

WARHAMMER
AGE OF SIGMAR
ROLEPLAY

SOULBOUND™

ROTTEN TO THE CORE



DISCOVER THE ROT AT THE HEART OF ANVILGARD IN THE SECOND
ADVENTURE FOR THE SHADOWS IN THE MIST CAMPAIGN.

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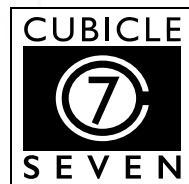
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ADVENTURE SUMMARY

Tibor Hallowgate, a member of the Anvilgard Grand Conclave and secretly the leader of the Last Breath Nurgle Cult, has devised a plan to imply High Architect **Irina Heiksdotr** has failed to maintain the defoliant cannons that protect the city. Hallowgate plans to replace her with a pawn of his own.

To do this, someone secretly in Tibor's employ contacts a local Freeguilder and Blackscale Coil member named **Ulvalla**. Tibor's intelligence reveals Ulvalla is fed up with the Conclave and would relish any opportunity to weaken them, and believes her guards along the city walls can hold off any threat to Anvilgard if the cannons are disabled. Through his contact, Tibor leaks information to Ulvalla, based on his pawn's knowledge of the mechanisms protecting Anvilgard. He also insinuates the information comes from Irina to throw off investigation.

Ulvalla then sets a plan in motion to use her contacts in the Blackscale Coil to steal defoliant from the city, threatening and bribing production facility workers to replace it with harmless water and sequestering the decanted defoliant in a Blackscale Coil controlled warehouse. While Ulvalla thinks this will cause temporary embarrassment to the Conclave and possibly see some heads roll, Tibor's ultimate goal is to weaken the defensive infrastructure of the city, putting both the Conclave and Blackscale Coil in danger.

When the party arrives back in Anvilgard, having just fought their way back through the dense undergrowth of the Charrwind Coast's jungles, they find the cannons disabled and the city under attack from a twisted abomination of Nurgle — a Feculent Gnarlmau. After dealing with this infestation, the Conclave requests the party investigate what caused the defoliant cannons to fail. The investigation takes them to the facility where the defoliant is produced. There they discover Ulvalla's subterfuge, and High Architect Irina is strongly implicated to be the one who was involved in sabotaging her own work and is a member of the Blackscale Coil.

After fending off the Coil's servants and returning the defoliant, the party must advise the Grand Conclave as to who is responsible for this catastrophe — and their decision will have grave consequences on the future of Anvilgard.

GETTING STARTED

Rumour: Many Freeguilders whisper discontent with how the Conclave has been allocating resources. Some even think they are in danger due to mismanagement and wish for a change in leadership.

Threat: Conclave member Tibor Hallowgate has worked from the shadows to empower a Freeguild guard, Ulvalla, to sabotage the city's defences. This will allow Nurgle's power to breach the walls. Until the defences are fixed, the city is at risk.

PART 1: RETURN TO ANVILGARD

At the start of this adventure, the party are in the jungles of the Charrwind Coast, making their way back to the city of Anvilgard following the events of **Chapter One: Blood Tide**. Read the following aloud, or summarise the information for the players.

The journey down the Charrwind Coast has not been as simple as you'd hoped. Thick brambles the size of a Stormcast Eternal's forearms cover large swathes of the area, strange and unnaturally powerful animals track your progress with hungry eyes, and the forest itself grows and shifts, forcing you to re-orientate yourselves constantly.

Since washing up on the shore, you have spent days navigating the coastline in order to find your way to Anvilgard, and you think you are close. A few more days of travel, and you should be able to see the high walls and defoliant mists of the port city once more.

LOST IN THE JUNGLE

If you're not continuing on from **Blood Tide**, here are some reasons the party might be in the jungle:

- * Conclave member Morgan Kassin asked the group to find a missing patrol sent to scout the jungle.
- * The party are the only survivors of a crashed Arkonaut dirigible trying to reach Anvilgard.
- * While travelling to Anvilgard, the group camped near the jungle. By morning-time, a surge of growth meant they are now surrounded by trees and must find their way through the jungle.

FINDING YOUR WAY

As the party explores the jungle, they will confront many dangers, not the least of which is becoming utterly lost. In order to have a sense of who is responsible for what, assign three roles to members of the group.

Navigator

This character is responsible for the overall route and keeping track of the party's path. A party member that has a high Survival and a good Mind attribute is ideal.

Point Guard

This character is first into any suspicious areas and needs to work constantly to make sure that the party does not stumble into traps or enemies. A character with three or more dice in Mind (Awareness) or Body (Reflexes) is suited to this task.

Rear Guard

This character is at the end of the party lineup as they travel. They're responsible for making sure that enemies don't sneak up on the group and that the party doesn't accidentally attract attention to itself. A character with a good Intuition or Stealth and a high Soul will do best.

INTO THE JUNGLE

As the characters explore the jungle, they move from area to area, using the same rules (for the most part) each time. Once they decide to leave an area, the following happens:

- * The Rear Guard makes a **Body (Stealth)** Test to avoid leaving signs of their passage and a **Soul (Intuition)** Test to determine if the group is being followed. If the Rear Guard succeeds on the Intuition Test, any creatures following the group are revealed and a combat might result.
- * The Navigator makes a **Mind (Survival)** Test. The results from that Test tell you where the party ends up next. The party begins to move there. The GM can describe the journey if they like.
- * Finally, when you enter the new area, the Point Guard makes a **Mind (Awareness)** Test to scout it out. If they fail this Test and the area is trapped, they'll need to make a **Body (Reflexes)** Test to avoid the trap.

Navigation

The Rear Guard makes a **DN 4:2 Body (Stealth)** Test. On a failure, an **Arachnarok Spider** (see *Soulbound*, page 309) begins to shadow the party.

The Navigator makes a **DN 4:2 Mind (Survival)** Test. Compare the result to the listing below to determine the party's next destination:

- ✦ **Success:** The party finds themselves at a **Strange Sight**.
- ✦ **Success with 1 or more additional successes:** The party finds **The Dead Patrol** nearby.
- ✦ **Failure:** The party finds themselves stumbling into the **Arachnarok Lair**.

Returning the Way You Came

If the party decides to backtrack, the Navigator must make a **DN 4:2 Mind (Survival)** Test to reach their previous area. Otherwise the party has **Lost the Way** (see page 6). You may want to remind the players that this is due to the complexities of navigating the choking jungle.

STRANGE SIGHTS

The Navigator leads the party through the vines and brambles of the jungle. Overhead various creatures chitter in the canopy. Too often their cries sound like mocking laughter. If you want to add more descriptive colour to these areas, roll 2d6 and consult the table below, using each die to determine the column and row. Once you use one of the descriptions, cross it out. If you get the same result for a new area, it is instead unremarkable or you might just pick another Strange Sight.

Once you determine the area, have the Point Guard make a **DN 4:2 Mind (Awareness)** Test. There's nothing special about any of these areas, so even on a success just use the description given below.

ROLL THOSE DICE

Some players really enjoy rolling dice and making Tests, even if there's not much to discover. Characters who want to make Tests when encountering one of the above areas are free to do so – they might ask for Arcana, Crafting, Intuition, Lore, or other Skills. Have them make a **DN 4:1** Test.

On a success they realise that there's nothing more to see here or you can provide them with some details of your own invention.

STRANGE SIGHTS

1d6	1-2	3-4	5-6
1-2	Huge Tree. This tree is enormous, dozens of feet in diameter and hundreds of feet tall. Sylvaneth can immediately sense its great age but it is a product of its environment, full of disdain for those that intrude upon the jungle.	Distant Sounds. As the characters travel through the jungle they occasionally hear the bellowing of a great beast or the sound of lesser trees cracking as something massive moves through the jungle. Even if they try to pursue the noise, they can get no closer to the creature.	Carven Stones. The jungle's growth has upended some formerly buried stones. They have strange symbols on them: not only those that seem like some sort of writing but also diagrams full of curving lines that radiate from sunburst-like circles.
3-4	Small Gorge. The characters come across a rill in the ground, perhaps a dozen feet across and twice that many deep. There are plenty of vines to use to swing across or trees to use to make a temporary bridge, or the group could even climb down and back up.	Strange Lights. As darkness comes to the jungle, some animals grow quiet while others begin to sing. In the skies to the north-west, the clouds begin to glow a strange bluish-green colour, moving in waves across the sky like the tide coming in.	Rust and Ruin. The party comes across some gear left behind by other explorers or perhaps the remains of what used to be a farm or hunting lodge before it was reclaimed by the jungle. Any equipment is rusted beyond use and any wooden structures are rotten and unsafe.
5-6	Empty Clearing. The trees and brambles temporarily let up, providing an open space covered by the rotting remains of generations of leaves. There's no danger here, though the characters might exercise caution crossing the clearing.	Great Depression. The party finds a gigantic area of depressed vegetation. Looking at the outline, they are forced to conclude that a Magmadroth (Soulbound, page 310) must have used this area as a resting spot.	The Mudpit. This area is full of mud that bubbles and hisses constantly. A brave character can discover that the mud is very warm but not dangerous. Tracks show that Gruntas (Soulbound, page 309) sometimes wallow here.

Navigation Test

The Rear Guard makes a **DN 4:2 Soul (Intuition)** Test. On a success, they detect the Arachnarok. The Rear Guard makes a **DN 4:2 Body (Stealth)** Test. On a success or failure, no new creatures begin to follow the party. Although there isn't a threat of being followed, we recommend you still ask the Rear Guard to make the Test — the jungle's dangers are often hidden and should be a constant worry.

The Navigator should make a **DN 4:2 Mind (Survival)** Test. Compare the result to the listing below to determine the party's next destination:

- ✦ **Success:** The party finds the **Garden of Nurgle**.
- ✦ **Success with 1 or more additional successes:** The party comes across **The Dead Patrol**.
- ✦ **Failure:** The party finds that they have **Lost the Way**.

THE DEAD PATROL

The Point Guard must make a **DN 3:1 Mind (Awareness)** Test to notice the slain patrol. Otherwise, the group literally stumbles across the bodies. A group of **Vulcharcs** (*Soulbound*, page 320) circle overhead. There are two Vulcharcs for every party member.

This was a group of Freeguild soldiers that were sent out into the jungle, but all of them are dead. A character can make a **DN 3:1 Mind (Medicine)** Test to examine the bodies. Read or paraphrase the following:

As you carefully turn over the Freeguild soldier's body, you see a series of deep gashes in its side. What's worse is the greenish putrescence leaking from the wound. It has a sickly and rancid odour.

Doom increases by 1 as the horrors of the jungle are made evident. The bodies seem to have been here several days and it is impossible to tell whether they died from the slashing wounds, the infection, or both.

Navigation Test

The Rear Guard makes a **DN 4:2 Body (Stealth)** Test. On a success, they do not leave any signs of their passage. On a failure roll 1d6. On a 1 or 2, two Vulcharcs per character begin to follow the group.

The Navigator makes a **DN 4:2 Mind (Survival)** Test. Compare the result to the listing below to determine the party's next destination:

- ✦ **Success:** The party wanders near the **Garden of Nurgle**.
- ✦ **Success with 1 or more additional successes:** The party follows subtle signs to find the Arachnarok Lair.
- ✦ **Failure:** The party discovers they have **Lost the Way**.

LOST THE WAY

The Point Guard can make a **DN 4:3 Mind (Awareness)** Test. On a success, they know for certain that they are lost.

The party has become completely bewildered by the jungle. Roll on the **Strange Sights** table. If you get a result that is already marked, the party actually manages to circle back to that location and revisit it. Otherwise, they continue stumbling through the hot and humid jungle, surrounded by trees, buzzing and biting insects, and the hooting and grunting of animals hidden in the underbrush.

The Rear Guard should make a **DN 4:2 Soul (Intuition)** Test. If successful, they detect any creatures following the group. Otherwise, the creatures still attack but Surprise the party. If both the Arachnarok and the Vulcharcs follow the group, the birds wait for the spider to engage before joining the fight.

If there are no following creatures, the group wanders for a long time before realising that they need to change course.

Navigation Test

The Navigator makes a **DN 4:3 Mind (Survival)** Test. Compare the result to the listing below to determine the party's next destination:

- ✦ **Success:** The party moves into another one of the **Strange Sights**.
- ✦ **Success with 1 or more additional successes:** The party discovers the **Garden of Nurgle**.
- ✦ **Failure:** The party manages to stumble into the **Arachnarok Lair**.

ARACHNAROK LAIR

The Point Guard can make a **DN 4:3 Mind (Awareness)** Test. On a success, they realise that they have reached the lair of an Arachnarok Spider (*Soulbound*, page 309). On a failure, the Point Guard becomes Restrained by the webs that protect the outside of the lair. On their turn, they can make a **DN 4:2 Body (Might)** Test to tear themselves free.

If the Arachnarok has been following the party, it emerges from the jungle and attacks. Or if it did not follow the group (or followed the group and already attacked and was destroyed), the spider is inside the lair and emerges to do battle with the party. The entire lair consists of one inner area Zone that is dark, and at two outer areas that surround the inside. These areas count as difficult terrain for the characters due to the webbing but the Arachnarok can move normally.

Navigation Test

The Navigator makes a **DN 4:3 Mind (Survival)** Test. Compare the result to the listing below to determine the party's next destination:

- * **Success:** The party has reached the outskirts of **Anvilgard's Walls**.
- * **Success with 1 or more additional successes:** The party discovers the **Garden of Nurgle**.
- * **Failure:** The party manages to find another of the **Strange Sights**.

GARDEN OF NURGLE

The party has found an open, swampy area. There seems to be a clear path through by following a series of raised mounds. The Point Guard can make a **DN 4:3 Mind (Awareness)** Test. On a success, they notice a number of sickly green plants whose seed pods swell almost to bursting.

If the Point Guard noticed the seed pods, the group can choose to avoid the garden entirely. However, going through the garden is the fastest way to return to Anvilgard.

If the group avoids the garden, roll as if they had **Lost the Way** instead. This may result in them circling back to the garden, realising again that it is the most efficient way to get back to Anvilgard.

If the Point Guard failed the Test, they get too close to one of the first plants. One of the seed pods explodes, spreading the rot of Nurgle into the air. The Point Guard must make a **DN 4:2 Body (Fortitude or Reflexes)** Test or become *Poisoned* by the cloud of spores.

In order to safely cross the garden, each character must make three **DN 4:2 Body (Reflexes or Stealth)** Test. If the group has any large animal companions, at least one character must make a **DN 5:2 Soul (Animal Handling)** Test to guide the animals through. On a failure, the creature must make a **DN 4:2 Body (Fortitude or Reflexes)** Test or become *Poisoned* by the cloud of toxic spores.

The Condition lasts until the characters reach Anvilgard or it is cured with magic.

Navigation Test

The Navigator makes a **DN 4:3 Mind (Survival)** Test. Compare the result to the listing below to determine the party's next destination:

- * **Success:** The party draws close to the **Arachnarok Lair**.
- * **Success with 1 or more additional successes:** The party discovers **Anvilgard's Walls**.
- * **Failure:** The party has **Lost the Way**.



ANVILGARD'S WALLS

The Point Guard makes a **DN 4:3 Mind (Awareness)** Test. Read aloud, or summarise the following information. Only include the third paragraph if the Point Guard succeeded.

The jungle canopy overhead begins to thin slightly, the blazing sun beating on your face. As you press on, it becomes clear this is not due to you coming to the edge of the jungle, but that something is wrong with the trees here. The trees here droop under an unseen weight, their once-vibrant leaves a sickly yellow.

As you come out from the treeline, you see the source of the decay: a great, diseased tree stands in the middle of a blighted clearing. Before you can act, a large bloated form on the side of the tree bursts in a foul-smelling eruption of sap and meaty pus, depositing five small creatures at the base of the once-mighty plant. You can see it was not the only sac forming on the trunk of the deformed mass, and another may spew its horrible contents at any moment.

In the distance, you hear a thunderous crack, followed by another. Just beyond the treeline you see Anvilgard's mighty walls, and in front of them a group defending themselves against Nurglings. Two imposing Duardin figures, each with Ironweld guns, fire shot after shot into the encroaching hoards as a company of Freeguild soldiers form a protective circle around them, fighting what gets close enough to pose a threat. The jungle is much closer to Anvilgard's walls than you recall — something is amiss.

A **Feculent Gnarlma**w (see page 28) has corrupted this clearing. It erupted from a tree in close proximity to the city of Anvilgard and was able to affect a wide-enough area of the forest that its rot is now visible from the city's walls. While unable to move itself, the **Nurglings** (see page 28) it has been producing from its own fetid mass have approached the city and are attacking a group of Ironweld engineers who were attempting to repair a set of defoliant cannons near the walls.

High Architect Irina, her assistant Zadreh, and a small group of Freeguilders are currently holding back the tide of Nurglings, but the party are able to attack the Gnarlma itself as it continues to spew hideous spores and creatures of Nurgle.

The Feculent Gnarlma is surrounded by one swarm of five Nurglings per party member, which are beginning to make their way towards the city but turn around once the

party approach. Each round after the characters see the Feculent Gnarlma, it belches forth 1d6 Nurglings per point of Doom until the party engage it in combat.

On defeating the Gnarlma and the surrounding Nurglings, the corruption begins to subside. The party can see the aggressive plant growth of the Crucible of Life is already causing the surrounding trees and plantlife to regrow. A character making a **DN 4:2 Mind (Nature)** Test knows that the area will be fully regrown within an hour and, without the defoliant, the nearby city walls will be overgrown within a day or so.

The characters are also able to notice a body, shaped roughly humanoid, who appears to have pierced themselves through the heart with a dagger at the tree's base. The body is heavily corrupted with disease, and pus leaks from a three-pointed symbol etched into the person's chest. A **DN 5:1 Mind (Theology)** Test reveals the symbol for what it is — the mark of Nurgle. Unbeknownst to the party, the individual was inflicted with the mark by Tibor's cult, and under cover of night instructed to head into the forest and sacrifice themselves somewhere their body's disease would spread to the plants.

Should the party attempt to pick up or move the body, it starts to break apart in their hands, releasing spores into the immediate area. Each character in the Zone must make a successful **DN 5:1 Body (Fortitude)** check or be infected with **Corrosive Spores**.

Corrosive Spores

These spores cause their host's skin to break out in a disgusting rotting rash wherever they land. If the spores land on dead bodies, they quickly become vectors for the disease, spreading the spores into the air every few hours or when the body is moved. A creature that comes into contact with the spores must make a **DN 5:1 Body (Fortitude)** Test each morning. On a success, the character manages to resist the illness and is cured. On a failure, boils and lesions erupt on the host's skin, inflicting a *Minor Wound*. The Complexity of the Test increases by 1 each day the disease goes untreated.

Another character can make a **DN 4:3 Mind (Medicine)** Test to treat the victim over the course of an hour, reducing the Difficulty of the next Test by 1. Consuming 100 drops of Aqua Ghyranis or receiving appropriate magical healing from spells or Miracles also removes the disease.

THE CITY WALLS

As the party approach the city walls after disposing of the Feculent Gnarlmau, read or summarise the following:

As you approach the city walls, you become aware that the sound of gunshots has faded. Standing victorious over a pile of Nurglings are the two Duardin engineers and their Freeguild compatriots you saw as the battle broke out. Despite their victory, the Duardin are bitterly arguing with one another as they head back towards the city.

Spotting you, one of the Freeguilders motions to another, who wears the regalia of a Freeguild captain. She jogs over to your position. 'I'm Ulvalla, Freeguild Captain assigned to these walls. Ye stopped the big horrid infected thing, did ye?'

The two Duardin are High Architect Irina Heiksdotr and her assistant Zadreh. Should the characters attempt to speak to them, the Duardin whirl on them, turning their ire and anger at the party. They angrily snap at the characters, growling that they are too busy for smalltalk and waving Ulvalla over to answer any questions before angrily stomping away — still sniping and accusing each other.

Ulvalla is a Freeguild captain in charge of defending this area of the wall. Her role includes ensuring the area is patrolled and keeping it safe from dangers from both outside of, as well as within, the city. Ulvalla is deeply disappointed at the Conclave's handling of various problems within the city and, with the go-ahead from who she thought was High Architect Irina Heiksdotr in the Conclave, has consorted to ensure the defoliant cannons on the city's edge do not function properly. Her hope was that with some upset in the Conclave, the Blackscale Coil would be able to enact some real change and empower the citizens to help themselves.

Unfortunately, the captain operated under a false premise. It was in fact Nurgle cultist Tibor Hallowgate who fed Ulvalla this information in an attempt to implicate Irina in a conspiracy. Regardless, Ulvalla fully expected the defoliant cannons to fail, but the last thing she expected was for the forces of Nurgle to use the opening to attack Anvilgard. As such, she is incredibly nervous, on the lookout for further Nurgle infestation, scared, and more than a little troubled by what has gone on. She gladly answers any questions the party has, examples of which are found below. Feel free to expand on these as necessary.



What happened here?

'High Architect Irina and her assistant Zadreh were investigating the defoliant cannons. For some reason, they haven't been working and the jungle has crept closer to the walls. It looks like something nasty hid in the forest and sprung a trap for us. We're just glad you were here to stop it.'

What's wrong with the defoliant cannons?

'Irina's checking 'em now, but it sounds like the stuff in them, the chemicals, are just missing. Replaced with water or suchlike.'

Who's responsible for damaging the defoliant cannons?

'No idea. Zadreh was telling Irina it was her fault but, when them two got to shouting, I just tried to stay away.'

What're Nurgle's forces doing this close to the city?

'I've got no idea, but — in Sigmar's name — it terrifies me. If the jungle wasn't so close, we'd have had more of a warning!'

We need to deal with this Nurgle infestation.

'I'll get the Freeguilders on it. Don't worry, it looks like you've dealt with whatever was the centre of it, and we'll burn out the rest. After that, Irina wants me to look into the facility which produces the defoliant and investigate what's been going wrong there.'

Are you equipped to deal with anything else to come out of the jungle?

'I think we are, at least for now. I think some of us could do with some encouragement, however...'



After talking to Ulvalla, have the characters make a **DN 3:2 Mind (Intuition)** Test. Any party member who succeeds is able to tell the Freeguilers are nervous and concerned, regularly glancing at the treeline ahead of them as though anything could suddenly appear. If they try to bolster the troops, a successful **DN 4:2 Mind (Guile)** Test assuages most of their fears and leads them to treat the party with a greater level of respect, although they noticeably appear concerned once more as the characters leave.

SUMMONED BY THE GRAND CONCLAVE

A few hours after the party return the city and have time to catch their breath, a messenger from the Conclave tracks them down and informs them their presence has been requested by Morgan Kassan at Dauntless Hall. Morgan wants to talk to them about what they saw at the walls, but also likely wants to know what happened during the events of **Blood Tide**.

When the party are ready to meet Morgan and the Conclave, head to **Part 2: A Bad Seed**.

OVERVIEW

In this section, the characters should have:

- ✦ Survived the Charrwind Coast and returned to Anvilgard.
- ✦ Helped defend Anvilgard's walls from Nurgle's forces.
- ✦ Discovered that the defoliant cannons are no longer operational.

PART 2: A BAD SEED

When the party approach **Dauntless Hall (Anvilgard City Guide, page 15)**, read or summarise the following:

As you thread your way through the streets approaching the Dauntless Hall, you hear raised voices from up ahead.

'...of course this is your fault, you daft ox!', a Duardin man, one of the two you saw at the wall, stands pointing a gloved finger at the other. 'You're soft, that's your problem. Far too much kindness for what should be a strict job.'

'You have no idea, you don't,' the Duradin woman replies, 'I'm not some soft-hearted twit. Some of those workers are already in the pocket of the Coil! If I pushed them any harder, we'd have twice the problems we already have.'

Irina and Zadreh have nearly come to blows in the gardens of the Dauntless Hall. Their demeanour is one of irate anger, and it is clear that if someone doesn't intervene soon, the argument will come to blows.

Zadreh accuses Irina of being too soft on the workers in the defoliant production facilities. If questioned, either Duardin states large quantities of the defoliant seems to have been removed from the facility, leaving the cannons that defend the city without ammunition.

Irina insists Zadreh, her assistant, simply does not understand the complex political situation involving the Blackscale Coil (*Anvilgard City Guide, page 4*). Should Irina have attempted to use additional security at the facility, or kept too tight a leash on the production facility, she believes they would have had the Blackscale Coil attempting to use the situation to their detriment by suggesting the Conclave was acting with too firm a hand.

Should the party attempt to de-escalate the situation, the anger of the two Duardin requires a successful **DN 5:2 Mind (Guile)** Test to prevent the two from coming to blows. If this happens, read or summarise the following:

'I always knew you were going to get us all killed!', Zadreh shouts. Irina's gloved fist is almost a blur. With a mighty crack, Zadreh's head jerks to the side as blood and at least one tooth scatters on the garden's paved floor.

Zadreh spits blood onto the floor and snarls at Irina as the incumbent High Architect turns and paces towards the large doors to the meeting hall. Zadreh glances at you, embarrassed and with fury in his eyes, then follows his superior.

If Irina manages to strike Zadreh, the two continue to be at loggerheads during the subsequent Conclave meeting. Neither sees eye to eye and voices are regularly raised despite the attempts at diplomacy and conviviality by other Conclave members. In this situation, if the party attempt to make a persuasive point, any Opposed Tests are made at Disadvantage as the meeting is more focused on keeping the peace than usual.

Should the characters intercede successfully, they manage to stop any escalation. In which case, read or summarise the following:

Irina and Zadreh both stare at each other, and although Irina's fists ball she manages to hold back from escalating the already tense situation.

The High Architect, through gritted teeth, informs Zadreh they should both be getting to the meeting which has likely already started, turns on her heel and leaves towards the meeting hall. As you watch, Zadreh spits on the ground and follows her, making sure not to close the distance.

If the characters' intercession is successful, the Conclave meeting is tense, but Irina and Zadreh act with the level of decorum expected from members of the Conclave.

CONCLAVE MEETING

When the party enter the Dauntless Hall, read or summarise the following:

Once inside the looming structure, you are asked to wait at the entrance by a pair of guards while Irina and Zadreh pass further through a set of inner doors. One of the guards asks your names then informs you he has to check with Morgan Kassan before allowing you entry and passes hurriedly through a set of large doors.

When he returns, you can already hear the raised voices of the Grand Conclave as they debate the current situation. You are guided through to the large room, where the Conclave members stand around a stone table.

Several Conclave members are asking High Architect Irina pointed questions about the nature of the defoliant cannons. She reports, to the dismay of the council, that the cannons have been sabotaged — their contents have been siphoned out and replaced with water from the harbour.

Morgan Kassan, the Grand Conclave member tasked with securing Anvilgard, is able to introduce the party as 'those who saved us from a greater incursion by the forces of Nurgle'. This grants the characters a level of respect from the Grand Conclave, who appreciate their insights, having fought against Nurgle's daemons.

As the discussion continues, the following incidents should occur in approximately this order, allowing for the party to interject and ask questions where they need to:

- * The meeting is either tense or a shouting match depending on the party's actions in the previous scene.
- * Irina insists her security was as tight as it could have been, repeating her concerns about the defoliant production facility's personnel potentially siding with the Blackscale Coil should she be a harsher overseer. She also states a new batch of defoliant will not be ready for several days, by which time the jungle could have breached the city walls. Time is of the essence.



- * Zadreh presents a report to the Conclave showing he has sent operatives into the defoliant facility to test its security, and each one easily made their way to the production vats and could have tampered with them if they wished. Irina was not aware of this report and accuses Zadreh of purposely trying to undermine her authority. A character who reads this document, which the wider Conclave has no issues with sharing, may make a successful **DN 4:2 Mind (Intuition)** Test to determine the report seems well-researched and honest.
- * Tibor Hallowgate, another member of the Conclave, asks Irina if Zadreh's report is accurate, and she acquiesces that it appears so. He also asks the party to explain to the council the dangers they faced in the jungle, including those of Nurgle, so the Conclave are able to fully understand the situation.
- * Zadreh overtly states to the council that Irina has been lax in her role, questioning why she would not increase security knowing the enemies of Order could be everywhere. To summarise, he finishes by stating *'Maybe the Coil has gotten to you.'*
- * At the suggestion of being a Blackscale Coil member, Irina furiously berates Zadreh, but does not have any evidence to the contrary. Characters who attempt to calm the situation must succeed on a **DN 4:3 Mind (Guile)** Test or Irina storms out in frustration at Zadreh's suggestion.
- * Tibor Hallowgate suggests to Morgan that there must be an investigation into where the missing defoliant has gone and who has taken it, so the defoliant cannons are able to get back online as soon as possible. Morgan agrees. Tibor also suggests Irina be relieved of her position as her loyalties have come into question. Morgan Kassan attempts to defend Irina but is accused of being too trusting of her by various other Conclave members and Kassan quickly desists. Should the party attempt to suggest this is unfair toward Irina, a **DN 4:3 Mind (Guile)** Test convinces the Conclave this should be a temporary measure only while the investigation takes place.
- * Zadreh states that, as Irina's assistant, he is best placed to take over until at least the investigation is complete. If the party has not convinced the Conclave that Irina's removal from office should be temporary, he insists he will not make any significant changes until *'this whole mess has sorted itself out.'*

- * A vote is taken between the Grand Conclave, and Zadreh is put into position as High Architect in charge of the defoliant cannons for the meantime.
- * If the characters ask about Theriel Kaltis and the recovered defoliant canisters and instructions, neither he or the *Blackfin* have returned to Anvilgard yet. After the group tells their tale, Kassan and the others wonder if the famous corsair was destroyed by the ships of the Isle of Ghouls.

After the meeting, Morgan approaches the party. She asks the group to serve as her investigators. Morgan trusts Irina Heiksdotr and believes Irina's work has been exemplary. In her mind there's no way Irina is a Blackscale Coil agent as even the Coil wouldn't take action to endanger the city, but states it would be prudent to look into Irina's work around the Conclave to bring closure to the matter.

Morgan suggests looking at Irina's office near the Dauntless Hall for more clues, as well as speaking to Irina, then looking into the defoliant production facility, although she leaves the order of the investigation in the party's hands. The most important result, she says, is the safe retrieval of the missing defoliant.

INVESTIGATION

It is up to the party to investigate exactly what happened to lead to the defoliant cannon failure. Luckily, they have a number of options available to them. The following scenes can be run in any order, but it is important to stress that time is of the essence. If the party take too long in their investigations, be sure to narrate panicked Freeguild soldiers racing to the walls to face more horrors of Nurgle or beat back the encroaching jungle.

IRINA'S HOME

Following the news she has been relieved of her duties as High Architect, Irina retreats to her home in the city. The party can learn this by asking any Conclave member or guard in the Dauntless Hall. The Conclave and Freeguild soldiers guarding the hall know where she lives and freely share the location.

Like many Duardin in Anvilgard, Irina lives in Hammercroft (*Anvilgard City Guide*, page 18). The area is filled with noise and heat from the forges, and sweaty, soot-covered Duardin yell to each other to try to be heard. If the characters visit Irina's home, read or paraphrase the following:

Irina's home is the epitome of an Ironweld engineer's residence. Large machines sit half-exposed in a veritable scryyard outside their home. Anvils, machining tools, and sundry equipment take up a workshop larger than the house itself. A hammer blow rings out from within the workshop, striking again and again in practised rhythm. There's a loud scrape, then a yell, and a hammer flies through the thick glass of one of the workshop's windows. You hear Irina curse loudly from inside before slamming the workshop's door open, startled by your sudden appearance outside her home.

Irina is frustrated at the Conclave's decision to remove her from her position and has been taking her frustrations out by working on her craft. Irina says she has nothing to hide and allows the characters to search through her workshop and home. While she complains if the party try to go through her personal effects, she acquiesces to the will of the Conclave.

Her home is of fairly modest carved stone construction compared to her large workshop, containing a large living space which could seat multiple guests, a bedroom, and storage area adjacent. Wooden seating surrounds a large oaken table in an alcove lined with bookcases, while rugs and cushions are situated around a well-used fireplace. Above the fireplace is a large bronze emblem of a cog with an overlaid feather, which Irina mentions is her family's seal if asked. She also states she is the last remaining member of her once-large family, the rest being lost to the forces of Chaos or old age.

Searching through the books and records indicates nothing out of the ordinary but if the characters succeed on a **DN 4:3 Mind (Awareness)** Test, they find a personal journal under the mattress. If a player explicitly states their character searches under the mattress, they find the journal automatically. The journal goes into detail on Irina's frustrations and concerns at Zadreh's push for more experimental methods to produce the defoliant, stating some of his mixtures seemed to produce minor reactions in a subset of the community. According to the journal, Zadreh's formula was put on hold at Irina's insistence, which led Zadreh to vie for Irina's role ever since.

The warehouse contains parts from various mechanised contraptions as well as the tools for building and fixing them. A number of blueprints are strewn across the room. The construction details for a strange propeller equipped cannon is pinned to a well-used workbench. A successful **DN 6:1 Mind (Crafting)** Test reveals this

is the early stages of a mobile airborne defoliant cannon. With each additional success, provide one of the pieces of information below:

- ✦ The blueprint is still in a very early stage of development judging by the copious notes.
- ✦ There are a number of aerodynamic and safety issues with the device, and it is still in need of a lot of work.

If the party questions Irina, she acts frustrated at the group for being there, but respects Morgan and knows she is just doing her job. She responds with the best information she can unless accused of being a collaborator with Chaos or the Blackscale Coil, at which she quickly becomes extremely angry.

What has happened with the defoliant cannons?

'The cannons themselves are in full working order. The problem is not the mechanism, it's the defoliant. The barrels used to store it were just emptied out and replaced with seawater.'

Who could have done this?

'Much as I hate to admit it, Zadreh was right. If anyone could get in, they could have tampered with the formula... but I'm not sure that's exactly what's happening here. Someone would have surely seen the defoliant being smuggled out, so we must have someone willing to turn a blind eye in the facility. It was probably taken out in some other container, as we're not missing any barrels. Nobody's come to me with any information, though.'

Why wasn't your security tighter?

'Have you met the workers at the defoliant factory? Or anyone in the city for that matter? Things are on a knife-edge and the Blackscale Coil have their dirty claws into just about every part of this town that keeps us running. Food, trade, security, they're involved everywhere! If I gave the workers a reason to resent the Conclave, to think we weren't helping them out, they'd turn in a second. Sadly, I think this incident may have done that for us.'



What are these blueprints for?

'That is something I'm working on — was working on — until recent events. I planned to build a mobile defoliant cannon which spread the chemical over a larger area and would have a greater effect without needing to be made any stronger. The defoliant, while essential, can be harmful to folks. Zadreh didn't think they'd amount to much and just thought we should use a stronger defoliant and less of it.'

Can you give us any proof you're not a member of the Blackscale Coil?

'What are you implying?! Of course I can't, the same way I can't give you proof I'm not a cultist of some Dark God, or I'm not a different Duardin altogether! Listen, I've given my everything to this city. I've worked week after week to ensure these walls are secure, and I won't have some upstart Ironweld whelp tell me how to do my job, then take it from me just because I did it the best I could! He'll mess it up, you mark my words.'

If the characters have been to Irina's office, they may have additional questions:

Why are your offices so unkempt?

'I rarely use my office. I mostly make use of the space for storage or to write the occasional letter between Conclave meetings. I'm largely out surveying and maintaining the city with Zadreh and the other engineers.'

What are these letters? We found them in your desk.

'I... have no idea. I've never seen them before. These are locations throughout the city though.'

A **DN 5:1 Soul (Intuition)** Test reveals that Irina appears to be telling the truth.

IRINA'S OFFICE

When the players decide to head to Irina's offices near Dauntless Hall, read or summarise the following:

Sequestered away by the side of the Dauntless Hall, the High Architect's office is a comparatively small building. Surrounded by other compact buildings each offered to members of the Conclave, this one displays the title of 'High Architect Irina Heiksdotr' above the door.

Entering the unlocked room, the bright sunlight plays through the blinds and illuminates the dusty air. Two desks are tucked into the corner of the room, although they don't seem to be well used.

While Irina and Zadreh occasionally come into this room to make use of official seals, write letters and reports, and perform other sundry tasks, their work largely takes place in the field or, in the case of Irina, the workshop near her home. As such, the room is largely unspoiled save for the thin layer of dust that coats everything except the occasionally used desks.

Searching Zadreh's desk reveals nothing more than some old letters of no interest. If the party search Irina's desk, however, a successful **DN 4:2 Mind (Awareness)** Test reveals three envelopes bearing a cog and feather seal. Any of the staff of members of the Grand Conclave can inform the party that this is Irina's family seal.

Inside each envelope is a list of dates and locations throughout Anvilgard, signed in wax with the Blackscale Coil's insignia — a shadowy black tendril. There are also ten phials of Aqua Ghyranis in each envelope. Each of the locations appear to be crossroads in Anvilgard, and the dates are for the next three days following the Conclave meeting the party attended. A character who makes a successful **DN 4:2 Mind (Awareness or Intuition)** Test realises there is no wax for sealing letters or signet rings on Irina or Zadreh's desk. The letters must have been penned and sealed elsewhere.

Unbeknownst to the party, these are cellar drop hatches for local taverns, which will become relevant once the characters decide to stake out the locations. Tibor Hallowgate, the Conclave member and cultist of Nurgle, planted the envelopes here prior to the Conclave meeting to frame Irina. Ulvalla sent similar envelopes to the workers at the defoliant chemical production facility.

DEFOLIANT PRODUCTION BUILDING

When the characters investigate the chemical production facility, read or summarise the following:

The stinging acrid smell of chemicals pervades Anvilgard, always just at the edge of your senses. As you get closer to the large metal-lined, Ironweld-built facility that produces the defoliant, your eyes begin to sting and water; the citizens here use cloaks and scarves to cover their faces. Thick clouds of steam constantly erupt from the facility's chimneys, and the sound of workers rushing back and forth to produce the green mists used to keep the jungle at bay is cacophonous.

As you approach the main entryway, a partition in a tall stone wall surrounding the facility, Ulvalla's familiar face greets you.

Ulvalla claims she has been at the facility investigating the defoliant's disappearance. In actuality she has been discussing the situation with the workers she knows to be in the pocket of the Blackscale Coil. Ulvalla has confirmed with the workers whom she previously bribed that should anybody come and ask questions, they should affirm they have not seen and heard anything. When the party arrives, she approaches them as a Freeguild captain tasked with securing the area and informs them she has been questioning workers but has been unable to find anything.

When the characters enter the production facility, Ulvalla breaks away from the party, saying she has another worker to question nearby, but urges the characters to investigate themselves.

The inside of this large facility is a complex latticework of walkways crossing warehouse-sized rooms and alcoves. Large vats of churning chemicals boil in the wide open space dug out underneath the facility, and the reek from them threatens to turn your stomach and singe your nostrils. Moving along these walkways, the workers in

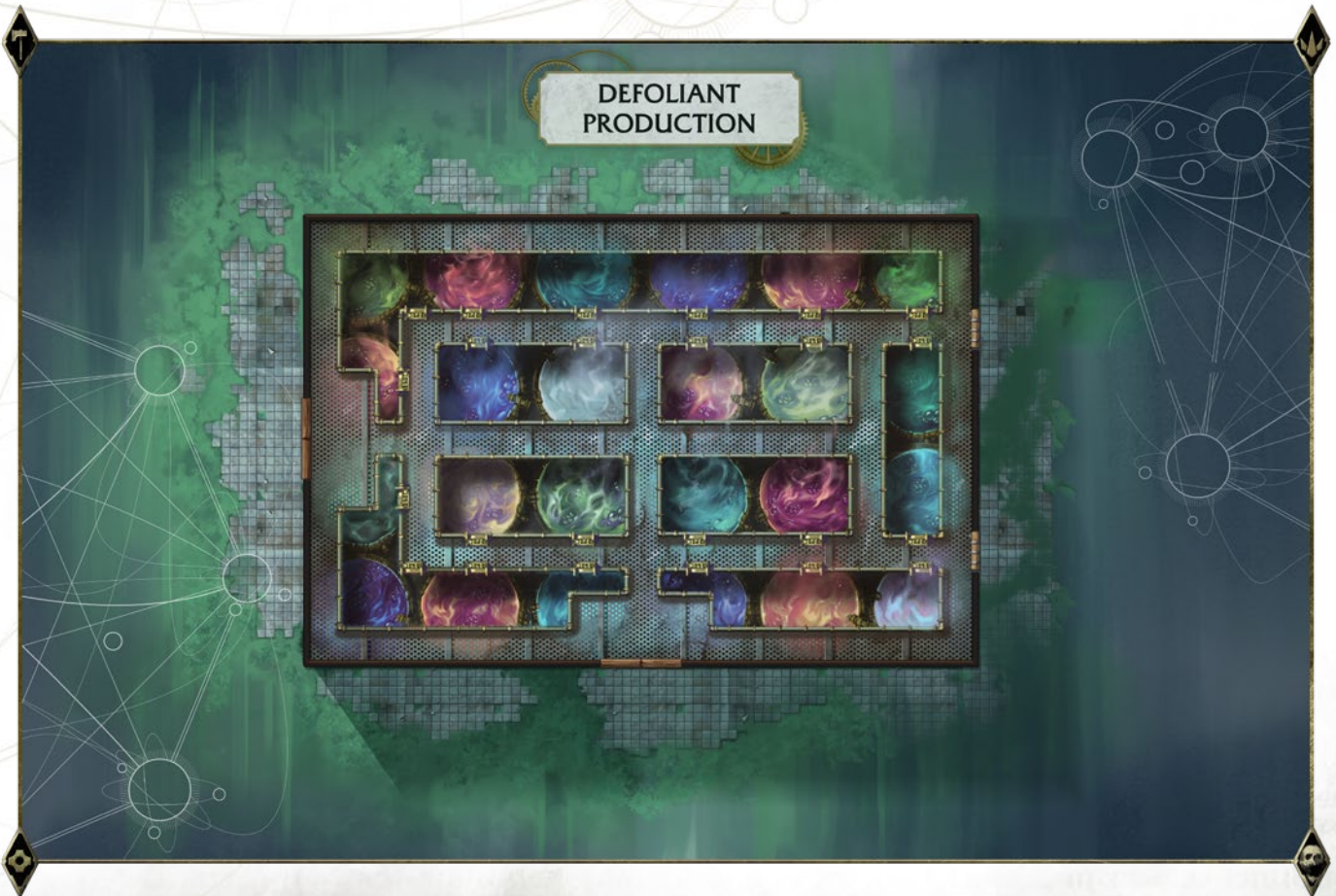
the facility are a varied mix of Species and backgrounds. Many of them are repairing or maintaining the pipework and chemical flows around the cavernous space, and you see a number of workers moving between vats, carrying barrels, and pouring out ingredients.

The workers return any questions with short, clipped responses — they are too busy and the party should speak to their supervisor. Asking for an individual in charge directs the adventurers to a Human of the Ironweld Arsenal named **Dietger**, a broad-shouldered man in his early thirties with a rugged jaw, short dark hair, and overalls rolled up to his biceps. He is standing on a raised platform calling out orders to many of the workers who respond in positive tones. As the characters approach, he checks off a few items in a leather-bound folio then looks up at the characters as they approach.

Feel free to use the following quotes, or summarise them as the characters ask Dietger questions:

What is your role here?

'I oversee the production of the defoliant. We're apparently behind, as someone has been sneaking a whole lot of it out of here, so if you don't mind, I'd like to get on with getting things back up and running.'



Who has access to the defoliant?

'Once it leaves this building? It gets sent straight to the cannons. But in here? I suppose anyone who works here could have tampered with it. We tend to trust one another, but it wouldn't have been anyone who wouldn't have been a worker. They'd have been stopped and questioned. We don't let strangers into the facility; they could fall into one of the vats or worse.'

How could they have gotten it out of here?

'There are regular shipments running from here to the city walls. Wagons come in, wagons go out. If someone were to have turned up pretending to be a shipment, they could have taken it away or delivered something else to the cannons. We didn't hear about any stolen shipments, so it must have happened here. They just tend to plug whatever they get into the cannons at the other end, whenever they get it. I'm sorry to say it definitely happened under my nose.'

Can you vouch for your workers?

'Look, I take in who I can, when I can. If you're asking if we've got some bad eggs here, it's a possibility. Most don't exactly choose such a dangerous place as their first choice for work.'

Dietger is not responsible for the missing defoliant, but there are a large number of facility workers who are. A successful **DN 4:2 Mind (Awareness)** or **Soul (Intuition)** Test determines a number of individuals at the facility are watching the group carefully, and some are whispering or motioning to one another. A further **DN 4:1 Soul (Intuition)** Test confirms there is a strong sense of camaraderie here, and encouraging someone to speak out against others may be difficult.

Attempting to persuade a worker to give up any information is difficult, and requires a **DN 6:1 Mind (Guile)** or **Soul (Intimidation)** Test. A number of factors can reduce the Difficulty of this Test by 1, such as having Dietger vouch for the characters, disguising oneself as a worker (or even a member of the Blackscale Coil), or offering the worker a bribe. Each success offers one of the pieces of information listed below. Failure on the Test means the DN increases to **6:2** when attempting to question any other workers.

- ✧ The defoliant was being decanted into spare barrels brought into the facility from outside.
- ✧ The spare barrels appeared to not be built for purpose, and didn't have the usual seals to secure them.

- ✧ The barrels arrived early in the morning on a covered wagon. Workers would then take the wagon to a designated location at midday.
- ✧ The designated location was determined by an envelope given to them by a local Human, which contained ten phials of Aqua Ghyranis to be shared among those making the delivery.
- ✧ Those who were asked to take part but refused had Blackscale Coil members threaten their families.
- ✧ The envelope was given to the workers by Ulvalla.

Confronting Ulvalla

Should the party discover Ulvalla is behind passing along the envelopes and seek her out, she is found privately conversing with a worker on one of the walkways. She has already heard the party have been successful in finding a lot of the information, but not necessarily their knowledge of her involvement. As the characters approach, read or summarise the following:

The noxious vats on the floor bubble and churn as you cross the iron grating walkway towards Ulvalla. You see she is deep in conspiratorial conversation with another worker, who perceptibly straightens up and motions towards you as you cross the gangway towards the Freeguilder. Ulvalla turns towards you and places her hands behind her back, straightening her shoulders to stand almost at attention.

The facility room has four entrances, one each in the centre of two of the walls, which lead to the outside, and two on a third wall, which lead elsewhere in the facility. Iron levers set into the walkway's handrail control the flow of boiling noxious chemicals from storage tanks deeper in the facility, emptying into large, bubbling cauldrons below the elevated walkways. Each of the cauldrons is boiling hot, a soft haze coming off each.

The worker tries to back out of the area, leaving through one of the other exits. If the characters encourage the worker to stay with a **DN 4:2 Mind (Guile)** or **Body (Intimidation)** Test, they confirm they were discussing *'not talking to those Conclave investigators'*.

Ulvalla attempts to persuade the party she was intending to aid them, but when it becomes clear she is caught out, her lips tighten and back straightens as she refuses to speak further on the facility or defoliant. Ulvalla believes that the Blackscale Coil will protect her until the end,

even against the party. If searched, she does not have any incriminating evidence on her, although any forcible search or intimidation causes the **Shadowblade Assassins** sent to protect Ulvalla to attack (see below).

While the party discuss the situation with Ulvalla, a character actively keeping watch can make a **DN 4:3 Mind (Awareness)** Test to notice dark hooded figures lurking near the doors (a character with a Natural Awareness of 3 or more also notices this). These are Shadowblade Assassins (see page 29), and there is one per party member. If they are not discovered, the **Shadowblade Assassins** sneak close enough to surprise the party and attack with their *Hidden Murderer* Trait.

Once combat erupts, one Shadowblade protects Ulvalla while she tries to escape, while the others attempt to dispatch the party. The other Shadowblades attempt to use the Hide Action on their turn, and then attack from the shadows. Ulvalla is a **Freeguild Guard (Soulbound)**, page 303) but has 1 Mettle.

If a creature is knocked off a platform, they must make a **DN 4:2 Body (Reflexes)** or **Body (Athletics)** Test to grab hold of the walkway and pull themselves up. The vats are a *Deadly Hazard*, and deal 5 Damage immediately when a creature falls in, and another 5 Damage at the start of the creatures turn every round they are in the vat. If a creature is in a vat when the lever directly above is pulled, scalding chemicals are dumped on them, dealing 5 Damage. A creature in one of the vats must make a **DN 4:2 Body (Athletics)** Test to pull themselves out.

Irina's Assassins

If one of the Shadowblades is killed, searching their body reveals a small scroll sealed with a cog and feather — High Architect Irina Heiksdotr's seal. The letter (Handout A), is shown in the next column.

The orders were sent by Tibor Hallowgate using a stolen seal, although the cultist of Nurgle has been careful to leave no evidence to implicate him. If the Shadowblades are all captured, incapacitated, or slain, Ulvalla surrenders. It is up to the party to decide her fate, but she honestly believes the following:

- ✦ Her orders came from a traitor in the Grand Conclave, and she confirms having seen the cog and feather seal in her correspondences with the rogue council member.

By order of the Grand Conclave of Anvilgard, you are hereby requested to travel to the Defoliant Chemical Production Facility. There, you will seek out an individual named Ulvalla, a Human Freeguild captain. You are to protect this individual at all costs, ensuring their safety with your life. We have reason to believe a group of individuals working against the Grand Conclave is seeking to take her life in retribution for Ulvalla being unable to protect their loved ones during the recent breach of the city's safety by creatures of Nurgle.

Use of deadly force is permitted and encouraged due to the highly dangerous nature of the individuals who may seek out Ulvalla.

— The offices of the Grand Conclave of Anvilgard



- ✦ She has significant concern regarding the Grand Conclave's ability to protect the people of Anvilgard even before the defoliant cannons were compromised.
- ✦ The Blackscale Coil are the only well-organised group protecting Anvilgard.
- ✦ She did not expect the forces of Nurgle to attack when she sabotaged the cannons.
- ✦ The Freeguild soldiers she led could handle any natural creatures coming from the jungle until the defoliant was restored. Although she was undermining the Conclave, she would ensure the city remained safe.

Should the party hand Ulvalla over to the Grand Conclave, she is dealt with as a traitor and, unless the adventurers intervene, imprisoned in **Dum Duraz (Anvilgard City Guide)**, page 16) before eventually being executed for her actions. The party might also help smuggle her out of the city or argue that she was misguided but not worthy of execution, perhaps securing Ulvalla as an important contact for the party in the future.

DEFOLIANT PICKUP

During the course of the previous events, the characters should be able to gain the following information:

- ✧ The secret defoliant drop off locations for the next several days were in Irina's desk.
- ✧ The production facility workers told the party that the drop offs occur at midday.
- ✧ The barrels leave the production facility daily.

With this information, the party can set an ambush at one of the drop off locations. A group of Freeguilders from different regiments, all under the sway of the Blackscale Coil, pick up the defoliant. Ulvalla had ordered the soldiers to pick up the barrels from the taverns' cellars connected to the drop off locations and take them to the secure Blackscale Coil storehouse.

The drop off is at the intersection of the roads leading to **Bleakscale Harbour** and the **Drydock (Anvilgard City Guide, page 13 and 16 respectively)**. This crossroads is relatively busy at midday, with multiple carts and Anvilgardians passing by or stopping at the various shops and establishments around the area. The two streets are home to a baker, the *Bleakscale Harbour Tavern*, an apothecary, various grocers, butchers, and dry good stores.

There are a dozen or more delivery wagons around the area at midday. If the characters succeed on a **DN 5:1 Mind (Awareness)** Test, they notice six Freeguild soldiers (actually **Blackscale Thugs**, see page 27) guarding a single empty cart approaching the intersection. The cart stops at the side of the *Bleakscale Harbour Tavern*, where two of the cart guards open the beer cellar entrance built into the road and quickly descend. Shortly thereafter, if the barrels they were expecting to be in the cellar are there, they haul them out and place them on the cart.

If the characters emptied the barrels before they left the production facility, the guards collect the barrels as normal but one slips away down a side alley — they are aware things are not as they should be and the guard has gone to get reinforcements. A short time later, three more guards (**Blackscale Enforcers**, see page 27) arrive to escort the cart the rest of the way.

If there are no barrels waiting for the guards, they wait for an hour, keeping an eye on the wagon, before leaving. If approached, the Blackscale-controlled soldiers state

they are here to transport empty barrels and kegs from the tavern to a brewery for restocking. A successful **DN 4:1 Mind (Intuition)** Test confirms they are on alert, wary, and nervous. Extra successes show many of them nervously tap their weapons.

When the Freeguilders find and retrieve full barrels, they do not inspect the contents but simply start loading their wagon and delivering the barrels back to the Blackscale Coil warehouse, where a basement room has been set aside for them.

Following the group requires a **DN 4:2 Body (Stealth)** Test. If the guards spot a party member, the Freeguilders attempt to intimidate the group into leaving them alone in their *'legitimate business'*. If one of the guards is incapacitated or killed, the others try to flee the area, not paid enough by the Blackscale Coil to risk their lives for the cart.

If the characters attempt to discuss these deliveries with the tavern owner, Nancy Bowisdotr, she admits a few locals use the cellar for a 'no-questions-asked' drop-off in exchange for some help with the rowdier patrons. She's never known it to cause any harm. If the party inform her of how it is being used, she becomes concerned and suggests she has heard of other tavern owners with similar arrangements and is quick to point out the *Crow's Nest (Anvilgard City Guide, page 15)* has been doing it for far longer than she has. (The two taverns have a bitter rivalry and Nancy is just trying to direct attention away from herself.)

OVERVIEW

In this section, the characters should have:

- ✧ Met with the Grand Conclave and taken up the task of investigating the defoliant cannons.
- ✧ Investigated Irina's home and offices.
- ✧ Investigated the chemical production facility and discovered the Blackscale Coil's involvement through Ulvalla.
- ✧ Identified the storehouse used as part of the Blackscale Coil's operation.

WHAT IF THE PARTY FAILS?

Should the party fail to follow the Blackscale Coil members back to the storehouse, the Coil try for two more days to retrieve barrels from different taverns, each time becoming more frustrated. After two days of continued failure, the Blackscale Coil will temporarily stop the operation, sensing something is amiss. Should this occur, the party need to improvise a different way to determine where the missing defoliant has gone. Examples of ways they could do this include:

- * Finding others in the Blackscale Coil who know where the barrels were taken. Anyone they find gives up the storehouse's location with a DN 4:2 Mind (Guile) or Body (Intimidation) Test.
- * Attempt to follow cart tracks from outside a quieter tavern, where the tracks are less likely to have been scattered. The party can discover and follow the tracks with a successful DN 4:2 Mind (Awareness) Test.
- * Characters with the Criminal Talent can discover the storehouse's location after meeting with their contacts – and owing them a favour.
- * Using magic, such as the *Prophecy* spell, to augur the location of the barrels.

If the characters truly hit a dead end, Morgan Kassan meets with them and offers one of the above suggestions.

PART 3: COIL STOREHOUSE

As the group approach the Coil storehouse, read or summarise the following:

Your journey takes you along the docks to the very edge of Bleakscale Harbour. The harbour is busy as sailors move between jobs, native Aqshians try to move their goods off-shore, and foreign traders embark to find riches in the Realm of Fire. As the boats come and go from the docks, they would usually drift through the mists and gloom left from the defoliant, but today you see some of the crews already battling with an overgrowth of lichen and seaweed as they try to get their ships away from land.

Between the various harbour buildings, one storehouse stands out. Not due to the colour or size of the building, but due to the small groups of Humans and Aelves who are standing near each entrance. As you watch, carts of goods enter the building, are checked over by the guards, and waved on into the storehouse.

When the party follow the Freeguilder cart to this building, a group of well-armed guards give it a cursory check, after which it is allowed within. If the party don't intervene, the cart emerges empty after twenty minutes, the barrels having been stored within.

Five **Blackscale Thugs** (see page 27) are at each entrance. Should they sense anything is amiss, they defend the storehouse with their lives as the guards' families have been promised to be well cared for should they die in service to the Blackscale Coil. The same is true of the Coil agents on the inside of the building.

A character attempting to bluff or persuade their way into the building must make a **Mind (Guile)** Test opposed by the guard's **Soul (Intuition)**. Characters who are carrying or transporting goods have Advantage on the Test as they appear to be there for the correct reasons. However if any of the characters are obviously not a member of the Blackscale Coil (for example, a Stormcast Eternal in full armour), they instead have Disadvantage.

Additional successes also gives more information to the party, as the guard engages them in smalltalk:



- * **1 additional success:** Barrels have been coming in regularly from various sources.
- * **2 additional successes:** The storehouse is used to store a great many goods — some legitimately acquired, but others stolen. Barrels matching those the party describe (if they do so) are found in the basement, in long term storage.
- * **3 additional successes:** Some of the more dangerous goods the Blackscale Coil have acquired, including weapons and dangerous creatures, are usually stored in the basement. However, a recent arrival is too large to fit through the trap door.

Alternatively, offering the guards upwards of 100 drops of Aqua Ghyranis is enough to persuade them to move out of the way.

If the characters attempt to sneak inside, the upper floor of the building contains multiple thick windows, one of which is open and can be accessed by either a successful **DN 4:2 Body (Athletics)** Test for each character, or by

attaining a ladder or something similar from nearby. Unless the locals are distracted in some way they warn the guards of the intruders. Potential distractions include:

- * **Starting a fire:** This requires a successful **DN 4:1 Body (Stealth)** Test to not get caught in the act.
- * **Encouraging a large brawl:** This requires a successful **DN 4:1 Body (Reflexes)** Test but also causes 2d6 Damage to the brawling character. For each success over the first, negate 1 Damage.
- * **Starting an argument:** This requires a successful **DN 4:2 Body (Intimidation)** Test.
- * **Entertaining a crowd:** This requires a successful **DN 4:1 Soul (Entertain)** Test.

Entering the building via the upper floor windows puts the party on the same level as the walkways above the storage area, but they will need to be careful to avoid the guards on the walkway.

MAIN FLOOR

If the group enters the building and moves into the main warehouse area, read or summarise the following depending on the characters' situation:

This building's cavernous interior is filled with crates, barrels, and sacks of goods, many of which are stacked almost to the walkways overhead. Keen-eyed guards carrying crossbows pace along the walkways, accessible by ladders near the northern and southern entrances. As you watch, workers haul goods around the room, and some emerge from an open trapdoor to the side of the room, grabbing boxes and taking them back down into the building's basement.

In the southern corner a large crate, clustered with holes, fills the space from floor to walkway. Two Aelves stand nearby, visibly tense and holding chains that extend into the wooden container. The container gives a sudden jolt, and the guards flinch.

Two small offices stand in the corner of the room. As you watch, an older Duardin emerges from one of the offices and approaches a central desk, where he produces a quill and ink and begins writing.

Crates, barrels, and sacks of dry goods form corridors on the main floor. The quartermaster's desk sits alone in the centre of the area, providing a nice view of the warehouse operations. The area consists of a number of Zones: the two Zones noted by the dashed line on the map on page 20, both offices, and the walkway above.

The two guards on the walkway above are **Blackscale Enforcers**, while the quartermaster and ten other labourers are **Blackscale Thugs**. If fighting breaks out in the warehouse, 1d6 of the workers, including the quartermaster, attempt to flee, while the others leap into the fray alongside the Blackscale Enforcers. The two guards holding the chains (see **Beast from Below**, page 22) are Blackscale Enforcers, but do not join the fight unless attacked (they clutch the chains as if their lives depend on it... which they do).

If the quartermaster spots the party carrying goods, he asks them for a list of what they are carrying and to place it in its requisite location. Should they suggest they are carrying illicit goods, the quartermaster orders them to place it by the entrance to the basement, where the basement workers take it to its appropriate place.

KEEP AWAY FROM FIRE

The crates, barrels, and other items stored here house a wide variety of goods, more than a few of which are flammable. Whenever a Zone on the main floor is affected by a fire-based spell, Miracle, weapon with the *Blast* Trait, or other effect that targets an entire Zone, roll a d6. On a 1–2 something explodes and the Zone catches fire. Creatures in the Zone take 1 Damage immediately from cascading explosions and the Zone becomes a *Minor Hazard*. If the characters do not take steps to put out the fire, the Zone becomes a *Major Hazard* after 2 rounds. After 5 minutes, the fire rampages through the warehouse, causing every Zone therein to become a *Deadly Hazard*.

Characters who succeed on a **DN 4:2 Mind (Awareness)** Test are able to find water-based, nonflammable liquids amongst some of the barrels. There's enough here to put out the *Minor Hazard*, but a *Major Hazard* will require magic or a Freeguild fire brigade's assistance. Smashing a sphere of Aqua Ghyranis in a Zone can extinguish a *Minor Hazard*, or reduce a *Major Hazard* to a *Minor Hazard*.

OFFICES

There are two connected offices on the main floor. They are currently unoccupied and the doors are locked. The quartermaster holds the office key, but the party can force the doors open with a **DN 5:2 Body (Might)** Test or a **DN 6:1 Body (Dexterity)** Test with lockpicks. One of the offices is outfitted as a quiet meeting space and the other is the quartermaster's primary office. If the characters take 10 minutes to search the office or succeed on a **DN 4:2 Mind (Awareness)** Test, they find ledgers implicating the warehouse's involvement with the Blackscale Coil and other powerful people in Anvilgard. There are also recent notes detailing the arrival of a Kharibdyss to the warehouse. This seems to coincide with the maiming or death of half a dozen workers.

Additional successes on the Test mean a character finds a note pertaining to the barrels of defoliant. It reads:

Regular shipments of non-alcoholic chemical liquids from the taverns go into Vault 8

BEAST FROM BELOW

If fighting breaks out inside the storehouse, the five **Blackscale Thugs** from each entrance enter the building to investigate. Once half of the guards fall in battle, read the following aloud:

Beaten back, the storehouse guards look at one another, then one nods approval. With a shout, they yell to the two Aelves standing by the large crate, 'We're gonna need it!' After a few moments of unsureness, the Aelves rush to the crate and pull at large bolts keeping the front in place. The front of the crate falls away, revealing a nightmarish creature dragged from the depths of the ocean. Five mandibled heads whip back and forth, lashing at everything nearby as the huge scaled form explodes from the crate in a shower of metal and splinters.

The hulking mass charges forward, but is barely held in place by the two Aelves holding its chains. Each of its five massive heads snaps at the air, tasting for blood and flesh, and its attention falls on you.

The creature is a **Kharibdyss**, a huge seabeast that the Black Ark Corsairs use in their hunts. The creature attempts to kill and devour the characters, under the control of the two Aelves (**Blackscale Enforcers**) holding its chains. If the Aelves lose control of the creature, the beast is just as likely to attack storehouse personnel as the party.



UNDERGROUND VAULTS

When the party descend into the underground section of the storehouse, read or summarise the following:

This basement, dug out of the stone that makes up Anvilgard's sewer systems, has been converted to a secondary storage area. Descending the stairs, you notice the whole area is bathed in a bright glow from lanterns throughout the area, casting clear light across the majority of the basement and deep shadows where the light does not touch.

More crates and barrels loom over this room, some stacked precariously high. To your right, two cramped metal cages contain six emaciated prisoners — Humans, Duardin, and Aelves. To your left, eight large metal doors stand solidly shut, each with a number emblazoned on its face and what appear to be Duardin inscriptions on their locking mechanisms. In front of you, a set of doors lead to additional rooms.

If the party did not cause a commotion upstairs, the guards and workers here are helping move goods up and down the stairs. In this case, it requires a successful **DN 4:2 Mind (Guile)** Test to convince the guards and storeroom workers the party have permission to be in the basement.

If the basement guards hear fighting upstairs, they prepare to defend the lower areas of the storehouse. There are two **Blackscale Enforcers** per party member here. The guards are Blackscale Coil veterans, and fight until the last to protect the Coil's interests. The storage area is a single Zone, while each vault and the additional offices are separate Zones.

If warned, the guards position themselves around the basement. Two wield their crossbows and move to behind the barrels to the East, while the others spread throughout the area, preparing to attack whoever comes down the stairs, first at range, then rushing in to attack while other crossbow users attempt to take out the party.

COILED SECRETS

While most of the crates in this area house stolen spices, firesilk, metals from Chamon, and small traces of realmstone, a few store much more grisly cargo: corpses the Blackscale Coil is moving out of the city. The Coil has learned to not dispose of every corpse they create in Anvilgard to not raise suspicions. Instead, they have some bodies smuggled out of the city and disposed of in the Aqshian wastes.

STEALING STOLEN GOODS

All of the goods in this area are stolen, and any character who takes one of the items may draw the attention of the rightful owner if they go brandishing it around Anvilgard. However, if characters are determined to search the crates for loot, feel free to award them one or more items found in the Anvilgard Markets from page 26 of the *Anvilgard City Guide*.

One of the barrels here holds a shipment of Ironweld blackpowder that went ‘missing’ from a wagon. Any character with a Natural Awareness of 3 or higher spots the barrel and its Ironweld emblem when they enter the area. If a fire-based spell, Miracle, a weapon with the *Blast* Trait, or other ability affects the storage area Zone, roll a d6. On a 1, the barrel explodes and deals 5 Damage to everyone in the Zone. A creature that takes damage from the explosion must pass a **DN 4:1 Mind (Determination)** or **Body (Fortitude)** Test or be knocked *Prone* and become *Stunned* for 2 rounds.

PRISONERS

The six prisoners in the cages have fallen afoul with the Coil — many are business owners who have failed to make their protection payments — and were recently kidnapped. They have no love for the Coil and one Prisoner from each cage will fight alongside the party if freed (use the **Blackscale Thug** stablock, but without a crossbow). If the characters succeed on a **DN 6:1 Mind (Guile)** Test, one additional Prisoner fights alongside the party. Each additional success wins over another captive.

Each cage is locked with a simple lock — the key hangs on the wall in the Accounting Offices (see page 23). A character who succeeds on a **DN 6:1 Body (Dexterity)** Test using lockpicks can disable the locks. If a character succeeds on a **DN 5:2 Body (Might)** Test, they can force the lock open, freeing the victims but alerting any remaining guards nearby or above. If freed, most of the Prisoners flee or hide until any combat ends, while those who choose to fight alongside the party find makeshift weapons.

ARMOURY

This is one of the many armouries the Blackscale Coil has secreted away in Anvilgard. Its thugs and mercenaries come here to arm themselves before carrying out whatever task the Coil has given them.

The armoury houses at least one of every Common weapon found on page 103 of the *Soulbound* rulebook. If the party searches the room, a successful **DN 6:1 Mind (Awareness)** Test reveals a box containing four pieces of Aqshian Coal. One additional success reveals a Divination Plate the Coil had been using to test their currency, and a second success reveals a Sea-dragon Cloak folded neatly beneath a pile of weapons.

ACCOUNTING OFFICES

Three Aelves work here, balancing the books and keeping meticulous records of what the Blackscale Coil has in the storehouse, whom they owe money, and other accountancy concerns. If combat occurs in the basement, they rush out of the accounting offices and attempt to escape up the stairs, even if this means running through a pitched battle.

The accountants each carry a set of eight keys, and a matching key from all three sets is required to open any vault without the combination code. If the party attempts to convince the accountants they are Blackscale Coil agents or to otherwise hand over the keys, they must succeed on a **DN 5:2 Mind (Guile)** Test. If the party includes a Stormcast Eternal in their Sigmarite armour, it is impossible to succeed on the Test.

5	4	3	7	8	2	1	6
8	0	4	3	8	7	3	9
1	0	1	3	5	4	9	8
0	0	0	0	0	0	0	0
2	4	8	3	9	9	9	9
2	0	3	4	8	6	5	7

On the wall, a wooden board hangs on the wall with labelled key hooks. The two prison cells' keys are hung here, labelled 'Cell 1' and 'Cell 2'.

A character who spends five minutes searching offices can make a **DN 4:2 Mind (Awareness)** Test. Success reveals a book with a series of listings for the contents of the vaults. While many of the vaults are empty, Vault One contains 'two barrels. Ironweld Blackpowder', Vault Six is noted as housing 'Kharadron armour, unsure what to do with it'. Vault Eight is listed as 'Thirty-two barrels, refined chemicals'. Any additional successes allows the character to find a hidden compartment in the drawer of one of the desks containing a piece of paper scribbled with a grid of numbers.

VAULTS

Each of the eight vaults are carved into solid stone. The door to each vault is a large, reinforced metal door with three keyholes and a combination tumbler. Vault Eight contains the barrels of defoliant taken from the Grand Conclave's production facility.

Opening the door to any of the vaults can be done in any of four ways:

- * Using the three keys from the accountants, who may have fled if combat broke out.
- * Using the combination on the combination tumbler lock in the door. Vault Eight's combination is 85098.
- * Spending one minute attempting to pick the lock followed by a successful **DN 6:2 Body (Dexterity)** Test. Failure requires the character to spend another minute and attempt the Test again.
- * Breaching the door with force requires 30 Damage done to its heavy frame. The door has 4 Armour, and Poor Defence.

Once the characters breach Vault Eight, read or summarise the following:

No light emits from this stone-lined vault. As you gaze over the inside, you see rows upon rows of stacked barrels lining the back wall.

As you enter the room, an overpowering stench of humid chemical odor strikes you. It smells identical to the chemicals in the defoliant production facility, and it seems you have found what you are looking for.

As the characters begin to move or inspect the defoliant barrels, they easily notice there are eighteen barrels here — far fewer than the notes in the accountancy offices suggest. They are not within the other vaults either, although a cursory glance suggests this should be plenty to get the defoliant cannons back up and running until the production facility makes more.

RATS IN THE WALLS

The missing defoliant has been stolen by Clan Pestilens, a group of Skaven who wish to make use of the defoliant to brew a particularly virulent version of it which is able to harm living creatures as well as plants.

More details on this are revealed in **Chapter 4: Petrified Wood.**

A successful **DN 4:1 Mind (Awareness)** Test while searching the vaults for any sign of the missing barrels or clues to their whereabouts reveals a section of the wall made of loosely compacted earth. A character who achieves additional success learns the following:

- * **1 additional success:** This area is a collapsed tunnel. After a few metres, the tunnel collapses in on itself and it is impossible to tell where the tunnel led.
- * **2 additional successes:** A broken piece of glass, akin to a section of an Aqua Ghyranis sphere, is on the floor next to the collapsed tunnel.

If the party has used stealth to infiltrate the storehouse, they will likely have to fight their way out of the complex unless they can convince the guards they are Blackscale Coil agents (see above sections for the required **Mind (Guile)** Tests). Once outside of the storehouse with the defoliant in tow, it is an easy enough task for the party to commandeer or hire a local cart to transport the barrels. If you feel the players have not been challenged enough or they are itching for more combat, consider having a group two **Blackscale Thugs** and one **Blackscale Enforcer** per party member ambush the characters in the street.

RETURNING THE DEFOLIANT

Once the characters return with the defoliant, it is quickly put to use. If they deliver it to the production facility, it is immediately sent out to the defoliant cannons on the city walls. The cannons fire the chemicals over the encroaching plants, which are already touching the top of the walls of Anvilgard despite the attempts of the Freeguilders to keep them at bay. Soon, the plants begin to wither, but Zadreh complains it is not working fast enough as he inspects the results from the top of the wall.

With the defoliant chemical problem dealt with for now, the Grand Conclave send a messenger to invite the party to another meeting. The group are asked to attend at dusk, when the Conclave will discuss the missing defoliant, Irina's involvement, and the Blackscale Coil's operations in Anvilgard.

When the characters attend the Grand Conclave meeting, read or summarise the following:

The guards at the entrance to the Dauntless Hall nod to you as you approach, allowing you entry without a word. As you enter the meeting hall, you see the room is once again filled with the governing individuals who keep Anvilgard safe from the realm's dangers. Irina is not in attendance, although it is easy to imagine why. Instead, in her position, Zadreh stands with various blueprints and charts laid out in front of him.

Both Morgan and many other Conclave members turn their heads to you as you enter, giving you a nod of greeting, and you are motioned towards a group of chairs which appear to have been hastily gathered to allow you to participate more officially as part of the meeting. Compared to the rest of the decor in this room, their wooden frames are somewhat more mundane, but they sit just as tall as the others.

Morgan invites the party to describe what they have witnessed and discovered. At numerous times she and the other Conclave members ply the party for more information regarding who is responsible for sabotaging the defoliant cannons.

During the discussion, Morgan starts by attempting to optimistically discover how Irina could have been implicated, but if the party reveals more and more evidence

against Irina's reputation, she leans back disappointedly and allows the other members of the Grand Conclave to lead the questioning.

Should the party reveal the links between Irina's family seal, her offices, and the orders from multiple members of the Blackscale Coil, they declare her a traitor to the Grand Conclave and state she is likely to be killed for her actions. After the meeting, they assign guards to seek her out in her abode, where she is caught and imprisoned for her actions. If the party say that they think Irina is being framed, the Conclave declares that she must still be detained until they can figure out the truth of the matter.

Should the party instead choose to hide the fact Irina was involved, they are still intrigued as to how the defoliant got into the Coil's hands, and wonder how Ulvalla got the information required to destabilise the defoliant cannon process so readily.

Tibor Hallowgate appears to sincerely thank the party, but states that due to the lack of security foresight by Irina and the current state of affairs, Zadreh should continue on as High Architect of the defoliant cannons, much to the chagrin of Morgan Kassan. **A DN 4:1 Mind (Intuition) Test** allows the party to determine other members of the Conclave appear disappointed in Morgan due to her inability to secure Anvilgard, and cast withering glances in her direction. The Grand Conclave vote for Tibor's resolution, and Zadreh thanks the group.

OVERVIEW

In this section, the characters should have:

- * Assaulted, infiltrated, or otherwise gained access to the Blackscale Coil storehouse.
- * Discovered the ancient vaults beneath and recovered the stolen defoliant.
- * Returned the defoliant and met with the Grand Conclave.



AFTERMATH

In the days following the Grand Conclave's decisions, the jungle is quickly pushed back from the city walls due to a combination of defoliant production and the vigilant work of the wall's defenders. Morgan and Zadreh actively work with the Freeguilders in defence of the city, and the plants are quickly driven back to provide a thick distance between Anvilgard's walls and the edge of the Charrwind Coast's encroaching jungle.

When a few days have passed, read the following out loud, or summarise it:

A few days later, something is noticeably different in the air. The mist which coats Anvilgard is paler; Sylvaneth in the city begin to notice another change. A dank, acrid and foul odor clings to the air. It is not enough to cause harm, but it infuses every breath and food tastes fouler when eaten.

If Zadreh is confronted at the defoliant production facility or defoliant cannons, he states he got permission from the Grand Conclave to make appropriate changes. Zadreh is able to produce records that show the Grand Conclave granted him permission to use a more effective concentrated defoliant to create a safe zone around the city walls. Should the characters express dismay to the Grand Conclave, they insist Zadreh's new formula is highly effective based on the results they have seen, and state the security of the city is of the utmost importance considering recent developments. The Conclave members are willing to accept temporary discomfort in exchange for the safety of Anvilgard's citizens.

This news, and the imprisonment of Irina, marks the end of **Rotten to the Core**. Tibor Hallowgate has succeeded at placing his pawn in a position of power in the Grand Conclave, Morgan Kassan has been reduced in political power due to embarrassment, and Zadreh has been given free reign to make changes to the defoliant cannon systems around Anvilgard.

Once the characters have had a chance to rest and recuperate, you should continue on to **Chapter 3: The Crucible of Life**. Until then, allow them to undertake Endeavours and continue to explore the personality of their characters and Anvilgard. After all, the next adventure may be their last...

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 stopped Irina and Zadreh coming to blows, award 1 XP.
- ✧ If the party tracked the shipment without being noticed, award 1 XP.
- ✧ If the party defeated the Kharibdyss, award 1 XP.



APPENDIX:

ALLIES AND ENEMIES

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	

BLACKSCALE ENFORCER			
<i>Medium Mortal, Warrior</i>			
♣ Good		⊕ Average	♠ Average (Good with shield)
Armour	Toughness	Wounds	Mettle
2	7	-	-
Speed: Normal Initiative: 3 Natural Awareness: 2 Skills: Awareness (+1d6), Ballistics Skill (+2d6, +1), Fortitude (+1d6), Intimidation (+2d6), Weapon Skill (+2d6, +2)			
TRAITS			
Crushing Blow: The Blackscale Enforcer strikes with ferocious blows that can disorient their foes. If the Blackscale Enforcer rolls a 6 on an attack with a <i>Crushing</i> weapon against a Large or smaller creature, the target is <i>Stunned</i> until the end of their next turn.			
ATTACK			
Warhammer: Melee Attack (Good), 6d6, 1 + S Damage. <i>Crushing.</i>			
Great Crossbow: Ranged Attack (Average), 4d6, 1 + S Damage, Long Range. <i>Penetrating, Piercing, Reload, Two-handed.</i>			
BODY	MIND	SOUL	
4	1	2	

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.



FECULENT GNARLMAW

When the blessed rot of Grandfather Nurgle reaches saturation and the soil itself succumbs to disease and plague, the seeds of Feculent Gnarlmaaws can bear their blighted fruit. Originating from the Garden of Nurgle itself, these towering carnivorous trees are spore-spewing and Nurgling-birthing gifts that perpetuate their daemonic father's multitudinous blessings. It is whispered that the Gnarlmaaw's worm-like roots slither down through the very fabric of the realms themselves, to writhe among

FECULENT GNARLMAW			
<i>Enormous Daemon (Maggotkin of Nurgle), Champion</i>			
☞ Good	☹ Poor	⚖ Average	
Armour	Toughness	Wounds	Mettle
3	18	–	2
Speed: None Initiative: 1 Natural Awareness: 1 Skills: Might (+2d6), Weapon Skill (+2d6)			
TRAITS			
Garden of Nurgle: The Feculent Gnarlmaaw fills the area with noxious fumes and poisonous spores. Creatures who enter or start their turn in the same Zone as the Feculent Gnarlmaaw must make a DN 4:2 Body (Fortitude) Test or become <i>Poisoned</i> until the end of their next turn.			
Grandfather's Blessing: The Feculent Gnarlmaaw is immune to being <i>Poisoned</i> and any other effects associated with sickness and disease.			
Nigh Unkillable: The Feculent Gnarlmaaw is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above.			
Nurgling Eruption: Nurglings erupt from the boils and growths on the Feculent Gnarlmaaw's body. As an Action, the Feculent Gnarlmaaw disgorges 1d6 Nurglings per Doom.			
Planted: The Feculent Gnarlmaaw is rooted into the ground. It cannot move of its own volition and cannot be forced to move by other effects.			
ATTACK			
Bark Bite: Melee Attack (Good), 6d6, 2 + S Damage. Piercing. A creature damaged by this attack must make a DN 4:2 Body (Fortitude) Test or be <i>Poisoned</i> until the end of their next turn.			
Feculent Roots: Melee Attack (Good), 6d6, 1 + S Damage. Crushing, Reach. A Medium or smaller creature that suffers Damage from this attack is <i>Restrained</i> , as the roots wrap around them. A Restrained creature can use an Action to make a Body (Might or Reflexes) Test opposed by the Feculent Gnarlmaaw's Body (Might) to escape.			
BODY	MIND	SOUL	
4	1	4	

those of their siblings in the Realm of Chaos, and that any mortal consumed by the trees is birthed upon the other side as an accursed Plaguebearer.

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	

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.

SHADOWBLADE ASSASSIN

Incredibly skilled and extortionately priced masters of murder, the Shadowblade Assassins are some of the most highly sought after killers in the Mortal Realms. They belong to an ancient and mysterious cult that trains its devotees in the arts of infiltration, disguise, poison-craft and silent executions. Though their long-term designs are unknown, even the God-King himself has employed them in the past, tasking them with rooting out corruption in his cities, but it is whispered that anyone with the proper connections and offerings can guide their blades.

SHADOWBLADE ASSASSIN			
<i>Medium Mortal (Aelf), Warrior</i>			
↑ Good	⊕ Average	♣ Good	
Armour	Toughness	Wounds	Mettle
1	6	–	–
Speed: Normal Initiative: 6 Natural Awareness: 2 Skills: Awareness (+2d6), Ballistics Skill (+2d6, +1), Guile (+2d6, +2), Intuition (+1d6, +1), Reflexes (+2d6), Stealth (+3d6, +1), Weapon Skill (+2d6, +2)			
TRAITS			
Hidden Murderer: If the Shadowblade Assassin attacks a target that is unaware of its presence, the attack deals double Damage and ignores Armour.			
ATTACK			
Poison-coated Blade: Melee Attack (Good), 5d6, + S Damage. <i>Piercing, Subtle, Thrown (Short)</i> . A creature damaged by this weapon must make a DN 4:2 Body (Fortitude) Test or be <i>Poisoned</i> until the end of their next turn. Additionally, the <i>Poisoned</i> creature suffers 2 Damage at the start of their turn. This Damage ignores armour.			
Hand Crossbow: Ranged Attack (Average), 5d6, + S Damage, Medium Range. <i>Close, Piercing</i> .			
BODY	MIND	SOUL	
3	2	1	

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>Prone</i> .			
BODY	MIND	SOUL	
6	1	3	

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