

WARHAMMER
AGE OF SIGMAR
ROLEPLAY

SOULBOUND™

CRUCIBLE OF LIFE



VENTURE INTO THE DEADLY JUNGLES AROUND ANVILGARD IN THE
THIRD ADVENTURE FOR THE SHADOWS IN THE MIST CAMPAIGN.

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INTRODUCTION

Crucible of Life takes a party of Soulbound heroes out into the deadly jungles surrounding the city of Anvilgard. This is the third adventure in the *Shadows in the Mist* campaign, a sprawling six-part adventure that will see the party explore the city of Anvilgard and the surrounding lands. In *Shadows in the Mist*, the party are tasked by Lord-Castellant Ephrem Vanhelm of the Anvils of the Heldenhammer with rooting out corruption in the city and exposing the mysterious Blackscale Coil — an organisation made up of members of the Darkling Covens, Scourge Privateers, and other Aelven outcasts.

Readers who are familiar with the **Warhammer Age of Sigmar** battlegame will know that the Blackscale Coil, led by the High Oracle of Khaine Morathi, have already made

their move on Anvilgard. The events of this attack are detailed in the **Warhammer Age of Sigmar** book *Broken Realms: Morathi*. We will not spoil the story here, but it is safe to say that Morathi's attack on Anvilgard will forever change the city.

The *Shadows in the Mist* campaign takes place before Morathi's attack, and gives players and GMs a chance to explore the City of Scales and meet some key figures who will be important in upcoming events. For players and GMs who want insight into what happens to Anvilgard after the events of *Broken Realms Morathi*, the complete *Shadows in the Mist* campaign book will have a section dedicated to the events and ramifications of that story.



ADVENTURE SUMMARY

On the first day of Hope's Renewel, with warm sunshine on his back, the famed explorer Dawid Heartrock departed Anvilgard with a huge expedition, following clues pointing to a Stormvault housing a treasure from the Age of Myth. By the month of Meadowswell, the party witness the sole survivor of Heartrock's expedition stumble out of the jungle near the city gates, pursued by daemons. The survivor's name is Corin Vleesman, and his journal reveals how by the time Heartrock's expedition found the route to the Stormvault they had exhausted their supplies. Vleesman and some others turned back, Heartrock pressed on, presumably to his death. News of the discovery spreads through Anvilgard and attracts the attention of the Blackscale Coil.

The Grand Conclave of Anvilgard tasks the party with leading a fifty-strong expedition to find the Stormvault and recover the treasure that Sigmar hid within it. The Blackscale Coil launch a rival expedition and infiltrate a spy into the party's camp. The route through the jungle is punishing and the party will be pushed to their limit to reach the Stormvault, a journey made even harder by a great act of treachery. They locate the Stormvault in a valley infested with creatures of Nurgle, and learn the terrible fate of Dawid Heartrock.

Entering the Stormvault, they find that the Blackscale Coil expedition has arrived before them, but run afoul of the many traps and guardians that protect the vault. Will the two parties work together to recover the treasure, or will the Soulbound attempt to fulfill their mission alone?

STORMVAULTS?

During the Age of Myth, Sigmar found many items of great power. Finding some too dangerous to use yet impossible to destroy, he locked them away in specially constructed buildings meant to conceal and protect the artefact for all time. Each Stormvault was protected by a fearsome guardian and a penumbral engine, a magical device so powerful it not only obscured the location of the Stormvault, but erased it from the memory of all who had ever known it, including Sigmar.

When the Necroquake erupted through the realms, it damaged the delicate magics of the penumbral engines. Suddenly Stormvaults seemingly sprang into existence as their arcane wards failed, and ancient records from the Age of Myth were found containing clues to their locations. Across the realms the race to recover the potent artefacts within is on!

GETTING STARTED

Before running the adventure, check that the party who will be undertaking it have a good mix of skills across Awareness, Determination, and Survival so you can adjust the challenge of the jungle accordingly. You might also want to establish a little background about how the party live in Anvilgard: do they rent rooms or a whole house, do they have servants or reliable contacts, and so on.

RUMOUR

The jungle surrounding Anvilgard holds an artefact of terrifying power, concealed there by Sigmar in the Age of Myth.

FEAR

The realm-famous Duardin explorer Dawid Heartrock has departed Anvilgard at the head of an expedition two-hundred souls strong. The expedition has not returned, and people fear it may have unleashed some terrible beast in the jungle.

PART 1: THE SURVIVOR

The party are walking near the Burnished Gate when a shout goes up from the walls. 'Monsters, monsters approaching!' If the party go to look, read or paraphrase the following:

Peering through the morning mist you see a band of creatures emerging from the jungle, with jagged blades clutched in their hands. Loose skin hangs from their bones, and twisted horns stab upwards from their heads. With cyclopic eyes they scan the ground, and then, like hounds spying their prey, leap forward. A hundred yards ahead of them a ragged man stumbles toward Anvilgard. His clothes are torn, but despite his evident terror he seems unable to run, each step more halting than the last.

The city gate is open; if the party run, they can reach the fugitive before the pursuers.

The fugitive is being pursued by three Swarms of seven **Plaguebearers** (see *Soulbound*, page 325). If the party haven't encountered Plaguebearers before, allow a **DN 4:2 Mind (Lore) or Mind (Theology) Test** to alert them to the risk of their poisoned blades.

In addition to the poison caused by their Plagueswords, any hero who suffers a Wound from a Plaguebearer must make a **DN 4:3 Soul (Fortitude) Test** or contract **Nurgles' Rot**. The same applies to any hero who is foolish enough to search their clearly diseased corpses, which rot and decay at supernatural speed.

As the fight concludes, a party of soldiers arrive from the gate. They offer to help carry the stranger back to Anvilgard and report what has happened to Morgan Kassin. They suggest that his possessions should go with them, but ultimately defer to the party.

NURGLE'S ROT

Nurgle's Rot is a terrifying and incurable disease. Heroes infected by the disease find themselves slowly transforming into Plaguebearers. See **I Don't Feel So Good** on page 5 for details on how the disease develops.

CORIN VLESSMAN

The man you have saved is little more than skin and bones. His lips are cracked, swollen and in some places appear to have been eaten away. The skin on his left knee has torn open as he stumbled — dozens of writhing worms wriggle in his flesh. His feet are bound in blood-soaked strips of cloth, apparently torn from the rest of his outfit. A leather satchel seems to be his only possession, and he clutches it to his chest as if what little life he has left depends on it.

The man's satchel contains a knife, a tinderbox, an empty canteen, and his journal, which identifies him as Corin Vlessman. He isn't strong enough to stop anyone taking the satchel, but becomes panicked and desperate if they do. Corin's journal is waterlogged and much of it has been destroyed, but enough survives that a reader can determine the fate of the expedition. Give the players the **Corin's Journal Handout** (see page 40 and 41).

Corin's appalling physical condition comes from prolonged exposure to the jungle surrounding Anvilgard. The parasites, diseases, and fungi infesting him are just as fast-growing and resistant to magic as the rest of the jungle. A **DN 4:2 Mind (Medicine) Test** reveals that his ailments are all natural, that he is starving, and that even with expert care he is unlikely to live more than a week. A party member who succeeds on a **DN 4:2 Mind (Survival) Test** estimates from the progress of his various infections and attempts at self-treatment that he has been in the jungle, apparently looking after himself, for at least six weeks.

Corin was second-in-command of Dawid Heartrock's expedition, and a noted explorer in his own right. Corin is the only one to survive the horrors of the expedition.

CORIN'S TALE

Unless the party insist on other arrangements, the guards take Corin to **Lady Vespril's Infirmary** (see *Anvilgard City Guide*, page 21). He is given a room to himself and made comfortable. Physicians regularly administer Aqua Ghyranis and he is given food and rest, but a number of his ailments have advanced too far to be treated by any known means; it is well known in Anvilgard that diseases from the deep jungle are unaffected by magic. Corin's mind is similarly damaged; in his waking moments he believes he is still in the jungle, and that those caring for him are either part of the expedition, or monsters pursuing him.

If the party speak with Corin, getting any useful information requires an extended interview, lasting several hours. The party makes an **Extended DN 4:8 Mind (Guile) Test** with each roll representing one hour of speaking with Corin. After achieving the eight successes, the party learn the following information:

- * *'Dawid and his followers cursed us when we turned back. He swore he would take revenge for the betrayal.'*
- * *'We could see the Crimson Twins when we turned back.'*
- * *'We told the lizards we were seeking emberstone in the volcanoes. They believed us.'*

For each success beyond eight the party learn one of the following:

- * *'At Heartrock's fort Dawid made observations that pointed the way and set up markers, but the white rocks are lies.'*
- * *'I am pursued by my comrades. My poor comrades. The jungle made monsters of them all.'*
- * *'Heartrock found a scroll that said the last test was not what it seemed. A child could pass it.'*

I DON'T FEEL SO GOOD

A member of the party who has contracted Nurgle's Rot is in deep trouble. The disease takes its time to progress though, and it can be months, even years before the victims complete their transformation into Plaguebearers. Diagnosing the disease requires a **DN 5:2 Mind (Medicine) or (Theology) Test**. Reduce the DN of the diagnosis by one each time the disease progresses a stage further.

Each week the infected individual must make a **DN 5:2 Soul (Fortitude) Test**. On a failure they move to the next stage of the infection. In addition, if the party do anything which increases Doom, they move to the next stage of infection.

Stage 0: The Wound which led to the infection refuses to heal, regardless of treatment.

Stage 1: The wound grows larger and the skin around it dies – the smell attracts flies. Increase the Difficulty of all social interactions by one. The victim gains a desire to count, catalogue, and organise the objects around them that becomes stronger as the disease progresses.

Stage 2: The victim is now accompanied by a constant swarm of flies and a stench of decay. Increase the Difficulty of all social interactions by two.

Stage 3: The victim develops a pronounced belly while their limbs become thin and spindly. The victim gains the Plaguebearer Trait *Grandfather's Blessing* (see *Soulbound*, page 325).

Stage 4: The victim's skin turns a green-brown colour. Weeping sores break out across their body. The pus from the sores can be used to poison blades similar to the Plaguesword's wielded by Plaguebearers.

Stage 5: A bony growth sprouts from the victim's head; cutting it back just leads to it growing faster. If they take no action, the cloud of flies surrounding them becomes so dense they gain the Plaguebearer's *Cloud of Flies* Trait (see *Soulbound*, page 325).

Stage 6: The victim's eyes merge into a single cyclopean eye. Their belly splits open revealing their intestines obliging them to use one hand to hold their guts in at all times. Anyone encountering them likely assumes they are already daemonic in nature.

Stage 7: The victim is transformed into a Plaguebearer and joins the ranks of Nurgle's minions. If the character is not killed by their companions, they immediately fall under the control of the GM. Raise Doom by one.

If the party threaten or intimidate Corin, have them make a **DN 3:2 Soul (Intimidation)** Test. On two successes they get the first three points of information. On three or more more successes, Corin is so terrified his heart fails and dies in front of them without revealing anything. Raise Doom by one.

WHAT IF THE PARTY DOES NOTHING

The party are, of course, under no obligation to rescue strangers stumbling out of the jungle. If they do nothing, increase Doom by one. In addition, the Plaguebearers catch and kill Corin before retreating into the mist. If this happens, the party will bump into them later at the **Pillars of Betrayal** (see page 16). Corin's body is subsequently recovered by the gate guards, who deliver his possessions to Morgan Kassan.

DECEPTION, THEFT, AND TERROR

The news of a survivor from the Heartrock expedition is a sensation in Anvilgard. Even if the party don't mention it, the guards at the gate do and word spreads like wildfire throughout the city. The party are quickly besieged by worried friends and relatives of members of the original expedition, treasure hunters, seekers of news, and storytellers looking for new material. Play this up: people wait outside their residence, try and sneak into Lady Vespril's, and make extravagant promises about how much they will pay for information. Meanwhile, less scrupulous folk simply make up stories and start telling them throughout Anvilgard.

News of Corin's survival also attracts the attention of the Blackscale Coil, who dispatch a team of agents, **The Scholar's Coil** (see page 31), to find out all they can. The Scholar's Coil want to:

- * Talk to the party about Corin.
- * Review Corin's journal.
- * Talk to Corin.

DECEPTION

Posing as Brega Haltwhistle, the wife of a porter who accompanied the Heartrock expedition, **Juliana Caligo** (see page 31) approaches the party. She asks for news of the expedition, if there were other survivors, if there are any records she could see and in particular, if they found anything, saying *'It'd be terrible if all those people went all that way for nothing.'*

If the party let slip that the expedition had found the route to the Stormvault, the Blackscale Coil are persuaded to start preparations for an expedition at once. This encourages the Scholar's Coil to take more risks in pursuing their other objectives.

If the party realise Juliana is not who she says she is, or learn her true identity, she simply claims that she was curious — *'There's people out there who'll pay two spheres to know what you folk know, they see me coming out of here, after talking to you, I'll be rich whether you tell me anything or not.'*

THEFT

The Scholar's Coil want to read Corin's journal, and if possible steal it. Places the journal might be include:

- * With the party.
- * In Morgan Kassan's chambers.
- * With Corin at the infirmary.

If the journal is with the party, Juliana uses her conversation with the party as an opportunity to scout the target, trying to ascertain where the journal is kept and how it is secured. If the conversation goes very well, she might even attempt to borrow it or offer her services to transcribe it. If that doesn't work, the Scholar's Coil turn to either breaking and entering or trickery to get the journal. Some tactics they might use include:

- * The Coil watches the party's residence. If they all leave, **Kravich** (see page 32) breaks in. A **DN 4:3 Mind (Awareness)** Test is sufficient for the party to notice a pair of street children paying undue attention to their residence.
- * A messenger calls the party to an urgent event elsewhere. While the party are out, Kravich breaks into their chambers.
- * If the party have a servant, or cleaner or cook who has access to their rooms, **Thystra Heartseeker** (see page 32) manipulates them with her magic and has them attempt to steal the journal.

If the journal is in Morgan Kassan's chambers, Kravich bribes a guard to let him in before cracking the safe. A **DN 4:2 Soul (Intimidation)** or **Mind (Guile)** Test convinces the guard to confess what they did and provide a description of Kravich.

THE SCHOLAR'S COIL

As well as their organisation of bosses, enforcers, and henchmen, the Blackscale Coil keep a few small teams active in Anvilgard to deal with any exceptional problems that arise. They call these cells 'coils'. The task of finding out what Corin knew has been assigned to the Scholar's Coil, which is named for its academically inclined leader, Juliana Caligo.

The Scholar's Coil are in many ways a parallel adventuring party. When deciding what they do in a given situation, remember that they are cautious, ruthless, and clever. If they think the party are onto them, they go to ground rather than risk a confrontation. They are wealthy, and if they need specialist equipment for a particular job, they can probably get it. They also have the advantage of operating on home turf and can call up henchmen, spies, lookouts, and other agents as needed. The Scholar's Coil members are detailed on page 31.

If the journal is with Corin, the Coil agents attempt to steal it while talking to him (see below). If the journal is with one of the party, the Coil endeavour to get them alone before staging a mugging led by **Aeris Swiftprow**, supported by some street thugs (use the **Blackscale Thug** stat-block on page 30).

TERROR

Unless the party take specific steps to prevent it, Thystra and Aeris enter Lady Vespril's at night and interrogate Corin under the cover of Thystra's magic. Corin is found dead in the morning after the stress of answering questions proves too much for his heart. Initiates tending to Corin at Lady Vespril's have no recollection of any visitors, but do seem to be suffering from 'missing time' — an inability to recall anything of the previous night. This is the result of Thystra's *Mindslip* spells.

ORDERS FROM THE CONCLAVE

Morgan Kassin calls the party to her office in Dauntless Hall a few days after Corin's return. She quickly lays out the facts. Dawid Heartrock's expedition found clear evidence of a Stormvault's location; the Blackscale Coil know this

and seem to be planning an expedition of their own to investigate it. The idea that a criminal cult might find itself in possession of an object of legendary power is abhorrent — they must be stopped.

Corin's journal and testimony suggest that it took Heartrock's expedition at least a month to get as far as it did. To travel to the vault and back will require a substantial and well-equipped expedition. The journal says nothing of the traps, guardians, and other dangers the Stormvault houses.

The Conclave have decided that the chance to recover an artefact from the Age of Myth cannot be ignored, and that the party are the right people to attempt the recovery. The Conclave have authorised a massive budget for the expedition, and have secured the services of Draedin Stormcloud, a veteran explorer, to lead them through the wilderness to the Stormvault. With all possible haste, it should be possible for the expedition to leave within a week.



DRAEDIN STORMCLOUD

Draedin Stormcloud is a gruff, tight-lipped Aelven Wanderer. He dresses in plain, functional clothing, and wears his brown hair long around his shoulders. He makes his living as an explorer and guide, and, if the party ask around, they are assured that he is one of the very best.

A few days after he accepts the job, Draedin's wife is kidnapped by the Blackscale Coil. From that point on, he reluctantly works for the Coil.

After introducing himself to the party, Draedin tells them the following:

'The first thing you've got to know about this jungle is that it's alive — there's a power running through it. There's sicknesses and parasites in there that no amount of Aqua Ghyranis will cure. People worry about the monsters when they go into the jungle, but it's the tiny things that will kill you. There's things in there that'll eat a Sylvaneth from the inside out, never mind a red-blooded creature.'

'The next thing is that it's hot. You'll sweat more in an hour in the jungle than you will in a day on the Flamescar Plateau. And it never cools down. At night, in the mountains, it's still hot. You'll be dizzy, you'll get cramps, folks go mad from it. And you'd be a fool to even think of wearing armour in the sweltering heat.'

'It's hot. But it's not dry. You probably won't be dry from the moment we leave to the moment we get back. Your clothes will rot off your back if you're not careful. There's mud everywhere. And when the rain really comes down, which it does most days, floods appear out of nowhere.'

'Now there's water everywhere, which you might think is good news, but most of it you can't drink. It's full of little things, and like I said, they're the things that'll kill you. I'll teach you how to find safe water, and a drop of Aqua will purify anything we're not sure of. But if you, or any of the crew, start drinking from streams or the like, it could be the end of you.'

'You won't be able to see far in there either. It's dark and most of the time you're cutting a path through plants that stand taller than you do. If we can find the Duardin's path, that'll help some, but it's been months since he left, and the jungle grows very fast when it wants to.'

'And there's the animals. You won't see many, but we'll hear them all the time. Most of them are small, and harmless, but the big ones are huge, and the dangerous ones are killers.'

'Now I'm sure you have all faced some terrible challenges in your time, but believe me when I say this might just be the toughest thing you ever do in your life. But if you stick with me, and do what I say, it might not be the last thing you ever do in it.'

Later on, as they see Draedin give this speech one at a time to every member of the expedition the party might be inclined to take it less seriously. But Draedin is deadly

serious. He knows that if the party don't take the jungle seriously they could get the whole expedition, including him, killed long before they reach the Stormvault.

PLANNING THE MISSION

The party have a week to prepare for their departure. They can use this time to undertake any regular Endeavour, including those found in the *Anvilgard City Guide*, or can attempt one of the following. If the party undertake these Endeavours, record any successes on the party sheet.

Research the Jungle

Through speaking with explorers and scouts, and perhaps venturing out on a few short exploratory hikes, you attempt to prepare yourself for surviving in the jungle. Doing so is a **DN 4:8 Mind (Nature)** Extended Test. Over the course of one week you can make three Tests to prepare for the jungle. Each level of success provides the expedition with an extra die they can use once for a Scout or Quartermaster Test while exploring the jungle.

Selecting the Members

You join Draedin in scouring the taverns, docks and trading posts of Anvilgard to recruit suitable members for their expedition. Doing so might help you raise both the quality and loyalty of your team. Contributing to the hiring process is a **DN 4:8 Mind (Determination or Intuition)** Extended Test. Over the course of one week you can make three Tests to select the members of your expedition. Each level of success provides the expedition with an extra die they can use once for Leadership Tests.

Crafting Gear

Your expedition will be provided with a lot of specialised equipment to help survive in the jungle, as well as rations, tents, and other mundane equipment. If you choose to create something new to aid you you must make a **DN 4:8 Mind (Crafting)** Extended Test. Over the course of a week you can make three Tests to complete your creation. Each level of success provides the expedition with an additional point of supplies.

The Seraphon

Contacts between Anvilgard and the Seraphon are rare. You can make a **DN 4:10 Mind (Lore)** Extended Test to research the Seraphon. Over the course of the week you can make three Tests to gather rumours and uncover information. Doing so reveals background information about the Seraphon near Anvilgard, including the name of their leader — Ze'Bul'Ka. Knowing the name and his history of friendly interactions with Anvilgard will help greatly in negotiations with any Seraphon the expedition encounters.

Researching the Stormvault

Anvilgard's vaults contain information and lore dating back millenia. Before departing on his expedition Dawid Heartrock spent months searching them for clues about the Stormvault - but it's not known what he uncovered. Trawling the archives for clues is a **DN 5:8 Mind (Arcana or Lore)** Extended Test. Over the course of a week you can make three Tests to scour the archives. Each success reveals one piece of information from the list below.

- ✦ The researcher assembles a collection of inscriptions and translations from the time the Stormvault is thought to have been established. (This will allow the party to automatically translate the messages on the stone pillars. See **The Pillars of Betrayal**, page 16).
- ✦ The party member finds fragments of an unbinding spell that is said to permit one to pass between the hammers. (This will help resolve the **Trial of Magic** within the Stormvault. See page 25).
- ✦ In the Age of Myth, Gorkamorka the Sun Eater was important to the people of this region. (This is a hint for the riddle in the **Pantheon's Hall**. See page 23)

GM GUIDANCE ON PART 1

The initial encounter in which the party rescue Corin from the Plaguebearers is intended to:

- ✦ Establish that the focus of the adventure is beyond the walls.
- ✦ Introduce Nurgle as the adversary.
- ✦ Make clear how dangerous and deadly the jungle is.
- ✦ Provide the heroes with Corin's journal, which is the map they will have to follow if they are to succeed.
- ✦ In addition, should any adventurers be infected with Nurgle's Rot, they find that they must complete the quest or die.

As Corin's rescue starts to attract attention, the party should realise that the Blackscale Coil are after the location of the Stormvault, and the adventure should start to feel like a competition. The party can't take direct action against the Blackscale Coil without risking war in Anvilgard, but they can race them to the treasure.

Once the party start planning their expedition, the players should get the point that this is not a normal wilderness quest. Have Draedin reinforce to them again and again that where they're going is dangerous and deadly. At the same time, make clear that the Grand Conclave have provided massive resources. They'll be responsible for the lives of fifty explorers and provided with all manner of equipment to protect them from the jungle. The party aren't just a bunch of adventurers, they're agents of the gods, leading a mission of importance to the whole realm.

NICE IDEA, BUT...

The party might have a few ideas for the expedition. Here are some that won't work.

Flying: The magic of the Penumbral Engines that protected the Stormvaults for millenia might have been broken by the Necroquake, but it has not completely dissipated. Anvilgard's sages and seers are certain that attempts to reach the Stormvault by air would only lead to the expedition's doom.

The Order Serpentis: The monster hunters of the Order Serpentis spend more time in the jungle than anyone. However, they're thought to be strongly allied to the Blackscale Coil and the Conclave refuses to involve them in the expedition.

Drakespawn: Drakespawn are one of the only mounts available in Anvilgard that can cope with the jungle. The problem is that if you haven't raised them from the egg, they'll try and eat you. Unless a character has undertaken the *Serpentis Training* (*Anvilgard City Guide*, page 35) any attempt to mount a Drakespawn results in disaster.





PART 2: THE GREEN HELL

The jungle around Anvilgard is supernatural. It is a jungle blessed with extraordinary vigour, a vigour that only strengthens as a traveller approaches the Crimson Twins. As the party and their expedition progress, they'll have to deal with the wilderness itself and a variety of hazards.

LIFE IN THE JUNGLE

The oppressive heat and choking foliage of the area poses a number of problems more hospitable lands do not. Shorter trips, such as the party's return to Anvilgard in *Rotten to the Core* typically do not impose long-term penalties. Be sure to implement the rules below during the party's expedition to the Stormvault.

ARMOUR

The Complexity of all Tests made during the long expedition increases by one for each point of Armour. So a character wearing Medium Armour (worth 2 Armour) would have a DN 4:1 Test become DN 4:3. These penalties also apply to any Tests made as Leader, Navigator, or Quartermaster.

Characters may decide to only wear armour during combat. Donning or doffing armour requires two rounds per point of armour; the character cannot take any other action other than working with their armour during these rounds, including movement. For example, a character donning Medium Armour requires 4 rounds to secure their armour.

These rules do not apply to characters with natural armour, such as Sylvaneth, or Fyreslayers with the *Rune of Iron Skin*.

RECOVERY

The constant stress of the jungle makes recovering from exertion or injury hard. While on the expedition, the following rules apply:

- ✦ Taking a Breather restores one point of Toughness. You can take one breather every hour.
- ✦ A Rest restores all Toughness, but does not recover any Wounds.
- ✦ A full day and night resting in a well-chosen campsite recovers all Toughness and restores one space on the Wound Track.

MOVEMENT

Movement rates are reduced to Slow in the jungle, except in areas where a path has been cleared. Flying movement rates are reduced by one step as trees and hanging vines make navigation hazardous.

ZONES IN JUNGLE COMBAT

The expedition creates a path as it travels. Should the expedition find itself in combat, the path it has cleared counts as a Zone. Any creature outside this Zone counts as having *Partial Cover*, and by concealing itself can achieve *Total Cover*. See *Soulbound* page 137 for more information on cover.

COMMANDING THE EXPEDITION

As the party's expedition explores the jungle, they will confront many dangers. There are a number of roles that must be filled in the expedition and these roles should be taken by either party members or Draedin (nominate a player to roll for Draedin). If there aren't enough party members to fill the roles, the expedition automatically fails the associated Tests during that leg of the journey. Note that these roles are different to those presented in *Rotten to the Core*, as this journey involves a large expedition rather than a small group. The roles are:

Leader: The Leader takes charge of the expedition. It is their responsibility to hold the expedition members to their task and take responsibility for the decisions the party make. This requires good Determination.

Scout: The Scout leads the way and keeps a watch for hazards and opportunities in the jungle as the expedition moves forward. This requires acute Awareness.

Quartermaster: The Quartermaster supervises the expedition members and makes sure they take sensible precautions in the jungle. This requires a good understanding of either Nature or Survival.

Navigator: The Navigator is responsible for seeing that the expedition remains on course. Since the jungle is impossible to traverse in a straight line, the Navigator must judge which route is most likely to lead in the desired direction. This task requires training in Survival. Draedin is most likely to fill this role unless one of the party are better suited.

THE ENEMY WITHIN

As Draedin is likely the Navigator for the expedition, this puts him in the ideal position to severely hamper the group's progress on behalf of the Blackscale Coil. However, Draedin is not foolish enough to make himself look incompetent and instead has a plan to sabotage the expedition at the **Pillars of Betrayal** (see page 16). If you would like to have Draedin actively work against the group, you can have him purposely fail a Test he is involved in. If confronted, Draedin apologises profusely and doesn't purposely fail again.

Each leg of the journey through the jungle involves different challenges. When beginning a leg, the Leader, Scout, Quartermaster, and Navigator must each make a Test. Each leg of the journey will note the DN and Skill(s) used. If they succeed, all goes well with their task. If they fail, there are consequences. The first consequence for a failure is listed in the description of the leg. If a second consequence is needed, choose one from **Additional Jungle Hazards** on page 19.

THE EXPEDITION

The expedition's contribution is reflected by providing extra dice to the party to use during each leg. When the expedition begins a leg, the Leader may assign 1d6 to any role for every ten members of the expedition remaining. The dice must be assigned before any rolls are made, and cannot be carried forward to the next leg. For example, if the expedition has 43 healthy members remaining, the Leader could assign 1d6 to each role, all 4d6 to a single role, or any other possible combination.

The expedition numbers fifty souls when it sets out. Keep track of how many of these end up wounded, sick, or dead (the party should also track this on the Party Sheet). For every ten sick, wounded, dead or lost members of the expedition, reduce the number of dice available by one. So if the expedition has 30 healthy members and ten sick or wounded, it provides just two extra dice.

The party can abandon their wounded at any time. If they do so, raise Doom by one, and don't make it easy for them. Roleplay the scene as the wounded beg not to be left behind, abandoned to certain death.

Medic: The Medic is an optional role that a party member can choose to take during a leg of the journey. If a party member chooses this role, they can not take any other roles which may mean leaving roles unfilled. During a leg of the journey, the **Medic** can attempt a **DN 6:1 Mind (Medicine)** Test. For each success, 1d6 sick or wounded members of the expedition return to healthy service. The party can choose to consume one Supply Point (see page 12) to reduce the DN to 5:1.

The Expedition in Combat

For every ten healthy members of the expedition, each round one of the party can add a single die to one of their rolls. So, if the expedition has thirty members left, the party gain three extra dice per round. Once melee combat begins, if the dice are used to support an action that fails (for example, an attack that misses), 1d6 expedition members are killed.

SUPPLIES

The expedition sets out with an abundance of supplies, not just food, but axes, machetes, muskets, ropes, tents, hammocks, and medicines, all carried by large **Firespitters** (see page 38). Rather than track these items individually, there are simply 24 'Supply Points' available, plus any extra the party contributed through Endeavours. At the end of each leg, deduct two Supply Points. The supplies are supposed to get the expedition to their goal and back again.

If the party run out of supplies, the following things happen:

- * The Toughness of party members and named NPCs is halved at the beginning of each leg due to fatigue and hunger, and can't be raised above this.
- * The expedition has to spend half its time gathering food; each role has to make two Tests to complete a leg of the journey.
- * 2d6 expedition members fall sick, and 2d6 sick members die each leg of the journey.

The Grand Hogshead

It is a sign of just how important the expedition is that the Conclave assign it a Grand Hogshead. A Grand Hogshead is an armoured barrel of Aqua Ghyranis, usually housed in a heavily armoured covered wagon. Due to the difficult terrain however, the Grand Hogshead has been affixed to a particularly large and cantankerous Firespitter named Ashgut, who snaps at anyone but Draedin and her other handlers.

Typically, Grand Hogsheads are held by Freeguild regiments, who use them to dispense pay for the soldiers, and to provide healing on the battlefield. Two members of the expedition are required to guard the Hogshead at all times. Attached to the Hogshead are a set of instruments for measuring out Aqua Ghyranis and a record book, in which every drop must be accounted for.

GM TIP

When narrating what happens on the journey, don't just describe passed Tests by saying 'Nothing happens.' For instance, if the Leader passes their Test on the route to Hunters' Keep (see page 13), you might say 'You notice three members of the expedition plotting to abscond with the barrel of Aqua Ghyranis. What do you do that convinces them to abandon their plan?'

LEG 1: TO HUNTER'S KEEP

Hunter's Keep is an outpost just three days' journey from Anvilgard. It serves as a base for the Order Serpentis' monster hunting expeditions into the jungle. There are well known landmarks to navigate by, and the area is somewhat safer than the rest of the wilderness. This short stretch is a good chance for the party to familiarise themselves with travelling the jungle, learn their roles, and make some final preparations.

The jungle here is humid and swampy. Hundreds of streams make their way down from the Cupricon Mountains before dissolving into a mass of lakes, pools, and sucking bogs. Closer to the coast the brush is largely mangroves, with trees growing up out of water more than a meter deep.



- 1 Hunter's Keep
- 2 Fort Heartrock
- 3 Pillars of Betrayal
- 4 Lost Stormvault

THE JOURNEY

To journey to Hunter's Keep, assign roles and make DN 4:3 Tests for the expedition in the following order. On a failure, use the event described below.

Leader: Soul (Determination)

Maybe the recruitment process wasn't thorough enough, or maybe the presence of so much Aqua Ghyranis was bound to lead to trouble. 1d6 members of the expedition attempt to steal the Grand Hogshead. The guards (along with a surly Ashgut) stop them but it is up to the Leader to pass judgement. If they're forced to remain with the expedition, they contribute nothing to its success until convinced to do so — they do not contribute extra dice during a leg of the journey. The Leader can attempt a **DN 6:1 Soul (Determination)** at the next camp to convince them to continue on in earnest. Each success convinces one member to contribute to the expedition. If they're sent home, they take a Supply Point with them to hopefully survive the journey. If the party decide to not give them a Supply Point, increase Doom by one.

Scout: Mind (Awareness)

Picking a route through the coastal jungle means leading the expedition through a mass of swamps, ponds, lakes, and streams, any of which could harbour a deadly threat. As the expedition crosses a pool of still water, it erupts into a frothing mass of carnivorous fish (use the **Scryfish Shoal** from page 308 of *Soulbound* if necessary). 1d6 members of the expedition are wounded, suffering deep lacerations on their legs and feet. On a roll of 5 or 6, one is killed and the rest wounded.

Quartermaster: Mind (Nature or Survival)

Many ambush predators dwell in the mangrove swamps, seeking to prey on stragglers and the unwary. One strikes when an expedition member pauses to relieve themselves. As they move to rejoin the group, they disturb a winged venomous snake that strikes before disappearing into the trees — the expedition member dies almost instantly. Lose one expedition member.

Navigator: Mind (Survival)

The route to Hunter's Keep is established, but landmarks and signs are easily lost in the swampy jungle. The expedition misses a turn on the path and loses two days blundering in the fly-infested mangrove swamp. 1d6 members of the expedition fall ill, an additional Supply Point is consumed, and each role must make an additional Test for their task.

HUNTER'S KEEP

After three days (or more) struggling through the jungle swamp, the expedition's Scout notices the welcome smell of defoliant. Not long afterwards they set eyes on a large lake nearly a mile wide. Toward the eastern end lies an island, and on it stands a rough wooden fort. Aelven scouts, mounted on Drakespawn flying the insignia of the Order Serpentis are seen patrolling the edges of the lake.

The expedition is welcomed to Hunter's Keep by Maelis Kragar, a knight of the Order Serpentis. She is expecting them and directs them to an area of the courtyard that has been set aside for the expedition. At present the keep is home to two dozen members of the Order Serpentis who are hunting beasts for the gladiatorial pits, and a similar number of attendants who work as cooks, care for captured beasts, and do their best to keep the jungle at bay.

As Morgan Kassan feared, the Order are in league with the Blackscale Coil, and while they'll offer a minimum of support to the party, many will join the Blackscale Coil's expedition when it passes through a few days from now.

Things to Do in Hunter's Keep

The residents of Hunter's Keep are guarded and keep to themselves, but the party might be able to learn some things. Reward good roleplaying or good dice rolls with the following:

- * Asking about Heartrock reveals that his expedition passed through here. It was in good health when it arrived, but no one expected them to survive the jungle. On a successful **DN 5:2 Mind (Guile)** Test the party learns that some camp fires, presumably Heartrock's, were seen on a peak in the Cupricon Range. (+1d6 to the Navigator's Test on Leg 2.)
- * Asking about the jungle reveals that even the Order Serpentis don't like to travel more than a few days from Hunter's Keep. On a successful **DN 5:2 Mind (Intuition)** Test the party can sense that the Serpentis knights are tense. Through further investigation they learn that the hunters recently failed to capture a creature they have taken to calling a Crocodroth — a huge crocodile-like creature similar to a Magmadroth. There's a massive, wounded aquatic reptile out there somewhere, probably just lying still and recuperating. (+1d6 to the Scout's Test during Leg 2.)

* Investigating the fort requires a **DN 5:2 Mind (Awareness)** Test. A success turns up a couple of sheds packed with equipment for a long jungle expedition. If asked, Maelis explains that a **Kharibdyss** (see page 36) has been sighted, but that tracking it down is a massive undertaking. Maelis is unwilling to part with any of the supplies. If the party successfully steal supplies, they can add 4 Supply Points. However, if they are caught then a deadly brawl erupts. Regardless of what happens to the party, 6d6 members of the expedition are slain during the commotion.

LEG 2: THE CUPRICON RANGE (MOUNTAINOUS JUNGLE)

Heartrock's expedition departed Hunter's Keep and struck out towards the Cupricon Mountains. The ground is uneven and climbs steeply — occasionally you can glance back and enjoy a view that stretches to the Searing Sea. The ground is drier and the insects fewer than in the swamp, but here larger predators haunt the peaks and the mountains are perilous in themselves. The second leg ends when the expedition reaches Fort Heartrock.

THE JOURNEY

For the journey to Fort Heartrock, assign roles and make DN 5:3 Tests for the expedition in the following order. On a failure, use the event described below.

Leader: Soul (Determination)

Many members of the expedition struggle with fatigue as the expedition climbs into the mountains and as the air thins this only gets worse. If the Leader can't motivate them to push on, going at a slower pace costs a Supply Point. Otherwise, 1d6 stragglers are left behind (list them as dead) and Doom increases by one.

Scout: Mind (Awareness)

A floating log in the swamp turns out to be a giant **Crocodroth** (see page 33). Once most of the expedition has passed by, the huge beast erupts out of the water and seizes one of the Firespitters, chomping it in half in a single bite. Start a combat encounter. The party will be in the same zone as the monster, except for the Scout who will be one zone away.

For each round the combat continues after the first, two members of the expedition are lost to the teeth, claws and tail of the massive beast or flee into the swamp in terror,

never to be seen again. Deduct a point of supplies for the loss of the Firespitter and its baggage. Once the Crocodroth has lost half its toughness it flees into the water.

Quartermaster: Mind (Nature or Survival)

The thick jungle disguises many sudden drops and unstable slopes. A path gives way and a mudslide carries away 1d6 members of the expedition, leaving them wounded and destroying a Supply Point. If the roll is a 5 or 6, one member dies and the rest are wounded.

Navigator: Mind (Survival)

The constant climb and thick tree cover makes it hard to navigate, and the risk of leading the expedition into a dead end is ever present. Eventually you realise you have climbed the wrong mountain and must turn back. 1d6 members fall sick with exhaustion and all roles must make an additional Test for their task.

FORT HEARTROCK

Eventually the mountain jungle gives way to a scrubland, and then a ridge line of bare rock punctuated by occasional bushes. From here the party can see for tens of miles in every direction and look back on the many of the mountains they scaled to reach this point. A mile away along the ridge rocks have been organised into a crude circle, maybe three feet high and sixty in diameter. This is Fort Heartrock.

Searching the area reveals the following:

The Damaged Fort: A 10-foot section of the defensive wall has collapsed and the stones scattered about. A **DN 5:1 Mind (Survival)** Test reveals that this was the work of a single, massive creature.

Shallow Graves: Sixteen shallow graves form a perimeter around the fort, the names of the fallen roughly carved into a nearby boulder. Many of the graves have been disturbed, apparently by creatures big enough to move the slabs of stone that were placed on them. Gnawed and broken bones litter the area.

Heartrock's Observations: Dawid Heartrock set up a number of surveying devices and used these to plot his future course, while laying out stones to indicate his findings. If the party know to ignore the white stones, a **DN 3:2 Mind (Lore)** Test grants the Navigator a bonus die for the next leg. If they didn't get that clue from Corin, the test is DN 6:2 .

CARNOSAUR!

While the defenders of Fort Heartrock beat back the swarm of beasts that attacked them, the smell of the bodies they left behind attracted something worse. Just a few days after Heartrock led most of his expedition onwards, a **Carnosaur** (see page 33) emerged from the jungle and slaughtered the few explorers that were left behind. A character with knowledge of the Seraphon can make a **DN 6:1 Mind (Arcana or Nature)** Test to realise that this would be unusual behaviour for a Carnosaur. The creatures are raised by the Seraphon from clutches of eggs in their temple-ships, and are diligently cared for. However, sometimes they are released in the jungle and can go feral. The party might take the hint that some large and powerful creature has been scavenging from the graves and prepare a defensive position. They might even think to leave meat elsewhere to draw away whatever threatens them. If they do, a Firespitter is sufficient to distract the Carnosaur for an evening.

The Carnosaur attacks in the late afternoon, as the setting sun is turning the overhanging clouds red. The giant beast is spotted when it is three rounds away from the camp.

THE SERAPHON

The night after the party face the Carnosaur, their camp is visited by a band of Seraphon scouts.

The sun is low in the sky when a worried shout comes from a scout. 'Lizards! Walking lizards.' As you watch, a band of a dozen humanoid creatures step cautiously out of the jungle and approach your camp. Each of them carries a short, stabbing spear and a lightweight shield. At a distance of a dozen yards their leader raises a hand and they stop, regarding you with bulbous yellow eyes.

This band of **Skinks** (see page 38) are led by To'Tek, a veteran jungle scout. To'Tek can just about converse with the party, but speaks with strange hisses, whirs, and clicks. He wants to know why the expedition is in his lands.

If the party tell the truth: The Seraphon consider everything in the jungle to be their property. To'Tek sends messengers for reinforcements and secretly follows the party's expedition, in the hope of letting them do the hard work and claiming the treasure for the Seraphon.

If the party mention Ze'Bul'Ka, or honour the Seraphon: To'Tek is impressed. His band provide the expedition with one Supply Point, and To'Tek mentions that another band of warmbloods is following their trail, many of them riding Cold Ones (use **Drakespawn**, page 34).

If the party lie to To'Tek: Whoever takes the lead must make a **DN 4:2 Mind (Guile)** Test. On a success, the party can convince To'Tek that they're just passing through and To'Tek leaves them alone. Dawid Heartrock convinced them he was hunting emberstone in the Crimson Twins; if the party repeat this lie, the task is DN 4:1.

If the lie fails, To'Tek appreciates that he's in no position to take on the party directly. Instead, he leads his band off into the jungle and harasses the expedition until he gets an answer he does believe.

If the party attack To'Tek: The Skinks flee into the jungle where another dozen Skinks are observing the meeting. They won't attack directly, but instead begin relentless harassing attacks on the expedition (see below).

STARBORNE AND COALESCED

Two different types of Seraphon can be encountered in the Mortal Realms – the Starborne and the Coalesced. The Starborne are more akin to heavenly beings, and dwell in temple-ships in the skies above Azyr. They bleed starlight and disappear in blinding flashes of light when destroyed.

The Coalesced have dwelt in the realms for so long that the light of the heavens within them has faded. They have embraced their more primal nature and gained true physical form. To'Tek and the other Seraphon the party encounter have been in Aqshy for centuries and have become Coalesced.



Harassment

If the party offended, threatened, or upset the Seraphon, they face ongoing harassment throughout the next leg of their journey. There are traps, mudslides, a profusion of poisonous creatures, and at night the roaring of terrifying beasts keeps the whole camp awake. This increases the Complexity of all Tests by one. For example, a DN 6:2 Test becomes DN 6:3. If the party somehow make amends, the harassment stops.

LEG 3: DEEP JUNGLE

After leaving the fort, Heartrock's expedition headed northward, on a bearing toward the Crimson Twins, a pair of vast volcanoes smouldering in the distance. The route leads out of the mountains and into dense green lowland jungle where few have ever ventured. This leg ends when the party reach the stone pillars, where Dawid Heartrock and Corin Vleesman parted ways.

THE JOURNEY

For the journey to the Stone Pillars, assign roles and make DN 6:2 Tests for the expedition in the following order. On a failure, use the event described below.

Leader: Soul (Determination)

As the expedition descends out of the mountains morale begins to sink. The air is becoming more claustrophobic, the swarms of insects thicker, and the prospect of ever seeing Anvilgard again is becoming more and more remote. An argument over a scrap of dried meat becomes heated, and then in the flash of a machete it's over. One expedition member is dead. What will you do with the killer?

Any Tests made involving this scenario are DN 4:2. If the Leader employs cruel or unusual punishments, increase Doom by one.

Scout: Mind (Awareness)

As you push through thick jungle, three **Gruntas** (*Soulbound*, page 309) charge from the overgrowth. The Scout must make an Opposed **Mind (Awareness)** Test against the Gruntas' **Body (Might)** to avoid being Surprised. The Gruntas have Advantage thanks to the thick jungle. The Gruntas are not affected by the jungle's difficult terrain, having lived their whole lives here.

Combat begins with the Scout one Zone away from the rest of the expedition. It requires a **DN 5:2 Body (Athletics)** Test to push through the forest's thick foliage to enter or leave the Scout's Zone.

Quartermaster: Mind (Nature or Survival)

The jungle thickens, and the expedition is assailed by all manner of bugs, leeches, ticks, and parasites. A cloud of tiny insects, some barely larger than grains of sand, descend on the expedition. A day later, 1d6 members of the expedition become sick as the creatures take up residence in their tear ducts, leaving them with streaming eyes and blurred vision.

Navigator: Mind (Survival)

From your vantage point high in the mountains you plot out a route that follows a verdant valley. But when you reach it, it turns out you have led the expedition into highland swamps. 1d6 members of the expedition fall sick, a Supply Point is consumed due to the added distance, and all roles must make an additional roll for their task.

THE PILLARS OF BETRAYAL

After weeks picking your way through the jungle, the expedition's Scout is confronted with a most welcome sight. Two giant stone pillars, each thirty feet tall, stand at either side of a narrow gorge. One is carved with the hammer of Sigmar, the other a twin-tailed comet. Beneath these familiar symbols are masses of runes and symbols in some unfamiliar, ancient Aqshian language.

A swift flowing stream runs next to the pillars, and careful searching reveals evidence that a road once passed between them. Decrypting the writing on the pillars requires a **DN 6:2 Mind (Lore)** Test. Success provides some valuable directions for the Navigator, worth an extra die on the next Navigation Test. The text reads:

'Turn back in despair. Beyond, tests of arms, magic and faith awaits Kaminos the Mighty. Sigmar Stormlord had me written.'

If the party successfully researched the Stormvault before leaving Anvilgard, they automatically gain the extra die. In addition, the title 'Sigmar Stormlord' is one of the answers to the riddle in the Pantheon's Hall.

If the party did not fight the Plaguebearers in Part 1 (see page 4), they must contend with them here.

Sabotage

Draedin Stormcloud has been blackmailed by the Blackscale Coil into betraying the party. Now that they have found the pillars that point the way to the Stormvault, his orders are to abandon them to the jungle and join the Blackscale Coil's expedition.

First though, he sabotages the Grand Hogshead. The Firespitter, Ashgut, is familiar with Draedin so doesn't react to his presence, allowing the Aelf to pour out the Aqua Ghyranis, intending to force the expedition to turn back. Draedin also makes off with two Supply Points worth of rations and gear.

The expedition must rest before venturing further, presenting the perfect opportunity for Draedin.

You are awoken by a loud rustling noise. All about you are sounds of rustling, slithering, and expedition members shaking off their sleep. Suddenly there comes a yell, at the same moment a tendril tears the canvas above you aside. In the darkness you glimpse a vast, swollen tree trunk, surrounded by lashing vines and branches.

When Draedin quietly emptied the Hogshead, it triggered an explosive growth in the jungle's vegetation. If the party want to recover their supplies, they must overcome the giant carnivorous plant that is erupting before their eyes (a **Grapplemau**, see page 35). The plant has a huge swollen trunk, dozens of lashing branches and atop the trunk a single, huge mouth. Driven by a need for organic matter the plant lashes out with its branches, seizing nearby trees, plants and people and shovelling them into its maw.

The spill costs the expedition ten supply points. If they decide to retreat, the Grapplemau they lose a further 2d6.

GM Note: Remember that as an enormous creature the Grapplemau counts as a Zone in combat.

If the party have taken sufficient precautions to safeguard the Grand Hogshead, Draedin simply disappears into the jungle at night. Award the party an extra experience point for their vigilance.

Draedin's trail is impossible to follow, but a **DN 5:3 Mind (Survival)** Test reveals that he retraced the expedition's route for about an hour before heading east into the jungle. He took supplies for no more than a couple of days.



LEG 4: IN THE SHADOW OF THE CRIMSON TWINS (DEEP JUNGLE)

At the conclusion of the fourth leg, the party reach the Valley of Nurgle. An imposing ziggurat rises from the jungle beyond — the Stormvault.

THE JOURNEY

For the journey to the Stormvault, assign roles and make DN 6:2 Tests in the following order. On a failure, use the event described below.

Leader: Soul (Determination)

Draedin has betrayed the expedition, people are dying, and as far as the members are concerned, it's unlikely anyone will make it back alive. In an echo of what happened to the Heartrock expedition, 2d6 members declare they are turning back, and taking half of the remaining supplies. Doom increases by 2.

If they are threatened into staying, they simply abscond at night, although with only a quarter of the remaining supplies. Doom increases by 1.

Scout: Mind (Awareness)

You lead the expedition into an area thick with giant hornets the size of a Duardin fist. 1d6 expedition members are slain by the hornets. Each party member must make a **DN 4:2 Body (Fortitude)** Test, or suffer a *Minor Wound*.

Quartermaster: Mind (Nature or Survival)

If possible the jungle seems thicker, denser, and somehow more malignant here than elsewhere. Expedition members' skin start to swell, and then burst as the eggs of some insect begin to hatch within them. 1d6 expedition members are killed as the freshly hatched maggots devour their internal organs.

Navigator: Mind (Nature)

The map provided by the standing stones should make navigation easy, but perhaps the enchantments around the Stormvault are making themselves felt as you struggle to navigate a straight course. The few landmarks you have available seem to shift and you no longer trust your eyes. After two days of this you realise you have led the expedition in circles. The expedition consumes a Supply Point, 1d6 wounded members die, 1d6 healthy members become sick, and all roles must make an additional roll for their task.

THE VALLEY OF NURGLE

When the party reach the valley, read the following:

As you struggle through the jungle, the air fills with a fetid, warm stench. Clouds of flies become ever thicker, and it seems that every tree is rotten and the ground beneath your feet seethes with worms, beetles, and maggots. The constant chirrup and squawk of jungle birds stops.

The jungle parts and before you lies a valley. At the far end, perhaps half a mile away, stands an ancient ziggurat, its sandstone flanks free of all decay. Before it, piles of stones and overgrown paths are all that remains of what must have once been a substantial settlement. Every rock is attacked by thin brown vines; slugs and larvae crawl between the cracks in paving stones and thick clouds of flies fill the air. From just ahead of you comes a voice. 'Billy Fastgrip? He was eaten by fangfish! Chewed him up from the feet to the head. Oh the look on his face!' Whoops of laughter follow.

Heartrock's End

The laughter comes from a **Sloppity Bilepiper** (see page 39), and his audience of appreciative **Nurglings** (see page 37), set here to torment Dawid Heartrock. Heartrock himself has been infected with a rare disease. His bloated belly crawls with parasites and vines, roots, and thorny

branches snake through his rotting body. His face though remains horribly untouched, its eyes fixed on the ziggurat, just half a mile away, and yet forever out of reach.

The bilepiper is named Oderin Klumph, and spends its days reciting how each and every member of Heartrock's expedition met their end. The more gruesome the fate, the funnier the bilepiper finds it. Nurgle takes great amusement in Heartrock being forced to suffer this endless torment, in sight of the destination he searched for his entire life, but never reached.

Talking with Heartrock is difficult — he has no useful information and in between despairing at how many men he led to their deaths, he asks only to die. Sadly this is likely to be beyond the power of the party to arrange. The disease that consumes him also constantly renews him. Even if the party burns him to ashes, the hideous infection restores him within a matter of hours, as infected shoots break through the diseased earth and start to shape themselves into his likeness.

The **Sloppity Bilepiper** is accompanied by three Swarms of nine **Nurglings**. If he can, he tries to keep the party talking for as long as possible in the hope that its *Chortling Murrain* Trait will incapacitate his foes before any fighting starts.



Approaching the Stormvault

The valley contains nothing else of interest, just crumbling stones constantly under assault from vines and moss. Sixty feet from the base of the ziggurat, the decay and corruption comes to an abrupt halt; neatly laid flagstones cover the ground. The moment the party set foot on the flagstones, they feel fresh air and a cooling breeze, the first respite from the stifling jungle temperatures they have had in a month. The Stormvault is hallowed ground, and neither daemons or undead may enter.

The surviving members of the expedition collapse in relief on reaching the ziggurat. They will not enter the Stormvault, but set up a base camp just outside.

Beaten to it!

The expedition discover 16 Drake-spawn behind the Stormvault. The horse-sized reptiles are lazing in the sun, tethered to posts driven into the ground. In between them is a substantial pile of supplies (equivalent to ten Supply Points). These mounts and supplies belong to the expedition mounted by the Scholar's Coil, who are currently exploring the ziggurat. There is one **Order Serpents Knight** (see page 37). She tries to run into the ziggurat and alert the Coil when she sees the party. If that's not possible, she surrenders, confident that Juliana will negotiate her release.

A logbook among the supplies records the progress of the Blackscale Coil's expedition. This confirms that:

- ✦ They followed the party until Draedin's sabotage, which the Coil ordered.
- ✦ Draedin is currently with the Coil inside the ziggurat.
- ✦ Many of their number come from the Order Serpents at Hunter's Keep.
- ✦ They departed with 25 members, 16 survive.

If the party had significant contact with the Scholar's Coil in Anvilgard, they can work out that Juliana, Kravich, Thystra, and Aeris are with the expedition.

GM GUIDANCE ON PART TWO

The trip through the jungle should be a punishing experience for the characters. Unless the players are both lucky and clever, their expedition is likely to have taken heavy casualties by the time it arrives at the Stormvault.

Unless the party are very talented at surviving in the wild, they will likely rely on Draedin to fill one of the roles. This makes his treachery doubly painful, as he vanishes just as they reach the most challenging portion of their journey. Remind the party that locations like Fort Heartrock and the Pillars of Betrayal contain clues for what lies ahead.

ADDITIONAL JUNGLE HAZARDS

Use these if failed Navigator Tests result in the party making multiple Tests for a single leg of their journey.

LEADER

Desertion: After too many nights in the jungle, 1d6 members of the expedition decide that this isn't for them after all. They leave shortly before dawn with a Supply Point and are gone before anyone notices their departure.

Madness: The expedition discovers the bones of three Heartrock expedition members, a grisly reminder they are on the right path. The bodies have been picked clean and gnawed on, and the sight drives one of the expedition mad. Unless they are killed or abandoned, their raving keeps others awake. 1d6 members of the expedition become sick due to exhaustion.

SCOUT

Chainrasps: The Necroquake raised the bodies of many earlier explorers who fell prey to the jungle. Six Chainrasps (*Soulbound*, page 331) erupt out of the swamp. The Chainrasps slay two expedition members before the party can react. Start a combat with the Chainrasps occupying the path and the Scout one Zone away.

Flood: As the expedition labours up a steep defile, a storm breaks out of a clear sky. Before you can lead the expedition to safety, a flash flood roars down, leaving 1d6 expedition members dead and 1d6 wounded.

QUARTERMASTER

Poison: An expedition member finds a strange looking amphibian in the bottom of their bowl of stew — perhaps it got in there by accident, perhaps someone was trying to add flavour. Either way, the poisonous flesh kills 1d6 expedition members.

Stench: You awake to the revolting, choking smell of rotbloom, vast pink flowers which have opened overnight. 1d6 expedition members become sick, overwhelmed by the nauseous smell.

PART 3: THE VAULT OF THE CRIMSON TWINS

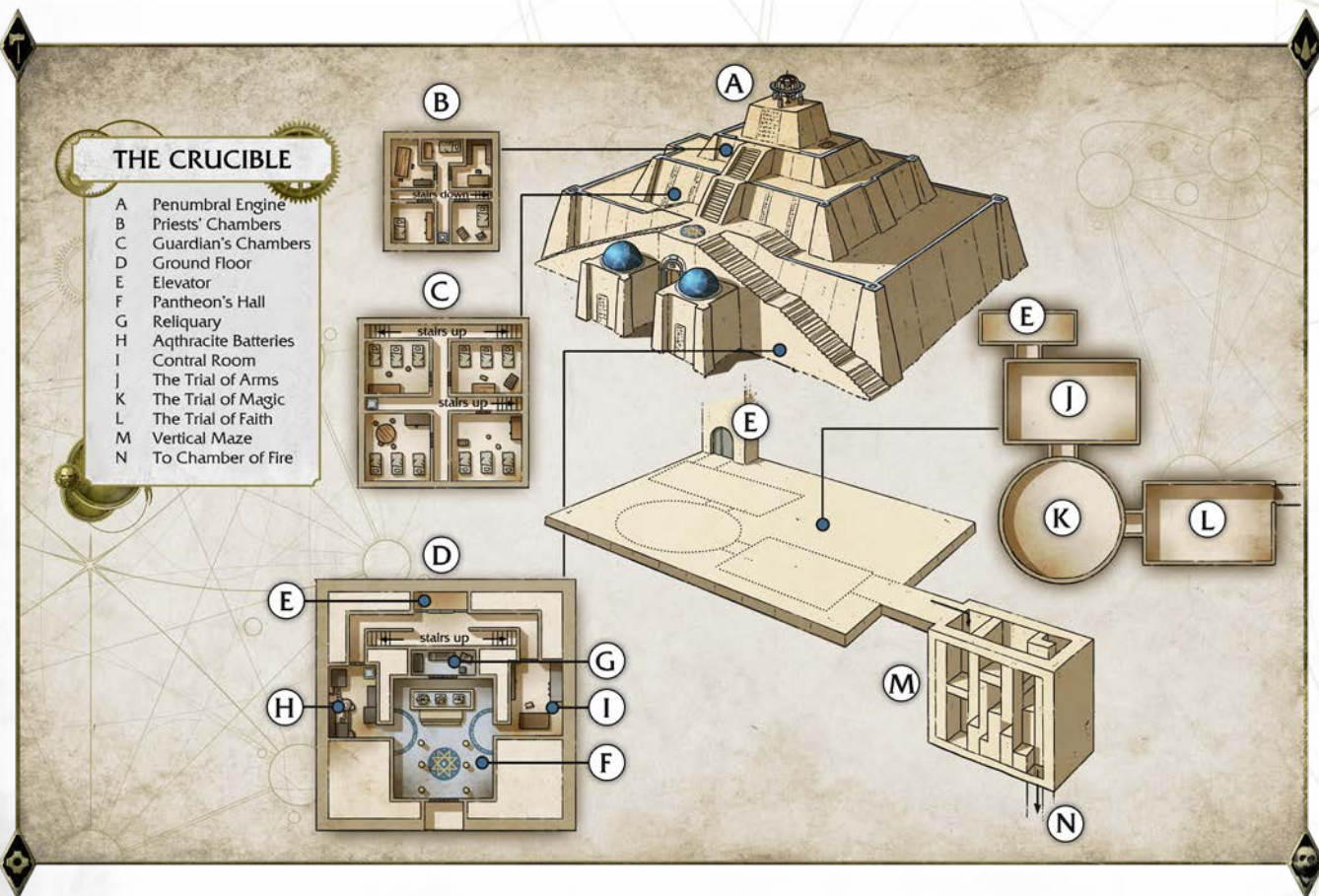
Beneath the Stormvault of the Crimson Twins a series of chambers lead to an underground cavern. It was constructed to house the Crucible of Life, guarded by an ancient Magmadroth. The vault has been hidden for millennia by a Penumbra Engine, which stands on top of the ziggurat. Although damaged in the Necroquake, the engine remains a potent artefact, and unless deactivated it warps the perception of those entering the vault. The task of exploring the vault and retrieving the crucible is made more complicated by the Blackscale Coil. Although the Coil has made good progress, they have run into problems and are split up throughout the Stormvault.

As the party explore the vault, keep bringing home what an exceptional place this is. Sigmar ordered its construction and placed the Crucible here himself. The Penumbra Engine was made by Grungni, based on a design by Teclis. Every object here dates back millennia, to the Age of Myth.

Overview

The Stormvault is configured as follows:

- ✧ **Ziggurat's Peak.** The Penumbra Engine hides the Stormvault and enhances its defences with illusions. Deactivating it reveals clues to the Vertical Maze.
- ✧ **Upper Chambers.** The priests' chambers contain clues to the workings of the Stormvault.
- ✧ **Mid-Level Chambers.** The guardian's chambers contain magic items and a hidden chimney.
- ✧ **Ground Floor.** This floor holds the magnificent Pantheon's Hall and beyond it an arcane contraption that is needed to operate the elevator to the lower levels and pass through the Vertical Maze.
- ✧ **The Trials.** The first underground level consists of trials of arms, magic, and faith. To proceed, an explorer must pass them all.
- ✧ **The Vertical Maze.** The second underground level is the Vertical Maze. It can only be bypassed once the correct gates have been opened in the control room.
- ✧ **The Chamber of Fire.** Here the ancient Magmadroth, Kaminos the Mighty, guards the Crucible of Life.



AUTOMATA

Many of the challenges in the vault are automata, mechanical creatures created by Grungni's apprentices, the Six Smiths, to guard the treasures of Sigmar. Until the Penumbra Engine is deactivated, the automata all appear to be living creatures rather than machines. Not knowing their true nature makes the automata harder to fight – if the Penumbra Engine is operational, increase the Defence of all automata one step.

DEALING WITH THE COIL

The Scholar's Coil arrived two days ago. After taking some time to recuperate, they started their investigation by breaking open the main doors. Juliana answered the riddle in the Pantheon's Hall, after which they discovered an arcane device in the form of an aqthracite battery, and the challenge of restarting it.

Meanwhile, Aeris and Draedin entered the reliquary and got themselves trapped. After losing a lot of time trying to rescue them, Juliana has decided to go back to trying to resolve the aqthracite battery. She hopes it will reveal something to help save her companions.

Juliana has been shaken by her trip through the jungle. A third of her expedition is dead, and although she won't admit it, they came close to disaster on several occasions. In the interests of getting home alive, she is keen to avoid any unnecessary casualties. In any negotiation with the party Juliana assumes that:

- * Fighting the party is likely to end badly for the Coil, particularly with Aeris out of action.
- * The Coil are better equipped and prepared for the return expedition than the party.
- * The party will keep any oaths they swear.

Juliana's first priority is to release Aeris and Draedin from the reliquary. In exchange Juliana is willing to agree to a truce in which the two groups cooperate to explore the ziggurat. Whoever gets the Crucible first will be allowed to keep it, and the two groups will depart from opposite

ends of the valley at the same time, after which the truce is over. Juliana wants to get Aeris and Draedin back, and then use the advantage of being mounted on Drakespawn to make short work of the party in the jungle.

THE PENUMBRAL ENGINE (LEVEL 3)

The Penumbra Engine stands on top of the Stormvault. Once this masterpiece of magical craftsmanship kept the ziggurat hidden from prying eyes, and even suppressed the memories of the gods. However, after being damaged in the Necroquake, its magic is impaired.

From a distance the engine, and everything close to it, is invisible. Smart party members might spot that the ziggurat appears much shorter than the one portrayed on the stone pillars. A **DN 4:2 Mind (Lore)** Test is required to realise this. If someone climbs the ziggurat as they approach the summit, they pass inside the engine's influence and are suddenly able to see the peak of the ziggurat and, on top of it, the whirling concentric rings and gyrating crystals that make up the Penumbra Engine. Beneath the engine is a silver cage sealed with iron runes, from which a bright glow emanates.

The engine draws its power from the spirit of a **Flamespyre Phoenix** (see page 35) imprisoned within the cage. The phoenix wants to escape, but has been driven mad by millennia of imprisonment. If released, it attacks anything nearby for 1d6 rounds before flying off. Releasing the spirit deactivates the Penumbra Engine.

Deactivating the engine while leaving the spirit inside is an almost impossible task. Doing so requires an Extended **DN 6:8 Mind (Arcana)** Test, with each roll requiring three hours of study and experimentation with the engine. The principal advantage of doing so is that the party could reactivate the engine, keeping the location of the vault a secret. Looking out from atop the ziggurat, the party can see surprisingly well preserved walls that made up the districts of whatever city once stood here. These walls depict the Vertical Maze and are the key to making it through that challenge (see page 26). A successful **DN 5:1 Mind (Crafting)** Test reveals that the walls are in the shape of the ziggurat's lower chambers. A **DN 4:1 Mind (Survival)** Test confirms that this is likely a gigantic map.

DEACTIVATING THE ENGINE

The engine's whirling rings slowly come to a halt and the top of the ziggurat becomes visible to even those in the expedition base camp. The party suddenly recall many small details of their journey here that had already begun to slip their mind.

Looking down from the ziggurat, it is now clear that there is a pattern of lines laid out in front of the ziggurat doors, although what they might be is unclear.

All automata within the ziggurat now appear as masterfully crafted statues of cogs and metal plates.

Finally, although the party have no way of knowing this, scrolls and records in archives across the realms, but most notably in Anvilgard, now accurately record the location of the Stormvault.

If the party kept the phoenix spirit imprisoned and reactivated the engine, these effects slowly revert over the course of a few weeks as scholars forget what they have read and the ziggurat fades once more into obscurity.

BENEATH THE ENGINE

A metal trapdoor set in the floor next to the engine opens to a set of stairs leading to the priests' chambers.

PRIESTS' CHAMBERS (LEVEL 2)

Three chambers are incorporated into the top of the ziggurat. One holds ceremonial artefacts and regalia, another inscriptions and records, many of them etched on sheets of metal using sulphur-vitriol from the Adamantine Chain. The third chamber is now empty but was once a bedroom for the priests.

When the ziggurat was still used as a temple of Sigmar, these chambers were reserved for the high priest. **Juliana Caligo** (see page 31) is accompanied by two members of the **Order Serpentis** (see page 37). Juliana is currently sorting out the artefacts and tomes in the chambers into three piles: the valuable, the potentially useful, and the worthless. By useful Juliana means anything that might give information about what lies deeper in the Stormvault. In particular, anything that might help Kravich get the aqthracite battery working again or help her free Aeris and Draedin (see page 24).

Juliana has learned that freeing her companions is rather simple: she simply needs a true follower of Sigmar, which neither she nor any of her comrades can claim to be. See **The Reliquary** on page 24 for more on how to release Aeris and Draedin.

Among the regalia is what was once the High Priest of Sigmar's battle armour. It's clearly magical, and clearly worth a fortune, and to Juliana's eyes, clearly protected by ancient and powerful wards. She's decided not to touch it

until Thystra can give it some attention. Unless the party convince her of their sincere desire to cooperate, she doesn't mention the wards.

If anyone other than a character with the *Blessed (Sigmar)* Talent takes the armour, Sigmar's divine light immediately fills the chamber as arcs of lightning cascade between everyone in the room. This is a *Deadly Hazard* that ignores Armour. The Hazard remains until the armour is removed from the chamber. Breaking the wards requires a **DN 6:2 Mind (Arcana)** Test or can be dispelled by a character with the *Unbind* Talent who passes a **DN 5:2 Mind (Channelling)** Test. Furthermore, a character devoted to the Pantheon of Order — even one without the *Blessed (Sigmar)* Talent — can attempt a **DN 5:1 Soul (Devotion)** Test to pray to Sigmar. On a success, the wards subside for one day.

Juliana is unhappy to see the party, but determined to bargain, and won't attack first. If the party initiate violence, Doom increases by one.

Juliana has done a good job of identifying the potentially useful materials. If the party gain access to them, or agree to cooperate with the Scholar's Coil, they can examine them and potentially gain the following benefits:

- ✦ A **DN 5:2 Mind (Crafting)** Test identifies some useful plans for the aqthracite battery, counting as a success toward getting it working (see page 24).
- ✦ A **DN 5:2 Mind (Theology)** Test reveals that the appropriate title for Grungni is Grungni Forge-King (see page 23). Juliana has already solved the riddle.
- ✦ A **DN 5:2 Mind (Arcana)** Test earns a success toward getting the discs in the control room working correctly (see page 24).

A flight of stairs leads down to the guardian's chambers.

BLAZING ARMOUR

Forged long ago for the high priest of this temple, this suit of Medium Armour has the *Sigmarite* Trait. In addition, if worn by someone with the *Blessed (Sigmar)* Talent, it blazes with divine light when the wearer is in combat, increasing their Defence one step. Should the wearer flee or retreat from combat, the straps holding the armour on crumble and break, while the metal plates and chains vanish in a blaze of light. The suit of Blazing Armour reappears in the Vault of the Crimson Twins 12 hours later, awaiting a more worthy bearer.

GUARDIAN'S CHAMBERS (LEVEL 1)

This level was used as a barracks by the temple's guardians. They are all long gone of course, but the level still has the military aesthetic of well-organised barracks rooms.

The chimney that vents steam from below can be accessed through the guard's chamber. An easily spotted metal panel on the wall reveals a cramped shaft that leads to the **Trial of Faith** (see page 26). Climbing down the shaft is perilous, requiring a **DN 5:3 Body (Athletics)** Test. Reduce the DN to 5:2 if the party have a rope or suitable climbing gear. The climb takes five rounds; if the aqthracite batteries are activated (see page 24), the shaft becomes a Dealy Hazard.

While the chambers have lain empty for millennia, an ornate altar to Sigmar still stands in the barracks. It is decorated with a carving of Sigmar defeating a giant twin-headed lizard. A **DN 4:2 Mind (Theology)** Test reveals that the story portrayed is unknown in Aqshy. The Standard of the Crimson Twins stands behind the altar, seemingly untouched by time.

STANDARD OF THE CRIMSON TWINS

The Standard of the Crimson Twins was granted to the guardians of the ziggurat by Sigmar himself, and displays a scene of Sigmar defeating a giant two-headed lizard identified as Kaminos by lettering stitched into the banner. A pair of raging volcanoes erupt in the background. The banner is as tall as an Aelf and as wide as a Duardin, mounted on a sturdy staff nearly 10 feet tall and topped with a golden lance point. Beneath the still-sharp head are a pair of golden lightning bolts and an ornamental shield, emblazoned with the hammer of Sigmar.

Anyone with the *Witch-Sight* Talent recognises motes of celestial energy around the banner as it is blessed with the power of Sigmar. A **DN 5:1 Mind (Theology)** Test reveals that the banner grants protection from monsters similar to the one portrayed on the flag.

The Standard of the Crimson Twins grants its bearer, and all the bearer's allies in the same Zone, 2 points of additional Armour against all kinds of fire- and heat-based attacks. This Armour counts against Damage that typically ignores Armour. The standard can also be wielded as a Pike with the *Magical* Trait. This only works if the banner is unfurled and carried by someone dedicated to Sigmar, such as a Stormcast Eternal or a character with the *Blessed (Sigmar)* Talent.

THE PANTHEON'S HALL (LEVEL 0)

The great bronze doors that once sealed the Stormvault have been torn open. Ropes and chains attached to discarded harnesses are still fixed to the handles. Beyond the gates is a great hall, illuminated by white light that gleams from hundreds of jewels arranged on the ceiling forming constellations both familiar and alien.

The walls are decorated with frescoes portraying the deeds of the Pantheon of Order. It may come as a shock to some of the party to see Nagash and Gorkamorka featured prominently as allies of Sigmar.

Seated on giant thrones on a raised platform at the far end of the hall are lifelike automata depicting Grungni, Sigmar, and Gorkamorka, their weapons across their knees and a divine light glowing around them — less perceptive members of the party may indeed mistake them for the gods themselves. If the Penumbra Engine has been deactivated, they appear as metal statues of the gods. As the party cross the threshold, Sigmar stands and challenges them.

'Halt interlopers! Call myself and my companions by our correct names and titles or face our wrath.'

Since all the gods have hundreds of titles throughout the realms this isn't an easy task. But looking at the carvings on their thrones, the objects they're carrying, and the way they are dressed will guide someone with the right skills to the correct answer. The answers are:

- * Sigmar Stormlord (as revealed by the lightning bolts on his helmet and grey cloak).
- * Grungi Forge-King (as revealed by his iron crown and smiths' gloves).
- * Gorkamorka the Sun-Eater (as revealed by the light pouring from between his tusks).
- * It requires a **DN 6:3 Mind (Theology)** Test to deduce one of the gods titles. Each additional success grants the knowledge of an additional title. If the party guess incorrectly, one of the divinities (likely one the party did not name correctly) rises from their throne and attacks (see **Divine Automata**, page 34). Should the party ignore the gods, all three attack. The automata do not pursue the party beyond the ziggurat, and will have no memory of them should they return, and challenge the party with the same question.

If the party answers the riddle, Sigmar gestures toward the doors, indicating that the party may progress into the vault. Since the statues have no memory, anyone entering the chamber will have to answer the riddle anew. If the Penumbra Engine remains active, it is possible to have simple conversations with the 'gods', in which they reveal no information concerning the Stormvault and behave in exactly the manner they would be expected to.

THE RELIQUARY (LEVEL 0)

Behind the Pantheon's Hall is the reliquary, housing the sacred items of the temple. A set of robes and vestments, a ceremonial warhammer, and a collection of golden panels engraved with scenes from the life of Sigmar are kept here. The most noticeable thing about the room are the twelve rays of light that extend from floor to ceiling, blocking the entrance. Beyond them are Draedin Stormcloud and Aeris Swiftprow, trapped in the room. The two were investigating the reliquary when Aeris lifted one of the panels, triggering the magical trap.

Draedin and Aeris are stuck waiting for Juliana to find a way to release them, and have been trapped in the room for more than a day. Draedin is alarmed to see the party given his betrayal; Aeris trusts Juliana to resolve things between the two groups given their compromised position. The rays of light that block the entrance are impenetrable and searing hot. Touching them causes 3 Damage, which ignores Armour.

Releasing Draedin and Aeris is fairly straightforward. Twelve ancient Azyrite runes are inscribed on the walls of the reliquary. A follower of Sigmar must translate the runes and recite the liturgy recognising them as friends of the temple. Doing so requires a successful **DN 5:2 Mind (Theology)** Test. The items in the reliquary are very valuable, but removing them with any intention other than relocating them to another Sigmarite temple increases Doom by one and triggers the trap anew. If the party don't cooperate with the Scholar's Coil, Juliana takes any opportunity she can to recruit a follower of Sigmar from among the party's expedition and have them recite the liturgy for her.

AQTHRACITE BATTERIES (LEVEL 0)

This chamber houses an arcane contraption that powers the elevator within the ziggurat, and moves the massive doors that control access to the lower levels. The device is powered by redirecting an underground

stream over a vein of aqthracite (Aqshian realmstone) that runs beneath the Stormvault. The steam that rises contains miniscule flecks of realmstone, which are then captured and housed in small aqthracite batteries that power the controls. Boiling hot steam is then venting back through a chimney and out of the Stormvault. Currently, the Scholar's Coil are using the engine room as a base camp. Five **Order Serpents Knights** (see page 37) stand watch over the camp's supplies, which include sturdy ropes, chains, pitons, apothecary's equipment, and other appropriate equipment. A speaking tube links the control room and engine room.

While the engine is perfectly preserved, getting it running is a complex and difficult task. **Kravich** (see page 32) is already busying himself with this, but still has plenty of work left to do. Starting the device is an **Extended DN 6:10 Mind (Arcana or Crafting)** Test, with one Test attempted every hour. Kravich has already accumulated four successes. If the party don't agree to cooperate with the Scholar's Coil, they can't take advantage of his work.

Once the aqthracite batteries are filled, the elevator to level -1 becomes operational. Starting the device begins a process of venting heat from the Chamber of Fire beneath the Stormvault. The hot air is mixed with water from an underground stream and vented through the ziggurat as steam. Once this starts, the chimney (see **Guardian's Chambers**, page 23) becomes impassable and anyone in there takes 5 Damage per round from the heat.

THE CONTROL ROOM (LEVEL 0)

The control room contains a collection of levers and dials which, when correctly set, raise and lower a series of gates in the **Vertical Maze** (see page 26), making it traversable. The controls are a mixture of the straightforward — large levers — and the seemingly arcane — spinning disks engraved with sigils and faintly glowing crystals. Unless she's already been alerted by someone else, Thystra is here, along with two guards trying to work out the arcane portion of the challenge.

Positioning the discs is an **Extended DN 6:10 Mind (Arcana)** Test, with each Test taking two hours of calculation and experimentation. Thystra has already accumulated three successes. If the party don't agree to cooperate with the Scholar's Coil, they are not able to take advantage of her work. Once the discs are correctly aligned, the dials in the crystals on the discs glow brightly, and a rumbling sound can be heard from far beneath the ziggurat.

THE ELEVATOR (LEVEL 0)

The only obvious way down to level -1 is via this shaft. The shaft contains a hovering platform, inscribed with inert runes. Once the aquthracite batteries are activated, these runs illuminate with pulsing red light. When a creature steps on the platform and thinks about moving to a certain level, the platform immediately jets to that level in a flurry of steam and cinders. Travellers on the platform are unaffected by the force and velocity of this sudden movement, and experience only a flutter in their stomachs.

THE TRIALS (LEVEL -1)

Between the elevator and the entrance to the Vertical Maze are three trials that must be overcome if the party wants to progress. These are a Trial of Arms, a Trial of Magic, and a Trial of Faith. Anyone who has reached this level via the chimney emerges in the **Trial of Faith** (see page 26).

THE TRIAL OF ARMS

The moment a priest or mage (characters with either the *Blessed (any)* or *Spellcasting (any)* Talents) steps into this chamber, they realise that no magic of any kind can operate within. Spells or Miracles cast into the room from outside fizzle the moment they reach the door. The room is guarded by a band of four hammer-wielding **Warriors of Sigmar** (see page 39) clad in golden armour. If the Penumbra Engine has been deactivated, they appear as automata and not living warriors.

The warriors salute the first party member to enter the room and then form a line, blocking passage. In combat they stick together, and will let foes retreat to safety — their only purpose is to guard the chamber. They will, however, try and close down any missile users who attack them. In their golden armour the warriors bear some resemblance to Stormcast Eternals, but are simply empty vessels. If they are present, Aeris and Draedin join the fighting.

THE TRIAL OF MAGIC

Beyond the Trial of Arms lies a circular chamber with a high-domed ceiling. Within, trapped in the chamber by runes carved in celestium realmstone is a *Celestian Vortex*. This Endless Spell is a whirling tornado of Azyrite magic bearing aloft magical hammers cast in the image of Ghal Maraz, the Great Shatterer. The spell affects an entire Zone, so anyone entering or remaining in the chamber will be pulverized by the hammers, taking 10 Damage, and must make a **DN 5:2 Body (Fortitude)** Test or be *Stunned* until the end of their next turn. Dispelling the vortex is a considerable challenge, and requires at least one spellcaster who can unbind spells.

Unbinding the Endless Spell requires two steps. The vortex must be held in place, and the magic that propels it must be weakened. Both these tasks can only be accomplished by someone standing next to the vortex; should anything go wrong, the consequences are unavoidable.

- * Holding the vortex in place requires a **DN 5:2 Mind (Channelling)** Test each round.
- * Unbinding the vortex requires an Extended **DN 6:10 Mind (Channelling)** Test, with each Test requiring one round. If the party successfully researched an unbinding spell in Anvilgard reduce the Test to DN 5:10

The vortex deals 1 less Damage for each success toward unbinding the Endless Spell. For example, if the party has accumulated four successes and the vortex breaks loose, it deals 6 Damage to anyone in the chamber. If the unbinding attempt stops for any reason, the vortex regains its full power. If present, Thystra can help.

Other party members can protect the unbinders by throwing themselves in front of the vortex. Anyone protecting an unbinder takes the vortex's Damage twice.

THERE AREN'T ANY SPELLCASTERS!

Not every group has a character with the *Spellcasting* Talent. If this is true for your players, consider using one (or both!) of these options:

- * If Thystra is present, she digs deep and finds it within herself to unbind the Endless Spell alone, but at a deadly price. The Blackscale Coil sorceress dies heroically during the unbinding, torn asunder just as the vortex dissipates. This should be a heavy moment for the party, and perhaps lead them to question any judgements they had of the Coil.
- * The party can destroy the eight celestium runes that anchor the Endless Spell. Each rune is in the chamber (a single Zone) and has an Average Defence and 6 Toughness. When all eight runes are destroyed, the *Celestian Vortex* screams out of the chamber, quickly finding an exit from the Stormvault. The rampaging Endless Spell should trouble the party in the near future, perhaps just as they return to Anvilgard.

THE TRIAL OF FAITH

A giant Sigmarite hammer carved from stone hangs suspended above the entrance to the Vertical Maze. Were it to fall, anything beneath would be crushed. The ground beneath it is marked with runes, and the rope holding the hammer seems frayed.

Reading the runes is a simple **DN 4:1 Mind (Lore or Theology)** Test. They say *'Trust in the Stormlord and enter.'* Anyone who does just that, and simply walks beneath the hammer, perhaps while praying to Sigmar, does not fall. Someone who attempts to take precautions, be they physical or magical, will find that the hammer falls, punishing their lack of faith and blocking the exit.

Avoiding the plunging hammer is a **DN 5:2 Body (Reflexes)** Test. Anyone struck by the hammer suffers 10 Damage. Moving the hammer requires a sturdy rope or chain and the efforts of several people or a single **DN 6:3 Body (Might)** Test.



If members of the Scholar's Coil are present, they all take elaborate precautions and will trigger the trap unless convinced otherwise. Make the Reflexes Test for whichever of them is first to pass beneath the hammer and apply the consequences. If the hammer falls, a massive booming noise echoes through the ziggurat, waking Kaminos the Mighty in the Chamber of Fire.

On one side of the chamber, a metal plate conceals a shaft that conveys steam from the caverns below up to the aqthracite battery and out of the vault. If the battery is operational, the chimney is full of steam, and inflicts 3 Damage per round to anyone who attempts to climb in. A series of metal grates and a narrowing in the shaft makes descending further impossible.

THE VERTICAL MAZE (LEVEL -2)

After leaving the first level, the party are confronted with a series of corridors and shafts. Making their way through requires two steps:

- * The indicators in the control room must be set correctly, otherwise scalding hot steam pours through essential corridors, dealing 5 Damage.
- * The party need to know the route, which can be deduced from the walls outside the Stormvault. Corin discovered this and penned it in his journal, or the characters might have discovered it themselves atop the ziggurat.

If the indicators are set correctly, but the party never discovered a map, they can make it through by trial and error, but it will be a long and dangerous process. Making their way through without knowing the route is an Extended **DN 6:10 Mind (Intuition)** Test. Each Test represents ten minutes of exploring the maze. In addition, every ten minutes in the maze requires a **DN 5:3 Body (Reflexes)** Test to avoid taking 5 Damage from scalding.

At the end of the maze, the party emerge in an antechamber leading to the Chamber of Fire. In the floor of the antechamber is a hatch leading to the Chamber of Fire.

THE CHAMBER OF FIRE (LEVEL -3)

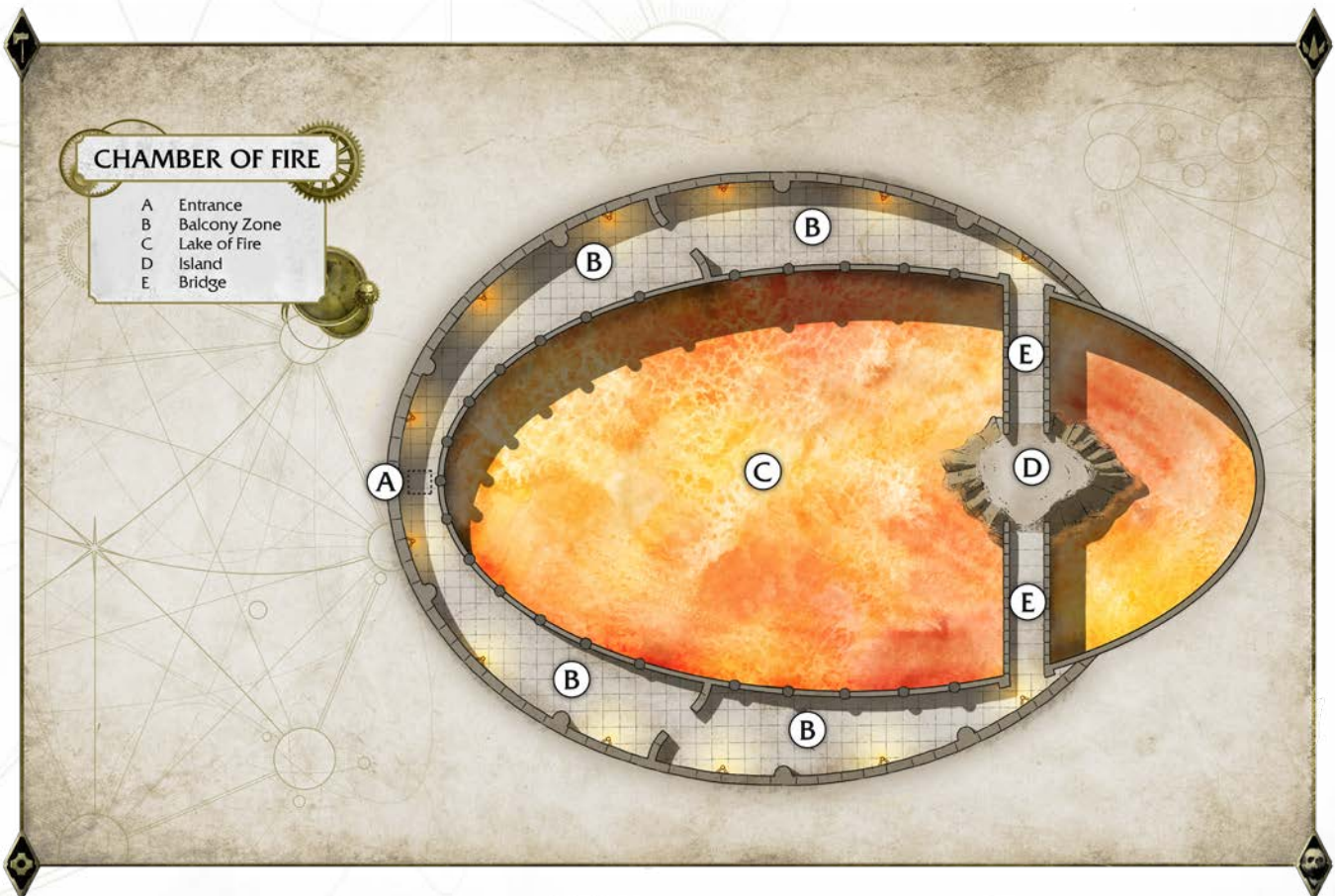
The moment the hatch is opened an immense heatwave rushes up. Below the hatch a thin marble balcony overlooks an underground sea of lava. On either side of the cavern the balcony sweeps down along the walls, terminating in a pair of bridges that lead to an island in the middle of the molten lake. The lake is a *Deadly Hazard*.

The two-headed Magmadroth Kaminos the Mighty sleeps in the lava, safely out of sight, unless it was awoken during the Trial of Faith. This beast was set to guard the Crucible by Sigmar himself, and while it has shrunk over the millennia, it remains a terrifying foe, protected by ur-gold runes hammered into its skin by Grungni's own hammer. Kaminos is a **Magmadroth** (*Soulbound*, page 310) with the following ur-gold runes and adjustments.

The Rune of Blazing Speed is a new ur-gold rune first presented here. After defeating Kaminos, any character with the *Zharrgrim* Talent can use the *Forge Ur-Gold Rune* Endeavour to create this rune.

- * Kaminos is Chosen. It has 7 Wounds.
- * **Two-headed:** Kaminos has two heads. When it attacks with its *Blazing Maw*, it can make another *Blazing Maw* attack as a Free Action.
- * **Rune of Blazing Speed:** Kaminos has a Speed of Fast.
- * **Rune of Fury:** Kaminos Melee increases one step, to Extraordinary.
- * **Rune of Iron Skin:** Kaminos gains +1 Armour, for a total 4 Armour.
- * **Rune of Relentless Zeal:** Kaminos gains a bonus to its Initiative equal to its Soul. It has Initiative 7.

If Kaminos is asleep, the party can make it as far as the bridges before it notices the intrusion. If someone failed the Trial of Faith, Kaminos is awake and attacks with its *Roaring Fyrestream* the moment anyone enters the cavern. If the party reach the island, Kaminos hauls itself out of the lake and engages on land, snapping at them with both heads.





HOW DO YOU SOLVE A PROBLEM LIKE KAMINOS?

It's quite possible that Kaminos the mighty is *too* mighty for the party to overcome directly. When it first appears describe its massive bulk, blazing maw and terrifying speed to emphasise to the players that they might not want to approach this as a combat encounter.

Instead encourage them to make creative use of their spells, Skills, Talents, and equipment to retrieve the Crucible. Don't forget that they can always use Soulfire for a plan that features a roll that just has to be made.

The Scholar's Coil takes one look at Kaminos and realises they have no hope of defeating him directly. Only Draedin, in an effort to make up for his betrayal, is prepared to stand along the party in battle. Things the Scholar's Coil consider include:

- * If Kaminos is occupied by the party, Kravich attempts to fly to the island and retrieve the Crucible of Life for the Coil.
- * If Thystra can get close enough, she attempts to cast *Mindslip* on Kaminos and make a grab for the Crucible.

Once Kaminos realises the Crucible has been taken, it charges across one of the bridges and attempts to reach the entrance as quickly as possible. Kaminos can not escape but for weeks afterwards the lands nearby quakes and rumbles at Kaminos's fury. Eventually these tremors stop, but whether that means Kaminos's rage has abated or the creature has escaped the confines of the temple is unknown.

THE CRUCIBLE OF LIFE

On the island stands an ornate forge and anvil, twice the size of a normal forge. Though there is no smith, the sounds of six hammers working in unison can be heard echoing through the chamber. In the forge sits a simple metal cup stamped with ancient runes that defy any attempts at translation. Though small, the cup weighs as much as a full keg. This is the Crucible of Life. The Crucible possesses the following abilities:

- * Any water placed in the cup is transformed into Aqua Ghyranis (up to a sphere's worth).
- * Drinking directly from the cup heals any hurt, cures any disease — including Nurgle's Rot — and removes mutations.
- * Any dead organic material placed into the cup is brought to life, initially as a living sludge. In the hands of an extraordinarily skilled mage, this sludge can be shaped into living beings — though what form this might take is anyone's guess.
- * The presence of the cup pushes the natural world to rapidly reproduce for hundreds of miles in every direction. This effect builds up over time and lingers for centuries.

In the hands of a follower of Chaos, the Crucible could be used for very different, and extremely dangerous, effects.

THE RETURN TRIP

At this stage the GM might want to wrap things up quickly, quickly bypassing the return to Anvilgard — feel free to do this if it is best for your campaign. There's plenty of adventure waiting back in Anvilgard. But the truth about expeditions is that getting home can sometimes be more dangerous than reaching the goal. Depending on how things went getting to the Vault of the Crimson Twins, the following might happen.

IF THE SCHOLAR'S COIL RETRIEVE THE CRUCIBLE

The Coil agents head to the surface, and trusting the party to keep their oaths, saddle up their mounts and make ready to leave. They move much faster than the party's large expedition. Unless they can think of something very clever, the party must either break their oaths or accept failure.

If he's still alive, you might allow the party to attempt to persuade Draedin to lead the Coil astray, giving Draedin a chance to redeem himself.

IF THE PARTY RETRIEVE THE CRUCIBLE

The Scholar's Coil respect the terms of any bargain, permit the party to leave, and then attempt to intercept and ambush them on the return journey.

If there was no bargain, the Coil seek to ambush the exhausted party as they emerge from the Stormvault, or ambush them in the jungle a few days later.

DAWID HEARTROCK

If the party think to use the Crucible of Life to end Dawid Heartrock's torment, they succeed. Water poured from the Crucible permanently dissolves his body, releasing him from his eternal torment. If the party have also defeated Oderin Klumph, this is enough to break the hold of Nurgle on the valley. The clouds of insects are dispersed in the next rain, and plant life bursts forth from the ground. Reduce Doom by two.

At the news of Dawid's death, **Heartrock's Hearth** (*Anvilgard City Guide*, page 18) closes its doors. A number of weeks later it reopens, under the ownership of Juliana Caligo. If Juliana was lost too, another member of the Blackscale Coil takes over the business and continues Dawid's unscrupulous practices.

RETURNING WITH THE CRUCIBLE

Returning with the Crucible is a straightforward task. Such a powerful artefact renders the challenges of the jungle straightforward since a single sip from it is sufficient to restore anyone's vigour. However, the party may well find themselves fending off an ambush by the Scholar's Coil.

RETURNING WITHOUT THE CRUCIBLE

Returning without the Crucible is a challenge. Go through the stages of the journey to the Stormvault in reverse. However, the Difficulty of all Navigator Tests are lowered by two, and the Difficulty of Leader Tests are lowered by one. Furthermore, if the expedition can make it to Hunter's Keep, they can resupply and rest before attempting the final leg to Anvilgard. Tensions may be high in Hunter's Keep as the party discovers their allegiance with the Scholar's Coil. For their part, the Order Serpentis claims it was merely a mercenary contract for them and hold no lasting hatred toward the party.

GM NOTES ON PART THREE

While running this section, present the challenges of the Stormvault in clear terms. It's with the Scholar's Coil that you can let your devious side run wild, Juliana's ideal result is that the party do all the hard work and she absconds with the Crucible. Interactions with the party's rivals should provide plenty of opportunities for roleplay as the adventure unfolds, adding an element of cat and mouse to the dungeon exploration.

AFTERMATH

If the party return with the Crucible of Life they are welcomed back as heroes. High Matriarch Tarvilla Etain hosts a banquet in their honour, attended by everyone of note, including Lord-Castellant Ephrem Vanhelm. There are those among the council, and in the city, who suggest that in defeating Juliana's group they may have put an end to the Blackscale Coil entirely. The party are assigned a residence in Firstwall-on-the-line, and their living expenses will be taken care of for the remainder of their time in Anvilgard.

The Crucible itself is taken into the possession of the Grand Conclave and kept under armed guard in Dauntless Hall, with a company of Charrwind Rangers assigned to guard it at all times. A committee of mages and priests is assigned to study the Crucible and learn how it can best be used.

If the Blackscale Coil secured the Crucible the Conclave will be deeply upset. Morgan Kassin will listen to the party's report, and later make clear that it has taken all her influence to prevent them from being exiled from Anvilgard for their failure. Raise the doom level by one.

AWARDING EXPERIENCE

As well as awarding XP for achieving any personal or party Short- or Long-term Goals, award additional XP for the following:

- ✦ For completing the adventure, award 1 XP.
- ✦ If the party discovered Draedin's betrayal before he could sabotage the Hogshead, award 1 XP.
- ✦ If more than half the expedition survived the adventure, award 1 XP.
- ✦ If the party recovered the Crucible, award 1 XP.
- ✦ If the party defeated Kaminos, award 1 XP.
- ✦ If the party ended Dawid's misery, award 1 XP.



APPENDIX:

ALLIES AND ENEMIES

DRAEDIN STORMCLOUD

Draedin Stormcloud hails from the Flamescar Plateau. After decades of wandering he has made a home for himself in Anvilgard, where he finds the dour, restrained populace to his liking. Draedin makes his living as a scout and guide, leading small expeditions into the jungle. He doesn't talk much, but expects anything he says about the jungle to be taken seriously. Draedin is completely devoted to Inna, his wife of thirty years, were it not for her kidnapping by the Blackscale Coil, he would never dream of betraying the party.

BLACKSCALE THUGS

The Blackscale Coil's reach is absolute within the city of Anvilgard, from the highest offices of the Grand Conclave, all the way down to the gutters, but by far their most numerous pawns are its army of common thugs. Ensnared by incalculably varied circumstances and backgrounds, these thugs serve all manner of mundane uses, from hard handed enforcers or plain clothes guards, to shrewd smugglers and relentless extortionists.

DRAEDIN STORMCLOUD			
<i>Medium Mortal (Aelf), Chosen</i>			
⚔ Average	⊕ Good	⚔ Average	
Armour	Toughness	Wounds	Mettle
0	8	4	1
Speed: Normal Initiative: 6 Natural Awareness: 3 Skills: Athletics (+1d6), Awareness (+2d6, +1), Ballistic Skill (+2d6, +1), Fortitude (+1d6), Medicine (+1d6), Nature (+2d6), Reflexes (+1d6), Stealth (+2d6, +2), Survival (+3d6, +2), Weapon Skill (+1d6)			
TRAITS			
Acute Sense: Draedin has acute sight and hearing. When making an Awareness Test using either sense, the dice gained from Training is doubled to 4d6. Vanish: Draedin can easily blend in with the environment and go unnoticed. He can attempt to hide even when there is no cover or shadows.			
ATTACK			
Spear: Melee Attack (Average), 4d6, 1 + S Damage. <i>Piercing, Thrown (Short)</i> Bow: Ranged Attack (Good), 5d6, 1 + S Damage, Long Range. <i>Subtle, Piercing, Two-handed</i>			
BODY	MIND	SOUL	
3	3	2	

BLACKSCALE THUG			
<i>Medium Mortal, Warrior</i>			
⚔ Good	⊕ Average	⚔ Good	
Armour	Toughness	Wounds	Mettle
1	6	-	-
Speed: Normal Initiative: 2 Natural Awareness: 5 Skills: Awareness (+1d6), Ballistics Skill (+1d6, +1), Reflexes (+2d6), Stealth (+2d6), Weapon Skill (+2d6, +1)			
TRAITS			
Alley Cat: The Blackscale Thug has Advantage on Opposed Tests to hide or find someone within the city. Pierce Armour: For every 6 on an attack, the Blackscale Thug ignores a point of Armour.			
ATTACK			
Dagger: Melee Attack (Good), 5d6, + S Damage. <i>Piercing, Subtle, Thrown (Short)</i> Hand Crossbow: Ranged Attack (Average), 4d6, + S Damage, Medium Range. <i>Close, Piercing</i> .			
BODY	MIND	SOUL	
3	2	1	

JULIANA

Juliana is a con-artist. She began her career in the Rumrunners (see *Anvilgard City Guide* page 6), supplementing her wages by looking the other way when illicit cargo was found. A fascination with the goods travelling in and out of Anvilgard saw her build up an enviable knowledge of the arcane and esoteric. Today, Juliana runs an entirely legitimate antiques business in Firstwall-on-the-Line (see *Anvilgard City Guide*, page 17). Her real income comes from long cons based on convincing treasure seekers and collectors that unremarkable artefacts are near priceless treasures.

Slightly to Thystra's surprise, Juliana has been appointed leader of the coil. The Blackscale Coil finds her planning skills and insight into Human nature to be of great value.

JULIANA CALIGO			
Medium Mortal (Human), Chosen			
↑ Average	⊕ Average	↓ Average	
Armour	Toughness	Wounds	Mettle
1	7	4	1
Speed: Normal Initiative: 6 Natural Awareness: 3 Skills: Awareness (+2d6), Ballistic Skill (+1d6, +1), Determination (+1d6), Guile (2d6, +1), Intuition (+2d6, +1), Lore (+2d6), Reflexes (+1d6, +1), Stealth (+1d6), Survival (+1d6), Weapon Skill (+1d6, +1)			
TRAITS			
Con-Artist: Juliana has spent many years lying and deceiving people for her own gain and has become quite adept at working people. Juliana has Advantage on Opposed Tests when attempting to steal from someone or go unnoticed during illicit activities, when brokering deals, and when attempting to persuade, deceive, or otherwise trick others.			
You've Got The Wrong Person: Juliana is used to slipping out of dangerous situations. Once per turn, if Juliana is targeted by a melee attack, she can redirect the attack towards another creature within Close Range (excluding the attacker).			
ATTACK			
Old Sword: Melee Attack (Average), 3d6, 1 + S Damage. <i>Slashing.</i>			
Freeguild Pistol: Ranged Attack (Average), 4d6, 1 + S Damage, Medium Range. <i>Close, Loud, Piercing.</i>			
BODY	MIND	SOUL	
2	3	2	

KRAVICH

Kravich came to Anvilgard five years ago, abandoned both his last name and his guild, and took up employment with the Blackscale Coil as a safebreaker and perpetrator of seemingly impossible thefts. He keeps his Aether-rig stored securely, only wearing it during missions.

AERIS SWIFTPROW

Aeris Swiftpro is a veteran of dozens of monster hunting voyages, and almost as many trips into the jungle in search of prey. When not working he prefers to relax at the gladiatorial pits, watching the beasts he captured earn their pay.

THYSTRA HEARTSEEKER

Thystra has lived in Anvilgard her whole life, and was born into the Blackscale Coil. She views the Coil as the natural rulers of Anvilgard, and feels it as a personal affront that it is not so. She maintains a townhouse near Hag's Sacrament (*Anvilgard City Guide*, page 20), appreciating the fact that non-Aelves tend to avoid the area.

AERIS SWIFTPROW			
Medium Mortal (Aelf), Chosen			
↑ Great	⊕ Average	↓ Good	
Armour	Toughness	Wounds	Mettle
2	7	4	1
Speed: Normal Initiative: 7 Natural Awareness: 2 Skills: Athletics (+1d6), Awareness (+2d6), Ballistic Skill (+2d6), Beast Handling (+2d6), Dexterity (+1d6), Reflexes (+2d6), (Survival +1d6), Weapon Skill (+3d6, +1)			
TRAITS			
Opportunist: Once per round, Aeris can immediately make an Attack when an opponent attempts to move away from him.			
Whirling Blades: Aeris is a tornado of death when wielding his trademark twin cutlasses. While wielding a cutlass in each hand, Aeris's Melee increases one step and he adds 1d6 to his dice pool for attacks. Both of these effects are included already.			
ATTACK			
Cutlass: Melee Attack (Good), 7d6, 1 + S Damage. <i>Slashing.</i>			
Repeater Handbow: Ranged Attack (Average), 4d6, + S Damage, Medium Range. <i>Close, Piercing, Spread.</i>			
BODY	MIND	SOUL	
3	2	1	



Sometimes artefacts surface in Anvilgard that the Blackscale Coil just has to have. Often the organisation simply purchases them, but when the owner doesn't wish to sell, or the price is too high, the Scholar's Coil is dispatched to handle the acquisition.

KRAVICH			
Medium Mortal (Duardin), Chosen			
⚔ Average	⊕ Good	⚔ Average	
Armour	Toughness	Wounds	Mettle
1	7	6	1
Speed: Normal, Fly (Normal) Initiative: 8 Natural Awareness: 3 Skills: Athletics (+2d6), Awareness (+1d6), Ballistic Skill (+2d6, +1), Crafting (+3d6 +1), Dexterity (2d6, +1), Fortitude (+1d6), Guile (+1d6), Reflexes (+1d6), Stealth (+2d6), Weapon Skill (+1d6)			
TRAITS			
Aether-rig: Kravich still has his aether-rig, despite his disgrace. The rig has seen better days, but still has an Aether-Endrin which grants flight (included above), Aetheric Lenses which grant <i>Witch-Sight</i> and allow him to see through 5 foot of solid metal, a God's Eye (see below), and a Quadbreather which makes him immune to any airborne toxins. Aetheric devices are detailed on page 112 of <i>Soulbound</i> . Ready for Anything: Years of looking over his shoulder has made Kravich ready for anything. Kravich can not be Surprised and gains +2 Initiative (included above). Too Stubborn To Die: As a Duardin, Kravich has +2 Wounds (included above).			
ATTACK			
Hammer: Melee Attack (Average), 3d6, + S Damage. <i>Crushing, Subtle, Thrown (Short)</i> . God's Eye: Ranged Attack (Good), 5d6, 1 + S Damage, Medium Range. <i>Aetheric, Penetrating</i> .			
BODY	MIND	SOUL	
3	3	1	

THYSTRA HEARTSEEKER			
Medium Mortal (Aelf), Chosen			
⚔ Poor	⊕ Average	⚔ Poor	
Armour	Toughness	Wounds	Mettle
1	8	4	2
Speed: Normal Initiative: 8 Natural Awareness: 2 Skills: Arcana (+2d6), Awareness (+2d6), Channelling (+3d6 +2), Guile (+2d6,+1), Intuition (+2d6), Lore (+2d6), Reflexes (+2d6)			
TRAITS			
Blood Sacrifice: Whether a willing sacrifice for the glory of your deity or the hapless victim of an unscrupulous mage, Thystra can use a creature's final moments to fuel her power. When a sentient creature in Thystra's Zone dies a violent death, she may add 1d6 to the next Channelling Test she makes before the end of her next turn. This effect is cumulative if multiple creatures in her Zone are killed in the same turn, excluding creatures killed as part of a Swarm. Spellcasting: Thystra is a spellcaster. She knows the <i>Aetheric Armour, Arcane Blast, Arcane Bolt, Crown of Asphyxiation, Enslave, Illusion, Mindslip, Mystic Shield</i> and <i>Mystifying Miasma</i> spells. Additionally, she can unbind spells per the <i>Unbind</i> Talent. Witch-Sight: Thystra has the <i>Witch-Sight</i> Talent (<i>Soulbound</i> , page 93).			
ATTACK			
Staff: Melee Attack (Poor), 1d6, Damage 1 + S. <i>Crushing, Two-handed</i> .			
BODY	MIND	SOUL	
1	4	3	

CARNOSAUR

The Carnosaur is a giant bipedal lizard whose powerful, clawed forelimbs are balanced by its tree-trunk thick lashing tail. The ferocious bellow of a Carnosaur triggers a primal fear buried deep within any living creature, and sends jungle life for miles around rushing for safety. The Seraphon raise Carnosaurs from clutches of eggs in their temple-ships for use as deadly mounts in battle. Carnosaurs are sometimes released into the jungle to feed and can go feral, making them even more terrifying.

CARNOSAUR			
<i>Enormous Beast, Champion</i>			
† Superb	⊕ Poor	‡ Great	
Armour	Toughness	Wounds	Mettle
3	24		1
Speed: Fast Initiative: 5 Natural Awareness: 1 Skills: Athletics (+3d6), Awareness (+2d6), Fortitude (+2d6), Reflexes (+1d6), Weapon Skill (+2d6)			
TRAITS			
Blood Frenzy: The scent of blood drives the Carnosaur into a frenzied rage. If the Carnosaur is in the same Zone as any creature who has suffered a Wound, its Melee increases one step.			
Nigh Unkillable: The Carnosaur is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above.			
Terrifying: The Carnosaur is a terrifying monstrosity that strikes fear into the hearts of its foes. Any creature that starts its turn within Medium Range of the Carnosaur must make a DN 4:2 Soul (Determination) Test or become <i>Frightened</i> until the start of its next turn.			
ATTACK			
Massive Jaws: Melee Attack (Superb), 9d6. 2 + S Damage. <i>Crushing, Piercing, Rend.</i>			
Clawed Forelimbs: Melee Attack (Superb), 9d6. 1 + S Damage. <i>Piercing.</i> A creature damaged by this attack must make a DN 4:3 Body (Might) Test or be knocked <i>Prone</i> and become <i>Restrained</i> .			
Lashing Tail: Melee Attack (Superb), 9d6, + S Damage. <i>Cleave, Crushing.</i> All creatures damaged by this attack must make a DN 4:3 Body (Might) Test or be knocked <i>Prone</i> .			
BODY	MIND	SOUL	
7	1	4	

CROCODROTH

Drifting patiently and silently through jungle rivers and coastal swamps, Crocodroths are the stuff of nightmares. When they strike they launch themselves on their prey with speed and power, snapping them up in their massive jaws and dragging them beneath the water in a cloud of frothing bubbles and blood. Crocodroth grow up to 30 feet long, with inch-thick blue green scales and pale yellow eyes. After eating they can spend weeks drifting in inactivity, while moss and algae grow across them, making them even harder to spot in the dark jungle waters.

CROCODROTH			
<i>Enormous Beast, Champion</i>			
† Great	⊕ Poor	‡ Good	
Armour	Toughness	Wounds	Mettle
3	16		1
Speed: Normal Initiative: 5 Natural Awareness: 2 Skills: Athletics (+2d6), Awareness (+2d6), Stealth (+2d6, +1), Weapon Skill (+2d6)			
TRAITS			
Aquatic: The Crocodroth swims at normal speed, and can hold its breath for over an hour.			
Death Roll: If, while in a body of water, the Crocodroth deals Damage with its <i>Massive Jaws</i> , the target must make a DN 4:3 Body (Might) Test or be <i>Restrained</i> and dragged beneath the water. The creature begins to suffocate (<i>Soulbound</i> , page 157) and suffers 6 Damage at the start of its turn until it escapes, as the Crocodroth crushes it in its jaws. A <i>Restrained</i> creature can use an Action to make a Body (Might or Reflexes) Test opposed by the Crocodroth's Body (Might) to escape. When the Crocodroth has a creature restrained in this way, it cannot attack with its <i>Massive Jaws</i> .			
Nigh Unkillable: The Crocodroth is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above.			
ATTACK			
Massive Jaws: Melee Attack (Great), 8d6. 2 + S Damage. <i>Crushing, Piercing, Rend.</i>			
Lashing Tail: Melee Attack (Great), 8d6, + S Damage. <i>Cleave, Crushing.</i> All creatures damaged by this attack must make a DN 4:3 Body (Might) Test or be knocked <i>Prone</i> .			
BODY	MIND	SOUL	
6	1	1	

DIVINE AUTOMATA

Crafted by the Six Smiths, these automata were gifts to Sigmar, created to stand watch over his treasures for all time. The makers of the automata put forth all their skill to create models of Sigmar's pantheon, each containing a mechanism that reflected the powers of the god depicted. The automata are gleaming creations of brass, iron, and silver, each driven by complex enchantments and an emberstone core. The makers of the automata had met with each of the gods depicted in person during the Age of Myth, and so are considered religious relics by many.

DRAKESPAWN

Swift and savage mounts of the Order Serpentis, Drakespawns are tall, bipedal reptiles protected by tough scales and a bad attitude. In the wild, Drakespawns hunt in agile packs, using bursts of staggering speed and fury to overcome their prey. The Order Serpentis hold Drakespawns in high regard, as they are some of the few mounts in the mortal realms that rarely balk at the monstrous prey that they trade in. But even Drakespawns that have been domesticated for generations demand a firm hand to control once the hunt begins and blood is spilled.

DIVINE AUTOMATA			
<i>Large Automaton, Warrior</i>			
Great		Poor	Good
Armour	Toughness	Wounds	Mettle
3	12	-	-
Speed: Normal Initiative: 2 Natural Awareness: 1 Skills: Awareness (+1d6), Fortitude (+2d6), Might (+2d6), Weapon Skill (+2d6 +2)			
TRAITS			
Automaton: The Divine Automata cannot be <i>Poisoned</i> , <i>Charmed</i> , or subjected to any kind of mental influence. The Divine Automata doesn't have a soul and automatically succeeds any Soul Tests to resist spells and other effects. Nigh Unkillable: The Divine Automata is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above. Cunnin' and Brutal (Gorkamorka Only): If reduced to 8 Toughness or fewer, the Divine Automata splits in half to fight as Gork and Mork. Each has the same profile as the original, and enters combat with 8 Toughness. Divine Lightning (Sigmar Only): Lightning fills the area with each strike of Sigmar's mighty hammer. Sigmar's <i>Giant Weapon</i> has the <i>Blast</i> (3) Trait, and deals 3 additional Damage to all non-automatons in the Zone. Forge-Fire Hammer (Grungni Only): Grungni's hammer is wreathed in white hot flame. Attacks from its <i>Giant Weapon</i> have the <i>Rend</i> Trait.			
ATTACK			
Giant Weapons: Melee Attack (Great), 7d6, 2 + S Damage. <i>Crushing, Two-handed</i> .			
BODY	MIND	SOUL	
5	1	0	

DRAKESPAWN			
<i>Large Beast, Warrior</i>			
Average		Poor	Average
Armour	Toughness	Wounds	Mettle
2	5	-	-
Speed: Fast Initiative: 2 Natural Awareness: 1 Skills: Athletics (+1d6), Reflexes (+1d6), Weapon Skill (+1d6)			
TRAITS			
Frenzy: If the Drakespawns suffers Damage, it flies into a frenzy. The Drakespawns's Defence decreases one step and its Melee increases one step. In this condition, the Drakespawns attacks the nearest creature in its Zone (including allies) until it or the target is slain. Alternatively, a creature known to the Drakespawns (such as through the <i>Loyal Companion</i> Talent) can use an Action to make a DN 4:2 Soul (Beast Handling) or Body (Beast Handling) Test to calm or control the Drakespawns. If the Drakespawns takes further Damage, it flies into a frenzy again.			
ATTACK			
Savage Teeth and Claws: Melee Attack (Average), 4d6, 1 + S Damage. <i>Piercing, Rend</i> .			
BODY	MIND	SOUL	
3	1	1	

FLAMESPYRE PHOENIX SPIRIT

The spirit of this Flamespyre phoenix was caught by Grungni at the exact moment of its expiration and imprisoned within the Penumbral Engine before it could be reborn. Once released, the spirit phoenix is a creature of ethereal fire, trailing clouds of burning gas in its wake and emitting a constant wailing scream.

FLAMESPYRE PHOENIX SPIRIT			
<i>Large Spirit, Warrior</i>			
♣ Good		⊕ Poor	♠ Good
Armour	Toughness	Wounds	Mettle
1	8	–	–
<p>Speed: Fly (Fast). The Flamespyre Phoenix has a Normal speed on foot.</p> <p>Initiative: 5</p> <p>Natural Awareness: 2</p> <p>Skills: Athletics (+1d6), Awareness (+2d6), Intimidation (+2d6), Reflexes (+2d6), Weapon Skill (+1d6 +1)</p>			
TRAITS			
<p>Born of Fire: The Flamespyre Phoenix is immune to Hazards and Damage from intense heat or flames.</p> <p>Ethereal: The Flamespyre Phoenix is a bound spirit, rather than a living creature, making it harder to hit with mundane weapons. The Phoenix talks half Damage from nonmagical attacks and can pass through solid objects.</p> <p>Wake of Fire: Streams of flames surround the Flamespyre Phoenix. The Flamespyre Phoenix's Zone is a <i>Major Hazard</i>.</p>			
ATTACK			
<p>Flaming Talons: Melee Attack (Good), 5d6, 1 + S Damage. <i>Rend, Slashing.</i></p>			
BODY	MIND	SOUL	
4	1	3	

GRAPPLEMAW

Grapplemaaws are among the most terrifying of the many deadly plants found in the deep jungles of Aqshy. Consisting of little more than a giant trunk, capped by fearsome, fang-lined jaws, and a collection of animated branches, Grapplemaaws grow by seizing and devouring nearby organic matter. Seedling Grapplemaaws are tiny, and might struggle to devour a single blade of grass in a day. Fully grown Grapplemaaws stand dozens of feet tall and can uproot entire trees. Eventually they will have devoured everything they can reach, and fall dormant, waiting centuries for the surrounding jungle to regrow so they can engage in a renewed feeding frenzy.

GRAPPLEMAW			
<i>Enormous Beast, Champion</i>			
♣ Superb		⊕ Poor	♠ Poor
Armour	Toughness	Wounds	Mettle
3	22	–	1
<p>Speed: None</p> <p>Initiative: 1</p> <p>Natural Awareness: 1</p> <p>Skills: N/A</p>			
TRAITS			
<p>Nigh Unkillable: The plant is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above.</p> <p>Regeneration: The plant is rooted in a spill of Aqua Ghyranis. Every round it regains 1d6 Toughness. Damage from fire stops this effect for one round.</p>			
ATTACK			
<p>Seizing Branches: Melee Attack (Superb), 9d6, 2 + S Damage. <i>Crushing, Reach, Piercing.</i> A Medium or smaller creature that suffers Damage from this attack is <i>Restrained</i>, as vines and branches around them. A <i>Restrained</i> creature can use an Action to make a Body (Might or Reflexes) Test opposed by the Grapplemaaw's Body (Might) to escape. A creature restrained in this way suffers 3 Damage at the start of their turn, which ignores Armour. If this Damage would cause the creature to become <i>Mortally Wounded</i>, they are instead devoured by the Grapplemaaw and killed instantly.</p>			
BODY	MIND	SOUL	
9	1	1	

KHARIBDYSS

Dragged from the darkest depths of the ocean floor and bound to service by the Order Serpentis, the Kharibdyss is a lumbering five-headed nightmare, birthed in a world without light or hope. Its cry can shatter the will of seasoned champions, its sharp teeth can pierce armour like overripe fruit, and to fall before it is to be ensnared by its fanged maw and consumed whole. To the Order Serpentis, it is a grand and terrible beast, each hard won, but perfectly serves its purpose as a beast of war with little need for prompting.



KHARIBDYSS			
<i>Enormous Beast, Champion</i>			
Great		Poor	Great
Armour	Toughness	Wounds	Mettle
2	20	–	2
Speed: Fast Initiative: 5 Natural Awareness: 2 Skills: Awareness (+2d6), Fortitude (+2d6), Might (+2d6), Reflexes (+2d6), Weapon Skill (+2d6, +2)			
TRAITS			
Abyssal Howl: The Kharibdyss lets loose a spine-chilling roar when they scent their prey. As an Action, the Kharibdyss can let out a roar. Creatures in the Kharibdyss's Zone and any adjacent Zones must make a DN 4:3 Soul (Determination) Test. On a failure, the target is <i>Frightened</i> until the end of its next turn.			
Feast of Bones: The Kharibdyss consumes the bodies of fallen enemies in its many fanged maws. If an attack from the Kharibdyss's Fanged Maw would cause a creature to become <i>Mortally Wounded</i> , they are instead devoured and killed instantly.			
Nigh Unkillable: The Kharibdyss is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above.			
Many-headed Monstrosity: The Kharibdyss has five heads, one large and four smaller ones. The smaller heads deal an additional +1 Damage per head when the Kharibdyss attacks with its Fanged Maw (this is included below). A creature can use the <i>Called Shot</i> Action to try to sever one of the smaller heads instead of inflicting the <i>Stunned</i> Condition. If the attack deals at least 3 Damage, the head is severed and the Damage dealt by the Fanged Maw is reduced by 1. The larger head can not be severed in this way.			
ATTACK			
Fanged Maw: Melee Attack (Great), 8d6, 5 + S Damage. <i>Penetrating, Piercing</i> . Each result of 6 on this attack roll deals 1 Damage to all other creatures in the Kharibdyss's Zone and any adjacent Zones.			
Spiked Tail: Melee Attack (Great), 8d6, 2 + S Damage. <i>Crushing, Piercing</i> . A creature damaged by this attack must make a DN 4:3 Body (Might) Test or be knocked <i>Proned</i> .			
BODY	MIND	SOUL	
6	1	3	

NURGLING

The diminutive children of Nurgle are rotund little daemons, swollen with weeping puss and sputtering gas that leaks through their sore-blighted skin. They giggle and cavort constantly, utterly blissful in their role as playful gift bringers. When they spot any tragic mortals lacking Nurgle's blessings, they rush towards them excitedly, to play nibble upon their flesh with their razor-sharp, filth-smearred teeth and horns. When slain, they pop like ripe boils, projecting their rotting insides with a gaseous burp in one final parting gift, accompanied by a shriek of joy as they further their beloved grandfather's work.

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.			
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. The Nurgling Swarm acts as one. Add +1d6 to attacks and +1 Toughness per Nurgling in the Swarm. The Swarm suffers double Damage from effects that target a Zone. When a Nurgling Swarm is damaged, each creature in Close Range suffers the effects of its <i>Disease-ridden Demise</i> Trait. However, both the Damage suffered and the Complexity of the Test increase by 1 per Nurgling slain.			
ATTACK			
Tiny Razor-sharp Teeth: Melee Attack (Average), 2d6, 1 + S Damage. <i>Slashing</i> . A creature damaged by this weapon must make a DN 4:1 Body (Fortitude) Test or be <i>Poisoned</i> until the end of their next turn.			
BODY	MIND	SOUL	
1	1	1	

ORDER SERPENTIS KNIGHT

The Aelves of the Order Serpentis are the descendents of the ancient and mighty empire of Narkath, in which every knight had a Black Dragon as a steed.

After Narkath was destroyed in the Age of Chaos, the surviving knights were forced to abandon their dragons for Drakespawn, but their pride and skill at arms remains. Arrogant and aloof, the Order Serpentis devote themselves to tracking and capturing monsters for use as weapons of war, or gladiatorial entertainments.

ORDER SERPENTIS KNIGHT			
<i>Medium Mortal (Order Serpentis), Warrior</i>			
♣ Good		⊕ Average	
♣ Average (Good with shield)			
Armour	Toughness	Wounds	Mettle
2	7	–	–
Speed: Normal Initiative: 4 Natural Awareness: 2 Skills: Awareness (+1d6), Ballistic Skill (+2d6), Beast Handling (+2d6 +2), Determination (+1d6), Fortitude (+1d6), Intimidation (+2d6, +1), Reflexes (+1d6 +1), Weapon Skill (+2d6, +1),			
TRAITS			
Lance Charge: When mounted atop their Drakespawn mounts, the Order Serpentis can drive their lances through even the thickest armour. If the Order Serpentis Knight is mounted and attacks with its Barbed Lance, the attack deals +1 Damage and the weapon gains the <i>Rend</i> Trait.			
Mounted Combatant: When mounted, the Order Serpentis Knight's Melee increases one step.			
ATTACK			
Barbed Lance: Melee Attack (Good), 5d6, 1 + S Damage. <i>Piercing</i> . If an attack from this weapon inflicts a Wound, the severity of the Wound increases one step.			
Barbed Net: Ranged attack (Average), 4d6, + S damage, Short Range. <i>Piercing, Restraining</i> .			
Hand Crossbow: Ranged attack (Average), 4d6, + S damage, Medium Range. <i>Close, Piercing</i> .			
BODY	MIND	SOUL	
3	2	2	

FIRESPIITTER

Firespitters are large reptilian beasts that thrive in and around the countless lava flows or volcanic caverns that dot the Aqhsy wilderness. Their unique scales dissipate even the most intense heat, allowing them to swim through lava as if it were water. Though placid in nature, when threatened, Firespitters spew a sticky stream of magma at attackers, or rip into them with their flaming maws. Despite this, Firespitter herders still make a living from the beasts, draped in layers of harvested Firespitter scales to ward off the infrequent moods of their herd.

FIRESPIITTER			
<i>Large Beast, Warrior</i>			
⚔ Average	⊕ Average	⚔ Poor	
Armour	Toughness	Wounds	Mettle
1	4	–	–
Speed: Fast, Swim (Fast) Initiative: 4 Natural Awareness: 2 Skills: Awareness (+2d6), Ballistic Skill (+2d6), Fortitude (+1d6), Reflexes (+1d6), Weapon Skill (+1d6)			
TRAITS			
Born of Fire: The Firespitter is immune to Hazards and Damage from intense heat or flames.			
ATTACK			
Burning Jaws: Melee Attack (Average), 3d6, 1 + S Damage. <i>Piercing, Rend.</i> Stream of Fire: Ranged Attack (Average), 3d6, 2 + S Damage, Range (Medium). <i>Rend, Spread.</i>			
BODY	MIND	SOUL	
2	1	1	

SKINK

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

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

SKINK			
<i>Small Mortal (Seraphon), Minion</i>			
⚔ Average	⊕ Good	⚔ Average (Good with shield)	
Armour	Toughness	Wounds	Mettle
0	1	–	–
Speed: Normal Initiative: 6 Natural Awareness: 2 Skills: Awareness (+1d6), Ballistic Skill (+2d6), Reflexes (+2d6), Stealth (+1d6, +1), Weapon Skill (+2d6)			
TRAITS			
Swarm: If three or more Skinks occupy the same Zone they become a Swarm. The Skinks acts as one. Add +1d6 to attacks and +1 Toughness per Skink in the Swarm. The Swarm suffers double Damage from effects that target a Zone.			
Starlit or Savage: Seraphon can be either Starborne or Coalesced. Choose one of the following Traits for the Skink.			
<i>Starborne:</i> You are of the heavens, and celestial magic permeates your very being. When you die, you erupt in a flash of blinding light. Enemies in your Zone must make a DN 4:1 Body (Reflexes) Test or be Blinded until the end of their next turn.			
<i>Coalesced:</i> You have lived away from the heavens for too long, and have embraced your Savage nature. Your Melee increases one step, and you deal +1 Damage on all attacks.			
ATTACK			
Celestial Dagger: Melee Attack (Average), 3d6, + S Damage. <i>Piercing.</i> Meteoric Javelin: Ranged Attack (Good), 5d6, + S Damage. <i>Piercing.</i>			
BODY	MIND	SOUL	
1	3	1	



SLOPPITY BILEPIPER

When a Plaguebearer becomes infected with the Chortling Murrain they abandon their dour demeanour and transform into capering entertainers, spreading literally infectious laughter wherever they go. Bilepipers are beloved by Nurglings, who find their antics hilarious, and find the sound of their pestilent gutpipes intoxicating. Mortals who come into contact with a bilepiper are not so lucky. The infectious *Chortling Murrain* causes its victims to laugh hysterically until their sides literally split, leaving them giggling in horror as their life draws to an end.

SLOPPITY BILEPIPER			
<i>Medium Daemon (Maggotkin of Nurgle), Champion</i>			
♣ Good		⊕ Poor	♣ Good
Armour	Toughness	Wounds	Mettle
2	8	–	2
Speed: Normal Initiative: 6 Natural Awareness: 2 Skills: Awareness (+2d6), Entertain (+3d6, +1), Fortitude (+3d6), Reflexes (+2d6), Weapon Skill (+2d6, +1)			
TRAITS			
Cloud of Flies: The Sloppity Bilepiper is surrounded by a swarm of bloated flies. Its Defence is one step higher when it is targeted by a ranged attack.			
Chortling Murrain: The Sloppity Bilepiper constantly prances about with infectious mirth. Any non-Maggotkin creature that starts its turn in the same Zone as the Sloppity Bilepiper must make a DN 4:3 Soul (Fortitude) Test. On a success, the creature is unaffected. On a failure, the creature is <i>Stunned</i> and <i>Prone</i> until the beginning of their next turn. If they fail the Test again, they remain <i>Stunned</i> and <i>Prone</i> , and suffer a Minor Wound as their sides begin to split. This continues every consecutive round a creature falls the Test. If this effect causes a creature to become Mortally Wounded, they instead die immediately as their sides rupture and explode from laughter.			
Grandfather's Blessing: The Sloppity Bilepiper is immune to being <i>Poisoned</i> and any other effects associated with sickness and disease.			
Jolly Gutpipes: All Maggotkin of Nurgle that starts their turn in the same Zone as the Sloppity Bilepiper increase their Melee and Accuracy one step.			
ATTACK			
Marroter: Melee Attack (Good) 5d6, 1 + S Damage. <i>Crushing.</i>			
BODY	MIND	SOUL	
3	2	3	

WARRIORS OF SIGMAR

Before they began work on the Divine Automata, the Six Smiths had to master the art of forging humanoid automata. The Warriors of Sigmar were the result of their labour — guards of unceasing vigilance, each a 7-foot-tall warrior clad in gleaming armour. The automata wield great warhammers, patterned after Ghal Maraz, in their right hands, and bear shields emblazoned with the Twin-Tailed Comet in their left. At its core, each Warrior of Sigmar contains a fragment of emberstone to act as an unending powersource.

For the Warriors of Sigmar, use the **Divine Automata** statblock (see page 34) with the following adjustments:

- ✦ Remove all Traits except *Automaton*. This reduces its Toughness to 6.
- ✦ The Warrior of Sigmar wields a shield. Its Defence is Great.
- ✦ The Warrior of Sigmar uses a Warhammer instead of a Great Weapon. It deals 1 + S Damage and loses the *Two-Handed* Trait.



Day 1 — Expedition sets out. All in good spirits. Well prepared and well equipped. Once clear of Anvilgard Dawid announced that the Stormvault we are seeking contains a treasure said to heal all hurts and cure all sickness.

Day 4 — Slow progress today. Five sick with some kind of fever. Halted for the afternoon to permit extra rest. Heartrock impatient, but understands health of expedition important. Scouts believe we are being observed. Seraphon? No clear sightings. Doubled night watch.

First casualty. Kandrick taken by something in the lake when refilling water. Water party fired fifty rounds to no effect. Have discussed ammunition discipline with all hands.

Day 9 — Horrendous flies. Everyone bitten. Continual pain. Trying to stick to higher ground.

Two lost today. Haadthol succumbed to some kind of rot. Grimberg ate unfamiliar berries. Heartrock furious, reminded all of dangers of unfamiliar food. Route climbing steeply now.

Day 15 — Attacked by strange beasts three days in a row. Built defensive camp Fort Heartrock on mountain ridge relief to be out of the jungle for a time. 16 dead. 22 too wounded to continue. Wounded will remain in camp till recovered then strike out for Anvilgard. Concerned about ammunition. Denisson commended for valour by Heartrock. Killed three with a hand axe.

Lizard meat tough but acceptable.

Day 22 — Lost two firespitters at river crossing. Worse, lost carried supplies. Headcount now 60. Rations halved. Have enough supplies to push on for another week at most.

Day 29 — Major excitement! We have found stone pillars that accord with Dawid's predictions. According to Dawid the inscriptions say the Stormvault should be a week's travel from here. Good news as we have barely enough supplies to make it out. Can now return to Anvilgard, secure new backing and try again knowing the route.

Will discuss route forward with Dawid at noon. Men enjoying well deserved rest.

Here begins the log of the Vleesman Expedition.

Regret to record that Heartrock has refused to turn back, convinced 'Sigmar will provide'.

Angry words on all sides. Have convinced 25 souls to join me in attempting an immediate return.

Remaining 21 will go with Heartrock. Fear their fate has been sealed.

Day 32 — Still 23 of us. Food short but progress good.

Day 40 — Rawlins sick this morning. Told him to walk or we'd have to leave him. Abandoned him at noon. Valuable time lost. Four more have fever.

Day 55 — Lost seven to monsters. Not animals. Daemons calling our names. Forest so twisted even the daemons are full of parasites. Five of us remain.

Day 61 — Just me now. Hollis broke a leg at a river crossing. Rotten luck. Left her a crossbow. Too heavy for me. Hopefully she'll delay the hunters a bit.

Day 71 No sign of the hunters. Can smell defoliant. I will not let this jungle kill me.

WARHAMMER
AGE OF SIGMAR
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