos are often sent to do all in their power to defile such places when they are discovered because supernatural minions cannot abide entering long enough to desecrate them. A Zone with the *Sacrosanct* Trait is a *Deadly Hazard* to Daemons and Undead. This Damage ignores Armour.



SANDSTORM

Sandstorms typically occur in desert regions where open expanses of loose, dry sand are swept by powerful winds, carrying clouds of abrasive grains to scour everything in their path. Such a storm could even form around creatures of the air, as is the case in Hysh where Sevireth, Lord of the Seventh Wind, scathes his foes with crystalline shards borne on swirling winds. A Zone with the *Sandstorm* Trait is *Heavily Obscured* and a *Minor Hazard* with the *Irritant* Trait (see page 9). Its winds are strong enough to disperse airborne Traits like *Smoke Cloud*.

SHOCKING

Any conductive material can become a dangerous hazard that shocks and stuns when electricity courses through it. Electricity typically only manifests naturally wherever lightning strikes or in the wake of certain creatures like the Fangmora Eel, but Celestial wizards and Sigmar's chosen also possess a mastery of galvanism that few others in the Mortal Realms can boast. Though not truly electrical in nature, even the aethermatic power generated by the Kharadron Overlords when they harness aether-gold can also be considered an analogous power. It presents similarly shocking threats, especially when accidentally unleashed within the hulls of their iron-clad airships.

When a creature enters a Zone with the *Shocking* Trait or begins its turn there, it suffers 2 Damage, which ignores Armour, and must make a **DN 4:1 Body (Fortitude)** Test. On a failure, the creature is *Stunned* until the beginning of its next turn. If the Zone also has the *Wet* Trait, the Difficulty and Complexity of the Test both increase by 1.

SLIPPERY

Though perhaps less overtly threatening than other hazards, slippery surfaces can be as dangerous as they are innocuous. Occurring virtually anywhere, there are countless causes for slippery surfaces. Common culprits are mud, ice, slime, and oil, but any substance or condition that makes the ground extremely slick and difficult to traverse without falling can impart a Zone with the *Slippery* Trait. A Zone with the *Slippery* Trait is *Difficult Terrain*. Additionally, the Complexity of Body Tests made by creatures within the Zone increases by 1, and creatures who fail such a Test fall *Prone*.



SMOKE CLOUD

Fires are common dangers across the realms, but abundant quantities of certain fuels like coal, wood, and oil can produce billowing clouds of thick, choking smoke when they burn. A Zone with the *Smoke Cloud* Trait is *Heavily Obscured*. Additionally, when an air-breathing creature starts its turn within the Zone, it must make a **DN 4:1 Body (Fortitude)** Test or spend its Action coughing and gasping for air. A creature can forego this Test if it holds its breath while within the smoke cloud. The smoke is dispersed instantly by strong wind.

SUCKING MUD

Mud occurs wherever liquids and earth mix, but it is typically regarded as a filthy, sticky inconvenience at worst. In places where the mud grows exceedingly saturated, thick, and deep, however (such as farmland after heavy rain or a boggy morass), mud becomes much more concerning. While not directly harmful on its own, powerful suction below the surface can trap creatures walking through it, and the very nature of the slick mess hinders rescue attempts as rescuers easily become victims themselves.

A Zone with the *Sucking Mud* Trait is *Slippery* and *Wet* (see pages 11 and 13). When a creature ends its turn there, it must make a **DN 4:1 Body (Athletics)** Test or become *Restrained*. The *Restrained* creature or an ally attempting to rescue it can use its Action to make a **DN 4:1 Body (Might)** Test. On a success, the creature is no longer *Restrained*.

SWELTERING

Warm weather can be found throughout the realms, but true danger lies in brutally oppressive heat that stifles life. Aqshy is where one most commonly finds such extreme heat, but any area hot enough to make living creatures wither with exhaustion and thirst may have the *Sweltering* Trait.

A creature not acclimated to living in sweltering temperatures must make a **DN 4:1 Body (Fortitude)** Test each hour it spends inside a Zone with the *Sweltering* Trait or suffer a Minor Wound. A creature without Wounds instead suffers Damage equal to half its maximum Toughness, ignoring Armour. The Difficulty of the Test increases by 1 for creatures wearing heavy, warm clothing (including Heavy Armour, at the GM's discretion). Additionally, creatures in the Zone require double the normal amount of water to avoid thirst.

If a *Sweltering* Zone also has the *Wet* Trait, the Zone may also be *Lightly Obscured* by rising steam. If a Zone is a *Hazard* featuring cold or ice, or if it gains the *Freezing* Trait, it loses the *Sweltering* Trait.

TOXIC FUNGUS

Many varieties of fungus are dangerous, but some are exceptionally deadly due to toxic spores they expel when disturbed. This is particularly perilous when such fungus grows in large patches because a clumsy or unlucky creature can quickly become blinded by a cloud of choking poison. These deadly fungi are found virtually anywhere throughout the realms, but are especially common in the damp darkness of Ghyran's dense jungles and underground caverns. The Gloomspite Gitz cultivate a plethora of toxic fungi in their dank homes, no matter the realm.

When a creature Moves within or through a Zone with the *Toxic Fungus* Trait, it must make a **DN 4:1 Body (Reflexes)** Test or disturb the fungus. Additionally, an Attack against a target within the Zone disturbs the fungus if it misses. The first time the fungus is disturbed, the Zone erupts into a cloud of poisonous spores, creating a *Minor*



Hazard. If disturbed again, it increases to a *Major Hazard* and the Zone becomes *Partially Obscured*. If disturbed a third time, it increases to a *Deadly Hazard* and the Zone becomes *Heavily Obscured*. Damage from these Hazards ignores Armour. Creatures who live amongst the toxic spores, such as the Gloomspite Gitz and their companions, do not disturb the fungus unless they choose to and are immune to its Damage.

The spores linger in the air for 10 minutes, but are dispersed by strong wind, instantly returning the fungus to its undisturbed state. Alternatively, the spores can be destroyed by contact with open flame. Once ignited, the spores burn away in a flash, instantly returning the fungus to its undisturbed state, but creatures within the Zone are seared by the fire and suffer 2 Damage.

TRANSMUTING

Whether through the mercurial nature of Gold magic coursing through Chamon or the ever-churning effects of Tzeentch's diabolical attentions, places inundated by the essence of change are unpredictable and dangerous, known to transmute their contents constantly and erratically.

When a Zone with the *Transmuting* Trait is featured in an encounter, roll 1d6 at the beginning of each round. The corresponding effect from the list below manifests within the Zone until the beginning of the next round. If an afflicted item leaves the Zone, all effects immediately end.

VITAL

There are areas deeply saturated with Jade magic, particularly in Ghyran. Where the essence of life overflows into the physical world in abundance, healing is amplified and imparts extra vigour. The first time in a round that a living creature recovers Toughness within a *Vital* Zone, it recovers 2 additional Toughness. If you Rest in a Zone,

you heal an additional Wound. Undead creatures within the Zone are instead stymied by the Jade magic and cannot recover Toughness by any means. A Zone loses the *Vital* Trait if it gains the *Necrotic* Trait.

VORTEX

A vortex usually occurs when air or water currents collide and swirl around each other, but the magic permeating the Mortal Realms occasionally defies nature and conjures a vortex out of only a display of spontaneous magic. Whether rushing water, howling wind, or raging aether, any vortex is cacophonously loud as it pulls victims in.

Creatures within a Zone with the *Vortex* Trait are *Deafened*. When a creature enters the Zone for the first time or starts its turn there, it must make a **DN 4:1 Body (Athletics) Test** or be *Restrained* until the start of its next turn as it is swept up by the vortex's swirling currents. At the beginning of each round, all *Restrained* creatures within the Zone suffer Damage equal to the total number of creatures *Restrained* within the Zone. The vortex's currents are strong enough to disperse airborne Traits like *Smoke Cloud*.

WET

Whether soaked with rainwater, drenched with blood, or flooded with a Great Unclean One's bile, virtually any area can become wet. Though a simple state, it can drastically change how other Traits affect a given location, so it is an important distinction to make when surveying the battlefield.

The *Wet* Trait has no inherent effects on its own, though it interacts with other Environmental Traits in various ways (see the individual entries for the specific interactions). At the GM's discretion, a Zone with the *Wet* Trait may be *Difficult Terrain* or *Slippery* if either fits the specific scenario.

1D6	TRANSMUTING EFFECT
1	Armour within the Zone transmutes into glass. <i>Crushing</i> weapons have the <i>Rend</i> Trait when they hit a creature whose armour has turned to glass.
2	Weapons within the Zone transmute into irregular, brittle crystals. When a crystalline weapon hits a target, roll 1d6. If the result is less than or equal to the Damage inflicted by the Attack (prior to applying Armour), the weapon shatters. Particularly powerful artefacts may be immune to this effect.
3	The ground's uppermost layer transmutes into impossibly smooth, polished metal. The Zone gains the <i>Slippery</i> Trait (see page 11).
4	The ground within the Zone bonds to everything it touches. Objects stick to the ground, impossible to lift or slide, and creatures become <i>Restrained</i> .
5-6	Materials within the Zone return to their original compositions. Damaged items are not restored or repaired; only an item's material composition reverts to its original state.

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