

SOULBOUND™ GAMEMASTER'S SCREEN

INCLUDES THE CITIES OF FLAME ADVENTURE SUPPLEMENT

CONTENTS & CREDITS

Cities Of Flame	3	Silk and Blood.....	14	Cinders and Ash	25
Anvilgard	4	The Sign of The Nine.....	15	The Bone Collector	26
The Beast Within	5	Hallowheart.....	16	The Price of Life.....	27
In Bloom.....	6	Fight Fire With Warfire.....	17	Tempest's Eye	28
Lighthouse of Souls.....	7	Delvers In the Deep	18	A Keen Eye For Profit	29
One Golden Memory.....	8	A Gift of Chaos.....	19	Fated To Be.....	30
Scorched Earth, Seared Flesh.....	9	Heart of Madness	20	Fire-Born.....	31
Brightspear	10	The Droptown Robbery.....	21	Staring Into Shadow.....	32
Lights In The Gutter.....	11	Hammerhal	22	Watching The Watchers.....	33
Steelbirds	12	Blood Road.....	23	Appendix: Enemies	34
The Labyrinth.....	13	Blessings In The Magma Flow	24		

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CITIES OF FLAME

This supplement, **Cities of Flame**, presents 25 one-page adventures set in one of five major cities in Aqshy: Anvilgard, Brightspear, Hallowheart, Hammerhal, and Tempest's Eye. The adventures are structured as escalating Rumours, Fears, and Threats. These are used to reflect the growing unease of the world, and to help you manage the various threads and adventure hooks your group will encounter.

- ✱ **Rumour:** A simple rumour the heroes might overhear or see signs of in the city. These are the whispers of everyday people and most pass them off as nonsense.
- ✱ **Fear:** The rumour has persisted and grown, with some now claiming they have seen or been affected by it. It begins to cause fear and unease in the city and is something the heroes might want to look into.
- ✱ **Threat:** The worst fears come to life. There are visible effects in the city, such as raids against the walls, sickness, or people vanishing. This is the traditional 'adventure' part of an adventure.

When you are preparing a new adventure or campaign in one of these cities, you can use these adventures to fill out the threats in the world or grow them into full campaigns. You should make a list of a number of one-line Rumours, a single Fear, and choose a Threat to kick off the adventure. As you and the group play, the party should hear about the other Rumours and witness the growing unease from the Fear while they try to deal with the current Threat. Rumours, Fears, and Threats should be tracked on the party sheet. This provides a constant reminder to the players that the world keeps moving around them. It also adds a constant sense of peril and a 'ticking clock,' as there is no way the players can tackle everything at once.

When players are taking Endeavours between adventures, secretly choose two Rumours and one Fear to escalate — a Rumour grows to a Fear, and a Fear becomes a Threat. When a Fear becomes a Threat, increase Doom by 1. In

the following sessions the players should witness which Rumour has grown to a Fear, and see the effect this new Threat is having on the city. If the party is not making steps to stop a Threat after another round of Endeavours, you can choose to increase the Doom by 1 again. Alternatively, you can bring the Threat to them!

MOVING ADVENTURES

The adventures in each city are often tied to that city, usually through the theme and tone of the city, the geography, or its history. However, with a little tweaking a lot of the adventures can be transplanted from one city to another — or even moved to an entirely different city in another realm.

If you want to use an adventure in a different city, read through the adventure for anything key to the story that you'll need to adjust. For example, the **Warpfire Phoenixes** presented in **Fire-Born** (page 31) nest in mountains around Tempest's Eye. To move that to another city, you just need mountains or even a tall tower to place the adventure. For a seafaring adventure such as **Lighthouse of Souls** (page 7), you may need to be a little more inventive!

FURTHER ADVENTURES

The adventures presented in this supplement can be used with a number of other **Soulbound** products.

The **Soulbound Starter Set** focuses on the city of Brightspear, and the adventures in this book build on the themes and threats presented there. They can be used as side-treks during the main adventure or to continue your adventures after the main scenario is complete.

Shadows in the Mist is based in the city of Anvilgard, and many of the adventures here supplement that campaign.

Lastly, *The Grund* (page 12) appears in this book, the free adventure **Crash & Burn**, and the **Soulbound Starter Set**, which can create a mini storyline about the fate of the ship!





ANVILGARD

At the northernmost end of the plateau rise the Brutos Hills, a dense jungle-covered series of volcanic peaks that borders part of the infamous Charrwind Coast. Called the Crucible of Life, the area is filled with unruly plant life, dangerous beasts, and huge lizards, along with the remains of kingdoms toppled by the same. Here lies Anvilgard, gloomy frontier port city on the edge of the Searing Sea. The streets of Anvilgard are forever wreathed in shadows, filled with a defoliant mist created by Ironweld alchemists to hold the rampant plant growth, which would otherwise overwhelm the city within days, in check.

Founded by the Stormhost known as the Anvils of the Heldenhammer, the darkened alleys fit the mood of its folk, for the people of Anvilgard take after the Sigmarites in their midst. They are a hardy and stern lot, holding to strange, and frequently old, superstitions. Scholars across The Great Parch regularly note that Anvilgardians know some of the most fascinating ancient folklore, if you can get past their taciturn nature.

Despite the locals' dour ways, Anvilgard has become a bustling port, filled with merchants seeking unusual goods and explorers come to plunder the ruins of the Charrwind Coast. The markets of Anvilgard are filled with strange trinkets, rare meats, and fierce fighting beasts for the brave or foolhardy, for it was these creatures that first attracted the Order Serpentis to the region, long before the coming of the Azyrites.

All trade in Anvilgard is regulated by ruthless Aelven corsairs, in exchange for exclusive trapping rights, privateer permissions, and privileges. Indeed, many believe that it is not truly Anvilgard's Grand Conclave

that rules the city. Rather, they whisper that the shadowy group known as the Blackscale Coil, a sinister collection of Scourge Fleetmasters, Darkling Covens, and Order Serpentis Beastmasters, actually direct affairs in the city, using intimidation, blackmail, and assassinations to maintain control. If such is the case, the Anvils of the Heldenhammer have not seen fit to interfere as yet, leading some to conclude that either a bargain has been made, or that the Blackscale Coil is subtle, indeed.

The fell effects of the Necroquake devastated Anvilgard. As it passed over the Charrwind Coast, the skeletons of countless primeval reptiles rose up throughout the (ironically named) Crucible of Life and attacked the city en masse. Anvilgard's valiant troops were aided by warbeasts unleashed by the Order Serpentis, but the city still may have been overrun, if not for the appearance of an army of Seraphon. The Seraphon emerged from the jungle surrounding the city and shattered the undead before soon disappearing back whence they came.

Soon after the battle, a Skink Starpriest named Ze'Bul'Ka declared to the Grand Council that the Seraphon felt very much 'at home' in the Crucible of Life and would be staying. He promptly withdrew to a lustrous, green stone building sitting on the outskirts of Anvilgard, which no one could remember appearing, yet neither could any recall what had once stood on the spot. Representatives of the Seraphon are said to receive worthy petitioners at the 'Jade Temple', though few dare approach them. Undead reptiles are now just one more menace of the Charrwind Coast and the folk of the city do their best to ensure that the many meats they sell are truly dead before they are brought to market.

THE BEAST WITHIN

RUMOUR

Undead broke through many of Anvilgard's walls during the Necroquake and the Grand Conclave has failed to repair every intrusion, likely due to corruption and infighting. If High Artisan Arnolt Preiss does not complete the work soon, Anvilgard will be overrun by the forces of Chaos or worse.

FEAR

Arnolt has fallen behind schedule, and has resorted to trawling the city jails for more manpower. The citizens of Anvilgard fear the prisoners will not repair the walls properly and that Beastmen and other monsters will sense the weakness and attack.

THREAT

Arnolt Preiss convinced the Grand Conclave that he could complete the walls faster and cheaper than any Duardin, but his promises soon prove false. After a raid kills half the population of Anvilgard's largest debtor's jail, the frustrated Conclave calls the party to sort out the walls for good. The party's assignment is to ensure the construction sees completion, no matter the cost.

THEY'RE ALL THE SAME IN THE MIST

The neighbourhoods at Anvilgard's rim have always been the hardest to maintain, perpetually shrouded in thick green fog that, at best, only slows down the jungle roots cracking the cobblestones. The streets surrounding the breached walls have been abandoned since the Necroquake, and the bloated carcasses of great lizards still lie where the Anvils of the Heldenhammer struck them down — Children whisper that all it takes is a good prodding for them to rise again.

The workers make an eerie sight in the fog, reduced to shuffling lines of blurred silhouettes. No other overseers attend this project: Arnolt Preiss, a graduate of the Collegiate Arcane, monitors and enforces everything with magic. From the new loads of prisoners that arrive every Moonday to the hand-picked crews that haul the heaviest rubble, Preiss oversees every facet of the operation.

Soon, the need for protection becomes apparent. 'Beastmen' raids happen almost every other day, but up close the monsters are clearly not true gor-kin. In the fog it is easy to mistake them, for they are brawny and horned, screeching in a way that almost sounds like a bray, but they are also furless, with no tribal markings. (Use stats for a **Bloodreaver** to represent them in combat. Their attacks deal +S Damage and have the *Crushing* Trait.) Arnolt thanks the party obsequiously after every victory, before ordering the bodies burned in case of Necroquake aftershock.

JUST BEASTS OF BURDEN

The party can guard the workers indefinitely, but the closer they look the more obvious the truth becomes. Arnolt mentions how he helps his workers with magic — '*just as Amber Mages do, really*' — but always keeps his 'hand-picked' crews out of sight, and dozens of prisoners go missing after every raid despite the fact that the party only ever see the raiders carry off one or two at best. Eventually there is no hiding that the workers and the monsters are the same. Arnolt is using Chaos magic to augment the prisoners' size, strength, and productivity, and when the mutations have gone too far, transforming the workers into horned monsters, he expunges them under the pretence of Beastmen raids.

Confronting Arnolt with this reveals how mad he has become. Even if they stop him (use the stats for a **Chaos Sorcerer Lord**), the party must deal with his subjects: the Anvilgardians will lynch the 'Beastmen' on sight, but expelling them beyond the city might be worse than a death sentence. Many bear visible signs of Chaos taint but remain lucid, clinging to the slim hope that the divine Soulbound can bring them a cure. Whether the party finds one is up to further adventures.



IN BLOOM

RUMOUR

Sages are troubled by visions of Anvilgard strangled by yellow and white flowers.

FEAR

Yellow and white flowers blossom throughout the jungle that surrounds the city. But when they are burned by the city's defoliant cannon they give off an acrid, choking smell. The very young, the old, and the sick are forced to remain indoors. Without aid, the city may soon be consumed by the dangerous flowers.

THREAT

The flowers are the work of Festerbrax the Gardener, a **Chaos Sorcerer Lord** and devotee of Nurgle. Once alerted to the party's interest in the flowers, she recruits assassins and dispatches cultists to strike at them within Anvilgard. The first attacks are subtle; poisoning their food, or sabotaging the party's equipment as they head into the jungle. But the closer the party get to the fields, the more direct the resistance becomes. Outside the city Festerbrax is reliant on the services of Daemons — mostly **Plaguebearers** — she has summoned to tend her gardens. Within Anvilgard she can call on the services of the Seeds of Flesh, a small cult of Nurgle worshippers drawn from the staff of Anvilgard's restaurants, where rare delicacies are served to wealthy merchants and their families.

IDENTIFYING THE THREAT

Pursuing these leads may require an expedition into the jungle, lasting up to a week — no small undertaking. The party needs a guide, food, and suitable equipment. Without adequate provisions, they may be lucky to survive.

- ☼ Patients of an infirmary treating those afflicted by the sickness report seeing creatures watching them in the dark. These are **Nurglings**, sent to observe the progress of the sickness.
- ☼ Investigating the flowers in the jungle reveals that they appear to have been seeded from the air, dropped in large clusters. This is done by daemonic Rotflies, summoned by Festerbrax.
- ☼ Hunters in the jungle report vast swarms of insects.

ADDRESSING THE THREAT

In the jungle the party discover a nursery field, planted with tens of thousands of flowers. The fields are tended by Plaguebearers, who devotedly count and tally each individual flower. Once the party deal with the daemons, they discover an arcane map showing a network of such fields spread through the jungles surrounding Anvilgard.

The scale of the plot is huge. The party will have to convince the Conclave in Anvilgard to support difficult and expensive expeditions into the jungle to face down the Nurgle infestation if they are going to prevent the surrounding mountains from erupting into a blaze of yellow flowers, and millions of petals being carried by the wind toward the city. If that happens what will the Conclave do? Turn off the defoliant cannon, or let the Anvilgard and its people choke?

NURGLING			
<i>Tiny Daemon (Maggotkin of Nurgle), Minion</i>			
☠ Poor	☉ Poor	☪ Average	
Armour	Toughness	Wounds	Mettle
0	1	—	—
Speed: Normal Initiative: 4 Natural Awareness: 1 Skills: Awareness (+1d6), Reflexes (+2d6), Stealth (+2d6), Weapon Skill (+1d6)			
TRAITS			
Disease-ridden Demise: When a Nurgling dies, it erupts in a spray of thick mucus and noxious spores. Each creature in Close Range suffers 1 Damage, which ignores Armour, and must make a DN 4:1 Body (Fortitude) Test or become <i>Poisoned</i> until they complete a Rest. When a Nurgling Swarm is damaged, this Damage increases by 1 per Nurgling slain.			
Grandfather's Blessing: The Nurgling is immune to being <i>Poisoned</i> and any other effects associated with sickness and disease.			
Swarm: If three or more Nurglings occupy the same Zone they become a Swarm (<i>Soulbound</i> , page 302).			
ATTACK			
Tiny Razor-sharp Teeth: Melee Attack (Poor), 2d6, 1 + S Damage. <i>Piercing</i> .			
BODY	MIND	SOUL	
1	1	1	

LIGHTHOUSE OF SOULS

RUMOUR

Since the Necroquake, privateers, fishermen, and traders speak of strange sights and sounds off the Charrwind Coast. Veteran sailors claim ephemeral ships, ghostly lights, and dying wails fly on the night wind. Some whisper that these ships can travel between realms, and make port in the Realm of Death.

FEAR

Finding wrecks at sea in itself is not unusual, except recent attacks have shown no interest in the cargo. Crew are left to die on islands, picked apart by crabs and birds. The free people of Anvilgard whisper about the so-called 'deadlights' and warn to *'fear the wraith fleet!'*

THREAT

An ancient kingdom once held dominion over these seas. A great lighthouse was built to guide the souls of those sailors lost at sea, helping these spirits to their final resting place with their ancestors in Shyish. The malign energy of the Necroquake has inverted the flow of energy from the lighthouse, and rather than guiding the dead to the underworld, it now spews forth wraiths. These dead souls have risen their sunken ships with dark magic and set sail for Anvilgard.

THE SEPULCHRAL ARMADA

The ancient pirate lord, Admiral Chernavar, was executed for his crimes, hung high in a gibbet above the oceans, and pecked to death by ashen crows. Nagash claimed his soul and forced Chernavar to serve as a spectral soldier.

Chernevar's ship, *The Ebon Cetus*, is a long dhow rigged with four large triangular sails that appear as translucent skin, crewed by **Chainrasps**, and followed by ghostly crows that pluck the carcasses of their victims. Chernavar is a **Chainrasp Dreadwarden**, armed with a large trident and a brace of Hexlock Pistols (Halberd and Repeater Pistols respectively). Chernavar's plan is simple: terrorise the people of the Charrwind Coast and destroy the fleets of Anvilgard before launching a final invasion.

DEAD MEN TELL NO TALES

Aboard a corsair junker, the party must contend with storms, sea beasts, and ghostly ships filled with spectral pirates of the Sepulchral Armada. The tales of attacks makes the discovery of the lighthouse imperative. If the legend is true, the lighthouse has lain dormant for centuries, perched upon an outcrop of volcanic rock above the thrashing waves.

Ploughing the seas, the party discover the wrecks of lost ships from Anvilgard. Each discovery is more gruesome than the last, but eventually the trail of flotsam leads them towards the ancient lighthouse. Before they can reach it however, Captain Chernevar and his ghostly crew launches an attack and tries to board their ship.

THE LIGHTHOUSE OF OCCULUM IGNUS

Arriving at the lighthouse, the party find the beacon on a prominence of basalt. The lighthouse's spire is made from white marble and topped with a cracked fireglass dome. The pharos is a rotating lens of burning emberstone, now saturated with Amethyst magic and projecting a beam of necromantic energy. This deathlight sweeps across the seas, drawing wraiths from Shyish.

The lighthouse is guarded by a host of **Chainrasps**, **Myrmourn Banshees**, and **Glaivewraiths**. The party must gain access and repair the occult mechanism, or destroy the lighthouse and stem the tide of wraiths pouring in from Shyish. While there is a direct path to the lighthouse, it is well guarded by the dead. But a daring band of warriors could scale the cliff and infiltrate the lighthouse and end the terror of the wraith fleet.

RESOLUTION

The Occulum Ignus Restored: With the lighthouse repaired, the souls of the dead lost at sea are guided back to the underworld, and all that remains is to hunt down and banish Admiral Chernavar and his crew.

The Lens if Broken: If the lens is destroyed, then the admiral is able to replenish his fleets with the dead lost at sea. A new lens must be crafted from emberstone, dug from the site of a great battle. Only then can the party banish Chernavar and his ghostly fleet.

ONE GOLDEN MEMORY

RUMOUR

The Scourge Privateers and Darkling Covens plan to gather secretly in Anvilgard to trade artefacts from the Age of Myth.

FEAR

On the eve of the auction, a Skink Starpriest arrives at the city gates, and proclaims that 'the sun-blessed tablets' must be returned to the Seraphon, or else all the strength of the Jade Temple shall muster to take them back by force. Anvilgard's citizens are unaware of what the tablets are, but petition the local forces to prepare to defend the city.

THREAT

The Starpriest sits cross-legged outside the city's gates as massive lizard warriors — Kroxigors — slowly assemble around him, preparing to assault Anvilgard if their demands are not met.

ONE NIGHT ONLY

The Aelves host their silent auction on a series of linked pleasure barges, docked in a private port within the bay of Anvilgard. The distant shadow of a Black Ark lurks on the horizon, visible only because its silhouette blocks out the stars.

Admittance is by invitation only, but a host of illegal slaves — some chained with shackles and others by sorcery — wait on the guests as well. However the party make it aboard, they must beware discovery by Fleetmaster Farix Sweetedge, the final authority of the auction. Farix handles their blades so delicately that a cut from them can be as intense and pleasurable as a lover's breath, and they are particularly alert tonight, for their guests include the likes of the Corsair Theriel Kaltis.



Bids are made silently, by bleeding a number of drops of blood into porcelain bowls. Some items on display include:

- ✧ A warpstone shard which always faces the closest Soulbound, chittering and laughing.
- ✧ The fingerbone of a Volc-Giant, which must be doused every half-hour with seawater.
- ✧ A cauldron of Laebrean tar, bubbling with the suggestion of faces.
- ✧ A gagged Sylvaneth Dryad, memorising the faces of every buyer that stops at her cage.

The Aelves guard the rest (the tablets among them) in the cargo holds, to be brought above deck only after a buyer confirms. If a fight breaks out, use the stats for a **Wanderer** but with Weapon Skill (+2d6, +1) and give them *The Bigger They Are Talent*.

Extracting the Tablets

The three tablets have the sheen of gold but the hardness of steel. Each bears a different image, surrounded by Seraphon glyphs: an egg cracking in an ancient breeding ground, a team of Skinks fitting harnesses to a hatchling Stegadon, and what looks like (if one didn't know any better) a fond moment between the Stegadon and its Slann master, as the Slann reaches out to pet the beast's snout.

The party can get creative in acquiring the tablets. They can make a bid on them, steal them, or offer to trade something up to and including themselves. Their only limitations are the time limit, and the fact that they are surrounded, at sea, by a cabal of rich and ruthless Aelves.

LOST & FOUND

'A memory in gold,' the Starpriest whispers, in the tongue of Azyr, if presented with the tablets. 'Forgotten, now found...' Without looking at the party, he swipes away the artefacts and retreats into the jungle with his escort.

Just before sunrise, a falling star streaks across the sky, followed by the cry of some great beast, as the Slann of the Jade Temple reaches through the fog of age to recall his prized mount.

SCORCHED EARTH, SEARED FLESH

RUMOUR

Free people are being murdered on the streets of Anvilgard, and the victims are said to be missing body parts and some of their organs..

FEAR

Locals fear to go out at night and some traders have chosen to pass Anvilgard by, affecting commerce. Some folk are paying for protection from dark-hooded thugs with what scant Aqua Ghyranis they have, while others openly carry weapons in the tension-filled streets and alleyways.

THREAT

Deep in a charnel pit beneath an ancient fighting arena, drinking on the blood and flesh that is swept down, is The Emberscarred Prince, of the Blisterkin Court. This **Abhorrent Ghoul King** seeks out prophecy and visions so that he may once more rule over the mongrel peoples that have invaded his ancient lands and desecrated the temples of the Black Sun. He has sent out his servants to hunt those blessed with prophetic visions and return to him with the Orbs of Graaq.

The party have been tasked by the Grand Conclave to put an end to the murders, and that means discovering the true nature of the assailants. Ascertaining which organs have been taken – the eyes – the Soulbound are then able to determine where to search for the grotesque attackers. However, their search is hindered along the way, as agents of the Blackscale Coil wish to keep secret why the victims have had their eyes removed.

THE MANDALA OF BLOOD

The murder scenes form a pattern, but not every crime scene is left undisturbed. Agents of the Blackscale Coil attempt to remove the bodies, and silence witnesses with threats. The dead are all agents of the Blackscale Coil who have consumed Graaq, an experimental drug that allows users a vision of their future. Further investigations make it apparent that the murders all centre upon the fighting pits of The Red Hand that sits directly above The Emberscarred Prince's Temple of the Black Sun.

THE ORBS OF GRAAQ

Investigating the murder victims who have had their eyes taken reveals that they carry empty phials that contained a new drug known as Graaq. Graaq is made from volcanic minerals and toxic plant venoms from the verdant forest that makes up the Crucible of Life, and gives the imbiber temporary powers of foresight. Continuous use leaves the eyes saturated with temporal power.

The Emberscarred Prince's broken mind has concocted an elaborate tale in which he believes 'Graaq' to be some ancient god of foresight. He seeks to guzzle down the eyeballs of those who have consumed Graaq – the Orbs of Graaq – in a ritual to gain powers of prophecy to aid his reclamation of the city of Anvilgard.

THE DAWN OF THE BLACK SUN

As The Emberscarred Prince nears the end of his feast on the Orbs of Graaq, he gathers his court and supplicants to him so that they might rise up from the Temple of the Black Sun, and feast upon the sun-drenched harvest above – the people of Anvilgard. While to outsiders his rants and gibberings are nothing but madness, to his serfs these are elaborate plans that will shake Anvilgard to its bones. His final act is to consume the eyes of his Aelven prisoner, a Blackscale Coil crime lord, the Scourge Privateer Kohgas Dreadgrip.

A final confrontation is inevitable as the assassins and enforcers of the Blackscale Coil converge on the party and the court of The Emberscarred Prince and his **Crypt Ghoul** followers. The skies above Anvilgard turn black as the sun is blotted out, just as the mad Ghoul King predicted.

RESOLUTION

The Blackscale Coil attempt to cover up the truth of the Graaq, and send assassins to spy or even attempt to kill the party, if they are seen to be getting too close to the truth. Aelven assassins hired from the Darkling Covens, or Witch Aelves, are sent on these missions.

With The Emberscarred Prince dead and his court dispersed, the party can turn their attention to the machinations of the Blackscale Coil. Subsequent stories could focus on their search for the laboratory where the drug is made and preventing the assassination of members of the city Conclave.



BRIGHTSPEAR

Brightspear is the new name for a city that has stood for centuries. Founded by the ancient Agloraxian Empire, the city is built atop a sprawling underground complex — an Agloraxian Citadel created to shelter the Agloraxians and withstand cataclysmic events. Unfortunately for them, neither the Agloraxians nor the citadel were prepared for the Ruinous Powers and the Age of Chaos. The very coastline near the city began to crumble and disintegrate, falling into Tzeentch's realm even as his servants assaulted the city.

The Agloraxians had spent years in seclusion, hidden in their underground citadel, exploring the limits of arcane power. They reshaped flesh into unholy abominations and constructed unfathomable magical devices to change the world — all of which were like a siren song to Tzeentch.

For centuries, mortal and daemonic servants of Tzeentch inhabited the city, twisting and reshaping the city's spires while plumbing the depths of the citadel below. All that changed when Sigmar directed the Celestial Warbringers — a host of Stormcast Eternals who can foresee their own death — to retake the city. The prescience of the Celestial Warbringers confounded Tzeentch's followers and they were eventually driven from the city or fled below. The city was renamed Brightspear, so-called for the towering beacon at its heart and for the Stormhost that freed it, who were sometimes known as Sigmar's Spear.

With the city reclaimed, settlers followed. Unlike most of the Cities of Sigmar, which are constructed anew around a captured realmgate, Brightspear seemingly had no realmgate and the city was already built — though it was twisted and ruined from centuries of Tzeentch inhabitation. Without a realmgate, travel to the city was difficult and relied heavily on enterprising Kharadron captains to ferry folks to the fledgling settlement. It was a slow process, but

in time the city began to grow. The taint of Tzeentch was slowly burned away, new structures were built, and ruined buildings were rebuilt, repurposed, or demolished.

Just as the city began to take shape, the Necroquake struck. Hordes of spectres and ghosts surged forth from the citadel below and the surrounding lands. The restless spirits of the Agloraxian's victims swelled with the souls of those slaughtered during the Age of Chaos as thousands of undead erupted throughout the city, devastating the fledgling populace. When the night was over, a fraction of the city's population remained. But Aqshian's are stubborn folk, and once again began to rebuild.

Brightspear is split into three different districts: the Upper Tier, the Lower Tier, and the New City. The Upper Tier sits on a large plate built around the central 'spear' of the city, and slowly rotates to match the movement of Hysh and Ulgu across the sky. The Lower Tier is directly beneath the plate that holds the Upper Tier. It is almost constantly in shadow and you can always hear the faint clicking and grinding of the rotating plate above. The New City is the ever-expanding edges of Brightspear. Here the ancient ruined buildings are demolished and the city expands as all Cities of Sigmar do — growing outward in ever-increasing concentric rings.

The last unofficial district of Brightspear is the Undercity. The ancient Agloraxian citadel holds many secrets and mysteries, and scholars and mages hungry for knowledge and power are desperate to explore its secrets. For now Lord-Arcanum Salonia Gravewing, who temporarily governs Brightspear, strictly controls access to the Undercity. But with growing rumours of strange lights and unexplained arcane phenomena, it may not be long before someone is sent to investigate — or something escapes from the depths.

LIGHTS IN THE GUTTER

RUMOUR

Rumours abound of strange shrieking noises and baleful lights emanating from beneath the streets of Brightspear.

FEAR

Numerous groups have followed the unsettling lights and sounds into the ruined depths, but none have returned. Many in the city fear daemons or worse are mining under the city, while some whisper that an unknowable sorcerous engine has activated in the ancient citadel. Whatever the cause, people are living in fear of lights in the gutter.

THREAT

The phenomenon in the bowels of the Agloraxian Citadel is the result of a group of Skaven who are attempting to open a Gnawhole under Brightspear. But the exit is unstable and has been whipping back and forth throughout the ruins while the Skaven attempt to stabilise it.

INVESTIGATING THE LIGHTS

Investigating the lights is an exercise in sorting rumours from facts. Everyone that the party question has their own theory about the lights. Spirits have arisen following the Necroquake, Tzeentch undermining, and arcane engines are all suggested.

The only consistent facts the party can uncover are the times and locations of the various sightings. While the initial reports came from all over the city, as time progresses the distance between the sightings narrows, like a wild pendulum slowly coming to rest.

By extrapolating this information, or simply staking out the most active areas, the party manage to guess where the next sighting will take place: somewhere within a newly reclaimed and sparsely inhabited part of the citadel.

CHASING THE CULPRITS

When the party investigate the site, they hear shrieking and see the lights flashing in the gutters. They find a way into the labyrinthine ruins beneath the streets, and spot a small group of Skaven **Gutter Runners** surrounding a large corpse.

If the party attack, or the Skaven spot them, half attack while the others flee. Once the party have dispatched the attackers and investigate the corpse, they discover the remains of a Rat Ogor. The beast has been sliced cleanly in half at the waist, but there is no blood trail or sign of its missing legs.

Giving chase to the Gutter Runners is a difficult task. Hazardous outsized machinery, some of which is still active, must be circumvented to keep pace. If the party loses sight of the Gutter Runners, they can be tracked by the distinctive claw marks on various surfaces.

SEALING THE GNAWHOLE

The party eventually catch up with the Skaven and find themselves at the top of a great cylindrical drain, criss-crossed with hissing, unstable pipes leading down into the depths below Brightspear.

A **Grey Seer** chants before a whirling green tear in space — a Gnawhole, a rift between realms. The party witness machinery rusting and rotting around the Gnawhole as it erratically sputters open before their eyes.

A Swarm of Skaven **Clanrats** and a **Rat Ogor** rush from the Gnawhole and attack the party. Just as the Skaven charge, the Gnawhole snaps shut, slicing a number of Skaven in half. A flickering crack in reality traces further down the drain, leaving a fading trail of green light in its wake.

The Grey Seer chases the runaway Gnawhole, stopping only to stabilise it for scant moments before it moves on again. The party must cut their way through the replenishing swarm of Skaven to eliminate the Grey Seer and seal the Gnawhole.

RESOLUTION

If the party eliminate the Grey Seer, the Gnawhole seals tight for good and they will have saved Brightspear from a potentially lethal infestation of Skaven.

Otherwise the Gnawhole temporarily stabilises, pouring thousands of Skaven into the depths of Brightspear. They plague the city for months, killing, stealing, and vandalising until they are hunted down.

STEELBIRDS

RUMOUR

The aether ships of the Kharadron have only recently come to the city of Brightspear, and there are powers at work to stop them ever leaving to tell their kin.

FEAR

The skies are manipulated by Tzeentch and are often too difficult to navigate, shifting eddies and currents dash the ships against the Bright Mountains, and only the foolish or brave would attempt the route. Without the critical supplies the Kharadron bring, Brightspear will fall to ruin.

THREAT

Somehow the Duardin have found a way through. The Kharadron Overlords ship *The Grund* has landed at Brightspear's Highport, the part of the city that is being used as a sky-port. The Kharadron are busy unloading cargo to be sold to the merchants of Brightspear, but must return home soon with their profits. Tzeentch's minions, lying in wait amongst the dangerous, blustering clouds, plan to sabotage the airships.

The party are drawn to Highport to see what wares the Kharadron have brought with them, and to see what supplies they may need. Or, if the heroes played *Crash & Burn*, they arrived with the ship. The captain of *The Grund* Brokka Brokkisdotr drives a hard bargain. Like her kin, she is dour and hard, but she adheres to the Code in matters of trade.

However, when *The Grund* tries to leave, they are beset by Chaos beasts drawn by the scent of aether-gold. The forces of Chaos cannot allow the frigate to leave and lead the rest of the Kharadron to Brightspear. The aether-gold that keeps the ship afloat is equally as valuable to the Chaos forces as it is to the Kharadron.

The crew are almost overwhelmed by the amount of **Tzaangor** as they ambush the ship on *Discs of Tzeentch* (see **Tzaangor Shaman** for more information). The group is led by a **Tzaangor Shaman**, with a few **Vulcharc** pets. It falls to the party to fight their way through and protect the frigate so that it can leave. If they do not protect the ship and its valuable aether-gold, it crashes, taking with it all hope of leaving the city.

THE GRUND

The Grund (Duardin for 'hammer') is an Arkanaut Ironclad, one of the powerful aether ships of the Kharadron Overlords. The party can make use of its weapons to help in the defence of the ship. Its heavy sky cannon (4 + S Damage, *Aetheric, Loud, Two-handed, Range (Long)*) is useful against the attacking Tzeentch daemons, but the racks of grudge-settler bombs (*Aetheric, Blast (5), Loud, Range (Long)*), skymines, and drill launchers (**Soulbound**, page 112) may have disastrous effects if not used carefully.

The crew itself are experienced fighters. There are a dozen armed Duardin on board. Some wield boarding weapons (Skyhooks, Grapnel Launchers, and other basic weapons) while others are armed with Vulcaniser Pistols and Swords of various make. Brokka herself is armed with an Aethermatic Volley Gun, and keeps a Hammer nearby for close combat.

TIMING

You may want to set a time limit for the ambush, in which the party must defeat all of the Tzeentch Daemons to allow *The Grund* to escape. If they do not hold off the attackers in time, the ship is overrun and the aether-gold stolen.

ESCAPE

If the party succeed in banishing the Tzeentch Daemons, they may wish to use this opportunity to board *The Grund* themselves and to escape Brightspear, leaving the city for good. However, *The Grund* may be heavily damaged from the conflict, which may cause problems of its own.



THE LABYRINTH

RUMOUR

Some inhabitants of Brightspear claim to have seen a bright silhouette in the sky, describing a large tower or spire that shimmers in and out of existence. Others put these sightings down to their overexposure to the glaring Aqshian sun.

FEAR

People have disappeared without trace, in broad daylight. One moment the person is there, the next they're gone, not even a scream giving weight to their disappearance. Some of the missing claimed to have seen the tower days before, and the disappearances appear to happen in the same area as sightings of the shimmering tower. It cannot be a coincidence.

THREAT

The Shimmering Tower is real, and is home to a Cult of Tzeentch. The leader of the cult, Halard Jasten, has used powerful Chaos magic to keep the tower from being detected, all the while bolstering the cult's forces. The cult has been kidnapping those that wouldn't be missed from the streets and bestowing the gifts of Tzeentch upon them, transforming them into Tzaangors.

A CHANGE IN THE AIR

A wild-eyed man runs towards the party, frantically calling for help. The man, Garion, claims he witnessed hooded figures wearing shimmering cloaks drag his friend into a rift in the air, pulling him into nothingness.

FINDING THE MYSTERIOUS PORTAL

The powerful change magic infused in the very fabric of the tower twists and reshapes the paths around it, naturally redirecting anyone who would stumble across it and obscuring it from view. However, with the help of Garion, the party are able to find it after a few minutes of searching. Characters with the *Witch-Sight* Talent can clearly see an outline of a shimmering tower once they know what they are looking for.

The portal to the tower is sealed tight. It requires a **DN 6:8 Body (Might)** Extended Test to break. The noise of doing so alerts those inside, giving them time to prepare. Alternatively, a character with lockpicks can unlock the door quietly with a **DN 6:2 Body (Dexterity)** Test.

THE SHIMMERING TOWER

The entrance chamber is large, and it is difficult to fully perceive its boundary. The room is a kaleidoscope of colour. Mirrors line the walls, and surround eight doors, all different in appearance. As the party look back, the door through which they entered has turned into a crystalline mirror, and it is clear there is no way back.

If the party managed to quietly enter the tower, Halard Jasten (a **Chaos Sorcerer Lord**, but with the *Boon of Mutation* spell from the Tzaangor Shaman) is present, along with nine **Kairic Acolytes**. Jasten uses *Daemonic Essence* on his turn to bolster the acolytes before fleeing to another room. If the heroes pursue, the chamber changes before their very eyes. It spins on its axis, each door changing place too quick to track. They have no choice but to pick a door at random. When the party goes through a door, roll 2d6 and consult the table below. Add +1 to the result for each room the party has already explored.

If the party alerted the cult to their presence, Jasten and his servants have already fled to other rooms.

A CACOPHONOUS CRESCENDO

Eventually the party enter another chamber of shifting light. They hear cackling laughter coming from all around them, never seeming to come from a single place at a time. Halard Jasten materialises along with his newly created Tzaangors. He tells the party that there is no possible way they can leave, then sets his Tzaangors upon them.

RESOLUTION

If the party defeat the sorcerer and his acolytes, the way from the Shimmering Tower is revealed. The tower still haunts Brightspear's streets, its outline just visible against the sky, but the entrance has vanished. For now, at least, the tower and its occupants are no longer a threat.

THE LABYRINTH	
2d6	Occupants
2	Three Brimstone Horrors per party member.
3-4	One Blue Horror per party member.
5-6	One Pink Horror per two party members.
7-8	Nine Kairic Acolytes .
9+	Halard Jasten and one Tzaangor per party member.

SILK AND BLOOD

RUMOUR

A tribe of nomadic Humans that have lived peacefully in the region for centuries have recently begun mounting raids on a Freeguild outpost. Reports claim that they do so while calling for champions to *'free them from the false god'*.

FEAR

The tribes of the Aqshian wastes are unpredictable and hungry for war — and often serve the Ruinous Powers. The soldiers at the outpost fear Chaos may have already penetrated their ranks and taken over their leadership.

THREAT

A once-great tribe has fractured into two rival factions after the discovery of a massive Skitterstrand Arachnarok. Half of the tribe have begun worshipping the beast as a god, and conducting ritual sacrifices, the other half have fled the tribe. The attacks on the Freeguild outpost are the splinter tribe's attempt to draw the attention of heroes capable of defeating the beast and re-uniting their tribe.

THE FREEGUILD OUTPOST

The outpost is in the early stages of settlement. All the inhabitants are capable of wielding steel or magic to defend themselves. The outpost is located atop a flat plateau of obsidian glass, but the defenses are blackened and there is an ongoing triage area for wounded. When the party arrive, they are greeted by Ulrich uth-Kinnan, a male **Freeguild Guard** with acid burns across his left side. Ulrich talks to the party about the tribal raids and shares the following information:

- ✧ The tribe attacks at dawn, using the blinding sun to obscure their approach.
- ✧ They strike hard and fast with fire and primitive weapons, but only ever pick off a few defenders before retreating.
- ✧ They vanish into a network of maze-like canyons nearby.
- ✧ They scream for someone to free them from the 'False God' as they fight.

ENCOUNTERING THE TRIBE

The party must either track the tribe through the canyons, or await another attack on the outpost. If they track the tribe, they encounter the warriors hiding out within the canyon network, at which point a fight breaks out. Otherwise, the tribe attacks the outpost the following dawn. The splinter tribe consists of thirty Human warriors (use the **Wanderer** stat block). They fight until half of the tribe has fallen, after which they surrender. This number is lowered to ten if a servant of Sigmar, such as a Stormcast Eternal or Excelsior Warpriest, is among the party and invokes Sigmar's name.

Once the tribe surrenders, their leader steps forward and explains their motivations. She is a Human woman called Redmane, with greying red hair. The tribe begs for the party to return to their settlement and defeat the Arachnarok in ritual combat to prove that it is no god.

FACING THE ARACHNAROK

The tribe's settlement is located deep in the network of obsidian canyons, built high into the walls and criss crossed with rope bridges and alcoves that serve as homes or meeting spaces. Provided the party enter the camp with Redmane, they are granted safe passage and the right to engage in ritual combat with the **Arachnarok**.

The beast has made its home in a complex nest of layered webs suspended above the camp. The webs are *Difficult Terrain* for everyone but the Arachnarok, and are home to hundreds of palm-sized spiders (use **Scryfish Shoal**, but replace *Aquatic* with the *Wall Crawler* Trait, and they have no Swim Speed). The creature is hidden and starts combat by using its *Ambush* Trait on an isolated party member.

RESOLUTION

If the party defeat the Arachnarok, they prove that it was no god. The tribe unifies and the aggressions against the Freeguild outpost cease.

If agents of Sigmar are instrumental in defeating the beast, the tribe elders show the party a secret cavern where crude cave drawings depict the 'Comet God' leaving them during the Age of Chaos. They had given up on his return, but the sight of Sigmar's warriors striking down the false god proves that he has returned. They attempt to integrate into the Freeguild outpost and some may even return to Brightspear with the party.

THE SIGN OF THE NINE

RUMOUR

Something or someone powerful is attacking the Aspirian mages. Whatever it is, it is strong enough to kidnap and kill them.

FEAR

So far, seven of the city's mages have been murdered in increasingly brutal ways. The city provides ample hiding places for the bodies, but the murderer has left them in the open to be found. Either an arrogant display of power, or a warning. As an eighth corpse is found, the party are approached by Lord-Arcanum Salonia Gravewing to investigate.

THREAT

With eight dead mages the city rulers realise that it is only a matter of time before another is killed. To what end is the murderer committing these crimes and when will they stop? The city guard are at a loss to explain what is happening and have no concrete leads. All they know so far is that:

- ✧ Eight Aspirian Mages have been killed.
- ✧ The bodies have been found across various parts of the city.
- ✧ Each body was mutilated in a different way, changed somehow.
- ✧ There is no consistent murder weapon.
- ✧ The city guard cannot discern a pattern regarding where the bodies have been discovered, with the furthest to the north-west of the city and the other extreme discovered in the east.

The most recent mage was found strung up on a pillar, right arm extended up and the left arm missing. The man was left with only one eye, which ravens were found pecking at. A silver-hilted dagger had pierced his heart, his blue and gold robe ripped into nine tatters. The city guard can give information on the other murders, each of which is different and strange in its own way:

- ✧ Each victim has been killed where they were found, with each location being different.
- ✧ The first murders were no less strange for their simplicity, with a different body part missing each time.
- ✧ The killer appeared to become more confident around the fourth killing, dismembering the body into eight parts. The heads are still missing.
- ✧ The changing circumstances of each murder seems to be the only plausible link.

SYMBOLISM

There appears to be much symbolism at work in the brutal murders. So far, eight have been killed and a ninth would match the sacred number of the Changer of Ways, Tzeentch. The constantly changing *modus operandi* is typical of the Great Conspirator's followers, as well as the way that the bodies have been arranged — there are too many coincidences and links to Tzeentch. The pattern the bodies have been left in is very similar to the symbol of Tzeentch if viewed from above.

RITUALS

All of these things can only point to one thing if the party are wise enough to realise: the murders have been committed by remnants of the followers of Tzeentch who once ruled the city. It can only be some kind of ritual to link the city with the Chaos God, and if the party do not stop the ninth murder and thus the ritual, then Chaos will tear Brightspear apart.

WHAT NEXT?

Without any firm leads the party must put all of these hints together and realise that they can prevent the next murder by getting to the correct location before the killer does. They should find themselves at the centre of the city, near the Spear of Heaven but on the Lower Tier. This location doubles as the centre of the symbol of Tzeentch, where the killer, a group of **Kairic Acolytes** led by a **Chaos Sorcerer Lord**, attempt to complete the symbol and bring forth Chaos daemons. If the party do not work it out in time, they are forced to fight the daemons rather than the cultists, after another mage is killed.



HALLOWHEART

Founded within a Tzeentchian stronghold named the Shimmering Abyss, Hollowheart was seized by the forces of Order, who were led by Stormcast Eternals of the Hallowed Knights, and consecrated in Sigmar's name. The actual city of Hollowheart stands within a yawning, craterous pit, atop a titanic basalt column. This towering mesa was once home to the Wyrdflame Drake, a serpentine dragon of living flame that had been corrupted by the influence of Tzeentch. Following the Realmgate Wars, a unified force of Hallowed Knights and Fyreslayer mercenaries from Vostarg Lodge slew the great beast, allowing for the construction of a great stronghold.

The city of Hollowheart was built atop this great column of fire-hardened rock, and descends level by level into the depths below. Stairways jut from the central column, winding down to bustling mining camps built into the walls — Duardin miners have carved their own communities throughout the walls of the great cavern, and their operations can be heard at all hours.

The walls of the funnel-like pit and the earthworks far below are filled with precious gems, valuable mineral deposits, and seams of potent realmstone — none more prized than emberstone. This volatile substance burns with a furious sentience and it takes skilled miners armed with the latest magical technology of the Ironweld to mine it. The great hall of the Collegiate Arcane, Whitefire Court, is built almost entirely from emberstone and it morphs and changes according to the desires of its occupants.

The city is nominally ruled by its own Grand Conclave made up of devoted lords, leaders among the miners, and representatives from the Hallowed Knights, but all are aware that the Wizards of the Collegiate Arcane's Whitefire Court hold the most power in the city.

Hollowheart's exports are exceedingly valuable, mainly consisting of rare metals, minerals, and gemstones of magical potency that can be found nowhere else, but traders are reluctant to come here, and with good reason. The Shimmering Abyss was a Chaos stronghold for centuries. Despite, or perhaps because of, the ongoing efforts to ensure the city's purity, many of the folk here are so vigilant in searching for corruption that they have become paranoid. To be caught here with any form of taint whatsoever, even the most innocuous or accidental, such as a vaguely suspicious artefact, can be a death sentence. Members of the Order of Azyr from Hollowheart have been known to pursue a suspect for as little as an ill-chosen remark, an unusual birthmark, or even an untranslated book of lore. Then again, many wise folk say the denizens of Hollowheart are right to be suspicious.

Hollowheart is a city seething with latent magical energy. Those born here tend to be strangely lucky and are frequently touched with odd mystic quirks due to the magical power that infuses the city. Due to this eldritch aura and the history of the city, the Devoted of Sigmar and the Hallowed Knights maintain a vigilant watch for even the merest sign of corruption. The Hallowed Knights are often seen embarking on missions into the depths of the mines, and entire teams of miners have disappeared without a trace. No-one is sure if the Hallowed Knights are searching for these lost miners, or if they are the cause of the disappearance. The constant sight of the grim Lords-Veritant in the city streets does little to quell rumours and alleviate fears.

During the Necroquake, the city was devastated by an Endless Spell referred to as the Living Inferno — a giant flaming skull that swept through the city and caused untold destruction. The city is still recovering from its effects.

FIGHT FIRE WITH WARFIRE

RUMOUR

Bright Wizard Agneya of the Collegiate Arcane has constructed a prototype Pyrocask battle altar, and scheduled a demonstration. The cask is thought to be highly volatile and could endanger many lives.

FEAR

Break-ins at the Whitefire Court cause Agneya to suspect interference by rivals, provoking public quarrels. The true culprits are the Skaven of Skryre Clan Krakhl, advancing their insane quest for the ultimate warfire thrower by sabotaging the Pyrocask.

THREAT

The Pyrocask is a war carriage transporting a huge tank of fuel and emberstone, flanked by Ironweld-designed flame cannons. Warhorses are too skittish to harness to the Pyrocask, so Agneya purchased Drakespawn from the Order Serpentis to pull it. The reptilian beasts are so naturally foul-tempered that the emberstone's aggressive aura barely affects them.

At the Whitefire Court's demonstration theatre, the stage is set with target mannequins, and the amphitheatre is full. Agneya struggles to move the Pyrocask on from backstage, but the Drakespawn are distracted and uncooperative. If the party assist, a **DN 5:2 Soul (Beast Handling)** Test calms the Drakespawn, and reveals the beasts smell intruders.

If the heroes closely inspect the Pyrocask, they find the fuel tank's interior sabotaged with unstable warpstone. Agneya is horrified, but insists on proceeding once the warpstone is safely disposed of. If the sabotage goes undiscovered, Agneya's demonstration is a catastrophe. Erupting warfire inflicts a *Major Hazard* front and backstage, and a *Minor Hazard* on both halves of the audience (all separate Zones). After one Round, the Hazard level of all Zones increases, to *Deadly* and *Major* respectively. The party may:

- ✧ Reduce the Hazard level in a Zone. This requires a **DN 6:1 Body (Athletics)** Test to stamp out the fire, a **DN 5:2 Mind (Channelling)** Test to wield the *Unbind* Talent against the underlying magic, or one sphere of Aqua Ghyranis.

- ✧ Help evacuate the theatre. Most attendees cannot escape a *Major Hazard* without assistance. Even Agneya cannot survive a *Deadly Hazard* unaided.
- ✧ Prevent the Pyrocask being stolen by the emerging Skryre Acolytes.

The Acolytes are **Clanrats** with the following adjustments:

- ✧ They wear protective gear that grants Armour 4 against Environmental Hazards. They have Ballistic Skill (+1d6, +1).
- ✧ **Poisoned Wind Globes:** Ranged Attack (Poor), 2d6, 1 + S Damage, Short Range. *Penetrating*. A creature damaged by this weapon must make a **DN 4:2 Body (Fortitude)** Test or be *Poisoned* until the end of combat.

If the sabotage was discovered, the Acolytes bomb the demonstration with their **Poisoned Wind Globes**. The cowardly Skaven try to sneak out the Pyrocask under cover of fog, but if stealth proves impossible, a **Rat Ogor** emerges from beneath the audience and lays waste with its Warfire Gun.

The Skaven retreat to a gnawhole in Hallowheart's pauper district, where they discover the Pyrocask is too large to fit through the gnawhole. The party can pursue the fleeing Skaven (Opposed **DN 4:1 Body (Athletics)** Test) or track them later (**DN 6:1 Mind (Survival)** Test). The Acolytes are led by a Fleshscorcher Warlock, who is attempting to widen the Gnawhole. The Fleshscorcher Warlock is a **Grey Seer** with the following adjustments:

- ✧ It has no Wounds, and no Mettle.
- ✧ It only has Channelling (+1d6, +1).
- ✧ It has the *Fireball* spell instead of the *Wither* spell. The flames from the *Fireball* are warfire.

When the Skaven are dealt with, the party are asked to decide if the Pyrocask should enter full production? Agneya insists that, without sabotage, the Pyrocask is perfectly safe. If Agneya perished, her Triarch husbands argue recreating the Pyrocask is what she would have wanted. The decision rests with the heroes.

DELVERS IN THE DEEP

RUMOUR

There is talk in the alleys of one of the mining communes of a half-finished staircase found below the deepest emberstone quarries. This staircase runs deep, and no one knows who constructed it.

FEAR

Skink Starpriests of the Celestrine Cathedral are able to divine the future by channelling the magical energy of Azyr. They have consulted their orrery, yet it has only provided ambiguous readings regarding the staircase. The Starpriests prayed for eight days and were met only with silence. While the Stormkeep prepares for the worst, the citizens of Hallowheart demand the staircase be investigated.

THREAT

The Candle Climbers of a Thousand Ropes, a company expert in exploring extreme depths, were first contracted to investigate. Many of their climbers report descending to great depths, and yet none found the staircase's landing. Worse yet, some of the company's belayers report pulling up only empty lines. Whatever has taken these explorers must be uncovered, and, if necessary, purged before it rises to the city. Beyond this, the truth of the staircase must be uncovered.

The nature of the threat is a Skaven gnawhole. Smelling the vast store of warpstone through the warpways, the Skaven created a gnawhole deep under the city. That portal has expanded to the staircase — a route to more delicious morsels above.

DESCENT INTO THE DEPTHS

The party members must each make a **DN 4:8 Body (Athletics)** Extended Test over three rounds. Should a character fail (and they are not roped together), they can make a **DN 5:1 Body (Reflexes)** Test to grab an outcropping before plummeting into the depths. If they fail, they plummet to the bottom and become Mortally Wounded.

After the first round of Tests, the party begin to encounter remnants of Candle Climbers' gear. At the same time, **Clanrats** appear from the shadows and begin hurling rocks at the party (Ranged Attack (Poor), 1d6, 2 + S Damage, Medium Range, *Crushing*). The barrage of rocks increases the Difficulty of the Extended Test to 5.

PURSUIT AND EXPLORATION

At the landing, the party are immediately met by a clutch of impudent Skaven envoys, who notify the party they are trespassing in '*the larder of Clans Pestilens*'. Any aggressive action toward these envoys causes them to scurry away. If the party follow, they face an ambush by **Gutter Runners** (one per party member), who attempt to poison at least one party member with their Punch Dagger and Blade before retreating. These Gutter Runners retreat into small passages, making pursuing them difficult for Medium sized party members and impossible for Large party members.

THE WARPSTONE LARDER

Making it past the Gutter Runners, the party find a vast cavern of bones. Here, they encounter a labour team of two **Rat Ogors**, a dozen **Clanrats**, and two **Packmasters**. For the Packmasters, use Clanrats with the following adjustments:

- ✧ The Packmaster has Armour 1, and 3 Toughness
- ✧ **Crack the Whip:** Rat Ogors in the same Zone as the Packmaster deal +1 Damage.

One of the Packmasters, the architect of the staircase, carries a book of scrawled plans for the staircase, described as the '*pass-passage to the meat-meat people above*'. It also references a gnawhole, and the expedition's leader, a Grey Seer named Ysildrax.

THE RAT-LORD

If battle erupts, Ysildrax, a **Grey Seer**, arrives on the second round of combat with a torrent of **Clanrats** (two Swarms of 10 Clanrats). If Ysildrax is defeated, the remaining Skaven flee, trying to get to the gnawhole to escape.

RESOLUTION

With the Skaven defeated, the staircase is sealed off and guards are posted nearby. The rumours and stories of the staircase continue to grow however, with brash youngsters daring one another to sneak past the guards and see how many steps down they make it before their courage gives out. Thankfully, it remains little more than an oddity and urban legend. For now at least.

A GIFT OF CHAOS

RUMOUR

Hallowheart has become infested with small humanoid creatures that the locals have nicknamed 'Babblings' because of their constant chatter and gibbering. These strange creatures now inhabit most households throughout the town. They have become indispensable, completing small tasks many see themselves above, including keeping night fires stoked and plucking bedbugs from strawpiles, which pays for their keep.

Lord-Veritant Terlandrian's agents are taking a census of these creatures after their population increase came to his attention. Rumours are rife on the true nature of his investigation. Most townsfolk speculate that the creatures will be removed. More suspicious folk question the Babblings' origin and their true intent.

FEAR

Reports of the creatures' suspicious conduct and disturbing accounts are on the rise. One Babbling's nest was found with the remains of household pets. Another was discovered suggesting terrible deeds to its drunken master. Finally, a Babbling almost burnt a resident's house down when the hearthfire grew too large. The Lord-Veritant has decreed the city must be cleansed of them.

THREAT

These Babblings are in fact familiars — remnants of the era when Tzeentch controlled the city. They work under the guidance of a hidden magister, who is using the creatures to infuse the citizens with hints of Chaos a little at a time. First, the Babblings gain their host families' trust. Next they act as spies and saboteurs, finding a time and place ripe for attack, and begin weakening their family's defenses. Finally, the magister is developing a spell that will change them into horrors to be unleashed on their unsuspecting masters.

THE HUNT

When dealing with the Babblings, the party find two challenges: their owner's loyalty and their size, which makes capturing them almost impossible. With the Lord-Veritant's agents hunting their helpers, some households are hiding the creatures. Once uncovered, the minions'

stature is their most formidable tool — they attempt to escape, only fighting if cornered. (Use the stats for **Brimstone Horrors** and **Vulcharcs** to represent the Babblings.) Accordingly, ranged attacks and traps are the best methods to kill or capture a Babbling.

FINDING THE SOURCE

The Lord-Veritant assigned Abraxian, a Knight-Azyros of the Hallowed Knights, to remove the creatures. But after a couple of unsuccessful encounters with the Babblings, he recruits the party to assist Abraxian. The Knight-Azyros charges the party with trapping one of the Babblings, so that it can be studied. Abraxian is armed with a beacon imbued with celestial light. He uses this to flush out Babblings, allowing the party to capture them. Should they prove unsuccessful, he also possesses a Shard of Imprisonment, an artefact that acts as a single-use *Banishment* spell. Once one of the creatures has been captured, Abraxian interrogates and studies it. This investigation reveals the identity of their Magister — Bassan Faustius, a prominent member of the Collegiate Arcane.

CONFRONTING THE MAGISTER

Faustius's lair is hidden beneath his pristine house, where he conducts experiments using change-magic without detection. It is guarded by one **Pink Horror** per party member, and dozens of loyal Babblings. Faustius (a **Chaos Sorcerer Lord**) tries to escape any conflict, but if cornered, fights to the death.



HEART OF MADNESS

RUMOUR

In the aftermath of the Living Inferno — an Endless Spell unleashed during the Necroquake, that took the form of a burning head which devastated the city — Daemons lurk in the shimmering abyss, preying on the weak.

FEAR

A week ago, a collapse trapped thirty miners, led by the Duardin Stumpi Grimtooth. After days of desperate digging, rescuers broke through to their location, but the miners were gone. Hallowheart's locals fear they were consumed by Daemons.

THREAT

The party are tasked with finding out what has happened to the missing miners.

When the Living Inferno raged through Hallowheart, citizens took refuge wherever they could. One band fled into the mines, but were trapped by a cave in. After weeks in the dark with no hope of rescue they turned to cannibalism, which attracted the attention of Lord Corzon, an Abhorrent Ghoulish King. Corzon's madness soon infected the cannibals, creating a court of ghouls beneath Hallowheart.

Corzon calls his court Heart's Bastion. Imprisoned below the earth, the court believes they are the sole survivors of the Inferno, surrounded by Daemons and engaged in a crusade to retake Hallowheart. Periodically they sally forth to retrieve supplies and look for other survivors. In truth these sallies end in the abduction and devouring of Hallowheart's residents.

Corzon's court has captured Stumpi Grimtooth's miners, who have been infected by his madness and are slowly being transformed into ghouls.

FINDING THE BASTION

Clues leading to the bastion include:

- ✱ Some miners talk of digging sounds coming from tunnels that were lost in the Inferno. An old Duardin miner could lead the party into these crumbling tunnels.

- ✱ A corpse is found in the mines with a diary describing how a small band of survivors have fought off wave after wave of Daemons below the earth, led by the heroic Lord Corzon.

- ✱ Miners report finding images scratched into the stone showing a heart, a castle, and an arrow pointing deeper into the dark. The Crypt Ghouls leave these messages in the hope of attracting other survivors.

INTO HEART'S BASTION

Heart's Bastion consists of an outer set of tunnels, where Grimtooth's miners are living, an inner keep, filled with **Crypt Ghouls**, and a central court, where Corzon dwells. Grimtooth's band are slowly turning into ghouls — most have now indulged in cannibalism.

The Outer Tunnels

On arriving in Heart's Bastion, the heroes encounter Stumpi Grimtooth and the lost miners, who survived the collapse, but fell victim to the madness of Lord Corzon. Any who resisted were eaten. The miners seal the tunnels behind the heroes '*to keep out the Daemons*', and ask the party to join them. If the party play along, they are directed deeper into the tunnels toward the keep. If they persist in trying to rescue the miners, they are treated as Daemons and attacked. All of these miners have resorted to cannibalism and are a deadly threat to the party.

The Keep

The keep houses dozens if not hundreds of ghouls. They have had little to eat and wait in a state of lethargy. Stealthy heroes may be able to penetrate far into the court without waking them. Less stealthy heroes have to fight a desperate battle through cramped tunnels, pursued by a hundred slaving ghouls.

The Court

In the centre of Heart's Bastion is the court of Lord Corzon, an **Abhorrent Ghoulish King**. He is attended by a mix of Crypt Ghouls and **Crypt Ghasts** (use Crypt Ghoul, but with 5 Toughness). Once he is slain, the delusion is lifted and any remaining ghouls turn on each other in a frenzy of slashing and biting.

THE DROPTOWN ROBBERY

RUMOUR

A massive vein of emberstone has been unearthed in the Shimmering Abyss. Unsavoury folks, or worse yet, the forces of Chaos, are moving to take the emberstone for themselves.

FEAR

As the emberstone is accumulated for transportation to the city, tempers flare between the workers, with none more quarrelsome than the Fyreslayers hired to protect the shipment.

THREAT

The realmstone will be delivered to the Whitefire Court through Droptown — a community precariously fixed to the side of Hollowheart's central column, where labourers winch heavy cargo between the city and the mines. The day of shipment, the Fyreslayers demand extra payment, which the city cannot afford.

CONTRACTUAL DISPUTE

Meeting the Fyreslayers, and succeeding at a **DN 3:3 Mind (Intuition)** Test, confirms there is more to this than greed: it is extremely out-of-character for Duardin to dishonour a previous agreement. Fyreslayer Soulbound recognise, but might not acknowledge publicly, the symptoms of severe Glimmerlust — an addiction to ur-gold. A **DN 5:1 Mind (Arcana)** Test identifies the symptoms of magically-induced madness, subtle enough that the Fyreslayers remain oblivious.

The hex is broken by:

- ✧ Killing the Kairic Acolytes responsible. Tracking them down is a **DN 4:16 Mind (Awareness or Survival)** Extended Test — each character can test daily, but after the first day the Whitefire Court protests the delays to shipment. The shipment is dispatched after three days regardless.
- ✧ Using Intimidation or Guile Tests opposed by the Fyreslayers' Determination (use the **Freeguild Guard** statblock, but swap the *Massed Ranks* Trait for the *Battle Rage* Talent) to provoke the Fyreslayers into resisting the mind-altering effects.

Alternatively, the party may:

- ✧ Convince a wealthy patron to cover the extra fee. The Fyreslayers only take payment in gold (or ur-gold).
- ✧ Offer their services as an ongoing debt. Favours the Fyreslayers cash in will be extremely dangerous, and wiggling out of the debt provokes immediate violence.
- ✧ Fight without the Fyreslayers — an uphill struggle.

THE JOB

Use two columns of five Zones to represent Droptown. One column represents a sprawl of huts and cable platforms — the party, their cargo, and the Fyreslayers (if present) begin at the bottom, whilst a cult of **Kairic Acolytes** spring from concealment halfway up. The second column represents the skies around Droptown. The top Zone contains **Tzaangor Skyfires** (use bow-wielding **Tzaangors** with the *Disc of Tzeentch* Trait of a **Tzaangor Shaman**. Alternatively, full stats can be found in the free adventure *Crash & Burn*).

Characters on cable platforms can use hand-crank winches to Move up or down one Zone as normal. To ascend an extra Zone requires an Action and a success on a **DN 6:1 Body (Athletics)** Test. Rapid descent requires a **DN 5 Body (Reflexes)** Test, requiring as many successes as Zones moved, or the character slips and is left hanging off the edge of their platform. The party must winch the emberstone beyond the top Zone to reach the safety of Hollowheart. If present, the Fyreslayers end each turn by winching up the cargo two Zones. Otherwise, the party must collectively spend Actions hand-wincing it themselves: a **DN 6:2 Body (Athletics)** Test to move themselves and the cargo one Zone, up to twice a turn.

Initially the Tzaangor Skyfires target the party with their bows, before swooping in on Discs of Tzeentch to steal the emberstone and escape. If the battle turns against them, the magically forewarned Skyfires immediately flee. Flying characters can pursue the Skyfires with a **DN 5:3 Mind (Awareness)** Test.

If the emberstone reaches Hollowheart, it will power new potent magical defences for the city. If not, Hollowheart will desperately miss those defences in the battles to come...



HAMMERHAL

Hammerhal, the legendary Twin-Tailed City, was established on both sides of the Stormrift Realmgate. This unique city is comprised of Hammerhal Aqsha on the Aqshy half and Hammerhal Ghyra on the Ghyran half — the symbiosis between the two represents the rich history and tight bond that exists between the folk of Sigmar and Alarielle. The Aqshy half lies upon The Great Parch and is the centre of Sigmar's efforts in retaking the Mortal Realms from the forces of Chaos. The Ghyran half stands in the Jade Kingdom of Verdia. It is a city of wisdom and irrepressible greenery, which serves as a continual launching point for attacks on the forces of Nurgle that occupy large portions of the Realm of Life.

Hammerhal Aqsha is the beating heart of the Realm of Fire; its influence spreads uncontrolled, touching even the farflung corners of Aqshy. A traveller could wander between the wards of the city for months and still not have seen them all, for the city is constantly expanding. Thousands of transports, the majority airborne, flow into the city's rift-docks every day, bringing goods and travellers from across the Mortal Realms. The various flying vessels — huge airborne beetles in the case of the Sylvaneth — carry many desirable riches: ingots of mystic metals with strange properties, gems of every hue, shards of shadeglass, logs of ivory, ironoak beams, megalofin teeth, beads of amber, salted meats, fyresteel blades, and so much more. The riftmarkets of Aqsha brim with the abundant natural produce that arrives daily through gates from Ghyra. In return, Aqshian magma is directed through the Stormrift Realmgate into Ghyran, where it is used to expand the city and to stem the voracious growth of plant life that threatens to consume the greener side of Hammerhal.

Sigmar's cities are each led by a Grand Conclave that mirrors the original body that Sigmar assembled to rule

Azyrheim. The Grand Conclave of Hammerhal meets in Hammerhal Aqsha, and boasts a full council of 244 individuals representing Humans, Aelves, and Duardin, from every faction, and every significant city, of Order. Not only does the Grand Conclave govern the city, but they are directly responsible for directing the forces of Order throughout the Mortal Realms in their struggle against Chaos and, of late, Nagash. While the Grand Conclave nominally rules Hammerhal, the Twin-Tailed city is so vast, and the interrelations between its two halves so complex, that a specific group of lords direct the more practical affairs of the city proper. Called the Council of Twelve, the lords that make up the sub-body of the Grand Conclave were directly chosen by Azyr, and are capable of making decisions with far more rapidity than Hammerhal's Grand Conclave.

Its great importance and prosperity has made Hammerhal Aqsha many enemies. Chaos armies have continually attacked the city since its founding, with the most recent threat coming from a clamouring alliance of Chaos Marauders called the Crimson Horde. Arcanite cults of Tzeentch, debauched secret societies influenced by Slaanesh, and even more sinister groups regularly sabotage the city from within its walls.

Nor are the forces of the Dark Gods the only threats. Undead hosts, of both physical and ethereal varieties, have assailed Hammerhal since the Necroquake. In the shadows, the Pale Prince leads his twisted followers in dreadful blood rites, making a mockery of all Hammerhal stands for; the restless dead are now an ever-present concern. Worse yet, there is growing tension within the city between the Aqshian natives and the Azyrite settlers, with many common folk fearfully whispering of civil war on the horizon.

BLOOD ROAD

RUMOUR

Chaos warbands, Orruks, and worse have found the Aqua Ghyranis convoys that support the fortress town of Brigham's Reach on the Flamescar Plateau to be attractive targets.

FEAR

An Orruk Megaboss has unified the tribes of the Flamescar Plateau and is attacking the Aqua Ghyranis convoys that run from Hammerhal to Brigham's Reach through the Bloodshot Plain. Without a steady supply, the fort — and its inhabitants — will crumble.

THREAT

To grow crops in the deserts of Aqshy farmers rely on regular supplies of Aqua Ghyranis. In the desert, the Orruk Megaboss Grizgub has gathered a massive force of mounted Orruks and has ambushed multiple convoys, burned outposts, and destroyed supply stations. The next convoy must get through, and so a Cogfort is dispatched to deliver Aqua Ghyranis to Brigham's Reach, with the party in command.

THE COGFORT

The *Greenskin's Despair* walks on six giant mechanical legs, and stands 200 feet tall. On board are 500 handgunners, 30 Fyreslayers, and 50 engineers, stokers, and drivers. The fort boasts fifty cannons (3 + S Damage, *Loud*, *Two-handed*, *Range (Long)*) and two Hellblaster Volley Guns (4 + S Damage, *Loud*, *Two-handed*, *Range (Long)*, *Spread*).

Treat the Cogfort as a source of challenges for the party rather than a resource. Can they motivate the crew, repair the engines, and organise the gunners? When the Cogfort gets in trouble, it's up to the heroes to save it, and when there's a battle, it's the party who determines the outcome, with the Cogfort and its crew as the backdrop.

THE ORRUKS

Megaboss Grizgub of Clan Redtoof is both brutal and cunning. He knows if he cuts the supply of Aqua Ghyranis to Brigham's Reach, it won't be long before the town falls. His Grunta-mounted Orruk horde have easily avoided the Freeguild regiments sent to hunt them, but the Cogfort is a challenge they hadn't expected.

CHALLENGES

The desert is a challenging place for a Cogfort. Challenge the party with a mix of combat, natural hazards, time pressure, and mechanical issues. Combine multiple hazards to create extra drama.

- ✧ The Cogfort passes a farmstead being looted by Orruk **Ardboyz**. Keen-eyed heroes may notice the farmstead is abandoned, and that this is an ambush.
- ✧ Deep sand blocks the Cogfort's progress. The fort must make a long detour, or risk traversing a narrow gorge where it is prey for rock hurling **Dankhold Troggoths** and **Grots**.
- ✧ A sandstorm envelops the Cogfort, within it can be heard the laughter of Gorkamorka. Can the heroes find the **Weirdnob Shaman** who summoned it?
- ✧ Grizgub deploys catapults to hurl **Squigs** onto the deck, where the vicious, bouncing balls of fury cause havoc.
- ✧ Hundreds of savage Orruks mounted on boars (use **Arboyz** with Armour 0, and **Gruntas** with 1 Toughness) charge out of the rising sun, and attempt to board the Cogfort with grappling hooks.
- ✧ Repeated attacks have damaged the tanks of Aqua Ghyranis, and the precious cargo is leaking away.
- ✧ The Orruks have built a mass of fighting platforms of their own. Made of wagons and carts looted from surrounding farms and painted red they are towed by Gruntas and Squigs, and festooned with spiky bits and boarding ladders. It is crewed by Ardboyz and Dankhold Troggoths hurling Squigs and Grotz.

MEGABOSS GRIZGUB

Grizgub is an **Ardboy** with the following adjustments. He is mounted on his **Maw-Krusha**, Flesh Gulpa.

- ✧ Grizgub has Armour 3, 4 Wounds, and 1 Mettle.
- ✧ **Rip-toof Fist:** Once per turn when Grizgub is dealt Damage by a target he is aware of, he can make an attack with his Rip-toof Fist (Melee Attack (Great), 7d6, + S Damage, Piercing).

BLESSINGS IN THE MAGMA FLOW

RUMOUR

The river of magma flowing through the Adramar Rift is starting to change, becoming foul smelling and torrid almost as if it was once alive, now rotten.

FEAR

A group of hooded vagabonds covered in boils and warts have been seen in the Brass Mire acting strangely, keeping themselves distant from the close-knit communities. The locals have threatened to throw them out, likely with violence.

THREAT

A cult of Nurgle, the Beds of Putrefaction, have come to the Brass Mire, a district in the east of Hammerhal, and are corrupting the magma that flows from Hammerhal Aqsha to Hammerhal Ghyra. Papa Nurgle's Blessing is spreading throughout the city, threatening both sides of the dual city. If it reaches Hammerhal Ghyra, it will leach into the water and fertile soil, bringing famine and putting food supplies to Hammerhal Aqshy in peril.

The Beds of Putrefaction are infecting heat wells, deep holes to the magma that supply heat for cooking and forging. The party are asked to find out what is causing this corruption; the Grand Conclave are worried that this could have dire ramifications for both cities.



THE BRASS MIRE COLLAPSES

There are areas in the Mire where the magma rises close to the surface, creating a brass-like glow. The ground here is thin and prone to collapse. When a deadly collapse occurs, the people come together to save as much as possible, creating a close-knit community.

As a collapse rips through the district, people rush to help, trying to save possessions and livelihoods. In a half-collapsed building, a family is stuck on the second floor in need of rescue. Nearby, the vagabonds help an alchemist's store. Exploring the alchemist's shop afterwards, the party notice a foul odour.

THE HEAT WELLS

In more stable areas of the Brass Mire, communal kitchens, bakeries, and forges have been built around the heat wells.

The Beds of Putrefaction are using the kitchens to corrupt the magma with Nurgle's Blessing, making people ill from the food cooked there. During the day, they help out in the kitchens, while at night they move between them, using alchemical concoctions to help with their foul blessings. If the party investigates, they realise there is a pattern that leads toward the collapsed region of the district.

THE FINAL BLESSING

The Beds of Putrefaction consists of a few cultists (use **Kairic Acolytes** but replace *Gestalt Sorcery* and *Spellcaster* Traits with the *Cloud of Flies* Trait from the **Plaguebearer**) led by a **Chaos Sorcerer Lord**, Cystkiln Ripesinge. If the party confronts them near the collapsed region, Cystkiln instructs two cultists to complete an incantation to open the ground, spilling corrupted magma through the town whilst he and the others deal with the heroes. If they are followed and confronted in a kitchen, Cystkiln is found in the process of dumping a bloated body into the well. If the body falls into the well and an incantation is completed, a rotten miasma rises, the magma turning a vile putrid green, spreading the corruption further.

If Cystkiln escapes the heroes, he lies low in Hammerhal for many weeks, slowly building his forces before striking out against the party.

CINDERS AND ASH

RUMOUR

The poor of Hammerhal are planning a revolution to bring about the true Age of Sigmar.

FEAR

Tensions are brewing in the Cinderfall district. There have been attacks on merchants, tax collectors, and trade guilds by a group known as the Sons of Sigmar. Merchants are employing former soldiers to protect their property.

THREAT

The poor folk of Hammerhal have a number of objections. First, food from Hammerhal Ghyra is unloaded in the docks but shipped elsewhere while the labourers' families go hungry. Secondly, workers must pay to hire the tools they use from their employers. And lastly, the guilds are now favouring recent arrivals from Azyr for employment over Aqshy natives, saying they prefer their dutiful and obedient temperament to Aqshian passion.

THE SONS OF SIGMAR

Drawn from the docks and factories of the crowded, impoverished Cinderfall district, the Sons of Sigmar number in the hundreds, if not thousands. They believe that the Grand Conclave of Hammerhal is not governing as Sigmar would wish. They are well organised under the leadership of a Sigmarite priest named Aella Forgebound, and Hans Fastgrip, an aging, charismatic dockworker.

THE MERCHANT GUILDS

The United Companies of Ember and Aqua is the council of trade guilds that controls most of the commerce in Hammerhal. They are influential in the Conclave and employ the majority of the labour around the docks and factories. Guildmaster Ernst Franzen has been given responsibility for dealing with the Sons of Sigmar.

RUNNING THE SCENARIO

Events escalate as described below, unless the characters intervene.. Unless the heroes find a way to defuse the situation, order will collapse completely in Cinderfall. In general, actions that add to the violence make things worse, not better.

It is announced that the amount of imported food sold on the docks will be cut by a third. The Sons of Sigmar declare that Sigmar would never want his workers to starve.

✧ Ernst Franzen dispatches a company of armed agents to guard the next food shipment.

✧ Hundreds of Sons of Sigmar overrun the Companies guards, seizing and distributing the food.

✧ Two regiments of Freeguild Soldiers are deployed to Cinderfall to keep order.

✧ A strike called by the Sons paralyzes the docks.

✧ Replacement labour is shipped in from Hammerhal Ghyra under armed guard.

✧ Riots break out; Franzen deploys his cavalry to massacre rioters and passers by alike.

✧ Overnight, barricades are erected throughout Cinderfall. Neighbouring districts strike in solidarity.

✧ Freeguild regiments with roots in Cinderfall abandon their posts to *'defend Cinderfall'*.

✧ Soldiers in the pay of the United Companies are cut down before the barricades. Franzen responds by deploying Hellblaster Volleyguns, using the ferocious artillery pieces to clear the streets.

✧ A Harbinger chamber of Stormcast is deployed to restore order. The Harbingers are merciless and offer no mercy or no forgiveness. Stormcast Eternal characters present when they attack are ordered to join the assault. After furious fighting, the leaders of the Sons of Sigmar and the rebellious regiments are executed in a market square by the Lord-Celestant Titus Hawkwood. The United Companies are ordered to pay for the reconstruction of Cinderfall.

AFTERMATH

In the aftermath, the faith of the poor in Sigmar is badly shaken, while the merchants behave with increasing avarice as they struggle to raise funds for the restoration. The dockworkers start a rumour that eight Stormcast refused the order to fight and were 'unmade'.

A cult of Khorne worshippers calling themselves the Abandoned Sons takes root in Cinderfall. They venerate eight heralds of vengeance in gilt-armour.

THE BONE COLLECTOR

RUMOUR

Bones of the dead are going missing and bodies are not making it to the crematoriums. Whispers circulate that a powerful Necromancer is at work in Hammerhal.

FEAR

All across the city bones and bodies are going missing before they can reach the sacred crematoriums to be offered to Sigmar's holy fire. The populace is fearful, for without the cremation of the body, they believe their souls will not travel on and they will rise again as the restless dead.

THREAT

Katakros, Mortarch of the Necropolis, has sent some of his most trusted Boneshapers to destabilise the city. With help from Necromancers hidden within Hammerhal, they are collecting bones before they reach the crematoriums. The bones are being used to create an army of Mortek Guards within the very city walls, with the aim of attacking and weakening Hammerhal from the inside. The Bone Collectors must be stopped, or the undead will rise, causing havoc and destruction throughout the city.

The party are approached by a priest of Sigmar, Dornah Krist, from the Lavafall Crematorium. He tells of bodies coming to him with limbs, rib bones, and spinal columns missing, and of bodies disappearing before they even reach him.

THE LAVAFALL CREMATORIUM

The Crematorium is a temple to Sigmar and a sacred resting place for the dead. Here bodies are taken to be interred within Sigmar's holy flames, for a donation. Since the Necroquake, it has seen a massive increase in people wishing to be cremated so they do not become servants of the Great Necromancer. A place of worship and heat, the fires are stoked by the lava from the Adramar Rift. Some of the mutilated bodies are waiting here ready to be burnt. Investigations reveal a skilled hand behind the butchery and evidence of Amethyst magic.

LAVAFALL DISTRICT

The Lavafall District is a poor and overcrowded neighborhood populated by all Species and cultures. Wandering around is dangerous, there are desperate individuals and gangs out to make a quick phial of Aqua Ghyranis or two from the unaware. There are also those willing to 'help' for a phial or two. In this squalor, denizens are desperate and seek solace in the darkest of places, some have turned to the Cult of Burning Death, led by an enigmatic middle-aged man called Garnan Burl. He has been offering cremation to those too poor to afford the donations the crematorium requires. Dornah Krist knows of this man and claims him a charlatan, but doesn't have the resources to deal with the cult.

HOUSE OF BONES

Garnan Burl is a **Necromancer** and the one behind the mutilations and body snatching. The house he uses for his gatherings has a temple to Nagash in the basement, taking on the appearance of an ossuary; this is where he stores the bones ready for the Boneshaper to come and collect them. Hidden within the bones are some **Mortek Guards** who have already been forged and protect the ossuary. Garnan uses a dozen **Zombies** as servants to help with menial tasks.

If the party defeat Garnan, searching the ossuary reveals dread texts about the Boneshaper. Along with other hints and rumours the party have heard along the way. It is obvious that there are more Bone Collectors working in the city.



THE PRICE OF LIFE

RUMOUR

There is unrest in Hammerhal's poorer districts. Tongues wag with tales of limitless food on the other side of the Stormrift whilst the rabble beg for hard bread and water. If you've played **Cinders and Ash**, these complaints will be familiar and the other side of the same coin as the Sons of Sigmar.

FEAR

While the Twin-Tailed City is joined together by trade, the Grand Conclave of Hammerhal Aqshy worries about supplies, especially if Hammerhal Ghyra were to fall. They import cyclestone to aid in growing crops in the city.

THREAT

The heroes are summoned to the Grand Conclave. In a private meeting, Counsellor Harimand admits that a piece of cyclestone, nicknamed 'Thunderspring', has been stolen. Harimand asks the party to go to the Houses of Glass and investigate. He keeps secret ongoing experiments involving distilling 'Aqua Ghyranis' from Thunderspring.

HOUSES OF GLASS

Nestled in the Emberflats are a series of glass-topped buildings. Huge fans outside keep smoke away. Inside, water flows in tiny rivulets between a bewildering variety of plants. Yellow rays of the sun shine brightly through the coloured roofs. Servants move about in the humid air, harvesting a few leaves or a single fruit, or transferring the water from one vessel to another.

High Architect Kalda Gunderdotr is responsible for the design of the greenhouses and High Artisan Murner Teldas for the plants and the Thunderspring. When the heroes talk to Gunderdotr, she is quick to let them know that she feels Teldas is too bold and she has had to rein in his experiments before.

Murner Teldas is a Human Jade mage of few words and awkward manner. However, his loyalty to Sigmar and Hammerhal is complete. He wants to learn more about Thunderspring and extend its power but he didn't steal the cyclestone. In fact, he is distraught now that it is missing.

FOLK OF LITTLE MEANS

The real culprit is Parnia Calirus, a night attendant, and a few other chosen servants. Amazed by the power of Thunderspring, she wishes to bring it to all the people of The Great Parch. She is devoted to this idea, and the heroes must investigate thoroughly to catch her.

JOURNEY IN THE DESERT

Thunderspring has been taken to a secret cave well outside the city. The party must brave the desert and its denizens, made aggressive by the Thunderspring: **Arachnarok Spiders**, stray **Flesh Hounds**, and **Vulcharcs**.

THE CULT OF LIFE

Inside the cave is the Cult of Life, but it is not (yet) corrupted by Chaos. They are just a group of Humans and Dispossessed Duardin, desperate to believe that they too are deserving of Thunderspring's gifts. The cave is a farm of paradise compared to the bitter plains of the Parch. The people refuse to return the cyclestone, saying they deserve it as much as the lords of Hammerhal. They are almost entirely unarmed, but will fight the party if threatened. The party must judge their fate: who deserves Thunderspring?

COMPLICATIONS

Grandfather Nurgle may have become aware of the Cult of Life. If so, **Plaguebearers** (at least two per character) guard the cyclestone. The heroes may still hesitate to slay the farmers — they were simply desperate for a better life, but Nurgle's corruption has already begun to spread among them. Some may be Plaguebearers, as many as needed to challenge but not overwhelm the party.





TEMPEST'S EYE

The Tempest's Eye rises from the summit of the mighty Titanspear Mountain, at the northern edge of the Flamespire Range. It is a multi-tiered city of Order, founded by the Tempest Lords of the Stormcast Eternals to watch for the incursions of Chaos. From the highest point in the city, Castle Regal rises, the Stormkeep of the Tempest Lords and an observatory like no other. Arcane devices of staggering complexity and seers from both Aqshy and Azyr whose sight touches every Mortal Realm, fill the towers of Castle Regal. The penetrating gaze of the Eye readily pierces illusions, deceptions, and sometimes even time itself. The forces of Tempest's Eye are famous for their prescient arrivals, appearing on the battlefield just as they are needed, or more often forestalling large conflicts before they occur by striking key targets that would have started greater wars.

The city bustles with commerce, and is widely famed for its optic equipment, arcane lenses, and other such devices. A great deal of the city's trade flows from the realmgate to Azyr at the heart of Castle Regal, but it is the selling of accurate information that brings the most profit to the city's coffers. Tempest's Eye is filled with docking ports for Duardin airships, both the Ironweld Arsenal's gyrocopters and the vessels of the Kharadron Overlords, who enjoy a profitable (and therefore strong from their viewpoint) relationship with the city.

Tempest's Eye does not limit its vision to merely the arcane. About the Titanspear rise four smaller peaks, the Talons, each of which holds armoured watchtowers and Swifthawk rookeries. The towers house the famed Aetherguard, a force of Aelven and Human rangers said to be the finest scouts on The Great Parch. They travel far on missions for the forces of Order and occasionally recruit assistance, should they find more trouble than they expected.

The Chaos God Tzeentch is suspected to covet the secrets of Tempest's Eye, and the agents of the city are ever on the lookout for the machinations of the Changer of the Ways. Members of the Tempest Lords regularly consult with their Stormcast brethren from the Celestial Warbringers regarding Brightspear's ongoing war with the Great Conspirator. For quite some time the White Tower has been aware of places above the western Ocean of Swords where their ocular devices cannot reach. Of late, though, they've observed other such places far nearer to hand, that even their strongest arcane engines cannot penetrate — blank spots in their vision that seem to be slowly drawing closer every week.

KHUL'S RAVAGE

All records of those who once lived in what is now known as Khul's Ravage are lost, along with its many tribes and kingdoms. The region was utterly destroyed and subsumed by the warlord whose name it now bears.

Now, after well over a century of fighting, the Stormcast Eternals have a relatively firm foothold established in Khul's Ravage. Followers of the Blood God still lurk here in the wilderness for the Goretide has never been entirely eradicated, but the forces of Chaos can no longer move with impunity. Few travel Khul's Ravage willingly, though explorers from Hammerhal do venture here to see if they can recover what small scraps of this land's history lie buried under the desert. There are almost no farming settlements here as yet, as much of the land remains an infertile, desolate ruin, but the forces of Order hope to change that, with time.

A KEEN EYE FOR PROFIT

RUMOUR

The Kharadron Ironclad, *Iron Thegn*, captained by the well-known spellhunter Drun Brokhammer, has been towed into the city's sky-port. No one has seen the crew disembark and the citizens speculate wildly on what they may be plotting below deck.

FEAR

The *Iron Thegn* has been sitting idle in dock, under heavy guard by the Grundcorps, while the harbour master seeks out the vessel's shareholders and directors. Rumours that the ship's crew were found horrifically slain have only grown as dismembered bodies have turned up in the streets of Tempest's Eye. The port workers flatly refuse to return to inventory its cargo and claim the harbour master's *galkhron* ('salvage rights') until the Ironclad is deemed safe.

THREAT

The increasingly irate harbour master is prepared to offer a high reward to anyone brave enough to board the *Iron Thegn* and speak with its captain.

ABOARD THE IRON THE GN

The *Iron Thegn* is cramped and gloomy. Moving below decks is particularly challenging for non-Duardin, for larger Species. The bulkheads have been torn apart; the crew lay everywhere dead with their armour ripped. The slash marks glitter as if with gold, but it is shinier than simple gold — a Kharadron character will recognise the substance as aether-gold.

Exploring the ship allows the party to account for the bodies of the crew, but no trace of an assailant is found. The cargo hold is similarly empty. In Drun Brokhammer's cabin, the heroes find a detailed log. It is written in Kharadron and filled with aeronautical characters that only another Khardron could interpret in full, although any Duardin might be able to get a general idea of its contents.

If the journal is translated, it reveals that Drun Brokhammer was on a mission of questionable legality to track down an Endless Spell — *Quicksilver Swords* — that had been spotted in the Flamespires and capture it.

THE BACKER

When the heroes disembark, an elderly Kharadron in an ornate Arkanaut suit is waiting for them. He is one of the *Iron Thegn*'s directors and has a large financial stake tied up in its mission. If the party were unable to translate Drun Brokhammer's log, he does so (albeit omitting any legal or moral quandaries therein). He is desperate and will, if pressured, offer a significant reward for the spell's recapture. The stakeholder shows the heroes how to operate the spellhunting equipment and storage apparatus aboard the *Iron Thegn*. Should they refuse, the party must deal with the Endless Spell some other way.

SPELLHUNTERS

Finding the *Quicksilver Swords* in the bustling port city is not a difficult task — it is enough to follow the screams. Catching and defeating it however is another matter.

Quicksilver Swords move as a flock of arcane blades on a wind of aether-gold, with each individual blade moving as though wielded by an invisible master. They do not allow themselves to be locked in combat for long, constantly looking to disengage in favour of slaughtering the port's terrified civilians. There are 6d6 swords. Use the **Bloodreaper** stats for each sword but with Fly (Fast) Speed. If more than half of the swords are destroyed, the Endless Spell is dispelled.

Alternatively, a character with the *Spellcasting* Talent may attempt to dispel the *Quicksilver Swords* while in the same Zone as one or more swords. Doing so requires a **DN 6:10 Mind (Channelling)** Extended Test. If the caster is ever in a Zone with no swords, they must restart the Extended Test. An ally in the caster's Zone wielding Drun Brokhammer's spellhunting kit can make a ranged attack against a *Quicksilver Sword*. The attack deals no Damage, but the sword is *Restrained* for a number of rounds equal to the successes.

If the *Quicksilver Swords* cannot be defeated swiftly and citizens start dying, Knights-Incantor and Collegiate Arcane Battlemages might arrive to assist. If this occurs, the heroes no longer have the option of returning the captured *Quicksilver Swords*, or the aether-gold deposited by its destruction, to the owners of the *Iron Thegn*. They will, however, have earned the undying gratitude of Tempest's Eye.

FATED TO BE

RUMOUR

It is the Order of the Eye's job to guard against threats to Tempest's Eye both external and internal, but the Grand Conclave's confidence in their mission has been lessened recently (see **Watching the Watchers**, page 33).

FEAR

The visions of the oracles are clear: the party will betray and destroy Tempest's Eye. The Order of the Eye calls for the heroes to be arrested for a crime they have not yet committed.

THREAT

The party is summoned to the Lord-Castellant of Castle Regal, who explains the charges that they face. A mage of the Order projects visions of the future, perhaps showing the party meeting and conspiring with a **Tzaangor Shaman** in some secret space.

But the Castellant is merciful — the Order has shown that their visions are not always reliable and thus the party have a few days to prove their loyalty. If they cannot, they will face trial.

THE GM KNOWS BEST

Prohetic visions and foreshadowing can sometimes be difficult to implement in a tabletop roleplaying game — players often have a habit of surprising the GM and doing something completely unexpected

You know your players best. The ideal vision is one that could plausibly happen, but also be easily misinterpreted. By the end of the adventure, the vision should come true, but not in the way that the Order interprets it.

HUNTING THE TRUTH

Seeking a mage with powerful magics of deceit and illusion among all of the city is difficult. The heroes have a few clues however: the nature of the vision given to the seers, the knowledge that the enemy must be hidden from the White Tower in some way, and perhaps some clues from previous adventures — in **Fire-born** the heroes might have learned about the presence of evil somewhere in the caves beneath the city and in **Watching the Watchers**, their foe might have driven Gunter Langbeen mad.

Eventually, rumours of haunted passages beneath the city should reach the ears of the heroes, along with the phrase 'the Black Pit'. If the heroes are struggling, the Shaman may force a confrontation. The characters should find access to the undercity and fight some enemies or deal with traps before finding the entrance to the pit.

THE BLACK PIT

The black pit is an area of the undercity laid with spells to defeat the scrying magic of the Order of the Eye. The Shaman has taken up residence here, and is using its powers to project deceptions to destabilise the oracles and the Stormhost. As the party enters the pit, they are assaulted by false visions (you could use the random table from **Fire-born**, page @@, or make use of the goals of the party members to inform the visions).

THE BETRAYAL

One possible vision would be the heroes agreeing to serve Tzeentch. This could be a delaying tactic, as others try to ambush the Shaman. Or the Shaman might have captured a valuable NPC and the party negotiates to save them. The vision should seem about to come true and then, in a final twist, the party prevail.

COMPLICATIONS

Perhaps the Shaman has already anticipated the twist, and reveals that the trap is much more mundane (as a number of Tzaangors advance on the group) or even more malicious as the magic of the Black Pit binds the party into taking some evil action before they can become free.

FIRE-BORN

RUMOUR

Unusually aggressive Flamespyre Phoenixes are nesting dangerously close to Tempest's Eye. They seem gripped by some disease.

FEAR

Before they grow cold and become Frostheart Phoenixes, Flamespyres can roost over emberstone, their magic transforming the realmstone into eggs that hatch new Phoenixes. The diseased Phoenixes may corrupt the realmstone, creating some sort of new monstrous horror.

THREAT

A sorcerer of Tzeentch has perverted the Phoenixes with warpstone, driving the clutch mad and mutating them. Now they terrorise airships and the outlying areas of the city.

To reach the steep cliffs where the Phoenixes roost, the party need the services of an airship. Fortunately, Gründern Volguard is available for hire. His crew includes the famous Eskarr Dourdon — slayer of Kurfang Manwhakka. A **DN 6:2 Mind (Guile)** Test reveals that their contract carefully avoids any mention of reward or safety for hired hands such as the heroes.

CAVES IN THE CLIFFS

The caves here are narrow, twisting and winding into the mountainside. There are many side-passages: a **DN 5:2 Mind (Survival)** Test is required to find the nesting cave, or the party finds it after the third failure but are *Surprised* because they stumble into it.

THE NESTING CAVE

There are several young **Warpfire Phoenixes** here (one for every two heroes, rounding up) and the powerful sorcery of Tzeentch permeates the area, warping reality itself. Statistics and information on the Warpfire Phoenixes can be found on page 35.

Before each round, roll on the table below, using the column appropriate to the round number. All characters are affected by the table result, but the phoenixes are immune.

COMPLICATIONS

To increase the challenge, Dourdon or Volguard could prove unreliable or even traitorous and want to claim the reward without the party surviving the encounter. Use the statistics for a **Cogsmith** to represent the Duardin. Alternatively, if you have the free adventure **Crash & Burn** you can use the statistics for Brokka Brokkisdotr and her Kharadron crew.

RANDOM EFFECTS TABLE

1D6	Odd Rounds:	Even Rounds:
1	The effects temporarily abate. You can move and act as normal.	You see sounds as bright flashes of light and hear colours as windchimes. Use your Mind instead of Body for any attack Tests this round.
2	Swirling purple miasma clouds your vision. You are <i>Blinded</i> .	Unreasonable fear grips you. You are <i>Frightened</i> this turn.
3	Sounds echo and reverberate within your head. You are <i>Deafened</i> and the Complexity of spells increases by 1.	The Soulfire bindings become tangible arcs of azure energy between the heroes. You can move and act as normal.
4	The very air is hideously thick and sticky. Your Melee is reduced two steps.	The cave floor becomes invisible and counts as Difficult Terrain.
5	Rocky fingers reach out from the cave, clutching at you. You are <i>Restrained</i> this turn.	You hear distant chanting that counters your magic. You cannot use Focus for any Channelling Tests this round.
6	Your vision is a twisting vortex. If you make an attack, you hit a random target within the selected Zone.	The effects temporarily abate. You can move and act as normal.

STARING INTO SHADOW

RUMOUR

The windrunners of Tempest's Eye fought a recent battle and triumphed over a Chaos army in Khul's Ravage. An Ulgu artefact is said to be amongst the spoils, and the city's Council of Seers dispatched a Collegiate Archmage, Amarnen Starchaser, to retrieve it.

FEAR

The Battlemage and his Shadow Warrior escort rendezvoused with the Freeguild forces in Khul's Ravage and took possession of the artefact, but they have not been seen or heard from since. The Archmages believe the artefact may be controlled by a Chaos warband.

THREAT

Freeguild companies have been scouring the Flamespire Mountains for the missing Battlemage to no avail, and the huge expenditure of effort has got the people of the city talking. Word has spread that the artefact Amarnen was tasked to retrieve was in fact a piece of Ulgu realmstone, called falsestone.. The Collegiate Grandmaster enlists the heroes to look into the mage's disappearance. He reveals that Amarnen was last seen by the Observatories at the southern tip of the Flamespire Mountains before disappearing.

FLAMESPIRE MOUNTAINS

The Flamespire Mountains are unstable and deadly, prone to sudden eruptions and quakes, and will take the party many days to traverse. It is home to creatures such as Tzaangors, Skaven, Greenskins, and Daemons of Tzeentch. In addition to these perils, the party can expect to run into Freeguild companies as well as mercenaries and Kharadon treasure-seekers with their own designs on the falsestone. These encounters can be resolved diplomatically, violently, or avoided by stealth at the heroes' preference.

GONDROVAL

Approaching the Observatories, the party hear a terrifying shriek as if from some predatory bird. This is Amarnen's Griffon mount. It is badly hurt and under attack by **Tzaangors**.

Gondroval is an intelligent animal and, if the party come to her aid, will attempt to converse with them. The Griffon

speaks no common tongue but characters can interpret her mood with a **DN 6:1 Soul (Beast Handling)** Test, or the *Animal Friend* Talent. Through communicating with Gondroval or inspecting her wounds, it becomes clear that the falsestone has worked its influence over Amarnen and his guardians: there was no attacker, the Battlemage has fled and taken the realmstone for himself. Gondroval knows which way they escaped and directs the heroes to a nearby ruin. If any of the party are capable of healing her injuries, Gondroval leads them there herself but will not join the fight.

HANROK TOR

Hanrok Tor was once an Ironjawz scrap fort, part of the Greenskin empire that extended to the Jagtoof forts in the far south, before being toppled by Khorgus Khul. Now it stands rusted and desolate, broken by the passing centuries. What madness brought Amarnen to such a place is unclear.

The party find Amarnen and his Shadow Warriors after a brief exploration of the Tower. Attempting to engage him in conversation reveals how corrupted by the illusions of the falsestone he has become, believing absolutely that Tempest's Eye has fallen to its enemies and that the party are agents of Chaos intent on taking the realmstone for their own cruel masters.

Convincing Amarnen of the truth requires a **DN 5:10** Extended Test using Guile, Lore, Arcana, or any other relevant Skills. If Gondroval is with the party, the Difficulty is reduced to **DN 4:10**. If the party can somehow get the falsestone away from Amarnen, the Difficulty is reduced further to **DN 3:10**. If the party is unsuccessful after three attempts, Amarnen and the Shadow Warriors attack.

Amarnen has the Statistics of a **Chaos Sorcerer Lord**, but with the *Chain Lightning*, *Comet of Casandora*, and *Purifying Blast* spells instead of the *Daemonic Power* spell. The Shadow Warriors are **Wanderers**.

RESOLUTION

Once away from the effects of the falsestone for a few days, Amarnen and his followers recover fully. What happens to the powerful realmstone is up to the party.

WATCHING THE WATCHERS

RUMOUR

The guardians of Tempest's Eye have been marked for death. Some believe the mages may have been corrupted by the Chaos Gods.

FEAR

A number of the seers who watch Tempest's Eye have been murdered, weakening the city's defences.

THREAT

Three seers who crew the orreries and observatories that watch over the lands surrounding Tempest's Eye have been murdered, the bodies found with their eyes gouged out. The party are tasked with finding the killer.

WATCHED!

Before running this scenario, ask your players to come up with secrets their characters would not want exposed. Naturally, the Order of the Eye learns these secrets and uses them against the party

CATCHING THE KILLER

Gunter Langbeen was a well-to-do merchant. His life took a turn for the worse when he began watering down the Aqua Ghyranis he used in his business. Within weeks he received letters threatening to expose him unless he made vast payments to his anonymous blackmailers. Six months later, he was bankrupt, and his life and family fell apart.

Gunter concluded that his blackmailers must have had access to the observatories and telescopes that surveil the land around Tempest's Eye. Unable to discover more, he embarked on a series of revenge killings, targeting anyone involved in their operation. Possible leads to Gunter include:

- ✧ Prior to the murders he paid urchins to deliver threatening notes to a dozen people, all involved in some way with Tempest's surveillance.

- ✧ His first murder attempt failed; the intended victim reports being attacked by a burly masked man smelling of sulfur — Gunter is currently working in a gunpowder factory.

- ✧ His last victim was a mage who managed to cast *Chain Lightning* before dying, devastating the crime scene. Gunter had to seek out treatment for his electrical burns.

Gunter's lodgings contain the notes of his rambling and paranoid investigation. After his capture, he raves that everyone is being watched, and no one can be trusted. News of Gunter's capture spreads through Tempest's Eye. Reports of his conspiracy theories circulate widely, which leads to two more victims discretely approaching the heroes with the message that Gunter was right.

THE ORDER OF THE EYE

'The Order of the Eye' is the name given to the mages, engineers, and observers who keep watch from Tempest's Eye. The vast majority are honest, but within the order a cabal of blackmailers has sprung up. They have used their access to surveillance tools for blackmail. First for riches and then to gain positions of power across Tempest's Eye. Possible leads include:

- ✧ Gunter's largest blackmail payments were made by overpaying for worthless curios at Haverfoile's Auction House. The staff have a record of the eventual recipient of the money.
- ✧ Close inspection of the Orrery reveals that four telescopes, supposedly trained on the frontier, are in fact trained on locations within Tempest's Eye.
- ✧ Three former members of the Order of the Eye now hold important positions on the Tempest's Eye Grand Conclave, positions they are not entirely qualified for.

In all, a dozen current and former members of the Order of the Eye are involved in the blackmail ring. Once they realise they are under investigation they will use all the power available to them, including a team of assassins, to deal with the Soulbound. Use the **Wanderer** statistics from the rulebook, with Good Melee and the *Backstab* Talent to represent the assassins.

APPENDIX

ENEMIES

NECROMANCER

Most view mortality as a precious gift to be protected at all cost, but some view it as a twisted curse to be bent or broken. Those mortals that seek control over death and the undead are known as Necromancers, powerful spellcasters and some of the few still-living servants of Nagash, willing or otherwise.

Young Necromancers often seek out the patronage of Vampires or older Necromancers, since there are few places in the Mortal Realms where necromancy is tolerated. Ironically, this leads them to live long cloistered lives, only emerging from their dark studies when their unnatural powers have twisted their mind and flesh to resemble the very death that they sought to outwit.



NECROMANCER			
<i>Mortal (Legions of Nagash), Champion</i>			
☠ Poor	⚖ Average	☠ Poor	
Armour	Toughness	Wounds	Mettle
1	7	–	1
Speed: Normal Initiative: 5 Natural Awareness: 3 Skills: Arcana (+2d6, +1), Awareness (+1d6), Channelling (+2d6, +2), Determination (+1d6), Lore (+1d6), Medicine (+2d6), Theology (+1d6)			
TRAITS			
Undead Minions: If the Necromancer is attacked, it can order one of its Undead servants to take the blow. If the Necromancer is attacked and there is an Undead ally within Close Range, any Damage from the attack is instead dealt to the ally.			
Spellcasting: The Necromancer is a spellcaster. It knows the <i>Aetheric Armour</i> , <i>Arcane Blast</i> , <i>Arcane Bolt</i> , <i>Mystic Shield</i> , <i>Deathly Invocation</i> and <i>Vanhel's Danse Macabre</i> spells. Additionally, the Necromancer can unbind spells per the <i>Unbind</i> Talent.			
Deathly Invocation: DN 6:1. The Necromancer uses its dark magic to bolster Undead around it. All Undead in the Necromancer's Zone heal 1 Toughness. This healing increases by +1 per additional success. Additionally, if any creature has died in the Zone since the Necromancer's last turn, they return to life as a Zombie .			
Vanhel's Danse Macabre: DN 5:1. The Necromancer fills the Undead with magical energy that causes them to attack with unnatural speed. The Speed of all Undead in the Necromancer's Zone increases one step until the start of the Necromancer's next turn. Each additional success extends the duration by 1 round.			
ATTACK			
Necromancer's Staff: Melee Attack (Poor), 1d6, 1 + S Damage. <i>Crushing, Two-handed.</i>			
BODY	MIND	SOUL	
1	4	2	

ZOMBIE

Zombies are rotting corpses animated by necromantic magic. They are slow and clumsy but lumber towards their prey with a relentless hunger, ignoring all but the most grievous of injuries. Individually, Zombies are of little threat to experienced warriors. However, their Necromancer masters usually send them forth in waves of dozens if not hundreds, overwhelming their foes and tearing them apart with gnashing teeth. Worse still, anyone slain by the horde rises moments later to join the shambling army.

ZOMBIE			
<i>Medium Undead (Legions of Nagash), Minion</i>			
⚔ Average	⚖ Poor	⚔ Poor	
Armour	Toughness	Wounds	Mettle
0	1	–	–
Speed: Slow Initiative: 1 Natural Awareness: 1 Skills: Weapon Skill (+1d6)			
TRAITS			
Dragged Down and Torn Apart: When acting as a Swarm, if an attack from the Zombie Swarm's Bite would cause a creature to become Mortally Wounded, they are instead dragged to the ground and torn apart. The creature is killed instantly and rises as a Zombie at the start of the next round.			
Swarm: If three or more Zombies occupy the same Zone they become a Swarm. The Zombie Swarm acts as one. Add +1d6 to attacks and +1 Toughness per Zombie in the Swarm. The Swarm suffers double Damage from effects that target a Zone.			
ATTACK			
Bite: Melee Attack (Average), 3d6, 1 + S Damage. <i>Piercing</i> .			
BODY	MIND	SOUL	
2	1	1	

WARPFIRE PHOENIX

Warpfire Phoenixes are corrupted versions of Flamespyre Phoenixes, made by perverting their ability to transform emberstone into new Phoenix eggs by adding warpstone. Instead of bright reds and oranges, the Warpfire Phoenix burns with sickly green and blue light, creating a wake of warpfire in their Zone. They are attracted to sources of magic, feeding on its energy. No one knows if the Warpfire Phoenixes will be able to reproduce in the wild and no one wants to learn.

YOUNG WARPFIRE PHOENIX			
<i>Large Beast (Corrupted by Chaos), Warrior</i>			
⚔ Good	⚖ Poor	⚔ Good	
Armour	Toughness	Wounds	Mettle
2	6	–	–
Speed: Fly (Fast). The Warpfire Phoenix has a Normal Speed on foot. Initiative: 5 Natural Awareness: 2 Skills: Athletics (+1d6), Awareness (+2d6), Intimidation (+1d6), Reflexes (+2d6), Weapon Skill (+1d6, +1)			
TRAITS			
Born of Fire: The Warpfire Phoenix is immune to Hazards and Damage from intense heat or flames.			
Magic Siphon: The inherent magical nature of the phoenix has been corrupted by Chaos, causing it to siphon away magical energy. The Complexity of spells cast while in the same Zone as the Warpfire Phoenix increase by 1. Additionally, when a spell is successfully cast by a creature in the same Zone as the Warpfire Phoenix, the Phoenix's Defence increases one step until the start of its next turn.			
Wake of Warpfire: Streams of flames surround the Warpfire Phoenix. The Warpfire Phoenixes Zone is a <i>Minor Hazard</i> . If two Warpfire Phoenixes occupy the same Zone, it becomes a <i>Major Hazard</i> . If three or more occupy the same Zone, it becomes a <i>Deadly Hazard</i> .			
ATTACK			
Talons: Melee Attack (Good), 4d6, 1 + S Damage. <i>Slashing, Two-handed</i> .			
BODY	MIND	SOUL	
3	1	2	



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