

WARHAMMER
AGE OF SIGMAR
ROLEPLAY

SOULBOUND STEAM AND STEEL

BATTLE ACROSS THE SKIES AND SEAS OF THE MORTAL REALMS, CRAFT
DEADLY POISONS, AND FORGE POWERFUL NEW WEAPONS!

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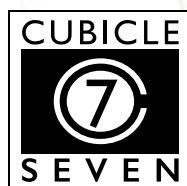
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INTRODUCTION

In the Mortal Realms, where untold armies of mortals and monsters stalk hazardous landscapes, and safe havens are few and far between, it pays to be inventive. There is only so much mortals can accomplish with bare hands and strength of spirit. But while the infinite variety of beasts and ever-expanding horizons of the realms are undeniably deadly, they also provide bountiful resources that great minds can work into incredible feats of engineering.

Blades of metal or bone that can slice through the thickest hides, cannons that spew withering streams of molten lead, armour that can withstand the crushing grip of a Gargant, and towering Cogforts that march across the land with earth-shattering footfalls. All of these ingenious inventions are made possible through the efforts of sharp minded individuals with an eye for adventure and the willingness to see their dreams made manifest.

This book provides a wealth of information on artisanship within the Mortal Realms, and how various factions approach their craft. It also includes plenty of new equipment for players to use, extensive crafting rules for all manner of wondrous creations, and rules for piloting and combating vehicles your heroes may encounter in their journeys.

USING THIS BOOK

Steam & Steel is a resource for both players and Gamemasters who want to dive into the rich tapestry of crafting, industry, and vehicles present in the Mortal Realms. For players, it provides a wealth of new equipment that characters can begin their adventures with, or seek out in the myriad markets and workshops of populated cities.

Player characters that have a creative disposition will find even more to enjoy. Be it cogwork weaponry, alchemical potions, or aether-engineering marvels, any crafting-oriented character will find all the rules they need to forge their own unique creations. In addition, new Talents and Endeavours are presented that allow players to define and develop their characters in exciting new ways.

Meanwhile, Gamemasters can use all of the same equipment and crafting rules to create their own unique weapons, armaments, and other equipment to reward their players with, or place in the hands of their foes.

Finally, rules for piloting and engaging in combat with vehicles and machines of war are also included, be they nimble aircraft, or cumbersome tanks, there is something for everyone, even the enemies of Order.

If you are incorporating *Steam & Steel* into an existing campaign, take some time to discuss the new options presented in the book. Players may want to search out some of the new equipment offered in the book, or pick up some new Talents and experience new Endeavours with their crafting characters.

FORGES OF THE REALMS

The forges of the realms are many and varied. Individuals from all walks of life take tools in hand and stoke their ever-hungry foundries with a burning passion in their eyes and the desire to make something from nothing. This section provides information on the different kinds of people who are drawn to crafting, and provides new Talents, Endeavours, and Contacts for characters to utilise in their craft.

COGS OF INDUSTRY

In the stronghold Cities of Sigmar, crafting is as much a tool of expression as it is survival. But how do the works of Aqshy differ from those in Shyish? How can you tell when a weapon has been made by the Ironweld Arsenal, or the Collegiate Arcane? This chapter provides detailed information on how the Cities of Sigmar take the resources of the realms and transform them into vital tools, weapons, and equipment for characters to purchase, in addition to detailed rules that allow you to craft your own weapons and armour.

APPLIED ALCHEMY

The flora and fauna of the realms is a vibrant and ever changing palette with which reclusive alchemists paint their arcane wonders. Alchemists take this harvest and brew it into all manner of mundane and exotic materials to create works both great and small, from simple potions that cure common ailments, to nightmarish poisons that corrupt the body in unimaginable ways, and even devastating explosives of unimaginable force. This section provides information on factions who employ alchemy in

their works, a collection of alchemical wonders for players to seek out, and rules for characters to brew their own potions, poisons, and explosives.

FLAMES OF GRIMNIR

In the volcanic heat of the Fyreslayers' lodges, Duardin runesmiths work flame and ur-gold into magical runes to hammer into flesh, and blazing weapons to carry into battle atop lava-spewing Magmadroths. This chapter provides details on the Fyreslayers' unique relationship with ur-gold, as well as new runes and equipment for Fyreslayer characters. In addition, it also provides rules for training Magmadroths and unique Traits to distinguish the flaming beasts.

BREATH OF GRUNGN

No group relies on technology more than the Kharadron Overlords. When their god abandoned them, it was desperate innovation that led the Kharadron to the sky and saved them from extinction at the hands of Chaos. This section provides information on these stalwart geniuses, what crafting means to them, and a collection of new aether-rigs and devices for Kharadron characters to tinker with. In addition, it provides extensive crafting rules that allow any aspiring Kharadron engineers to forge devastating aether-powered weapons or esoteric devices to blaze their own path towards fortune and glory.

MACHINES OF WAR

The workshops of the Mortal Realms produce all manner of strange and unusual vehicles. From nimble Gyrocopters that cut through the clouds to the gargantuan Cogforts of the Ironweld Arsenal. These machines of war are vital linchpins for many factions seeking to dominate the realms. This chapter contains extensive rules for operating and piloting these vehicles, and a collection of stat-blocks to cover vehicles from multiple factions. In addition, it also provides rules for new Heavy Weapons — massive turrets and siege engines that grant the machines of war their devastating destructive power.





FORGES OF THE REALMS

'Yes, it's heavy; but heavy is good, see? It's a sign of reliability. And if it jams, you can always hit them with it.'

— **Frederyk Ironson, Greywater Armsdealer**

Reclaiming the Mortal Realms from the devastation of the Age of Chaos is a seemingly insurmountable task — one that will require the lifetime efforts from countless generations of crafters, each building upon the foundations laid down by their ancestors. It will require the forging of innumerable weapons and vehicles to win back their lands from the enemies of Order, and the raising of towering walls and fortifications to hold them at bay. Wherever they fail, wherever a city burns or armour is sundered, the work must begin again.

There is a saying among many craftspeople in the Cities of Sigmar that 'everything they destroy, we'll rebuild twice as grand'. It is this sentiment that burns in the hearts of countless mortals who work their forges day and night for the good of the people. And with the advent of the Dawnbringer Crusades, ambitious and great expeditions of Order that seek to found new settlements in the hostile wilds, the realms need skilled crafters now more than ever.

This section dives into the craftspeople of the Mortal Realms, and how players can elaborate on their character's unique approach to crafting. It also provides new Talents, Endeavours, and Contacts for characters to utilise in their craft.

TOOLS IN HAND

The realms are incalculably vast, filled with countless diverse souls. As a result, just like their myriad creations, no two craftspeople are alike.

Every mortal who stokes their forge, lifts their hammer, or pours their brews is a unique individual who holds their own deeply personal reasons as to how, why, and what they choose to create. When you are creating a character for whom crafting is a key part of their identity, you may want to ask yourself a couple of key questions to flesh out their relationship with their craft.

WHY DO YOU CRAFT?

While the realms are always in need of talented craftspeople to forge weapons and armour for the unending war with the forces of Chaos, creation is but one of many different careers a mortal can pursue. As such, most craftspeople hold a personal justification for why they choose to create. When roleplaying a craftsperson, ask yourself what makes them want to craft.

For Money

Some people view their craft as simply a means to an end, as wherever there is successful invention or skilled artisanry, there is money to be made. You likely focus your efforts on seeking out widespread problems that you can rectify with your unique — and fastidiously patented — creations. Alternatively you might view the creations of your rivals as inferior or flawed, and use your skills to improve upon them. But even if you find that your skills or ingenuity are lacking, it's nothing that a bit of brand management cannot solve. After all, you are in it for the money. So what if you cut the odd corner? If the customer is happy, and the money is in your hand, everyone wins.

For Religion

The pantheon of Order is defined by their desire to build and shape the realms to their vision. As such, some view creation as an extension of their god's will, just as much an act of worship as prayer. This is overtly displayed by those who dedicate their lives to building monuments, churches, or icons of worship in their god's name, but the influence of religious craftspeople is visible almost everywhere you look, especially in the Cities of Sigmar. If religion is a driving force behind your creations, think about how you choose to express this. You likely include religious iconography in whatever you create. This may be subtle, carefully embossing a miniature symbol of your god on an otherwise unremarkable blade, or it may be overt, forging a glimmering crossguard in the shape of the Twin-Tailed Comet.

For Family

Lineage can be an important aspect of craft. You may come from an unbroken chain of artisans both grand and small that dates back to the Age of Myth. Maybe you grew up around the tools of your predecessors, learning about melting and stress points before you could walk. This could fill you with pride as you continue the family legacy. You might recognise the maker's mark of an ancient ancestor on a pitted blade clutched by a corpse, or regale your allies with stories of your family's legendary creations in the hands of mythic heroes.

But a family name often comes with its own pressures. You may strive to reach the same heights of mastery, only to fall short every time, or rail against the unrealistic expectations and fight to make a name for yourself. Your lineage may even have fallen to disgrace, ruined by their hubris or turning to the enemies of Order. Either way, you may find it difficult to escape the shadow of your ancestors.

THE MAKER GOD

While most gods of Order claim some degree of legend around their ability to conjure and create objects of power, the Duardin god Grungni is the most notable for his position as the Maker God. Grungni was absent from the affairs of the Mortal Realms for some time and many Kharadron Overlords vehemently swore never to worship him again for his abandonment.

Yet still, many generations of Dispossessed Duardin said prayers to the Maker when busy in their workshops, and some even claimed to see his face in the heat of their forge, or hear his voice in the bark of their hammer striking steel, hard-worked promises of the Maker's return. Now that Grungni has returned to guide his people once more, these incidents have increased in frequency, and the number of craftspeople who worship the Maker in their works is increasing every day.

For the People

The people of the Mortal Realms are always in need. The enemies of Order seem almost endless; they crash upon the walls of great cities, sundering armour and smashing weapons with contempt. Even behind the thickest walls, society needs tools, attire, and countless other goods to function. Without them, people suffer. You have realised this, and aim to use your skills to help the people. Every blade you forge can fell hundreds of foes, every breastplate can save a life. This ideal of altruism drives your work and likely your pride. But this can be a double-edged sword, as there is no guarantee that your creations will be used for good.

The Puzzle

To some, the act of crafting alone is the only reason they need. Something about taking disparate materials and creating something new, or solving an existing problem through creative development, is inherently appealing. You likely take a great deal of joy from your creations, caring less about whether they are commercially viable or desirable and more about the challenge of creation itself. You might have discovered this joy when you were young, fixing broken toys or creating entirely new ones.

Either way, there isn't much that can stop you from working your craft.

WHAT MAKES YOUR CREATIONS SPECIAL?

The nature of an artisan's creations often defines them and can serve as an insight into their worldview. When roleplaying your craftsperson, ask yourself what makes their creations special.

Materials

The realms offer a veritable bounty of materials to use in your creations, from mundane materials such as ores, bones, and hides, to exotic substances like crystalline growths, ironwood trees, or even liquid shadow.

What materials are common in your area will largely depend on the realm you are currently inhabiting (see **Chapter 3: Cogs of Industry** for more information on realm-specific materials). While you may find it perfectly normal to craft weapons out of crystals infused with lightning, if you found yourself in Ulgu, your creations would seem exotic or alien. How do the materials that you use make your creations stand out?

Methods

Just like the materials and results of crafting are almost infinite in their variety, so too are the methods employed to create them. Some artisans can only work in the most pristine laboratories, where every tool has a place and blueprints or recipes are kept in meticulous order. Meanwhile, other crafters work in ramshackle or improvised methods, their workshops a labyrinthine mess of spare parts or half-finished projects. If someone were to walk in on you in the midst of your creation process, what would they see?

Mass Produced or Artisan

The ongoing wars between the forces of Order and their endless enemies requires an equally endless supply of armaments. The Ironweld Arsenal and the Kharadron Overlords both command vast factories filled with hundreds of craftspeople that operate day and night, their conveyor belts and forges ever churning.

Some craftspeople will spend their entire careers at one station, hammering or welding one single part of a larger creation, only glimpsing the finished piece when they are packed into crates and shipped off to wherever they are needed. Kharadron Endrineers or Aether-Khemists may spend a decade mastering a single part of a fabrication process before they can advance through the ranks of their guild.

But plenty of artisans shun this industrial necessity, or strict adherence to guild hierarchy, choosing instead to establish small workshops or forges where they can see the whole process from start to finish. While their armaments take much longer to produce, plenty of soldiers will go out of their way to replace their mass produced equipment with artisanal works. After all, who wants to put their lives in the hands of a weapon that was made without soul?

Form or Function

If you ask two gunsmiths to make a rifle, they will likely return with two vastly different weapons. Both likely use blackpowder (or perhaps aether-gold) to propel a solid projectile, but the resulting weapon could be anything from a brutalist hand cannon, all sharp edges and angular barrels, to an over-designed accessory, complete with a stylised dragon head for a muzzle break and ostentatious filigree on every flat surface. When asked to create a simple piece of equipment, what does the result look like?

BLADES OF BLOOD

The Hag Priestesses of the Khainite Cult often use blood when forging their weapons and armour. They gather vast quantities of blood through ritual exsanguination in great cauldrons that lie at the heart of the cult's forges. This accumulated ichor is used to temper blades, the forge-hot metals shrieking and hissing as they are dipped beneath the crimson fluids. Some Hag Queens even hold the secret rituals required to forge blood-iron blades. These slender murder weapons are formed from the very iron in the blood, drawn from the cauldrons in one swift motion like a dagger from its sheath. These sinister weapons are rightly feared by the cult's enemies, as even the smallest cut from their ever-sharp edges will bleed profusely, only stopping when the victim's heart itself sounds its final beat.

TALENTS

Soulbound presents a variety of Talents to customise your character and allow you to develop them in unique ways. This section expands on those options and gives a number of new Talents to choose from. Each Talent costs 2 XP, and some Talents can be taken multiple times.

Requirements

A number of Talents have requirements, such as a Species or a level of Training or Focus in a specific Skill. You must meet these requirements in order to learn the Talent. At the GM's discretion, they can allow you to take a Talent even if you do not meet the requirements. In a similar manner, the GM may allow a character to purchase one or more of the Talents presented here during character creation, if it would make sense for their character, such as a storied commander starting play with the *Captain's Orders* Talent.

ALCHEMIST

Requirements: Training (1) in Crafting and Arcana or Nature

You have studied the art of gathering natural resources and substances to combine them in unique and strange ways. You can take the *Create Alchemical Concoction* Endeavour (see page 12) to craft potions, poisons, and explosives.

BOARDING PARTY VETERAN

You are a veteran of countless bloody boarding parties and have learned how to hit hard and fast to seize a vehicle in the heat of battle. When you take the Boarding Action (see page 93), your Melee, Accuracy, and Speed increase one step until the end of your next turn. In addition, the Difficulty of any Test you make to board a vehicle is reduced by 1.

CAPTAIN'S ORDERS

You know how to get the most out of a crew, barking clear and galvanising instructions even in the heat of battle. You can use the Help Action on any crew members aboard your vehicle that can hear your voice, granting them an additional +1d6 to their next Test, provided they follow your orders.

CREATOR

Requirements: Training (1) and Focus (1) in Crafting

The process of creating with your own hands comes naturally to you. The Complexity of Tests you make to build new items, but not repairing or modifying existing items, is reduced by 1.

EXPERIENCED CREWMEMBER

You have spent a great deal of time serving in one particular role aboard a vehicle and you can pull off feats that strike awe into inexperienced crew. When you select this Talent, pick one of the roles below. You gain the associated benefit whenever you adopt that role aboard a vehicle (see page 89). You can take this Talent multiple times, selecting an additional role to gain experience in each time.

- ✱ **Driver:** The vehicle's Defence increases by one step when you are in the Driver role. In addition, you ignore the Speed penalty when piloting a vehicle through *Difficult Terrain*.
- ✱ **Mechanic:** The Difficulty of repairing a vehicle inside or outside of combat is reduced by 1. In addition, you can repair a wrecked vehicle one additional time during an adventure, before it becomes unsalvageable.
- ✱ **Weapon Operator:** You increase your Accuracy one step when serving as a Weapon Operator. In addition, you can make a Called Shot with vehicle weaponry, but only against Large or larger creatures.

FORM AND FUNCTION

Requirements: Training (1) in Crafting and Awareness

You know there is far more to creating desirable attire and accessories than functionality alone and have developed a keen eye for fashion trends to ensure that your creations always stand out.

Whenever you craft clothing, armour, or weapons, you can choose to increase the Complexity of the Crafting Test by 1 to ensure that the resulting equipment is aesthetically pleasing and of the latest design. The resulting equipment has no mechanical benefit in combat, but while wearing or wielding it, you gain Advantage on social Tests when interacting with individuals who have an interest in fashion and beauty.

HEAVY WEAPON HAULER

Requirements: Body (5), Training (3) in Might

Your outlandish strength has made you a walking weapons platform. You can wield weapons with the *Heavy* Trait (see page 103) without suffering penalties to your Accuracy or Speed. The GM may declare that a heavy weapon requires specific modification to be carried.

INCIDENTAL INCENDIARIES

Requirements: Training (2) in Crafting

Your love of fire has left you with an uncanny, and some would argue unsettling, ability to turn almost anything you can get your hands on into an improvised incendiary device. During a Rest, you can make a **DN 5:1 Mind (Crafting)** Test to create improvised incendiaries. These count as Fire Bombs that create *Major Hazards* (page 41). Each success grants you a single incendiary at no cost. You can carry a maximum number of improvised incendiaries up to your combined Training and Focus in Crafting. These incendiaries cannot be sold, as they are so shoddy or obviously dangerous that nobody will buy them.

In addition, if you are knocked *Prone*, Disarmed while holding, or take damage from falling while carrying improvised incendiaries, you must make an immediate **DN 5:1 Body (Reflexes)** Test to protect the unstable explosives. If you fail, the incendiary is triggered, targeting your Zone.

INSIDIOUS POISONS

Requirement: Training (2) in Crafting

You go to great lengths to ensure that your poisons are particularly resilient to purging. Antidotes (see page 37) have no effect against poisons you create.

MATERIAL SPECIALIST

While any craftsperson worth their salt must be flexible with the materials at hand, you have spent a great deal of time mastering the intricacies of one realm's bounties to create masterful works. This may be bones from Shyish, flamesteel from Aqshy, or more mysterious materials such as shadow-wreathed alloys from Ulgu.

Choose one of the Mortal Realms. Whenever you are crafting weapons, armour, or alchemical concoctions using materials sourced from that realm, you can double your Training in Crafting. You can take this Talent multiple times, selecting an additional Mortal Realm each time.





I CAN'T WORK WITH THIS!

The materials trade between realms is rarely stable. This is why so many cities aim to be self-sufficient in every way they can. Most craftspeople utilise local resources rather than rely on pricey or hard-to-acquire imports. If you want to use a specific material in your creations that originates from a realm outside of the one you are currently in, you can do so with your GM's approval, but the cost of acquiring the materials increases 50%.

ONGOING MAINTENANCE

Requirements: *Aether-Khemist Guild Member* or *Endrineers Guild Member* Talent and Training (2) in Crafting

You are well used to the harsh realities of maintaining your Aether-rig and equipment on the road, subscribing to the old Kharadron adage 'A loose bolt now is a coffin nail later.'

Whenever you take a Rest, you can forgo recovering one space on your Wound Track to field strip and maintain your Aether-rig and equipment. If you do this at least once during an adventure, you do not need to take the *Regular Maintenance* Endeavour (*Soulbound*, page 158) to maintain your Aether-rig's Power Capacity.

RUNIC AFFINITY

Requirements: Duardin (Fyreslayers), Training (1) in Theology

Due to your many long excursions far from your lodge, you have learned how to ration the power of your ur-gold runes and extend their lifespan by ritualistically exposing them to intense heat in prayer to Grimnir.

Whenever you take a Rest, you can forgo recovering a space on your Wound Track to conduct this ritual, provided you have a source of heat such as a campfire or forge. If you do this at least once during an adventure, you do not need to take the *Grundtogg Endeavour* (*Soulbound*, page 158) to maintain the effects of your runes. You must still take the Endeavour if you want to change or add additional runes.

TINKERER

Requirements: Training (1) and Forus (1) in Crafting

There is always room for improvement as far as you're concerned. The Complexity of Tests you make to modify or repair existing items, but not create new items, is reduced by 1.

WASTE NOT

Requirements: *Alchemist* Talent

You are well used to harvesting your own materials for your alchemical creations, carrying various specialised tools and expertise to ensure that you make the most of every opportunity. You double your Training in Crafting whenever you Gather Materials (see page 49).

BEHOLD! MY MASTERPIECE

With the flexibility of the crafting rules presented throughout this book, you can create a myriad of interesting inventions. But as with any system that allows players this much freedom, there are always ways to exploit the crafting rules to create equipment that is too complex, powerful, or otherwise removes fun from the game.

While it may be appealing to slink away to your laboratory between sessions only to reveal your devastating creation to the stunned people at your table the following session, this can sometimes lead to problems. Some players may demand to double check all of your work, others may feel your creation is too powerful or disruptive, or the GM may declare that the materials or processes required to create it are too exotic for your current location. These issues and more could cause all manner of arguments or hurt feelings.

As a result, we always recommend that crafting takes place in a conversational way between the GM and the players at your table. It is always best to take the time to share your wild ideas, build something special together, and ensure that everyone at the table is excited about it.

ENDEAVOURS

Soulbound presents a number of Endeavours you can undertake in the downtime between your adventures that any crafting focused character may be interested in, including *Aethercraft* or *Endrineering* and *Repair Equipment*. Below are a number of additional Endeavours to expand upon these options.

If at First...

A number of Endeavours presented here have quite high DNs, making them almost impossible to pass with a single Endeavour. Where noted, if you do not successfully complete an Extended Test during your Endeavour, you have a number of options.

✧ **Keep Trying:** If you have another week of downtime, you can extend the Endeavour and make another 3 Tests, up to a total of three weeks (9 Tests).

✧ **Abandon Your Work:** You give up on your work, discarding the unfinished project. You can sell the materials for half the value that you bought them for.

✧ **Finish it Later:** If you have a secure location to store your work, such as a workshop or an ally's ship, you can leave the project unfinished and return to it later. Note any successes you have achieved for when you return to work.

CREATE ALCHEMICAL CONCOCTION

Requirements: *Alchemist* Talent

You spend your downtime brewing some strange new alchemical concoctions.

Creating an alchemical concoction is an Extended Test (*Soulbound*, page 128) requiring Mind (Crafting). To calculate the DN of the test required to create an alchemical concoction, see **Alchemical Crafting** on page 44. Over the course of one week, you can make 3 Tests to create concoctions. If you succeed, you successfully create a number of concoctions equal to your level of Training in Crafting.

If you do not successfully complete the Test, you can **Keep Trying**, **Abandon Your Work**, or **Finish it Later** (see page 12).

If you complete your concoction after the first or second Test, you can select a different concoction for the remaining Tests, brewing multiple concoctions in a single Endeavour. Ensure that you track any partly finished concoctions.

Example: *Silas wants to make some of his patented Fyweb Grenades. He has a Mind Attribute of 4 and Training (2) in Crafting. The concoction has a crafting DN of 4:5 and material cost of 50D. He makes his first Test and gains 3 successes, not enough to complete the concoction. He makes his second Test and gains 4 successes, leaving him with 7 successes in total, completing the concoction. He pays 50D and, since he has Training (2) in Crafting, gains two Fyweb Grenades. He still has one Test remaining, so decides to get started on a second batch of grenades, gaining 2 successes, which he marks down on his sheet so he can finish his concoctions later.*

CREATION AND POWER

Some cultures, like certain highly industrialised Cities of Sigmar and the sky-ports of the Kharadron Overlords, view inventive engineers and well-established businesses with incredibly high esteem. A well-run business can bring prosperity to a struggling city, a newly invented weapon may help them break a siege, or a cunning new defensive measure may grant the city protection against the horrors of the realms. In cities like this, private businesses wield undue influence over Grand Conclaves, laws are passed to grant crafters greater privileges, and statues are erected not just to war heroes, but genius inventors.

Meanwhile, in cultures that practice religious or ritualistic creation, such as within the Daughters of Khaine or the Fyreslayers, only those who have proven their devotion to their patron gods are granted the secrets of their craft.

DECORATE ARMOUR

No matter their allegiance, the warriors of the realms often wear their accomplishments for all to see. When you take this Endeavour, you adorn your armour with pieces of monsters you have slain, sashes representing mastery over martial or arcane disciplines, or sentimental accoutrements honouring fallen comrades. While wearing this armour, your GM might grant you benefits based on the enhancements you've made. You could have Advantage on Opposed Tests to intimidate or impress Skaven, for example, if you go about wearing a Grey Seer's skinned fur as a hood.

ESTABLISH REPUTATION

With the right words and displays, it's possible to convince potential buyers that the goods you are selling are far superior to those of your competitors, even if that may not be strictly true. You take your time off to do just that, shopping your creations around in the local markets, hosting extravagant displays, or seeking influential figures in the local community to promote your products.

Establishing a Reputation is a **DN 4:S Mind (Guile)** Test. Over the course of one week, you can make 3 Tests, with the number of successes dictating how well you promote your products and the benefits therein. Your successes persist between Endeavours, so keep track of them.

Normally reputation is limited to a city or small area, but depending on the lines of communication or trade between certain cities, your GM may decide that your reputation spreads to connected areas, allowing you to start with 10 or even 30 successes if you relocate.

- ✱ **10 Successes:** Some people in the area have heard of you, but most are not convinced you are anything special. You can charge an extra 25% when selling your creations.
- ✱ **30 Successes:** Most people in the area have heard of you, and you have some loyal customers who sing its praises. You can charge an extra 50% when selling your creations.
- ✱ **60 Successes:** It's rare to find someone in your local area who hasn't heard of your creations. You can charge an extra 75% when selling your products.
- ✱ **100 Successes:** It is acknowledged in the local area that your goods are of unparalleled quality. You can charge an extra 100% when selling your products. In addition, you may gain Advantage on certain social Tests where you are able to leverage your market influence.

FORGE WEAPONS AND ARMOUR

You spend your time creating a new piece of equipment that is either a weapon or suit of armour.

Creating a weapon or suit of armour is an Extended Test (*Soulbound*, page 128) requiring Mind (Crafting). To calculate the DN of the Test required to create the piece of equipment, see **Crafting Weapons and Armour** on page 29. Over the course of one week, you can make 3 Tests to create the equipment. If you succeed, you have successfully created the equipment.

If you do not successfully complete the Test, you can **Keep Trying, Abandon Your Work, or Finish it Later** (see page 12).

REPAIR WRECK

Requirements: Training (1) and Focus (1) in Crafting

The countless battles that face the Forces of Order take their toll on not just the mortals who fight them, but on their vehicles and machinery as well. When a war machine has taken too much damage to properly function, it must be repaired.

When you undertake this Endeavour, you attempt to repair a vehicle that has been Wrecked (see page 92). Repairing the vehicle is an Extended Test. The difficulty of the Test is determined by the vehicle's Size (see page 89), and the Complexity of the Test is equal to the vehicle's Toughness. If the vehicle is Large, the Difficulty is 4; if the vehicle is Enormous, the Difficulty is 5; if the vehicle is monstrous, the Difficulty is 6.

***Example:** A **Kharadron Frigate** (see page 108) is an Enormous vehicle with 24 Toughness. To repair the frigate, you must pass a DN 5:24 Extended Test.*

Over the course of a week, you can make three Tests to repair the vehicle. These three Tests are typically Body (Crafting) or Mind (Crafting) Tests, but the GM may

decide that one or more of the Tests may require different Skills. For example, a Collegiate Arcane Battle Altar (see page 113) may require a Mind (Arcana) or Mind (Channelling) Test to repair, or a Cauldron of Blood (see page 115) may require a Soul (Devotion) Test.

If you do not successfully complete the Test, you can **Keep Trying**, **Abandon Your Work**, or **Finish it Later** (see page 12).

SECURE A WORKSHOP

While some travelling tinkerers and alchemists are able to ply their trade on the road, operating from the backs of cramped carts or cogwork vehicles, most craftspeople require a dedicated space to undertake their work. This is especially true with those who seek to work metal and wood in large quantities, as no matter how skilled the artisan they cannot smelt iron without a forge. Workshops are also great for the storage of long term projects.

You spend the week scouring the local area for a suitable workshop. This could be anything from a rundown back-alley laboratory, to a pristine workshop operated by the Ironweld Arsenal. Most workshops are happy to take a small fee of 30–50 drops per week for the use of their facilities and storage of equipment.

WHO'S PAYING FOR ALL THIS?

Renting workshops, purchasing materials, and hiring apprentices all costs money. While you can expect to turn a profit by establishing yourself and selling the fruits of your labour for a hefty profit, getting started can be a daunting task, especially if you simply want to make a couple of weapons for your group. But always remember that the Soulbound are heroes of the realms. With a bit of legwork, they can likely find themselves a patron in most Order aligned cities that has some degree of disposable wealth. Provided the Binding are in their good graces, a patron may be able to secure a workshop or purchase materials to facilitate their crafting endeavours.

Should a Binding find themselves short on funds, a well-established and supportive patron can likely spare up to 500 drops per week for the group to aid them, for the good of the realms, of course.

BLADES OF LIFE

The Sylvaneth Branchwyches, tenders and guardians of secluded groves throughout the Mortal Realms, have long mastered the art of forging weapons without heat or hammer. By using powerful Jade magic and reverence to the Everqueen herself, they shape and grow plants and vines into thorny blades, bows, and armour that is just as strong, and often stronger, than their metallic counterparts. But the secrets of weapon weaving are not limited to the Sylvaneth. Some artisans, notably practitioners of Jade Magic throughout Ghyran where metals and ores are rare, have dedicated their lives to the art. These reclusive individuals spend generations carefully tending gardens of ironwood armaments, harvesting them only when those bearing the Everqueen's blessing seek their aid.

The GM may declare that a character must secure a workshop for themselves before they can undertake sizable crafting Endeavours, such as forging weapons or armour, upgrading vehicles, or brewing delicate alchemical concoctions.

SEEK MATERIALS

Sometimes sourcing rare materials for your newest alchemical concoction is a serious undertaking. You might need to scour local markets for precious reagents, place specific requests with hunters, or even strike out into the wilds beyond the walls and track them down yourself.

When you take the *Seek Materials* Endeavour, you can make 3 separate Tests for Harvesting Materials. These Tests can target the same or different materials.

APPRENTICES AND ARTISANS

Few craftspeople work entirely alone. Many choose to study under a master, hire an extra pair of hands, or take on an apprentice themselves. By working together, they can create astounding works faster and to a higher standard than those working alone. Page 156 of *Soulbound* introduces the *Contacts* Endeavour, wherein you form a relationship with a new contact or strengthen an existing one over the course of your downtime. While that section provides general rules for contacts, the following section lists a number of specific contacts the character can make through their efforts.

Each contact entry lists the type of contact, their Attributes, and any Skills or Talents they possess. Each contact also has a Benefit and Greater Benefit. When you first make a new connection via the *Contacts* Endeavour, you gain access to the contact's Benefit. If you undertake the *Contacts* Endeavour again to strengthen one of these relationships, you gain access to the contact's Greater Benefit. Remember, contacts are living, breathing people with their own goals and motivations and may require payment or favours to secure their help.

APPRENTICE

Attributes: Body (1), Mind (1), Soul (1)

Skills: None

Talents: None

Taking on an apprentice is a time-honoured tradition for makers since the Age of Myth. Often they are recruited young, with a gawkish awkwardness and naivety that makes them more of a hindrance than a help. But provided

someone is willing to spare the time and energy to train them, they can grow to become competent makers in their own right, sometimes even surpassing their masters.

Benefit: For 25D, the Apprentice can attempt to help with any crafting based Endeavours and the *Repair Equipment* Endeavour (*Soulbound*, page 159). If you do so, you gain +1d6 to each Mind (Crafting) Test made during the Endeavour, as the apprentice is relegated to simple tasks such as holding tools and staying out of the way.

Greater Benefit: Whenever you use your apprentice in a crafting based Endeavour or the *Repair Equipment* Endeavour, you can increase the complexity of the Test by 1, to represent your attempts to teach and develop your apprentice's skills. If the resulting crafting Test is successful, the Apprentice gains +1 Training or Focus in Crafting, increasing the crafting bonus they grant from their Benefit to match. If your apprentice ever ends up with equal to or higher Training or Focus in Crafting than you have, they demand a raise to 100D per use of their Benefit. If this is not met, they leave to start their own workshop.

ARTISAN

Attributes: Body (1), Mind (2), Soul (1)

Skills: Crafting (+2d6, +1)

Talents: Choose One from *Alchemist*, *Aether-Khemist Guild Member*, *Creator*, *Endrineers Guild Member*, *Material Specialist*, or *Tinkerer*

Artisans are never hard to find in the cities of Sigmar; you simply need to follow the clanging of hammers and the trails of smoke that rise from their multitudinous workshops. Though they vary in disposition, motives, and specialties, their one unifying characteristic is that very few will offer their efforts and workshops for free.

Benefit: For 250D, the artisan can help with any crafting-based Endeavours and *Repair Equipment* Endeavour (*Soulbound*, page 159). If they do, you gain +3d6 to each Mind (Crafting) Test made during the Endeavour. Note that the artisan must have the *Endrineers Guild Member* or *Aether-Khemist Guild Member* Talent to help with the *Aethercraft* or *Endrineering* Endeavour.

Greater Benefit: The artisan helps you for half the price (125D), or a reduced price (200D). If you pay 200D, you gain +1 Focus to each Test made during the relevant Endeavours.

COGS OF INDUSTRY

3

Technology from the Cities of Sigmar is a marriage of contradictions. Some look upon the most ubiquitous inventions to emerge from Sigmar's empire, such as the clanking, smoke-belching Cogforts or the rifles reeking of blackpowder, and declare all the works of the free cities dirty, loud, or cheap. Others see the creations unique to each city, made using traditions painstakingly preserved from the Age of Myth, and judge these relics one-of-a-kind and priceless. For example, the delicate fletching produced by the Phoenicium bears little resemblance to Anvilgard's shimmering drakescale cloaks, yet both are works of significant cultural and functional value, found nowhere else in the realms.

So then are Sigmar's crafters rote labourers or artisanal specialists? In fact they are both, as well as everything in-between. The Free Peoples do not have access to fuel as efficient as the Kharadron's precious aether-gold, nor do they craft using divine aid like the Fyreslayers,

who tend Grimmir's flame, but they make up for these deficits with sheer numbers. Each day, their factories churn out weaponry, armour, munitions, machines, and vehicles to supply the God-King's eternal war effort. Experiments happen behind ironbound doors, and if Azyrheim approves their innovations, new designs percolate rapidly through Sigmar's cities in the lower realms.

But while the Grand Conclaves and the Ironweld Arsenal seek to reinforce and regulate their trade networks, each city also has independent crafters who understand every realm has something unique to offer. They take advantage of regional resources rather than adhere dogmatically to molds, and while their works are rarely produced en masse, the Cities of Sigmar's champions proudly bear artefacts exclusive to their homes as symbols of their heritage. Importantly, these crafters have the freedom to create things bent to other purposes than war, and thus colour daily life in the city far more than Conclave-regulated industrial districts do.

CRAFTING IN THE CITIES OF SIGMAR

The long generations spent sealed in Azyr may have trained Sigmar's people for battle in the lower realms, but did little to prepare them for actually living there. The idyllic landscapes of the Age of Myth were no more, and the places not irreparably tainted by Chaos had stirred to extremes to drive the invaders out. In a bitter twist of irony, those who did not adjust quickly enough to the perilous environments and unfamiliar resources saw their hard-won gains swept away, not by enemy armies, but by the unfeeling natural forces of their new homes. The cities that persisted all shared one trait in common: adaptability.

But adaptability means different things to different people. The Ironweld Arsenal are 'adaptable' in that they can settle anywhere, feed whatever natural resources they can harvest into their hungry furnaces, and produce much the same quality firearms, cannons, and weaponry everytime. As the Cogsmiths like to say, *'Give me anything and I'll make it a gun.'*

On the other hand, Aelven Wanderers pay close attention to the natural temperament of the world around them. Ghyranite springwood, after all, has different uses from Aqshian coalwood, which in turn has different uses from Ulguan whisperwood. Crafters like them are usually responsible for the artefacts that make a city unique, as their techniques are not easily standardised or replicated.

The diversity of people in the Cities of Sigmar thus produces an equal diversity of crafting styles. In general, two major factors influence every Cities of Sigmar crafter: the realm they reside in and their cultural background.

ACROSS THE REALMS

The realms dictate which resources a crafter can access, while also shaping the functions they might prioritise. Items often carry the stylistic hallmarks of their realm of origin, and crafters often specialise in traditional disciplines. But no realm is a monolith, and neither are any of its inhabitants. Travel between realms, combined with personal taste, means a wide spectrum of mortal artifice is found in most free cities. The following sections describe the general trends in artisanry in each realm.

AZYR

Azyr is the realm of prognostication and possibility, and thus home to many crafters who spend more time sketching designs than making their ideas reality. They feel the least pressure from Chaos, safely ensconced in the Sigmarabulum's shadow, and so spend long years perfecting their designs before ever committing to construction. When at last they do roll up their sleeves, the results are breathtaking. Examples include Azyrheim's perfectly ordered boulevards that effortlessly accommodate Sigmar's faithful or the massive church organs said to resonate at a frequency that touches the soul.

In terms of materials, Azyrites often use celestial stone, from chalky lunar rocks to, in the rarest cases, obsidian shards of Mallus—the core of the World-That-Was—itself. In recent years, Azyrite engineers have also begun experimenting with copper wires as means of conducting lightning from the heavens. Telescopes and fortune telling devices like dice or tarot cards are frequent exports from the Realm of Heavens.

AQSHY

In the Bright Realm, crafters build for the heat. Most imported woods are too flammable but many native trees are hardy enough to merit use in carpentry. Some Aqshians use metal sparingly, as for some metals even brief exposure to sunlight can make it hot enough to burn, and while many prefer clay to stone, pottery's reliance on water makes it a luxury good in most regions. But though the temperature makes life difficult for many Aqshians, they are experts at wielding flame. Aqshian glassware is famous for its strength, as well as its bold colours and delicate twists, and Aqshian smiths jealously guard mystic techniques for tempering steel.

Aqshian craftwork instantly draws the eye. Most Aqshians build to impress rather than endure, which gives the realm a reputation for making deadly explosives, chariots drawn by hissing firepitters, and gaudy but often impractical clothing. More than the residents of any other realm, they prioritise giving each work a personal touch, evidence that genuine passion went into its creation.

CHAMON

No other realm has as dramatic an abundance of one resource, and shortage of all others, as Chamon. The people here make everything out of metal, from their buildings to their tools to their clothing. Even fur cloaks and plant-based dyes have metallic streaks in them, and many of the realms people have copper, silver, or golden hair.

Chamonic cities, filled with hungry mouths, cannot spare arable land for any organic product except for food, and even then many Chamonic natives chafe at how much they rely on trade for sustenance. To pay for their meat and grain, they sell alchemical compounds and acids, arcano-magnetic smithwork, and raw tonnes of ore mined using specialised equipment.

Modality is a hallmark of Chamonic design, to the delight of visitors who have never seen a Chamonic gun-sword or wagon-house transform. Gold is more common than timber in much of the Realm of Metal, and so even the cheapest objects tend to have gilt filigrees or decorations, a mark of homegrown pride rather than opulence.

GHUR

At first, artisanry seems like it has no place in Ghur, where sharp claws and thick hides outperform anything a city-dweller could hope to make. But in reality, Ghurish crafting is an intricate art. Those who live here take inspiration from the animal world, such as by modelling hunter's garb off the silent flight feathers of owl-breed Griffons, or armour-plated wagons inspired by Leviadon shells. The abundance of wool, fur, bone, and feather, combined with a healthy appreciation for the display rituals of many native species, means Ghurish fashion can rival Aqshian styles for flashiness. Many unique materials exist in Ghur which one can only hunt, not farm or synthesise.

Most look to the Realm of Beasts for equipment to navigate difficult terrain, such as snow-steppers, silksteel rope, or uniquely-shaped saddles. In addition to the use of animal parts, Ghurish equipment tends to resemble a hodge-podge of styles, for crafters here have no qualms about copying and iterating on other people's designs.

GHYRAN

Nearly all smiths are gardeners in Ghyran. A philosophy of minimal interference dictates their approach to crafting, for what improvements could a mortal make on what the Realm of Life naturally provides? They make tools and equipment from what the trees willingly shed, and imitate organic, flowing shapes when they build at all. Since metal is so scarce, many traditional Ghyranite woodworks do not contain a single nail or screw, instead using well-placed cuts and weaving to fit together like puzzle blocks.

At least, that was how Ghyranites thought before the Age of Chaos. Some cities still adhere to old methods, but pressure from war has caused many places, like Greywater Fastness, to cut wide swathes of forest to feed their

industrial furnaces. In addition to its lumber and coal, Ghyran serves as the breadbasket for all other realms, and so many locals specialise in making farming tools, anything from simple rakes and hoes to trundling, fuel-leaking threshers. Settlers here are confident that their appetites will never outpace the realm's inherent virility, but the local Sylvaneth disagree.

HYSH

Crafters build their devices light and fast in Hysh, for Hyshians grow frustrated if they must wield their equipment any slower than the speed of thought. Lumineth influence is undeniable even in the Cities of Sigmar, and most Hyshian artefacts are symmetrical or bear engravings which symbolise the path to enlightenment. These outward decorations only hint at the deep philosophical considerations which go into every act of Hyshian artifice. It is said that one can read a thousand meanings in even the simplest tools from the Realm of Light.

Aesthetically, Hyshian works tend toward abstract or geometric forms that baffle outsiders. But even if their artistry escapes the less refined, their quality means they come at a premium cost. Famous Hyshian exports include extraordinarily precise measuring tools, kaleidoscopic staves that fire lances of light, razor-sharp crystal-blades, and musical instruments with sonorous timbres.

SHYISH

Even the living in Shyish build with eternity in mind. The incredible durability of their craft is not obvious until compared with objects from outside the realm, which turn to dust in seconds when death blows on the wind.

Macabre and mundane are synonyms here, and crafters often use mortal bones or packed ashes as construction materials. Sometimes, Shyishans use the very soul-stuff of beloved, broken things, such as the spectral ships that sail on the afterlife seas, tearing them apart to remake for their own purposes.

Shyishian crafters create powerful amulets to ward off the undead, such as talismans of coagulated blood or the preserved fingerbones of the wielder's ancestors. The Ironweld Engineers of Shyish create powerful artillery capable of tearing through the ethereal forms of spirits, or use silver-tipped blessed-bullets to bring down deadwalkers and ghouls. Aqshian Fyrewood is a highly sought after import, particularly with those who would brave the cursed city of Ulfenkarn.



ULGU

Nothing is what it seems in the Realm of Shadows. Ulguan crafters use secret techniques to make one material look like another, then disguise the object's true function beneath a deceptive illusion. Haggling in the shadowed streets is as much about discovering what the item actually does as it is about determining its value. Of course, the best liars know to surround their falsehoods with truth, so most Ulguan craft is what it appears to be — or is it?

A recognisable Ulguan style would be self-defeating, and so Ulguan objects usually look as if they came from somewhere else. While famous for its hidden weapons and tasteless poisons, Ulgu has innocent exports as well. Quick-change costumes and illusion foods feature in many popular entertainments among the Cities of Sigmar, and travellers without martial training sometimes arm themselves with Ulguan trick swords or smoke bombs to ward off danger.

THE FREE PEOPLES

Unlike many that stand against them, the Cities of Sigmar do not wage war for the sake of war itself. They fight for the chance to create, construct, and grow. For all their differences, the Free Peoples are united by the common dream of rebuilding the realms, and thus crafting is more than just a job or a way to equip soldiers for the next battle. It is a collective, cultural act of defiance against Chaos.

But just as the subfactions that make up the Cities of Sigmar all have different attitudes towards war and worship, it follows that they differ on crafting too. The following sections examine the crafting styles of the dominant groups in the Cities of Sigmar, including their

overarching goals and the end results they produce. This chapter doesn't cover everyone, though. Many cities host rarer Species like Sylvaneth, Seraphon, or Ogors, whose ideas about crafting differ dramatically from the norm, and the Reclaimed often have highly local traditions specific not just to their realm but to nearby landmarks or resources.

THE COLLEGIATE ARCAE

The scholars of the Collegiate Arcane seek to push technology forward with magic. In many ways, their study is simply an extension of what people have been doing for generations, but institutionalised and codified. They experiment with volatile energies and substances, incrementing arcano-scientific understanding bit by bit, until some lucky mage makes a breakthrough based on the thousand small discoveries of their peers. Each magical lore offers a wide range of applications, but the most dramatic innovations occur when two or more disciplines interact in unexpected ways.

Most Collegiate scholars have their eyes set on the shining vistas of potential more so than the dreary tracts of practicality. *'Is it possible?'* is the eternal question on their lips, not *'How much will it cost?'* or *'Is it a good idea?'* But on occasion, the Collegiate Arcane stumbles on something that sits at the perfect intersection of practicality and benefit. The beam-firing Luminarks and storm-summoning Celestial Hurricanums, for example, began as solitary experiments but are now common sights defending the Cities of Sigmar. The expertise required to both assemble and operate these devices limits their use, but they have won enough battles to justify continued investment in Collegiate research departments.

The Collegiate Arcane creates all the iconic paraphernalia of wizardry, such as wands, orbs, staves, tomes, and other arcane foci. They also create more complex devices, laden with features to regulate or diffuse the increased aetheric energy. Those tasked with replicating the design don't always understand what each bit is for, and when something goes wrong, they'd rather tack on a new fix than fiddle with the inner workings. Thus, Collegiate equipment has a reputation for looking unbalanced and overcomplicated, accruing add-ons with each new iteration.

THE IRONWELD ARSENAL

The Ironweld Arsenal exists almost exclusively to supply and expand the cities of Order. They work closely with both the Human Freeguilds and the Duardin Dispossessed, and the same principles of efficiency and explosive force apply to all three groups. When a city needs to expand its walls, install defensive cannons, or forge towering Cogforts to reclaim the realms, the Ironweld Arsenal are often the first port of call. Some of these grand projects take generations of planning and construction to accomplish, but this has never stopped the Ironweld Arsenal from accepting a contract, as their leaders are almost unanimously forward looking. Each member builds upon the shoulders of their predecessors until the forces of Order can reclaim their stolen homes. The Ironweld Arsenal have been a major player in the Dawnbringer Crusades, their artisans

providing many of the armoured transports for the dangerous journeys, and the expertise to construct new Cities of Sigmar when they reach their destination.

When it comes to extracting resources from nature, none can outpace the Ironweld Arsenal. Their mining and milling machines chew through acres of land in minutes, and the churned wastelands and smoke-clouded skies they leave behind are a precursor to the devastation their machines wreak on the battlefield. The steam engine and the blackpowder gun lie at the heart of all Ironweld inventions, but from these two basic mechanisms they have created cog-driven gunwalkers, traction engines, and relentless repeating cannons. Valius Maliti's discovery that engineers could use realmstone as a power source has caused a small technological revolution in the Cities of Sigmar, particularly in Greywater Fastness, but cautious voices have urged against over reliance on this practice.

The Ironweld Arsenal, and to a lesser extent the Freeguilds and the Dispossessed, constantly ask themselves, *'How can we do more?'* The metrics — how many firearms did this factory produce, how much did it cost, how long did it take — are verifiable markers of success Grand Conclaves monitor closely. The Ironweld Arsenal quickly adopts any technique that increases these numbers, regardless of the less quantifiable costs.

In terms of appearance, 'pretty' is just a word to the Ironweld Arsenal, but they understand that poor assembly leads to poor performance. Ironweld equipment and machines have a brutal practicality to them, with no dangling bits that could get snagged in battle or gaps where enemy blades might sneak through. Otherwise, these crafters don't mind inconsistencies in aesthetic so long as they get the job done.

RELIGIOUS ORDERS

Preservation is the priority of religious artisans in the Cities of Sigmar. The Devoted of Sigmar, the Phoenix Temple, and the spiritual Wanderers all remember the legendary artefacts their orders built during the Age of Myth, and in time they hope to create such wonders again. Until then, they replicate their sacred relics as best they can, using the solemn, ritualised act of crafting as a way to meditate on the past they hope to resurrect.

Each order builds based on the ideals and precepts of their religion. The Devoted of Sigmar, for example, often make weapons to honour their martial god. Warhammers are the most popular choice, but so are barbed flagellant whips



and blessed swords, as well as charms which lend strength and stamina to the faithful. On the other hand, Wanderer craftwork usually has broader utility, for the nomadic Aelves are in essence recreating their lifestyle when they still enjoyed Alarielle's favour. These include camouflaging body-length cloaks, sturdy falconry equipment, and floral compasses which bloom in the presence of ley lines.

But not all religious crafting is so formal. The average family, passing their trade from parent to child, probably fits in this category better than any other, for most make a token acknowledgement to Sigmar or Grungni the Maker as they work. A crafter's faith shows in small ways on their handiwork, even if it doesn't have a noticeable impact on the creation's utility.

Keeping this broad definition in mind, 'religious' objects are actually the standard for craftwork in the free cities — handmade, usually of good if not exceptional quality, perhaps with an engraving to honour the god whose favour will most benefit the wielder. A league above those are what most people think of as divine relics, which always look the part. Many of these artefacts are originals from the Age of Myth, repaired by modern artisans but impossible to replicate, and only the greatest heroes of the free cities have the privilege of wielding such devices.

CITY AELVES

The Aelves who dwell in the Cities of Sigmar have a reputation for dark arrogance. Looking at the Darkling Covens, the Scourge Privateers, the Shadowblades, and the Order Serpentis, it's easy to see why. Aelven craft represents a fraction of the goods produced in the free cities, but the Aelves' centuries of experience give them a competitive edge in the markets they choose to enter. In particular, the Scourge Privateers and the Order Serpentis dominate their chosen fields, crafting sailing vessels and beast-training equipment respectively.

For the most part, though, the things these Aelves make are not for sale, for anything they trade would necessarily also be available to their enemies. Crafting is a way for them to gain the upper hand, and they would not spoil this advantage for something as easily acquired as a few extra phials of Aqua Ghyranis. They craft for many of the same reasons the other Free Peoples do — to further their knowledge, to win wars, and to preserve ancient traditions — but the primary difference is that city Aelves rarely do any of these things without also benefiting themselves.

Aelves of the Cities of Sigmar have an easily recognisable aesthetic, all dark colours and sharp edges. Many can trace their ancestry back to lost Ulguan nations like Narkath, and in their search for a common style to represent their diaspora culture, they have inadvertently given the Realm of Shadows a distinctive look where it had none before.

EQUIPMENT

This section presents new equipment and artefacts for the Cities of Sigmar. The Equipment table lists the typical price of these items, but this can change depending on the rarity of the item and where in the realms you are.

ABSOLUTION CENSER

On Sigmarsday in most cities, the Most Devoted patrol the streets swinging these heavy censers, which belch cleansing incense over people celebrating the monthly festival. As Sigmarsday is also a prime target for Chaos cultists to make dramatic attacks, the censers double as weapons, crushing Sigmar's foes even as they choke them in suffocating clouds.

The Absolution Censer has the following statistics:

- * **Absolution Censer:** 2 + S Damage, *Crushing*, *Two-handed*. Whenever this weapon deals Damage, the wielder's Zone becomes a *Major Hazard* to all Chaos aligned enemies. The Damage from this Hazard ignores Armour.

AGLORAXI PRISM

The Agloraxi excelled in many fields, but they are most famous for the way they manipulated heat and light. The legendary Prismaticon once vaporised an entire Blood Legion. This Agloraxi Prism is an offshoot or prototype of that technology. The palm-sized cube of iridescent quartz, when angled properly toward light, blazes orange-white and surrounds the bearer in a shimmering heat haze.

As an Action, you can make a **DN 5:1 Mind (Arcana)** Test to activate the Agloraxi Prism. If you succeed, you project a rippling illusion around yourself, increasing your Defence by one step. For each additional success, you can make the mirage appear one Size larger or smaller than your actual Size. The effect lasts until you Move or until you dismiss it as a Free Action.

ARMOUR OF MALLUS

Mallus is the last remnant of another world. Nearly all of it hangs in the firmament above Azyr, surrounded by the orbital ring called the Sigmarabulum, but fragments, such as the Spear of Mallus in Excelsis, have scattered throughout the realms. From these fallen pieces, Sigmarite smiths forge exceptionally rare suits of armour collectively called the Armour of Mallus, which is not only durable but redolent with temporal energy. In the heat of battle, when the wearer's life hangs in the balance, the interlaced skeins of fate reveal themselves to those who wear it.

Armour of Mallus is Medium Armour (*Soulbound*, page 104) with the *Magical* Trait. While wearing Armour of Mallus, when a creature attacks you, you can spend 1 Mettle to look into both the past and the future. The threads of your life and your attacker's unspool in your mind's eye, glowing where they intersect. Work with your GM to learn one truth about your attacker's background, intent, or plans.

CITY BANNER

Banners fly high over the battlefield, colours bright despite splatterings of dirt and gore. Each bears distinctive heraldry, like golden hammers or snarling lions. Carrying these banners is an honour granted to only the most stalwart soldiers. Some have enchantments which lend nearby warriors strength and stamina, but even mundane banners inspire those who stand beneath them, reminding them why they fight.

Most hold banners in their off-hand, but dedicated wielders sometimes have fittings on the back of their armour where they can slot the banner pole while others might be affixed to pikes. So long as the banner bearer is not *Prone*, allies in their Zone decrease the Difficulty for Tests to resist being *Charmed* or *Frightened* by 1. Banners often have additional effects depending on which city or faction they represent. Below are three such banners, but many more exist in the realms.

Goldjacket Banner

The Freeguilds of Hammerhal claim their battle-standards were once carried by Azyr's ancient tribes, who stood beside Sigmar when he first walked the heavens. They prize the banners over their lives, as demonstrated by the doomed charge of the Griffon Spears in their attempt to recover the one Goldjacket Banner ever lost. Allies in the bearer's Zone increase their Melee one step. They do not lose this bonus if the bearer dies or is knocked *Prone*, but their Defence decreases one step until the banner is raised again.

EQUIPMENT		
Name	Cost	Availability
Absolution Censer	320D	Rare
Agloraxi Prism	390D	Exotic
Armour of Mallus	600D	Exotic
<i>City Banner</i>		
Goldjacket Banner	N/A	Special
Kraken Banner	18D	Common
Zephyrite Banner	60D	Rare
Deepmire Cloak	N/A	Special
Devilthorn Pack	12D	Common
Freeguild Trumpet	30D	Common
Grenade-launching Blunderbuss	380D	Common
Lesser Twinstone	50D	Rare
Mastro Vivetti's Magnificent Macroscrope	90D	Exotic
Misthåvn Trick Knife	40D	Rare
Pauldrons of Living Flame	490D	Exotic
Prosthetic Limb	80D	Common
Realms shredder Dynamite	190D	Rare
Resonant Suncrystal	88D	Rare
Saint's Blade	N/A	Special
Seerstone Amulet	350D	Rare
Spear of the Hunt	270D	Rare
Steam-piston Plate Mail	450D	Rare
Venomfang Blade	225D	Rare
Wardroth Horn	N/A	Special
Wheelchair/Mobility Chair	55D	Common

Kraken Banner

Though Morathi-Khaine now claims the city once known as Anvilgard, the Kraken Banner still flies all along the Charrwind Coast. Depicting the eponymous tentacled sea-beast, overlaid on a golden hammer and a white field, Kraken Banners represent the continuing endurance of Anvilgard's survivors. The Complexity of Death Tests decreases by 1 for allies in the bearer's Zone, to a minimum of DN 4:1. Allies who do not make Death Tests (such as NPCs) instead set their Toughness to 1 the first time they reach 0 Toughness in an encounter.



Zephyrite Banner

This enchanted banner from Tempest's Eye always flutters as if blown by the gales of its mountain home. When borne into battle, those around the Zephyrite Banner can feel the rushing wind too, and they find their steps quickened as they fight underneath it. Allies that start their turn in or enter the bearer's Zone increase their Speed to Fast.

DEEPMIRE CLOAK

Worn by the nomadic Aelven Wanderers in their realm-spanning treks to locate and restore ancient leylines, this cloak flickers and shifts like the dappled shadows beneath the forest canopy. For a Wanderer to give a Deepmire Cloak to someone outside their culture is an intimate act of trust, as it symbolises the home they lost, now barred to them.

While wearing a Deepmire Cloak in woods or grassy plains, your Defence increases one step and you +1d6 to Body (Stealth) Tests. In foliage and dense woodland, your Defence increases two steps instead and you gain +2d6 to Body (Stealth) Tests.

DEVILTHORN PACK

Those who brave the wilds of the Mortal Realms constantly find themselves needing to take a drink but don't have a free hand, whether they are clinging to a crumbling mountain face or caught in an angry Troggoth's grip. At the same time, anyone travelling across the parched deserts of Aqshy or Shyish needs all the water they can carry, while minimising extraneous weight. An enterprising Chamonic craftsman invented a way to solve both these problems, inspired by the dew-catching horns of the thorned molodroth, known as Devilthorn.

The Devilthorn Pack is a wearable waterskin, usually made from lizard leather or Ulguan slipcloth, with a valved flex-metal hose that the wearer can bite down on to drink hands-free. A Devilthorn Pack can be filled with conventional liquids such as water or alcohol, up to 500D of Aqua Ghyranis, or 50 doses of any one type of Potion. While wearing a Devilthorn Pack, once per turn, you can drink any amount of liquid from the pack as a Free Action even when *Restrained*.

FREEGUILD TRUMPET

Everyone who grew up in the free cities knows what it feels like to wake up on Moonday morning to the distant, shrill blare of a Freeguild Trumpet. Freeguild regiments parade through the streets regularly, and after a lifetime spent listening to their trumpeting, some Free Peoples even grow fond of the noise.

As an Action, you can make a **DN 4:1 Soul (Entertain)** Test to play the trumpet. Allies who hear you cannot be *Frightened* for 1 minute, with the duration extended by 1 minute for each additional success. In addition, if you succeed, you wake up every *Unconscious* creature in your Zone.

GRENAD-LAUNCHING BLUNDERBUSS

Only the most veteran Outrider in every Freeguild cavalry regiment wields a Grenade-launching Blunderbuss, for the consequences of mishandling the firearm are explosive. The blunderbuss has a similar design to those typically wielded by other Freeguild soldiers, but instead of shot, it fires shells that detonate in bursts of armour-piercing shrapnel. The Grenade-launching Blunderbuss has the following statistics:

✱ **Grenade-launching Blunderbuss:** *Blast (3), Loud, Range (Medium), Penetrating, Piercing, Reload, Two-handed.*

LESSER TWINSTONE

Around Hammerhal's Stormrift Realmgate, the energies of Aqshy and Ghyran crash like waves from different seas. Sometimes they annihilate each other, life burning and fire suffocating in the same instant, but other times they intermingle, passion and growth recognising each other as sides of the same coin. Hoping to catch these entwined aetheric currents before they dissipate, enterprising lapidarists leave gems near the realmgate to be infused with both magics. Only the treasured gem named the Twinstone has ever achieved a stable, long-lasting balance between the two, but semi-successful infusions still have uses.

Mobility Chair



Agloraxi Prism



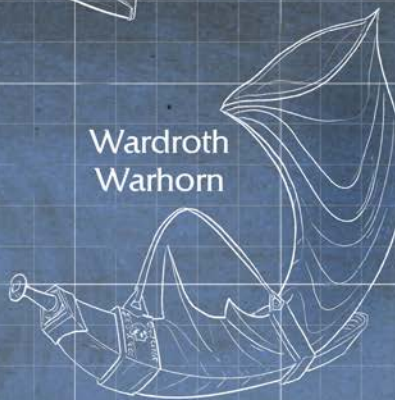
Grenade-Launching Blunderbuss



Venomfang Blade



Wardroth Warhorn



Prosthetic Arm

As an Action, you can crush a Lesser Twinstone and choose either fire or life. If you choose fire, every creature in your Zone (including you) suffers 3 Damage, ignoring Armour. If you choose life, every creature in your Zone heals 3 Toughness, up to their maximum. At the start of your next turn, the aspect you did not choose takes effect, either in the Lesser Twinstone's original Zone, if you dropped the pieces, or in your current Zone if you still hold them. Afterward, the gem fragments become inert and useless.

MASTRO VIVETTI'S MAGNIFICENT MACROSCOPE

Developed by a protégé of the genius architect Valius Maliti, the Magnificent Macroscopic is a telescope with a lens of custom-smelt Hyshian glass. Just as a microscope allows one to see things too small for the mortal eye, a macroscopic gives the wielder a view of things too large to hold in one person's field of view. Greywater Fastness, being the military-industrial city that it is, mainly uses the macroscopic to track enemy troop movements and to better aim its ordnance. If you look through the Magnificent Macroscopic, you gain a bird's eye view of the surrounding area centred on yourself. The Magnificent Macroscopic cannot focus on any area smaller than 1 square mile. While there is no upper limit to how far it can zoom out, most people collapse and start frothing at the mouth if they try to expand the view beyond a few hundred miles.

As an Action, you can track a target through the macroscopic. For your next ranged attack, your Accuracy increases one step and you suffer no penalties to Accuracy if you attack beyond your weapon's range.

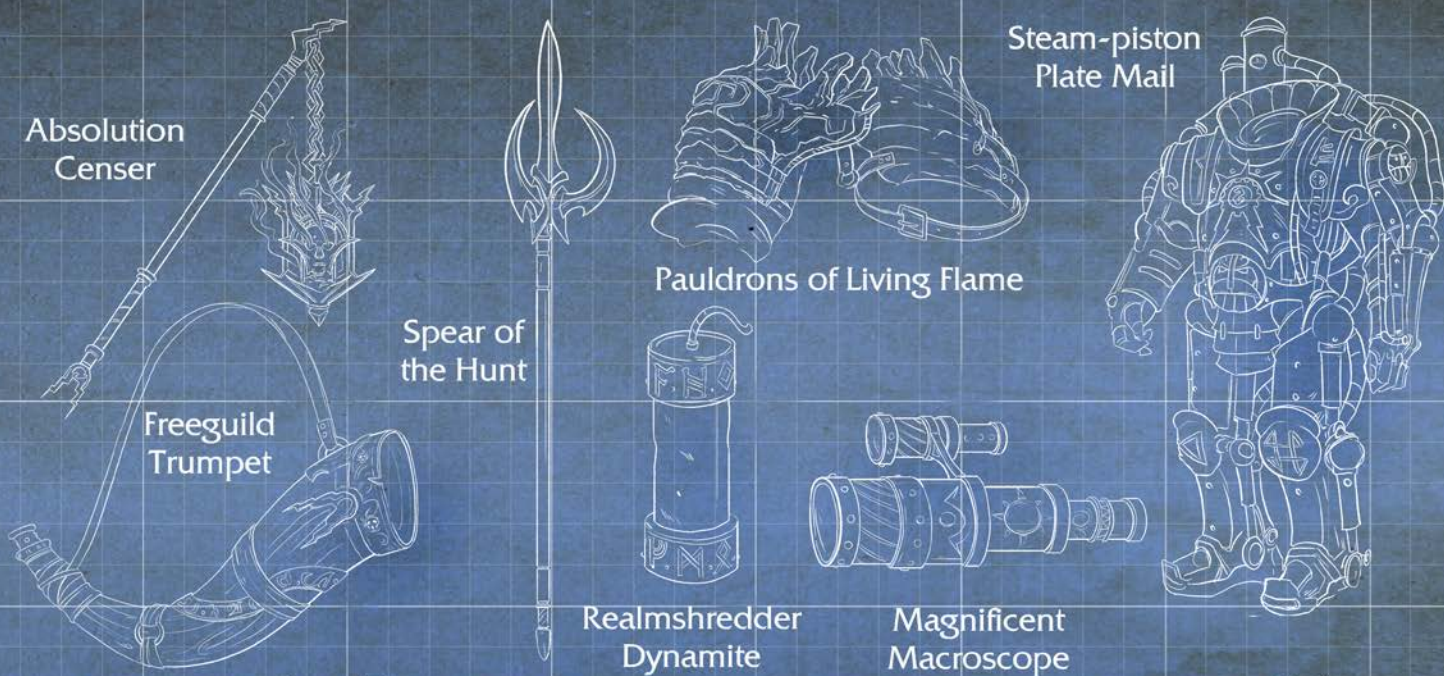
MISTHÅVN TRICK KNIFE

A Mithåvn Trick Knife is an ordinary dagger in most respects, sometimes decorated to look like the sacrificial knives used by Tzeentchian and Slaaneshi cults. When it makes a thrust, it certainly looks genuine, sending dramatic gouts of real blood — the Ulguans won't say where it comes from — spurting into the air. But just before impact, the trick knife's blade slips through reality and reappears where the bearer wills it, usually in an unwary observer's back. Those who don't know they're holding a trick knife instead stab into the aetheric void, withdrawing it blood-slicked and none the wiser.

A Mithåvn Trick Knife is a Dagger (*Soulbound*, page 103). When you make an attack with it, you can appear to target a creature within Close Range but actually target any creature within Long Range or choose no target at all. Your true target is unaware of you unless they have already seen you attack with the Mithåvn Trick Knife.

PAULDRONS OF LIVING FLAME

Deep within the Shimmering Abyss, Hallowheart's miners discovered seams of primordial emberstone that had smoldered for untold ages. From the raw ore they extracted, masons created these craggy stone pauldrons. Red-orange light constantly flickers between the cracks, and those who wear the pauldrons swear they can hear voices whispering to them, constantly trying to provoke them or inflame their emotions.



The Pauldrons of Living Flame can be attached to any Medium or Heavy Armour and require Body (4) to wear. When you suffer a Wound, the pauldrons burst to life and gush flame around you, dealing 3 Damage which ignores Armour to all creatures within Close Range and igniting nearby flammable objects.

PROSTHETIC LIMB

Almost every Freeguild has a resident Cogsmith who specialises in prosthetic limbs, sometimes known as medimantic appendages. These Cogsmiths are technically only supposed to create prostheses for soldiers, but when civilians with mobility issues or other reasons to want a prosthetic approach them, their Freeguild superiors usually look the other way. Some of these Cogsmiths share their designs with artisans outside of the Freeguilds who create beautifully crafted artisanal appendages, or retire and begin their own workshops, bringing these prosthetics to civilians across the Mortal Realms.

Prostheses vary depending on their purpose, their budget, and their realm of origin, and each is custom-fit to their intended recipient. Some people prefer prostheses which pass as flesh-and-blood limbs, but others find unadorned claws or pegs lighter and easier to handle. In particular, warriors and soldiers often have highly visible prostheses, with adjustments such as bladed edges, hidden compartments, or telescoping segments. Some of the most unusual prosthetics are constructed from glimmering Hysian crystals held together via arcane bonds, or skeletal frames of living wood or animated bone that bend and flex at the user's command.

Typical prosthetic limbs replace a lost or damaged limb with no game benefits or penalties. They may be upgraded or augmented with any of the following effects at the listed cost.

- ✱ **Weaponised (Varies):** Built for war, these prosthetics are equipped with all manner of blades, bludgeons, or projectile weapons. The limb has any single Common melee or ranged weapon built into its frame. In addition, if the weapon does not have the *Two-handed* or *Loud* Traits, it may gain the *Subtle* Trait if it did not already have it. The cost of this upgrade is equal to the weapon.
- ✱ **Arcane Attuned (180D):** The limb is constructed in such a way that it can help a spellcaster channel their power, and potentially save them from a catastrophic arcane mishap. The limb counts as an Arcane Focus (*Soulbound*, page 106). In addition, if the equipped caster is required to roll on The Price of Failure table, they may roll one less die to a minimum of 1d6.
- ✱ **Defensive (180D):** The limb is constructed of hardened or incredibly durable materials, capable of absorbing or deflecting damage when used correctly. When you take the Dodge Action, you increase your Defence by an additional step.

If you would like more upgrades and customisation for your prosthetic limb, work with your GM to create suitable modifications. The weapon crafting rules on page 29 may help to provide guidance and inspiration.



LOSS OF LIFE & LIMB

Soulbound's rules normally do not deal with the loss of limb from a game standpoint. Since there are no critical injuries tables, and the effects of Wounds are largely thematic, you might ask yourself how a character can lose a limb, or become a mobility chair or wheelchair user.

The first way is simply to build this part of a character's life into character creation, possibly representing a past injury or other mobility issues. If this is the case, a character can start with a basic wheelchair or prosthetic limb for free. They can then pay for any additional upgrades from their starting funds, or find an engineer to apply upgrades as their adventures continue.

Alternatively, if both the player and the GM agree, a character may lose a limb or suffer some form of paralysing injury when they suffer a Deadly Wound, or become Mortally Wounded during play. From here it is up to the party and the GM to roleplay the resulting physical recovery and the acquisition of their chosen chair or prosthetic.

But always remember that plenty of individuals use prosthesis or chairs, even in the Mortal Realms. No matter how or when a character gains their chair or prosthetics, this does not stop them from being a hero or becoming Soulbound.

REALMSHREDDER DYNAMITE

The Ironweld Arsenal believe they can solve most every problem with a liberal application of explosives. While 'problem' in most contexts usually means slaving daemons or shrieking undead, Ironweld sappers and engineers sometimes confront difficulties in the form of terrain. So, Ironweld Engineers invented Realmshredder Dynamite, a rune-inscribed explosive that turns anything it touches into smoking rubble. Realmshredder Dynamite has the following statistics:

- * **Realmshredder Dynamite:** *Blast* (5), *Loud*, *Range* (Medium). The target Zone loses all other Environmental Traits and gains the *Difficult Terrain* Trait.

RESONANT SUNCRYSTAL

When a Lumineth instructor makes speeches to their supplicants in Settler's Gain, it would not do for the masses to miss a valuable lesson because the Aelf's voice did not carry far enough. This shining, translucent crystal vibrates when spoken into, telepathically projecting the wielder's words into the minds of everyone who can see the crystal's reflected light. Some whisper that the Lumineth don't just use these crystals for public proclamations, though. According to hearsay, those brought to the floating Enlightenment Prisms must stare into the crystals for hours on end while Lumineth recite the principles of Hysha-Mhensa directly into their minds. The Lumineth themselves tut at such rumours — if such torturous corrections happen at all, which they don't, then the Aelves would handle them far more elegantly.

A Resonant Suncrystal gives you Advantage on Tests to rally, address, or mollify large groups of people, and anyone within Long Range who can see the crystal's light can hear you perfectly.

SAINT'S BLADE

A hero wielded this blade during the Age of Myth, though their name has been lost to time. Perhaps they were one of the twelve saints that lie buried around the perimeter of Glymmsforge in Shish, or they now march with the Stormcast Eternals, memories of that past life purged by countless Reforgings. Perhaps they were even Soulbound, and the scattered motes of their spirit have gone to whatever mystery awaits at the end of their service.

But though its first wielder is gone, the Saint's Blade knows the fight against Chaos is not over. The Saint's Blade is a Sword (*Soulbound*, page 103) that deals +1 Damage against Daemons and creatures Corrupted by Chaos. When making an attack with a Saint's Blade, you can use **Soul (Devotion)** instead of **Body (Weapon Skill)**.

Many heroes fought and died during ages past, and their weapons lie buried throughout the realms. As a GM, you can use the Saint's Blade as a template for any kind of weapon, such as a Saint's Spear, Saint's Hammer, Saint's Bow, or even a Saint's Rifle.

SEERSTONE AMULET

This amulet contains a reflective scrying gem cut in Tempest's Eye, a city famous for its celestial seers. Each Seerstone Amulet is paired with another, with one half worn by a Tempest's Eye seer at all times and the other sold, given to envoys, or assigned to officers. When activated

by spoken incantation, the Seerstone Amulet allows the bearer to see and hear from the perspective of whoever wears the other half, while still remaining in full control of their own body. In this way, the seers and their clients can speak, deaf to their own voice but capable of hearing their partner's responses. Sometimes organisations establish large networks of amulets, communicating over vast distances by using Tempest's Eye as an intermediary.

The seers of Tempest's Eye say the amulets only work when both halves activate, but in truth the 'away' amulet constantly feeds information back home whether the wearer wants it or not. The seers cannot guarantee the targets of their espionage will wear the Seerstone Amulet at all times, but they design the amulets to be lightweight and forgettable. More than one private conversation has been leaked by amulet-bearers who did not realise the Eye always watches.

Pairs of these amulets have found their way to the black markets of a handful of Cities of Sigmar, such as the Mist Markets of Mithåvn or the Silent Auction in Anvilgard. Exactly what became of the original owners is unknown, and best not dwelt on.

SPEAR OF THE HUNT

This weapon is said to be modelled after Kurnoth's legendary spear. A Spear of the Hunt typically has a crossguard beneath the blade, both to prevent it from breaking inside the animal's flesh and to keep the beast from shoving its way toward the hunter. Aelven Wanderers craft these spears to be quick and light, so they can strike multiple times before their quarry, animal or not, has a chance to respond.

A Spear of the Hunt is a Spear (*Soulbound*, page 103) that deals +1 Damage against Beasts. After dealing Damage with this weapon, you can Seize the Initiative as a Free Action.

STEAM-PISTON PLATE MAIL

They say only someone who grew up in Greywater Fastness, surrounded by clanking factories and perpetually-firing artillery pieces, could tolerate standing inside this hissing, grinding, screeching set of steam-powered plate mail. While few mounts can carry the bulky gromril plate, let alone someone inside it, the firing pistons in the under-harness propel the wearer forward with each step.

A set of Steam-piston Plate Mail is Heavy Armour (*Soulbound*, page 104). While wearing it, your Speed is Slow and your unarmed melee attacks deal 2 + S Damage

and have the *Crushing Trait*. However, if the Steam-piston Plate Mail's Armour value is reduced below its maximum, such as from *Rend*, you become *Restrained* until the plate mail is repaired or you remove the armour.

VENOMFANG BLADE

This weapon glistens with a debilitating toxin, the steel itself weeping venom from rivulets running along the centre of the blade. The Blackscale Coil of Anvilgard sourced the venom in these swords from reptiles native to the deadly jungles beyond its walls, and Venomfang Blades have only become more popular since Morathi-Khaine's takeover. The Venomfang Blade has the following statistics:

- ✱ **Venomfang Blade:** 1 + S Damage, *Slashing*. A creature damaged by this weapon must make a DN 4:3 Body (Fortitude) Test or be *Poisoned* until the end of their next turn.

Since claiming Anvilgard as Har Kuron, enterprising Daughters of Khaine have experimented with replacing the toxin in the Venomfang Blade with their own specialised brews. During a Rest or an Endeavour, you can expend 1 dose of Poison, such as the Venom of Nagendra (Champions of Order, page 109), and make a **DN 5:2 Mind (Crafting)** Test to make the Venomfang Blade permanently exude that type of Poison. If you fail, you waste the dose and the Venomfang Blade becomes an ordinary Sword until you attempt the Test again.

WARDROTH HORN

When the enormous Spites called Wardroth Beetles die, Sylvaneth harvest the soulseeds in the beetles' thoraxes to reincarnate them anew. They have no need for the rest of the carcass, though, and so with the Sylvaneth's permission, mortals from the Living City in Ghyran have a tradition of collecting and carving fallen Wardroth Beetles' antler-like horns. When hollowed out and blown, a Wardroth Horn rumbles in tune with the Spirit-Song, alerting all Sylvaneth nearby.

As an Action, you can make a **DN 5:1 Soul (Entertain)** Test to blow the Wardroth Horn. The DN is 4:1 if you are a Sylvaneth. All Sylvaneth within 1 mile hear your call, with the range doubling for each additional success. How they answer depends on your standing with the local Sylvaneth, though by default Sylvaneth assume anyone blowing a Wardroth Horn is a friend in dire need. They have little patience for anyone who doesn't meet both those conditions.



WHEELCHAIR/MOBILITY CHAIR

Mobility chairs and wheelchairs are a common sight in the free cities, although sometimes they are hard to recognise as such. In Hysh, the Lumineth base their mobility chairs off the floating Shrines Luminor, palequins of stone blessed with elemental spirits, while in Ghyran, they weave chairs out of living vines, which lash and pull rather than roll through the dense foliage. The Ironweld Arsenal is also known for creating various elaborate cogwork mobility devices, with portable emberstone power supplies that power piston driven legs or sturdy wheels. Each chair can come in a variety of different configurations, with bespoke upgrades or functionalities to aid their user in whatever tasks they need to undertake.

Your Speed is Normal in a Mobility Chair. In addition, you can upgrade or augment your chair with any of the following effects at the additional cost listed:

- ✧ **Climbing Legs (100d):** Through the use of spider-like legs, suction devices, or any other number of grip-enhancing mechanisms, this chair can scale sheer surfaces in the blink of an eye. You can skitter along any surface as if it were flat ground.
- ✧ **Battle Ready (100d):** Through solid rams, scything wheel blades, or discharges of arcane energies, this chair can enter the fray with devastating results. If you take the Charge Action, you add an additional 1d6 to your dice pool for the attack, for a total of +2d6. Additionally, any creature hit by your Charge must make a **DN 4:S Body (Might or Reflexes)** Test, where S is the Damage Dealt, or be knocked *Prone*.

- ✧ **Realmdrifter (200d):** Suspended atop crackling fields of energy, held aloft by propellers, or even bouncing atop Squig-hide wheels, this chair has the ability to traverse dangerous terrain with ease, and even gain a form of limited flight if pushed to its limits. You ignore ground-based *Difficult Terrain*. In addition, you can spend an Action to overcharge your levitation systems. You gain a Fly (Slow) Speed until the end of your turn.
- ✧ **Armoured (180d):** To some, their chair is more than just a source of mobility, it is a protective shell. You gain +1 Armour while you are in the chair. You can only benefit from a single Armoured augmentation.
- ✧ **Armed (Varies):** Many chairs that are built with battle in mind contain built-in weapons for their drivers, either as a primary attack or backup weapon in case of emergencies. The chair has any single Common melee or ranged weapon built into its frame. The cost of this upgrade is equal to the weapon's cost.
- ✧ **Concealed Compartment (50D):** Some chairs are built with subtlety in mind, containing hidden compartments to conceal smuggled goods or weapons in the arms, headrests, or other part of the frame. You can conceal a single item or weapon (excluding those with the *Two-handed Trait*) in your chair. It requires a **DN 6:1 Mind (Awareness)** Test to discover the compartment.

CRAFTING WEAPONS AND ARMOUR

Though not quite as varied and esoteric as the equipment created by the Endrineers and Aether-Khemists of the Kharadron Overlords, the Free Peoples craft a wide array of deadly and versatile weapons and armour. Often this equipment reflects the realm in which it originated — smiths from Lethis in Shyish often use sharpened bone inlaid with silver filigree as blades, craftspeople from Settler's Gain in Hysh sometimes use shards of pearlescent crystal for arrowheads, and armourers from Brightspear in Aqshy have been known to use Bore-Beetle scales to reinforce armour. Regardless of where they originate, the basic crafting techniques remain the same.

CRAFTING A WEAPON

You can craft your own weapons by undertaking the *Forge Weapons and Armour* Endeavour. To craft a new weapon, you combine a number of Traits to determine the DN of the Extended Test required to forge the weapon.

The process of crafting a new weapon is as follows

1. What type of weapon is it?
2. What is its core Trait?
3. How much Damage does it deal?
4. What are its additional Traits?
5. Determine Crafting DN

Each weapon Trait is explained in detail on page 105 of *Soulbound*.

1) WHAT TYPE OF WEAPON?

The first question to ask yourself is what type of weapon do you want to craft? Do you want to create a melee weapon, for getting up close and personal with the enemy, or do you want to create a ranged weapon to take down your foes from a safe distance? If you're creating a ranged weapon, do you want a deadly rifle that can fell enemies in a single shot, or do you want to create a blunderbuss that can blast away hordes of foes? Once you know what type of weapon you want to craft and what you want it to do, you can start to determine its Traits. To create grenades and bombs, see page 44.

2) WHAT IS ITS CORE TRAIT?

A weapon's core Trait is what defines it most, and you must choose a core Trait when crafting a weapon. Almost all weapons in *Soulbound* are either *Crushing*, *Piercing*, or *Slashing*. While these Traits do not provide any direct benefit, they interact with other parts of the game in unique ways — for example, the *Crushing Blow* Talent requires a weapon with the *Crushing* Trait, while the *Sever* Talent requires a weapon with the *Slashing* Trait. These Traits also make the weapon feel different, and often say something about the character wielding them. A hero swinging their sword in great arcs and cleaving through their enemies is distinct from a hero bringing a heavy warhammer down to crush the skulls of their foes.

In addition to *Crushing*, *Piercing*, or *Slashing*, weapons can also be *Undamaging*. *Undamaging* weapons are not crafted to directly inflict harm, but may have other Traits that make them useful in battle. A net (*Soulbound*, page 103) is a good example of an *Undamaging* weapon — it does not deal Damage to the target, but it has the *Restraining* Trait, meaning the target will need to use an Action to escape. A shield is also a good example, as it is essentially an *Undamaging* weapon with the *Defensive* Trait. If you are crafting a weapon with the *Undamaging* Trait, skip to step 4) **Additional Traits**.

3) HOW MUCH DAMAGE?

More often than not, the purpose of a weapon is to deal Damage. Some weapons may deal more Damage due to being finely crafted, while with others it may be the sheer size and weight of the weapon that inflicts harm. A weapon can deal + S Damage, 1 + S Damage, or 2 + S Damage, where S is the number of successes on the attack roll.

Weapons with the *Two-handed* Trait deal an additional +1 Damage. For melee weapons, this reflects the wielder's body weight being thrown into the strike to fully utilise the weapon, whereas powerful ranged weapons often require two hands to fully stabilise the weapon or brace for the recoil after firing a shot.

4) ADDITIONAL TRAITS

As well as their core Trait, many weapons have additional Traits. Most of these are positive, such as being able to rend armour, but a few are negative, such as requiring a long time to reload. When crafting your weapon, you may choose negative Traits in order to reduce the DN of the Crafting Test. If you do so, think about why you crafted the weapon in such a way.

WEAPON ASPECTS	
Trait	Cost
Weapon Type	
Melee	1
Ranged (Short)	1
Ranged (Medium)	2
Ranged (Long)	3
Core Trait	
Undamaging	0
Crushing	3
Piercing	3
Slashing	3
Damage	
+ S	1
1 + S	2
2 + S	4
Additional Traits	
<i>Melee Only</i>	
Cleave	2
Reach	2
Thrown (Short)	1
Thrown (Medium)	2
<i>Ranged Only</i>	
Blast (X)	3 + X, where X is equal to the Damage.
Close	2
Reload	-2
Spread	2
Crushing	2
Defensive	3
Loud (Can not have Subtle Trait)	-1
Magical (Requires the Spellcasting (any) Talent)	3
Penetrating	2
Piercing	2
Rend	3
Restraining	3
Slashing	2
Subtle (Can not have <i>Loud</i> Trait)	2
Two-handed (increase Damage by 1)	1

CRAFTING DN		
Melee Weapon	DN	Material Cost
Battleaxe	4:6	68
Club	4:7	4
Dagger	4:8	10
Finger Claws	4:9	18
Greataxe	4:7	125
Greathammer	4:7	130
Greatscythe	4:8	140
Greatsword	4:7	133
Halberd	4:9	145
Hand Hammer	4:8	11
Handaxe	4:8	13
Javelin	4:7	23
Pick	4:6	65
Pike	4:9	95
Quarterstaff	4:7	9
Runic Iron	4:9	160
Spear	4:7	90
Sword	4:6	75
Warhammer	4:6	70
Whip	4:10	60
Ranged Weapons		
Blunderbuss	4:9	90
Bow	4:10	25
Great Crossbow	4:8	125
Hand Cannon	4:9	170
Hand Crossbow	4:8	18
Net	4:3	23
Pistol	4:8	33
Repeater Handbow	4:10	30
Repeater Pistol	4:10	48
Rifle	4:8	105
Armour		
Light	4:7	60
Medium	4:9	100
Heavy	4:11	175

Does it use an excess of blackpowder, meaning that each shot is a miniature explosion that requires the barrel to be replaced? Does it require specialised ammunition, making it particularly involved to reload? Is it simply that way because you currently lack the skill and finesse to create something more elegant? Asking these questions while creating your weapon will give it its own story, and make it more than a simple tool of destruction.

5) DETERMINE DN

To craft your weapon, you must undertake the *Forge Weapons and Armour* Endeavour. The Difficulty of this Test is 4 and the Complexity is equal to the combined cost of the weapons Traits. The minimum DN, regardless of any negative modifiers, is DN 4:3.

Example: *Irina Heiksdotr needs to make a new gun, as hers was lost during a battle with the forces of Nurgle. She decides to make a Grudge-raker — a powerful two-handed gun favoured by the Cogsmiths of the Ironweld Arsenal.*

She decides the Grudge-raker will be a Ranged (Medium) weapon, which costs 2. The bullets will be Piercing (+3), and she wants the gun to deal 2 + S Damage (+4). She gives the weapon the Spread (+2), and Loud (-1) Traits. She also makes it Two-handed (+1), to increase the Damage by 1 to 3 + S. The total cost of the Traits is 11 (2 + 3 + 4 + 2 - 1 + 1), which means the Extended Test to craft the Grudge-raker is DN 4:11. Irina has Mind (3), and Training (3) and Focus (2) in Crafting so she's not worried! The final profile for the Grudge-raker is 3 + S Damage, Ranged (Medium), Loud, Piercing, Spread, Two-handed.

CRAFTING ARMOUR

You can craft your own armour by undertaking the *Forge Weapons and Armour* Endeavour. To craft armour, you combine a number of Traits to determine the DN of the Extended Test required to forge the armour.

1. The process of crafting armour is as follows
2. How much protection does it offer?
3. Does it have any requirements?
4. What are its Traits?
5. Determine Crafting DN

Each weapon Trait is explained on page 105 of *Soulbound*.

1) HOW MUCH PROTECTION?

When crafting armour, you should first decide how much protection you want the armour to provide. You will obviously want the armour to provide as much protection as possible, but each level of protection adds greater complexity to your design.

Each point of Armour adds +5 to the Complexity to craft the armour. See step 4) **Determine DN** below for more information.

2) REQUIREMENTS

Many craftspeople make compromises in order to create armour that offers greater protection, sacrificing mobility and stealth for greater defence. When creating armour, the wearer may need a certain physical strength and grace to move freely and utilise the armour most effectively.

Adding requirements to armour can be a good way to lower the Complexity of the Test to create it. See step 4) **Determine DN** below for more information.

3) TRAITS

Armour often has Traits. This can be both negative and positive, such as particularly well made and discreet armour that can be hidden beneath clothing, or cumbersome armour that can be heard a few streets away.

Adding Traits to can be a good way to improve the effectiveness of the armour, or to reduce the Complexity of the Crafting Test to create it. See step 4) **Determine DN** below for more information.

4) DETERMINE DN

To craft your armour, you must undertake the *Forge Weapons and Armour* Endeavour. The Difficulty of this Test is 4 and the Complexity is equal to the combined cost of the weapons Traits. The minimum DN, regardless of any negative modifiers, is DN 4:3.

Example: *Cadice Amard, a Gold Battlemage of the Collegiate Arcane, is in need of new armour following a close-call with Tzeentchian Horrors beneath the streets of Brightspear. She decides to improve on her old armoured robes, infusing them with the magical essence of Chamon.*

Cadice decides to give her new battlerobes Armour 2, which costs 10. The additional armour plates mean the robes require Body (2) to wear (-1). Lastly, she imbues the robes with her magic, giving them the Magical Trait (3). The total costs of the Traits is 12 (10 - 1 + 3), which means the Extended Test for the Forge Weapons and Armour Endeavour is DN 4:12.

ARMOUR ASPECTS	
Trait	Cost
Armour	
Armour	5 per +1 Armour
Requirements	
Body (2)	-1
Body (4)	-2
Body (6)	-3
Traits	
Loud (Can not have <i>Subtle</i> Trait)	-2
Magical (Requires the <i>Spellcasting (any)</i> Talent)	3
Subtle (Can not have <i>Loud</i> Trait)	+2

MATERIALS COST	
Item	Cost
Weapon	
Small one-handed weapon that deals + S Damage	10D
One-handed weapon that deals 1 + S Damage	70D
Two-handed weapon that deals 1 + S Damage	100D
Two-handed weapon that deals 2 + S Damage	130D
Armour	
Provides 1 Armour	50D
Provides 2 Armour	100D
Provides 3 Armour	200D
Traits	
Additional positive Traits, such as <i>Defensive</i> , <i>Rend</i> , <i>Restraining</i> , etc.	+40D
Additional negative Traits, such as <i>Loud</i> or <i>Reload</i> .	-40D

MATERIALS COST

The cost of crafting materials varies greatly from realm to realm. In Chamon, the Realm of Metal, there is no shortage of ore for eager smiths to ply their trade, while in Ghyran, the Realm of Life, there is an abundant supply of wood and leather. In the Realm of Death, however, there are far fewer natural resources, meaning the craftsfolk need to be inventive with their materials or trade for supplies from other realms.

The *Forge Weapons and Armour* Endeavour requires materials to create your equipment. The cost of these materials will vary depending on the weapon or armour you are trying to create. However, due to the availability or scarcity of resources in the Mortal Realms, it can be difficult to quantify how much a piece of equipment will cost to craft. Here we have offered a table with the suggested prices for the materials to craft various weapons and armour.

If you are creating a piece of equipment listed in the **Equipment** chapter of *Soulbound*, simply take the cost listed there and divide it by two. This will give you the rough materials cost. For example, a sword costs 150 drops, so you would need 75 drops worth of materials to craft it.

WHAT ARE YA BUYIN'?

GMs and players are encouraged to adjust the prices in the Materials Cost table to better suit their game. Try to think about what resources would be available where you are, and how that affects what you are trying to make. If you are in Chamon and trying to make a suit of heavy metal armour, the cost to purchase the resources will be much cheaper. If you are in Ghur, the Realm of Beasts, you might not have easy access to traditional materials, but perhaps you could create your armour using the plating from some great armoured beast.

Crafting weapons and armour is a great chance for players and GMs to get creative and tell stories. It can be an opportunity to add flavour and colour to your game, and makes something mundane become something truly memorable. And if you create something cool, don't forget to give it a name!





APPLIED ALCHEMY

4

'Livicious Belladonus. Subtle enough for cosmetic application, but if ingested? Escalating rashes, fever, and convulsions over a period of days. More than capable of ensuring a discreet demise. I believe this meets your requirements?'

— Terrius Graveborne,
Misthåvn Apothecary

Alchemy, at its core, is the age-old science of gathering, analysing, and exploiting natural materials for mortal gain. Alchemical formulae range from devastating poisons and rejuvenating potions to earth-rending explosives and bodily enhancements. With alchemy, anything is possible.

But setting foot into this wondrous and deadly field is a daunting task for many. While practised by almost every culture in some way, formal education in alchemy — or proven formulae for that matter — is notoriously hard to come by in the Age of Sigmar.

During the Age of Myth, the art of alchemy achieved incredible heights. Genius minds brewed life altering concoctions and transmuted exotic matter on a scale that can barely be comprehended by modern practitioners, but most of that great knowledge was lost during the Age of Chaos. Laboratories filled with delicate instruments and libraries containing centuries of detailed research were reduced to ash as the armies of Chaos marched across the realms. The greatest alchemical masters fell to tainted blades, starved in their sealed sanctums, or succumbed to the infectious madness of the Ruinous Powers.

Most of the great alchemists who survived the Age of Chaos did so by fleeing through the realmgates to Azyrheim, clutching bloodstained tomes and the tattered remains of their once-great works. Many modern alchemists lament that you could fill every book in Azyrheim with the wealth of alchemical knowledge lost over the ages. Even if an alchemist held a complete theorem, most of the exotic flora and rare materials required no longer exist, or have been twisted and warped by the influence of Chaos.

But with the coming of the Age of Sigmar, a new dawn has arrived for the wondrous field of alchemy. The realmgates are open once more, and step by bloody step, the forces of Order are reclaiming what was stolen. The exotic bounty of the Mortal Realms is once more ripe for the taking. Long-lost laboratories lie deep in the heart of abandoned ruins, waiting to be rediscovered. Those few alchemists of old who endured the Age of Chaos have begun to emerge, their genius minds and theorems corrupted beyond redemption.

There has been no better time for an aspiring alchemist to make a name for themselves.

ALCHEMISTS AND ASSASSINS

By its very nature, alchemy is an area of abundant variety and discovery. Advancements in the field are best made through collaboration and iteration on a predecessor's works. As such, there are many different factions within the Mortal Realms that claim some form of alchemical aspirations, to varying degrees of success. An alchemist may find themselves working for, or sometimes opposed by, any of the following alchemical establishments.

THE FREE PEOPLES

The Cities of Sigmar rely on various organisations both grand and small to keep their people safe. Some organisations utilise alchemy in pursuit of this goal, including the Ironweld Arsenal and the Collegiate Arcane.

As the people responsible for building, maintaining, and protecting the city walls, the Ironweld Arsenal take a keen interest in chemical engineering projects that protect Sigmar's cities. Fuel sources that burn hotter for longer, chemical accelerants that can propel more explosive ordinances, and exotic alloys that facilitate more durable or flexible creations are all in the Ironweld's purview.

Some cities suffer unique environmental problems that can only be solved through chemical engineering. For example, the city of Anvilgard endures constant siege from the rampant, strangling growth of the surrounding jungles. Only through the ingenuity of the Ironweld Arsenal was the city saved by the development of a potent defoliant chemical and wall mounted cannons that hold the jungle at bay.

Meanwhile, the Collegiate Arcane, a well established school of magic where humans learn to harness dangerous arcane energies, are present in every City of Sigmar. While the colleges are interested in all areas of magical study, it is rare to find a chapter without an entire department dedicated to the study of alchemy. Some of the alchemists of the Collegiate Arcane claim to trace their education back to the great minds of the Age of Myth, apprentices of apprentices who grew up with tales of the long-dead masters. These astute students of the art sequester themselves in their magically warded laboratories, experimenting on local flora and fauna or transmuting substances with an unending curiosity that all too often borders on reckless abandon.

College-trained alchemists present the results in grand lectures to their peers, where criticism is harsh and praise is elevating. But given the colleges' focus on creating Battlemages and arcane defences for the Cities of Sigmar, many of their alchemists are encouraged to steer their research toward creations that can increase the arcane abilities of their spellcasting peers. These often take the form of elixirs or esoteric arcane foci.

Of all the schools of magic within the Collegiate Arcane, the study of alchemy is most prominent within the Gold Order. These wizards dedicate their studies towards the transmutation of metals and chemicals to create incredible new alloys, fuels, and explosives for use throughout the Cities of Sigmar. This has made the Gold Wizards unusually wealthy, as their alchemical services are always in high demand from both civilians and military forces.

THE AETHER-KHEMISTS GUILD

During the Age of Chaos, the Duardin of Chamon found themselves abandoned by their gods in a hostile realm where the very ground shifted beneath their feet and threatened their existence. It was only through the rapid research and application of alchemy in the form of aether-gold manipulation that the Kharadron Overlords were born — elevating whole cities to the skies using great aether-gold powered endrins.

Since then, the members of the Aether-Khemists Guild have dedicated their lives to the study of the gaseous and wondrous substance that saved their society from obliteration. Admission to the Aether-Khemists Guild is no easy task. Most guilds enforce a grueling system of intense study followed by day-long written or dangerous practical exams to test their aspirants. This cycle can last for decades, but even if an apprentice is a prodigy in the

laboratory, they will never gain their certification if they do not possess a near-perfect sense of smell as, despite possessing the finest aether-gold detecting equipment in the Mortal Realms, machinery can always malfunction, at which point smell is often the best way to detect the elusive substance.

Those who complete their apprenticeships and become fully fledged members of the Aether-Khemists Guild dedicate their lives to finding, refining, and utilising aether-gold in myriad fantastical ways.

THE KHAINITE CULT

To the Hag Priestesses and Queens of the Khainite Cult, alchemy consists of equal parts science and prayer. They are the self-proclaimed masters of potions and poisons, capable of brewing devastatingly effective substances, whether they are deployed on the battlefield or the mist-shrouded streets of Anvilgard. Their creations include metallic-tasting potions that grant the user superhuman speed, grace, and bloodthirst, and blade-coating venoms that can paralyse or exsanguinate their victims with the lightest kiss of steel. Even the life-extending rituals that grant the Daughters of Khaine their incredibly long lives have their roots in alchemy.

Mastering the ritualistic creation of these alchemical wonders is no simple task. Only the most senior members of the Khainite Cult are privy to the secrets, and promotion within the strictly hierarchical Khainite Cult is uncommon. With so few positions available, and all Hag Queens enjoying a semblance of immortality through rejuvenating rituals, only death on the battlefield — or a knife in the back — can grant an aspirant the opportunity to uncover the secrets for themselves. Even these rare opportunities are fought over in bloody shadow games or ritual challenges, as aspiring apprentices turn on their sisters in the blink of an eye.

As a result, Khainite alchemists tend to claim unparalleled levels of patience, not only in how they approach their creations, but life in general. This patience is often matched by a sneering vindictiveness for any alchemists who did not earn their knowledge through centuries of ritual dedication, and a ferocious possessiveness of the cult's secret formulas. In fact, it is whispered among alchemical circles that every single foolish alchemist who has ever attempted to replicate the cult's creations has been found dead in their lab, their blood drained and research destroyed.

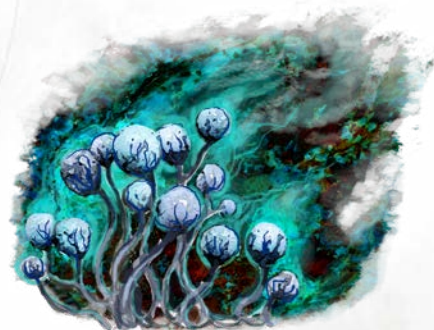
APOTHECARIES AND AMATEURS

The Mortal Realms are home to ever-expanding frontiers. Every passing day, explorers discover strange new plants, creatures, chemicals, and metals in the reclaimed lands, or they are brought into existence at the realm's edge. Each of these newly-discovered plants or creatures could hold the key to unseen alchemical wonders. This bottomless bounty of fantastical ingredients has sparked the imaginations of many a self-made alchemist.

Practitioners of wortcraft, herbalism, and homebrew alchemy are a common sight in the Mortal Realms. These individuals operate outside of the rigid constraints of guilds and cults, where knowledge is costly and experiments closely monitored. These adventurous individuals rarely claim much in the way of a formal education, pedigree, or esoteric laboratories. They instead work with trial and error, purchased or stolen formula, and some even attempt to reverse engineer the creations of greater minds.

Some take to journeying themselves, signing up for expeditions or even the Dawnbringer Crusades in an attempt to discover a source of new materials to work with. Others prefer to live within the relative safety of the great walled cities, and instead pay explorers or hunters to venture into the wilds for them. And then there are the alchemists from outside the Cities of Sigmar. The Gloomspite Gitz are renowned for the cultivation and application of their twisted fungi to wildly unpredictable results. The Skinks of the mysterious Seraphon often create devastating toxins from the environment around them and even their own secretions. The mad geniuses of the Skaven Clans Moulder and Skryre both utilise warpstone-infused alchemy to power their nightmarish creations. The cauldrons of the Krueboy Swampcalla Shamans, and the Ogor Mawtribes Butchers overflow with their noxious creations. And of course there is always the possibility that great alchemists have turned to the ruinous powers to enhance their own creations.

But regardless of the alchemist's origins, training, or goals, there is no doubt that the Mortal Realms offer no end to the potential alchemical wonders they can discover.



BLOOD OF THE REALMS

Many alchemists have spent long careers trying to master the properties and use of realmstone in their creations. While the results can be some of the greatest alchemical wonders in the Mortal Realms, these successes are met with just as many catastrophic failures. The simple fact is that contact with unprocessed or raw realmstone is nearly always devastating to the mortal body and mind. Only through extensive and careful refinement or dilution can realmstone approach a state safe for use.

Aetherquartz, the solidified light of Hysh, is most often used to boost intellect and grace, or control magical energies. But mortals exposed to too much of the realmstone can develop extreme egomania, obsession, and frequent bouts of brutal honesty.

Amber Bones, the rocky realmstone of Ghur, confers powerful transformative abilities of the flesh, changing those exposed to it into beasts of all kinds. But if not controlled, those exposed may find their minds or bodies trapped in a maddening half-bestial limbo.

Celestium, the stardust-like realmstone of Azyr, can be used to grant prophetic visions that can turn the tide of battle. But any who stare into the future may find their minds lost among an infinite web of probabilities, unable to return to the present.

Chamonite, the liquid-metal realmstone of Chamon, is legendary for its use in transmutations, capable of breaking the laws of gravity and melding otherwise impossible metallurgical alloys. But prolonged exposure can shift the very form of the user, turning their skin metallic, or twisting organs into incompatible forms.



Cyclestone, the ever-changing realmstone of Ghyran, is known for its powerful healing properties. It is one of the most commonly imbibed forms of realmstone, often delivered as Aqua Ghyranis, which contains trace amounts of cyclestone. But raw cyclestone goes far beyond simple healing, accelerating life and growth to extremes. This can cause those exposed to die from old age, or regress to an infantile state in the blink of an eye.

Emberstone, the ever-burning realmstone of Aqshy, can fuel furnaces and blazes with an intensity unmatched by mundane flames, or stoke the flames of passion and anger. But these physical and emotional fires can easily rage out of control, reducing the mind and body to ash.

Falsestone, the deceptive gossamer realmstone of Ulgu, is the most deceptive and illusionary of all the realmstones, and thus lends itself well to disguises and falsehoods. But abusers of falsestone can find themselves succumbing to overwhelming paranoia, or become so shrouded in illusion that those closest to them forget they ever existed.

Grave-sand, the crystalline sands of Shyish, are linked with death and atrophy, used to sap vitality and damn souls to the realm of the dead. Even correct use of grave-sand in alchemical concoctions is likely to result in a hollow demise, just as likely to come to the alchemist as their customer.

Warpstone, the light-consuming solidified mass of Chaos magic, is dreaded by all but the most foolish or mad of mortals — perfect for the Skaven. It holds devastating mutative properties and the magic within can power sorcerous machinery, but even the smallest exposure to the raw stuff of Chaos corrupts the mind, body, and soul.

Varanite, the bubbling magma of the Eightpoints, is so rare and devastating in its ability to bestow utterly horrific corruptions and self-devouring mutations that there is barely any safe way for mortals to utilise it in alchemy.

Nullstone, solidified shards of the void, contains potent anti-magic properties that seek to impair and consume magic and the knowledge of its kind, which can be incredibly valuable in magical defences. But so potent is its hunger, that it can strip the mind and body for any trace of magic, leaving nothing but brain-scoured individuals in its wake.

ALCHEMICAL WONDERS

This section provides a number of alchemical wonders for characters to create or purchase during their adventures. While many can be acquired from an apothecary or alchemist, certain formulae are closely guarded secrets requiring specific skills or loyalties to create and purchase.

In addition, each concoction lists a number of common materials used in its crafting. These are not prescriptive lists, but instead provide ideas for GMs and players who want to roleplay creating their chosen alchemical wonder. Feel free to elaborate upon the listed materials or create entirely new materials as you see fit. After all, there are many ways to make the same potion, and the Mortal Realms are ever expanding, with new flora and fauna possessing wondrous properties being discovered every day. See **Gathering Materials** on page 49 for plenty of material inspiration.

ALCHEMICAL WONDERS

Name	Cost	Availability
Animal Treat (Small Creature)	3D	Common
Animal Treat (Large Creature)	10D	Common
Antidote	40D	Common
Beastbrew	Varies	Rare
Blade-Glimpse	240D	Rare
Bloodrevel Witchbrew	120D	Rare
Candleburn	120D	Common
Chamon's Bane	200D	Rare
Delve-Eye	140D	Common
Fire Bomb (Minor Hazard)	80D	Common
Fire Bomb (Major Hazard)	100D	Rare
Fire Bomb (Deadly Hazard)	240D	Exotic
Fool's Bliss	240D	Common
Glory Draught	100D	Rare
Lover's Lament	120D	Rare
Magefoil	140D	Exotic
Phoenix Pinion	330D	Exotic
Phoenix Pyre Ashes	330D	Exotic
Realmblood Tonic	160D	Rare
Seerdust	120D	Common
Thunderstrike Gem	120D	Rare
Venela's Veil	240D	Rare

The **Alchemical Wonders** table lists the average cost and availability for various alchemical wonders, but this may change depending on where they are sought. The listed cost represents a single dose or use, but most alchemical wonders can be purchased in containers that hold 5 or 10 doses at a time.

You can create these alchemical wonders by taking the *Create Alchemical Concoction* Endeavour (see page 12). For rules on crafting your own potions, poisons, and explosives, see **Alchemical Crafting** on page 44.

ANIMAL TREAT

Crafting: DN 4:1, requires variable cost of materials

Common Materials: dried Scryfish, marrow-bones, Ghurish Ostriduck eggs, dehydrated fruit

All beasts have different personalities, motivated variously by play, grooming, or a spiritual solidarity against Chaos. But almost all share a common weakness: food.

While taking the *Train Companion* or *Greater Loyal Companion* Endeavours (*Soulbound* page 159, and *Champions of Order* page 117), you can feed your Loyal Companion up to three Animal Treats to add an equal number of successes to the Extended Test to train them.

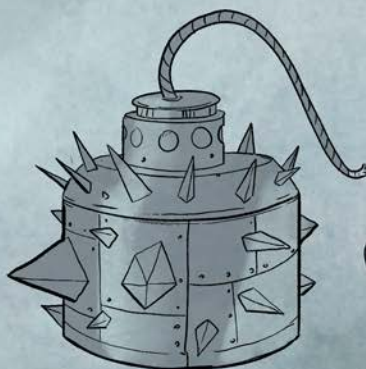
Crafting an Animal Treat for a creature that has a size of Tiny or Small costs 3 drops, while a Large creature costs 10 drops per treat. Your GM may decide that if the desired companion is larger than this, or particularly rare or powerful, they may have very particular tastes, like crystallised starlight or Human hearts, which cost far more or require specific actions to acquire. If the desired companion is intelligent enough, they may even view such base attempts to garner favour as insulting.

ANTIDOTE

Crafting: DN 4:2, requires 20D worth of materials

Common Materials: activated carbon, Aqshian gutweed, Soulpurge Leeches, Troggoth skin

Due to the inherent risk of working with dangerous substances, most responsible alchemists ensure that they always have an Antidote or two on their person at all times. Antidotes are also sold to individuals that are paranoid about potential poisonings — rightly so or otherwise. Antidotes come in many forms, but are most often small phials of foul-tasting liquid or pills that violently expel any foreign toxins from the body.



Chamon's Bane

Fire Bomb

Delve Eye

As an Action, a character can use an Antidote on themselves or another *Poisoned* creature. If the Antidote is effective, it immediately ends the *Poisoned* Condition.

An Antidote is effective in counteracting most Common and Rare poisons, but at the GM's discretion, particularly exotic poisons, or those with a notoriously insidious resilience, cannot be purged with an Antidote alone.

BEASTBREW

Crafting: DN varies, requires a variable cost of materials
Common Materials: parts of the desired beast, Ghurish wild-vine, Dryad sap, shards of Amber Bones

Much can be learned about the Mortal Realms by viewing it through the eyes of their beasts. To this end, some alchemists concoct elaborate brews that let them transform into various creatures for a period of time.

Each dose of Beastbrew allows the user to transform into one specific beast, decided when creating the brew. The transformation lasts for 1 day or until the user consumes an Antidote (see above), is reduced to 0 Toughness, or dies. The user's statistics, including Attributes, Skills, and Talents, are replaced by those of the chosen beast, including their Traits. The user's Wound Track is not affected by the transformation. The user's Toughness is replaced by the beast's, and when they return to their natural form, their Toughness returns to what it was before the transformation.

The user retains their personality, but is limited by the beast's natural capabilities, such as speech and manipulation of tools. Since this transformation is physical only, the user's equipment does not merge with their body as it would with spells such as *Wildform* (*Soulbound*, page 269). If they are wearing clothing or armour and attempt to transform into a creature that is too large for it, that armour is destroyed.

The basic cost of a Beastbrew is equal to the target Beast's Toughness \times 10D, and the Crafting DN is 4:X, where X is equal to half the beast's Toughness, rounded up.

Example: Dizphellia, an eccentric alchemist, decides she would like to craft a Gryph-hound Beastbrew. A Gryph-hound has a Toughness of 5. The cost to gather the ingredients and make the brew would be 50D (5×10). Meanwhile, the Crafting Test to create this particular Beastbrew is DN 4:3 (5 divided by 2, rounded up). See page 44 for more on alchemical crafting.



Glory
Draught



Lover's
Lament



Blade
Glimpse



Beast
Brew



Fool's
Bliss



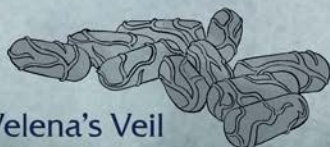
Antidote



Magefoil



Velena's Veil



BLADE-GLIMPSE

Crafting: *Spellcasting* Talent, DN 4:6, requires 120D worth of materials

Common Materials: Vulcharc feathers, ground glimmerings, deffcap mushrooms

Unexpected and sudden death is an ever-present threat to all mortals, but the shimmering chromatic vials of Blade-glimpse promise the common person a chance to delay their inevitable demise. Rumours say that Blade-glimpse is most often peddled by a mysterious individual clothed in garish attire and a knowing smile, who appears in populated areas on the eve of great violence. This eccentric alchemist facilitates discreet deals with paranoid politicians and worrisome warriors, who have become so obsessed with outwitting the Great Necromancer that they are willing to risk their very souls to dodge a fatal blow.

There is no immediate effect upon consuming a dose of Blade-glimpse, outside of a painful headache that passes after a few moments. Place a mark upon your Wound Track to indicate that you have consumed Blade-glimpse. The next time you would become Mortally Wounded, you are suddenly assaulted with a crystal-clear vision of what is to come. You can choose to block, dodge, or otherwise avoid the attack or effect that would Mortally Wound you. If you do so, you take no Damage and do not become Mortally Wounded, but Doom increases by 1. From then on, you are left with a nagging feeling that you should have died in that moment, and that somehow your continued existence is part of some malevolent plan you can't begin to comprehend.

BLOODREVEL WITCHBREW

Crafting: *Blessed (Khaine)* Talent, DN 4:3, requires 60D worth of materials

Common Materials: Witchbrew, blood cauldron, blood shed in battle, sanctified dagger

This more potent version of the standard Khainite Witchbrew (*Soulbound*, page 157) pushes the imbiber to new heights of ecstatic bloodlust. When under the influence of the brew, they become a blur of frenzied motion, utterly enthralled by the act of murder and incapable of feeling fear or pain. But when the Bloodrevel wears off, every ounce of exhaustion and pain they experienced during their battle trance crashes down upon them.

When consumed, the drinker's Melee and Defence increase one step, they cannot be *Frightened*, and they do not become *Stunned* if they are Mortally Wounded. If the imbiber is attacked by a Daemon or follower of Chaos, their Defence increases an additional step. This lasts for the duration of one combat.

When the Bloodrevel Witchbrew's effects end, the imbiber must make a **DN 4:2 Body (Fortitude) Test** or become *Poisoned*. This Condition lasts until they take a Rest.



CANDLEBURN

Crafting: DN 4:6, requires 60D worth of materials

Common Materials: skyroot, Deepmare tail, looncaps

Candleburn comes in small lumps of chewy fiber often flavoured in a number of mundane or exotic ways. Users who chew Candleburn find their body no longer craves sleep like it once did, becoming satisfied with short naps or brief moments of meditation. The effects can be prolonged indefinitely, but should the user ever find their supply expiring, their lack of sleep quickly catches up to them, resulting in a body sagging fatigue that can last for weeks. Despite this drawback, Candleburn has become an increasingly popular drug in the city of Settler's Gain, especially among Humans who will do anything to gain more hours of arcane study.

One dose of Candleburn can be chewed slowly and lasts one week. During this time, the user does not need to sleep and gains Advantage to resist any spells or effects that would put them to sleep. In addition, when the user undertakes one or more Endeavours, they may take one additional Endeavour.

If the user stops using Candleburn for any reason, they reduce all Mind Tests by 1d6 until their next downtime period and must spend this period recovering from the side effects. They cannot take any other Endeavours during this time.



Glowey Morkeyez



Looncaps

CHAMON'S BANE

Crafting: DN 4:10, requires 100D worth of materials

Common Materials: Bore-beetle saliva, Ogresmaw stomach acid, Rusted Wastes lakewater, Nurgling blood

This foul-smelling, viscous and surprisingly heavy substance has the disturbing ability to chew through any mundane metal it contacts. Brimming with microscopic organisms that feed on metal at blinding speed, Chamon's Bane can reduce solid matter into a simmering sludge in the blink of an eye. Chamon's Bane is one of the few strictly illegal substances to carry on Kharadron ships or manufacture in their sky-ports. It was outlawed after its inventor dropped a barrel of the substance during a demonstration in Barak-Nar — the financial cost of the resulting damage is still being calculated to this day.

You can smear a single dose of Chamon's Bane across a surface area roughly 1 foot in diameter. The substance eats through any non-magical metal at a rate of 5 feet per minute, stopping only when there is no more metal to consume. If thrown against or applied to a non-magical metal weapon or set of armour, it is destroyed at the end of the target's turn.

DELVE-EYE

Crafting: DN 4:8, requires 70D worth of materials

Common Materials: Cygor tear ducts, Gryph-hound beak shavings, Hyshian glassroot, glowey Morkeyez

Sold in small vials with accompanying eye-droppers, Delve-eye is a viscous potion that grants enhanced vision when applied directly to the eyes. There are numerous different and conflicting mixes available, each one boasting longer lasting effects, less stinging on application, various different visible spectrums, and even the ability to see magical energies. There are countless different brands of Delve-eye for sale, but they can all be broken down into either Mundane Delve-eye or Arcane Delve-eye. A single application of Delve-eye grants the following benefit for one day, after which it must be applied again.

- * **Delve-eye (Mundane):** You gain the benefits of the *Night Vision Talent* (**Soulbound**, page 82).
- * **Delve-eye (Arcane):** You gain the benefits of the *Witch-Sight Talent* (**Soulbound**, page 92).

FIRE BOMB

Crafting: Varies

Common Materials: powdered emberstone, volatile oil, strong alcoholic spirits, Fyrehunter mucus

Known by many names, such as Aqshian Greeting, Grimmir's Spit, or Phoenix Blood, Fire Bombs in all their variety are the simplest and most common incendiary device. Everything from oil-soaked rags inside fragile bottles of spirits, to precisely engineered emberstone bombs that can melt steel on contact, can be found in the workshops and alchemy labs across the Mortal Realms.

A Fire Bomb can be thrown up to Medium range, and fills the target Zone with flame, causing that Zone to become a *Hazard* for the next three rounds. The severity is dictated by the type of Fire Bomb used, which also affects its cost and ease of creation.

- ✱ **Minor Hazard:** DN 4:4, requires 40D worth of materials.
- ✱ **Major Hazard:** DN 4:5, requires 50D worth of materials.
- ✱ **Deadly Hazard:** DN 4:6, requires 60D worth of materials.

FOOL'S BLISS

Crafting: DN 4:6, requires 120D worth of materials

Common Materials: waters from Lake Lethis, Mindstealer Sphiranx eye, Crypt Ghoul tears

The Mortal Realms are filled with horrifying sights and experiences that many would choose to forget. Fool's Bliss is a tragically common potion that allows people to do just that. Upon consuming a dose of Fool's Bliss and sleeping for at least 4 hours, the imbiber completely forgets everything that happened to them during the previous day. They are aware that this is unnatural, and most users leave handwritten notes to explain their reasons for drinking the potion. There are a litany of stories of devious politicians or scorned lovers who have weaponised the effects to meet their own ends or enact a twisted revenge.

Multiple doses of Fool's Bliss can be consumed at once to forget multiple days, weeks, or longer, but doing so is risky. For every five doses of Fool's Bliss a character consumes, they must make a **DN 4:2 Mind (Awareness)** Test or permanently forget something vitally important to them, such as their own name, the face of a lover, or a defining accomplishment.

GLORY DRAUGHT

Crafting: DN 4:5, requires 50D worth of materials

Common Materials: sigmarite shavings, Ogor teeth, Ghurish rockfruit, madcap mushrooms

Sometimes a bit of liquid courage is all a mortal needs to stand and face horrors that would otherwise shatter their spirit, and the sparkling gold liquid of Glory Draught offers courage in abundance.

When consumed, the user recovers from any *Frightened* or *Charmed* Conditions, and becomes immune to them for one hour. During this time, they view their surroundings with a golden sheen and are prone to rousing declarations of valour or acts of self-sacrificing heroism.

LOVER'S LAMENT

Crafting: DN 4:6, requires 60D worth of materials

Common Materials: grave-grown veronas flowers, cloth from a Myrmourn Banshee, hair from a heartbroken mortal

This wispy liquid tastes like overripe fruit and fills the drinker with a deep melancholy. If they succumb to this powerful emotion, they sink into an unnatural coma so deep it takes a trained eye to realise they are not dead.

For 5 minutes after consumption, the drinker may choose to fall *Unconscious* and remain that way for one full day. During this time, their skin becomes grey and shallow, they are cold to the touch, and their breathing is almost imperceptible. To untrained observers, the person appears to be dead. It requires a **DN 6:1 Mind (Medicine)** Test to see through this deathly illusion.



MAGEFOIL

Crafting: DN 4:7, requires 70D worth of materials

Common Materials: Chamonite Shiftfly wings, a pinch of ground nullstone, Flesh Hound collar rust

Magefoil is a potent and dangerous venom of Agloraxian origin that causes the victim to suffer intense migraines and nausea whenever they attempt to channel arcane energies. Legend has it that an endless spell called the 'Hungering Dark' haunts the Brightspear Undercity — the result of a foolish Agloraxian mage who tried to cast a powerful spell through the fog of Magefoil.

As an Action, a dose of Magefoil can be applied to a *Piercing* or *Slashing* weapon. Alternatively, it can be hidden in food or drink. The target must make a **DN 5:1 Soul (Determination)** Test. If they fail, the Complexity of all spells they attempt to cast increases by 2. In addition, if they are forced to roll on the *Price of Failure* table, they roll an additional 2d6. This effect lasts for one day.

PHOENIX PINION

Crafting: DN 4:16, requires 160D worth of materials

Common Materials: Flamespyre or Frostheart Phoenix feathers, Phoenix Pyre Ashes

The Aelves of the Phoenix Temple collect every feather shed by their avian idols, for one in a thousand still glows with flame.



Those who bear these Phoenix Pinions feel warmth spread through their body, both literally and figuratively buoying them up. But the same connection that allows the stray feather to pass on the gift of flight also exposes it to the trauma of death.

While holding a Phoenix Pinion, you gain a Fly (Fast) Speed. If you become Mortally Wounded while holding a Phoenix Pinion, the feather flares and burns into a pile of Phoenix Pyre Ashes.

PHOENIX PYRE ASHES

Crafting: DN 4:16, requires 160D worth of materials

Common Materials: Flamespyre or Frostheart Phoenix Pinion

Phoenix Pyre Ashes are said to contain traces of the Ur-Phoenix's legendary regenerative capabilities, and acolytes of the Phoenix Temple sometimes smear the ash across their foreheads, obscured by their tall helms, to share in the healing energies. The ash is a reminder that hope can be reborn from even the most dire circumstances.

While wearing Phoenix Pyre Ashes, you recover your maximum Toughness when you recover from being Mortally Wounded. If you spend Soulfire or become Reforged while wearing Phoenix Pyre Ashes, the ashes ignite and transform into a Phoenix Pinion.

REALMBLOOD TONIC

Crafting: DN 4:7, requires 70D worth of materials

Common Materials: a miniscule measurement of realmstone, pure spirits

Realmblood tonic is, in essence, tiny portions of realmstone gathered from one of the Mortal Realms, massively diluted over a long period, and reduced to a consumable state — although the processes involved and final result vary greatly depending on the realmstone used. When using this tonic, a spellcaster can feel a distant but powerful connection to the realm from which the tonic originated, regardless of where they find themselves in the Mortal Realms.

Upon using a dose of Realmblood Tonic, a spellcaster counts as having Realm Affinity (*Soulbound*, page 265) with the realm related to the realmstone used in the tonic's creation for one day.

SEERDUST

Crafting: DN 4:6, requires 60D worth of materials

Common Materials: finely ground Starborne Seraphon scales, powdered celestium

A pinch of this pearlescent powder, when added to tea or placed under the tongue, causes the imbiber's eyes to shimmer with pinpricks of glittering light that, if interpreted correctly, grants prophetic visions of things to come. Seerdust has become increasingly popular with oracles within the Cities of Sigmar, to the extent that some impoverished practitioners substitute fine flour or other similar-looking substances to grant their clients a false comfort.

When used, your vision is filled with a shimmering starfield for one minute. You gain the *Blinded* Condition for the duration, but you can make a **DN 5:1 Mind (Arcana or Theology)** Test and ask the GM a single question relating to a specific goal, course of action, or event to happen within the next day.

If successful, the GM answers truthfully by giving you an omen or sign in the form of shimmering constellations, such as a blazing hammer shattering a twisted skull for victory, or a twisted blade piercing a mortal's back for treachery.

THUNDERSTRIKE GEM

Crafting: *Spellcasting* Talent, DN 4:6, requires 60D worth of materials

Common Materials: Stardrake heart, shackled lightning, sungem fragments

These crystalline grenade-like objects tremble with barely-contained energy, as miniature arcs of lightning dance beneath the refractive surface, just waiting to be unleashed. Initially designed by an aspiring member of the Collegiate Arcane who sought to contain and distribute powerful spells to the frontline, the Thunderstrike Gems proved almost too successful. After a number of devastating user errors accompanying their initial deployment, most non-spellcasters swore off carrying the dangerous objects.

When thrown or struck against a solid surface, a Thunderstrike Gem explodes into a bolt of arcane lightning. All creatures within the target Zone take 2 Damage and are *Blinded*, *Deafened*, and *Stunned* until the end of their next turn. In addition, all creatures within the Zone must make a **DN 6:1 Body (Might or Reflexes)** Test or fall *Prone*.

If you are knocked *Prone*, Disarmed while holding, or take damage from falling, while carrying a Thunderstrike Gem, you must make a **DN: 5:1 Body (Reflexes)** Test to protect the unstable explosive. If you fail, the Thunderstrike Gem is triggered, targeting your Zone.

VENELA'S VEIL

Crafting: DN 4:12, requires 120D worth of materials

Common Materials: thorns from an umbral flicker-rose, embers of warfire, sliver of chamonite

Originating from Ulgu, where layered personas and multiple identities are commonplace, these shadow-marbled pills allow the consumer to fundamentally alter their physical appearance. While they are understandably popular among assassins and spies, Velen's Veil is also used by mortals who wish to remove terrible scars or forge a new identity.

When consumed, the user can physically change their appearance to match a person they know, or take on an imagined appearance. This can include the alteration of voice, height, hair, eye colour, gender, and any other physical features within their Species' natural range. However, they cannot change Species, recover from Wounds, or alter their Attributes.

The imbiber must make an **Extended DN 4:8 Mind or Soul (Determination)** Test. Over the course of one day, you can make 3 Tests to gradually change your appearance, after which the alterations are permanent. If you succeed, you mentally steer the changes to exactly match your desired outcome. If you fail, something goes wrong. Depending on the severity of the failure: you may find your eye colour is different than intended, you may end up resembling a completely different target, or in truly catastrophic failures, you may find yourself with twisted features or a face that people can never seem to recall.

These changes are physical and non-illusionary. If a user desires to return to their original appearance, or change their appearance again, they must use another dose.



ALCHEMICAL CRAFTING

There is no end to the variety of alchemists and their creations in the Mortal Realms. Yet, regardless of whether an individual alchemist adheres to a rigid school of thought, such as 'Fundamental Elemental Truths' or 'Realm-bound Catalytic Reactions', or if they believe that every plant is unique and every potion a masterpiece, the process they undertake is largely the same.

Every alchemist worth their salt partakes in a near-constant cycle of harvesting or requisitioning fresh materials, researching their unique alchemical properties, and utilising them in the creation of their next alchemical wonder. Whenever player characters wish to create their own alchemical wonders, they follow this cycle as well, as detailed below.

CRAFTING A POTION, POISON, OR EXPLOSIVE

You can craft your own potions, poisons, or explosives by undertaking the *Create Alchemical Concoction* Endeavour. To create a new alchemical concoction, you combine a number of Traits to determine the DN of the Extended Test required. The process of crafting a new alchemical concoction is as follows:

1. What type of alchemical concoction is it?
2. Define Traits
 - ✧ Major Traits: Does it heal, hurt, help or hinder?
 - ✧ Minor Traits: What is the range, who does it affect, how long does it last?
3. Determine Crafting DN
4. Determine Test to resist effects
5. (Optional) Determine Key Materials

1) WHAT TYPE OF CONCOCTION?

The first step in crafting an alchemical concoction is to decide what exactly you are aiming to create. All alchemical concoctions are single use, meaning that they can only be used once and then are consumed, administered, or otherwise destroyed. There are three types of alchemical concoctions: potions, poisons, and explosives, which primarily establishes their baseline functionality.

✧ **Potion:** Potion is a catch-all term for any number of beneficial forms of alchemy. The physical form or delivery method can vary, from simple phials of consumable liquids, to pills, balms, or in some extreme cases injections. Potions can be used as an Action, with their effects taking place immediately.

✧ **Poison:** A poison is any harmful form of alchemy that affects the immune system. Poisons may be venoms coated on weapons or that otherwise enter the bloodstream on contact, or legitimate poisons that a target must consume to take effect. Poisons can be applied to a weapon as an Action, and affects the next creature that receives Damage from the weapon. After this, the dose is consumed. Alternatively, a poison may be hidden in a target's food or drink via an appropriate Stealth Test as determined by the situation. Finally, a character may make a ranged attack to throw a poison up to Medium Range.

✧ **Explosives:** Explosives are aggressive or unstable forms of alchemy. Explosives may be standard bombs or grenades that utilise an old-fashioned mix of concussive force or fire to deadly effect, or more esoteric explosives that apply strange conditions instead, such as a grenade that fills an area with sticky webbing or a blinding flash. Explosives can be thrown up to Medium Range as an Action and affect only the Zone in which they are triggered.

REVERSE ENGINEERING

There are many strange and exotic alchemical concoctions in the realms, many of which do not have a crafting DN or key materials listed, such as those present in other *Soulbound* supplements. If you manage to get your hands on some of these concoctions, and your GM allows it, you can use the rules presented here to match the effects of the concoction with the traits presented below as closely as possible. This allows you to generate a Crafting DN and cost. You can then make a **Mind (Crafting)** Test, with a Difficulty equal to the Crafting DN. If successful, you learn how to recreate the concoction.

DEFINE TRAITS

Trait	Cost	Trait	Cost
Type of Alchemy			
Potion	1	Explosive	3
Poison	1		
Heal			
Recover Toughness	1 per Toughness	Recover 1 Mettle (can only be applied once)	4
Remove or become immune to a Condition	2	Remove or become immune to all Conditions	5
Hurt			
Deal 1 Damage	1 per Damage	Reduce Mettle	4 per Mettle
Damage ignores Armour	2		
Help			
Bonus die to a certain Skill	1 per 1d6	Increase Defence	1 per step
Increase an Attribute	4 per +1	Increase Armour	2 per +1 Armour
Increase Melee or Accuracy	1 per step	Increase Speed	1 per step
Hinder			
One less die with a certain Skill	1 per 1d6	Inflict the <i>Incapacitated</i> Condition	6
Decrease an Attribute	4 per -1	Inflict the <i>Prone</i> Condition	2
Decrease Melee and Accuracy	1 per step	Inflict the <i>Stunned</i> Condition	4
Decrease Defence	1 per step	Inflict the <i>Charmed</i> Condition	2
Reduce Armour	2 per -1 Armour	Inflict the <i>Frightened</i> Condition	3
Decrease Speed	1 per step	Inflict the <i>Poisoned</i> Condition	4
Inflict the Blinded Condition	4	Inflict the <i>Restrained</i> Condition	5
Inflict the Deafened Condition	1	Inflict the <i>Unconscious</i> Condition	7
Duration			
Instant	0	Lasts for 1 day	12
Lasts for 1 round (until the start of the user's next turn)	1 per round	Activates when a condition is met (choose trigger when crafting)	1
Lasts for 1 hour	6		
Miscellaneous			
Covert	2	Unstable	-3
Side-Effect	-variable	High Yield	8
Potent	-3		



2) DEFINE TRAITS

Once you know what type of alchemical concoction you want to create, you next need to think about what kind of effects you would like it to have. Do you want a potion that grants a character stone-like skin? A debilitating venom that robs a victim of their speed? Or a devastating explosive that covers an entire area with razor sharp frost?

Once you know what you would like your alchemical concoction to do, you can move on to defining its Traits.

Major Traits

What we refer to as Major Traits determine in the broadest sense what the alchemical concoction does: does it heal, hurt, help or hinder?

- ✧ **Heal:** A concoction that heals might do so by stitching wounds through accelerated growth, covering wounds in numbing agents to deal with later, or even sealing them with crystalline membranes or other wondrous effects.
- ✧ **Hurt:** A concoction that hurts can do so in any number of swift and terrible ways. Poisons may cause fresh wounds to fester in the blink of an eye, necrotise nerve endings, or even liquidise the target's insides. Meanwhile, explosives can cause all manner of horrifying destruction. The variety of harmful poisons and explosives in the Mortal Realms is truly unprecedented.
- ✧ **Help:** These concoctions are designed to aid and bolster the targets. This could grant all manner of mundane or supernatural boons, such as reduced fatigue, fiery breath or even complete bodily transformations.
- ✧ **Hinder:** These concoctions seek to weaken or otherwise inhibit the user in some way. It might confuse their senses, cloud the mind, or something even worse, such as petrifying flesh or twisting their body in all manner of horrifying ways. These concoctions often apply a Condition, which the target can resist by making a Test (see page 45).

Additional Traits

Alongside the concoction's Major Traits, you can apply various other Traits with differing effects. Some of these are beneficial, which in turn make more powerful or versatile creations at the cost of increasing the complexity of crafting, while others are detrimental and reduce the complexity instead.

- ✧ **Duration:** The duration is how long a concoction's effects last. Most concoctions that Heal or Hurt have a duration of Instant, such as a potion to recover Toughness or an explosive grenade; most concoctions that Help or Hinder have a duration in rounds, such as a potion to increase Speed or a poison that blinds the target. You can also include an additional cost to grant the concoction a specific activation requirement. For example, a poison may only take effect when the user falls asleep, or an explosive may be rigged to a pressure plate.
- ✧ **Covert:** Covert potions or poisons are tasteless, applied in miniscule doses, or otherwise difficult to identify. If a potion or poison has this Trait, a character gains Advantage on any Opposed Stealth Tests to slip it into a target's food or drink or disguise it as a harmless liquid.
- ✧ **Side Effect:** Some potions offer powerful effects at the cost of uncomfortable or devastating side effects. If a potion has the *Side Effect* Trait, you can select one or more Hindering Traits and subtract their cost from the Difficulty of crafting the potion.
- ✧ **Potent:** Some potions are so powerful or unstable that they react violently to the presence of other alchemical substances in the body. If a character uses any other potion or Aqua Ghyranis while under the effect of a potion with the *Potent* Trait, they suffer a Minor Wound.
- ✧ **Unstable:** Certain ramshackle or remarkably hazardous explosives are so unstable that a minor knock is all it takes to set them off prematurely. If you are knocked *Prone*, Disarmed while holding, or take damage from falling, while carrying an explosive with the *Unstable* Trait, you must make an immediate **DN: 5:1 Body (Reflexes)** Test to protect the unstable explosive. If you fail, the explosive is triggered, targeting your Zone.

✱ **High Yield:** Some explosives are so powerful that they can cover a truly devastating area. If an explosive has the *High Yield* Trait, it affects the Zone in which it was detonated and all adjacent Zones as well. All *High Yield* explosives also gain the *Unstable* Trait, without the crafting DN reduction normally associated. A *High Yield* explosive is too large to be thrown. At the GM's discretion, this Trait may be taken multiple times to increase the radius of effect even further, at the cost of making the explosive incredibly unstable and too cumbersome for one character to carry or effectively use in battle.

3) DETERMINE CRAFTING DN

To craft an alchemical concoction, you must undertake the *Create Alchemical Concoction* Endeavour. The Difficulty of the Test to craft any concoction is 4. The Complexity is equal to the combined cost of the concoction's Traits, divided by two and rounded up. The minimum DN, regardless of any negative modifiers, is DN 4:3.

Example: Silas wants to craft an explosive surprise for the rat-men the party has been chasing. Inspired by the Fyrehunters the Binding encountered in Brightspear, he decides to make some Fyreweb Grenades, that explode into sticky webs of flame. The concoction is an explosive (3) that deals 3 Damage (3), decreases the Speed of the targets by 1 step (1) and lasts for 2 rounds (2). The total Trait cost for the concoction is 9, which Silas divides by two and rounds up to 5. This results in a final crafting DN of 4:5.

MORE ART THAN SCIENCE

It is almost impossible to account for the endless variations of potions, poisons, and explosives in the Mortal Realms, nor the wealth of materials with which to craft them. The materials listed throughout this section should never be viewed as prescriptive. They are simply provided to give players and GMs a rough guide and opportunities to enrich their travels in the Mortal Realms by roleplaying and exploring the flora and fauna they encounter. If at any point tracking specific materials becomes troublesome or dull, never be afraid to put aside the nitty gritty of gathering materials in favour of simply taking the *Create Alchemical Creation* Endeavour and expending the required funds.

4) DETERMINE TEST TO RESIST EFFECTS

When crafting any Poison or when creating an Explosive that inflicts Conditions, targets can make an Opposed Test to resist the concoctions effects. This is a DN 4:1 Test opposed by your Mind (Crafting). You and the GM should work together to determine what type of Opposed Test is most fitting. Typical Tests would be Body (Fortitude), Body (Reflexes), Mind (Determination), or Soul (Determination), but other unusual combinations of Attributes and Skills may be suitable depending on the concoction you have created.

Fixed DN

If you would like to cut down on additional rolls during play, you can determine a fixed DN for your alchemical concoctions. This means that enemies always roll against the same DN and can help speed up combat.

The Difficulty of the Test is 4, and the Complexity is equal to your Mind plus any levels of Training in Crafting, divided by two and rounded up.

Example: Silas has Mind (4) and Training (2) in Crafting. The fixed DN to resist his alchemical concoctions is DN 4:3 ($4 + 2$, divided by $2 = 3$)



5) (OPTIONAL) DETERMINE KEY MATERIALS

As standard, you do not need to seek out specific materials to create an alchemical concoction. You can simply take the *Create Alchemical Concoction* Endeavour, spend the required funds, and gloss over the finer details of acquiring suitable materials. But some players and GMs enjoy the granular detail of defining the materials used in their concoction. If that is the case, you might seek out specific ingredients for your creations during an adventure. In fact, entire quests could spring out of the need to secure a rare material for a potent concoction.

You can discuss with your GM what specific materials go into the creation of your concoction. Don't worry about mundane aspects such as containers, but bear in mind that the more potent the alchemical creation, the rarer and more difficult to attain the required materials should be.

You can use the final Trait cost of your concoction as a rough marker for the quality and number of key materials needed for a concoction. If the Trait cost is 4 or less, the materials can be fairly common and easy to acquire. If the Trait cost is 5 or higher, the materials should be rarer and likely unavailable in the city. You can choose to split the Trait cost across multiple key materials, and must do so if the Trait cost is 7 or higher.

Once you know the quality and quantity of materials required for your concoction, you can look at the concoction's Traits for inspiration on exactly what these materials are.

Once you come to an agreement with your GM about the key materials for your concoction, make a note of them for future reference.

Example: The final Crafting DN for Silas' Fyreweb Grenades is DN 4:5. This means that the concoction has a single key material. This decision is fairly simple: Fyrehunter Webbing! He takes a note of the key material in his journal, and the adventure continues. If the final DN had been 4:7, he would have had to choose two key ingredients, and would have likely chosen Fyrehunter webbing and oil instead.

MATERIALS COST

The cost of alchemical crafting materials varies greatly from realm to realm. Realms such as Ghyran are abundant with ever changing life, while Chamon is an alchemist's paradise where metallurgical transmutations are commonplace, but an alchemist in Shyish has far fewer traditional ingredients to work with.

To craft a new alchemical concoction with the *Create Alchemical Concoction* Endeavour, you need to know the cost of the required materials. This cost may vary depending on where you are and what you are trying to create, but we have provided a rough calculation below. GMs and players are encouraged to work together to talk through how and where you have acquired these resources, either narratively during your Endeavour, or more specifically using the Gathering Materials guidance opposite.

To determine the cost of the materials required, simply take the alchemical concoction's final Trait cost and multiply it by 10. This is the cost in drops required to create one batch of the concoction. Bear in mind that when using the *Create Alchemical Concoction* Endeavour, each successful Test allows you to make a number of doses, or uses, up to your Training in Crafting, but you only need to pay the materials cost once. Your improved skill reduces the amount of waste and ensures you get more from your materials.

Example: Silas' Fyreweb Grenades have a final Trait cost of 5. This means that the cost to create each grenade is 50D. He has Training (2) in Crafting, so each 50D of materials allows him to make 2 Fyreweb Grenades.



GATHERING MATERIALS

You can collect alchemical materials a number of different ways.

Purchasing: This is the standard method of gathering materials and is represented by paying the full material cost when creating the concoction. But always remember that life beyond the walls of the Cities of Sigmar is terribly dangerous. Few hunting parties have the strength to hunt beyond the walls for flora and fauna to take back to the city, and most materials cannot be preserved indefinitely. As such, your GM may declare that any exotic materials, such as parts of monsters, cannot simply be purchased, and must be sought out through other means.

Seek Rare Materials Endeavour: If your GM declares that the materials you require are too exotic to simply acquire, you can take the *Seek Materials* Endeavour (page 15) during your downtime period.

Harvesting: If the GM agrees, a character can use Nature, Medicine, Survival, Beast Handling, or Arcana to harvest materials from plants, natural formations, or creatures encountered during your adventures.

Whenever you have a chance to gather a specific type of material, you simply take a Test with an appropriate DN, as decided by the GM. You can use the Trait Cost listed in the **Alchemical Materials** table above as an example of varying materials and the associated Difficulty with harvesting them. Each success grants you enough of the material for use in a single alchemical concoction.

If you manage to come into possession of the required materials for your concoction, you gain a 50% reduction in the materials cost for creating your chosen concoctions. The remaining cost represents common catalysts, solutions, or bespoke equipment used during creation.

Example: After a vicious battle in Brightspear's Undercity, Silas finds himself surrounded by the cooling corpses of some Fyrehunters. He knows that he needs Fyrehunter Webbing to make his Fyreweb Grenades, so he seizes the opportunity. He makes a **DN 5:1 Mind (Nature)** Test and scores 2 successes. Silas pockets his sticky prize for a 50% reduction in the materials cost of his next two Fyreweb Grenade concoctions, resulting in a materials cost of 25D per batch of Fyreweb Grenades.

ALCHEMICAL MATERIALS

Material	Trait Cost
Heal	
Dryad sap, Ghyran Balmweed, concentrated Aqua Ghyranis,	4
Champion creature with the <i>Regeneration</i> Trait, Grove-soil, Chamon stichtvine,	5
Chosen creature with the <i>Regeneration</i> Trait, Sylvaneth Heartwood, refracted Hysh-light	6
Hurt	
Minion creature with <i>Poison</i> Trait, oil, powdered emberstone, spider fangs	4
Warrior or Champion creature with <i>Poison</i> Trait, Phoenix claw, Ulgu witherwroot	5
Chosen creature with <i>Poison</i> Trait, shackled lightning, Squig tooth	6
Help	
Marrow-bones, ground glimmerings, deffcap mushrooms, Ghurish rockfruit	4
Ghurish wild-vine, Vulcharc feathers, looncaps, Chamon weavemetal	5
Aether-gold, 1 pound of ur-gold (Fyreslayer only), a sliver of realmstone	6
Hinder	
Aqshian obsidian, Ochtar tentacles, spoiled marrowroot	4
Fyrehunter webbing, Alloplex gills, shards of Everwinter ice, Chamon thorn-mercury	5
Severed Kharibdyss head, liquid shadow, petals from an Eightpoints fatecurse flower	6

NARRATIVE CONCOCTIONS

There are countless reasons why you might want to create a concoction that has a narrative effect, rather than a mechanical one. A potion that grants the drinker sweet dreams, tattoo ink that shifts with the wearer's mood, or a brew that grows the drinker a luscious beard are just a few examples. If the GM agrees, you can craft a narrative concoction by simply making a potion with a DN depending on the maximum duration of the effect: DN 4:1 for 1 hour, DN 4:3 for 1 day, DN 4:6 for 1 week, or DN 4:12 for a permanent effect

FLAMES OF GRIMNIR

5

Beneath the surface of raging volcanoes across the Mortal Realms, the Fyreslayers of Grimnir train endlessly for battle. They fight not just for glory or self-defence, but to venerate their departed warrior god. No war can be fought without weapons and wargear, and the sound of hammer on metal echoes throughout every magmahold as Fyreslayer smiths painstakingly craft axes, picks, shields, and helmets. But there is one forge that burns hotter than any other, where the crashing of smithcraft is muffled by towering doors, the fire-lit halls patrolled by steadfast guardians. This is the hearth of the magmahold's forge-temple. Ignited by the death-spark of a fallen god, this forge is the sacred responsibility of the Zharrgrim priesthood, whose mastery of ur-gold has unlocked the legendary martial prowess of the Fyreslayers.

Like all Duardin, Fyreslayers are excellent miners and smiths, producing immaculate feats of metalworking that astonish their Human counterparts. But they do not celebrate such arts as the descendants of the Khazalid Empire do, nor innovate new mining techniques like the Kharadron Overlords. To the Fyreslayers, crafting is a means to an end, and the end is always violence. Weaponry, fortifications, and religious iconography are valued higher than mere jewels, and even the greatest crafters are judged by their skill-at-arms first, and masterworks second.

There is spiritual fulfilment to be found in working metal, especially if the smith is fortunate enough to work with ur-gold. No one other than the Fyreslayers have unlocked the secrets of this miraculous substance; those who master ur-gold's potential are the most revered in any lodge. The Zharrgrim preach that Grimnir's essence remains trapped within ur-gold deposits dispersed across the realms, and only releasing those divine energies in battle can facilitate their god's return. If they are right, the Zharrgrim's skill at metalworking could prove more critical to the Fyreslayers' future than the masterful axe-work of any Berzerker.

CHILDREN OF THE SHATTERED GOD

The Fyreslayers are descended from the first Duardin of Aqshy, who are said to have awakened the war god Grimnir in the Age of Myth. Grimnir showed great favour to these mortals, pinning the godbeast Ignax to the Land of the Chained Sun, so they would have warmth and light. But Grimnir also taught his children to fend for themselves. They trained as berzerker warriors, styling their hair in fearsome crests and disdaining armour entirely.

Around this time, the predecessors of the Zharrgrim emerged, though their original role was quite different. These Duardin were merely blacksmiths, crafting weapons imbued with the rage of Aqshy and the spirit of battle-lust. They learned little of metalworking from Grimnir, but enjoyed additional patronage from the war god's brother, Grungni the Wondersmith. The forges of the magmaholds were not so different from the karaks of the Khazalid Empire, but that would soon change.

THE FALL OF GRIMNIR

Not long after the chaining of Ignax, the Duardin pantheon was beset by the *Thagduegi* — the Great Betrayal — a calamitous misfortune which ended with the brothers Grimnir and Grungni imprisoned atop the Iron Mountains of Chamon. When Sigmar found and unshackled the gods, Grimnir demanded the God-King name a worthy foe he would destroy as repayment.

What happened next can be recited by any child of The Great Parch. When Grimnir returned to Aqshy, it was not to guide his worshippers through the Age of Myth, as other gods did. He sought only to destroy Vulcatrix, the Mother of Salamanders. Their titanic battle ended with the deaths of both, triggering a catastrophic detonation of Bright magic that forever altered the Realm of Fire's landscape. But the most profound effect occurred out of sight, unknown to any besides the Duardin of the magmaholds. Within the forge-temple of every Fyreslayer fortress, a divine flame sprung to life unlike any cultivated by mortals, blazing with the terrifying intensity of Grimnir and Vulcatrix's essence combined.

ZHARRKHUL, THE FIRST FIRE

The Fyreslayers called this moment of ignition, and the divine fires birthed from it, the *Zharrkhul*, the Master Flame or First Fire. Immediately, Grimnir's chosen recognised these fires held a spark of their deity's essence, and resolved to keep the flames burning. This new religious vocation elevated the status of the forge-temple smiths, and they took the name *Zharrgrim*, the Unyielding Fire.

When Fyreslayer mercenaries began to return to the forge-temples with payments in gold, the Zharrgrim were first to sense a connection to their god in exceedingly rare ingots or coins. They called this substance ur-gold, and determined that almost five in every hundred parts of mundane gold had bonded with Grimnir's divine essence. Many years of experimentation followed, as the Zharrgrim mastered the art of purifying the sacred metal, attempting to extract divine essence from ur-gold. Meanwhile, adventurous Zharrgrim journeyed with the fyrds into combat, discovering fragments of Grimnir had settled across the Mortal Realms, indistinguishable from mundane gold to any but the Zharrgrim. Even under the priesthood's masterful hand, no smithcraft could release Grimnir's power from ur-gold, a step the Zharrgrim knew was necessary to resurrect the Shattered God.

Eventually, the priests came to understand: only war could awaken a war god's power. The Zharrgrim forged runes from ur-gold, first affixing them to weapons and helms before hammering the runes into the flesh of their fyrd's warriors for more explosive results. When the runebearers were led by Zharrgrim in galvanising rites, and succumbed to battle-fury, it awakened the spirit of Grimnir within them, granting incredible strength and vigour. But more importantly, it released the divine spark from the ur-gold imprisoning it. The Zharrgrim realised if enough of the war god's presence was exorcised from its material prison, it might coalesce into a full entity, and Grimnir could lead his people once again.

THE ZHARRGRIM PRIESTHOOD

The modern-day Zharrgrim have evolved more standardised practices, their understanding progressing beyond those desperate early days. But much about divine power remains beyond the ken of mortals. Their order is structured to advance the study of ur-gold smithing, without neglecting sacred duties.



Every lodge's priesthood is led by an Auric Runemaster, a master smith supremely attuned to the divine essence of ur-gold. Such insights are only achieved by quelling one's battle-rage, and Runemasters are considered studious and contemplative figures (by the standards of Fyreslayer Berzerkers at least). These counsellors are closer than any other to channelling the will of Grimnir, and they are attributed many legendary runes and invocations. Most Zharrgrim aspire to the prestigious position themselves.

There are twelve other ranks within the Zharrgrim priesthood, from bearding apprentices, to a Runemaster's closest advisors. Many ranks confer specialist duties, such as the Klinkin stoking a forge-temple's blast furnaces, Voldrini carving new paths through a magmahold's dominion, or Drothnim hatching and raising infant Magmadroths. Most Fyreslayer society is patrilineal, with sons inheriting their father's positions, but not so the Zharrgrim. Only those with unusual ur-gold affinity progress through their ranks, gifts that occur as often within poor families as royalty.

Most Zharrgrim rites tie them close to the forge-temples, but one rank of priest travels abroad more than any other — the Auric Runesmiters. They accompany Fyreslayer fyrds to war, singling out targets rich in ur-gold, and inflaming the runes of nearby Berzerkers. For some Runesmiters, their closeness to Grimnir's violent spirit has overwhelmed their dedication to other duties. There is no dishonour in this, for Grimnir is a war god, and the battlefield a worthy place to demonstrate devotion. But the most successful Runesmiters eventually temper their rage, returning from campaign with newfound restraint that accelerates promotion to Runemaster.

TENDING THE MASTER FLAME

The first duty of the Zharrgrim is to keep their forge's fire alight, for ur-gold runes forged in their temples blaze more powerfully than any cast from mortal flame. Like any fire, the eternal flame needs heat, air, and fuel to keep burning. Heat is seldom a problem, as the Fyreslayers build their forge-temples inside active volcanoes, and redirecting lava flows are amongst the Zharrgrim's many gifts. Air is a greater challenge, requiring elaborate ventilation systems, pumping air from above ground deep into the magmahold's caverns.

Few materials are sufficiently worthy of Grimnir's spirit to be sacrificed as fuel. Aqshian coal is popular, and many mines in The Great Parch enjoy protection from

Fyreslayers, who receive privileged supply as partial payment. The Greyfyrd of Chamon are rumoured to be experimenting with a strange gas fuel from beneath the earth, to the consternation of the Kharadron Overlords, who fear a new competitor for aether-gold. Some lodges add fragments of emberstone to enhance the fuel, but most established Zharrgrim orders forbid the practise. Realmstone is undeniably powerful, but its energies are unpredictable, and tales of master flames consuming magmaholds from the inside or guttering out completely have circulated since they were first lit.

The best fuel for the eternal flame is more ephemeral — unending war. The Zharrkhul was ignited by the unleashing of Grimnir's battle-enraged spirit across Aqshy, and Fyreslayer spirits are forever bound to their patron. So long as his faithful seek honourable battle, the forge-temple fires are kindled, and Grimnir will never truly die.

Despite noble intentions, many lodges have failed to preserve their temple's fire. Magmaholds have fallen to Skaven, Grots, and others, and though the Zharrgrim appoint elite Auric Hearthguard to shield the eternal flame with their lives, some threats are not easily combated. The shockwave of the Necroquake guttered many forges, and the flames of Ulrung and Zhuffnok were entirely extinguished. This is a dark fate for any lodge, leeching power from ur-gold runes, and isolating the Fyreslayers from their god. Most survivors enter self-imposed exile as grimnyn, but Fyreslayers have a long history of breakaway factions founding new lodges and igniting new flames. The Ulrung are said to hope to follow their example.

MAGMIC BATTLEFORGES

Not every Zharrgrim ritual takes place within their forge-temples. It is impractical for Fyreslayers far from home, whether campaigning or serving as Soulbound, to return to their magmahold to forge new runes or receive their blessings. Fortunately, the Magmic Battleforges service this need.

Magmic Battleforges are smaller versions of a forge-temple's hearth, ignited with the same divine spark manifested by the Zharrkhul. They are not constructed, but summoned, rising from the crust of the Mortal Realms. Geysers of molten gold instantly set as a simulacrum of Grimnir's war helm, his open mouth blazing with the heat of Vulcatrrix's boiling blood. Nearby Zharrgrim find their powers enhanced by magmic energies.

The first Battleforges appeared as miracles unbidden, but the Zharrgrim have since mastered rituals to invoke their presence. Since the Necroquake, they are more common than ever, even in the Cities of Sigmar. Like any forge-temple's hearth, they are used to craft weapons and ur-gold runes. Unlike the eternal flames, they may be voluntarily extinguished in the heart of battle, supercharging runes of nearby Fyreslayers as a weapon of last resort. Even a spent Battleforge is a precious religious icon, and reclaiming or reigniting a lost Battleforge is a quest worthy of any Fyreslayer.

BROKKFOOR

The Zharrgrim venerate Brokkfoor, the Father of Forges, as the spark from which every magmahold's forge fire springs. From there, the creed divides into countless denominations, with no two lodges agreeing who or what Brokkfoor is supposed to be.

The Hermdar preach Brokkfoor is the messenger who carried Grimmir's dying breath to the forge-temples, the living embodiment of the Zharrkhul, rendered as animate flame. The Lofnir believe similar, except Brokkfoor was the swiftest child of Vulcatrix, moved by animal instinct instead of divine purpose. The Tangrim allege Brokkfoor is a physical place, where Grimmir crafted legendary weapons. They search the Realm of Heavens for the mystical forge, intent to trigger a second Zharrkhul, and create wargear worthy of gods.

To the Greyfyrd, it is evident Brokkfoor is another name of Grungni, for the smith-god counts Father of Forges amongst his many titles. The Zharrgrim of Vostarg vociferously deny this interpretation. They insist it was Grimmir and Grimmir alone who brought the eternal flame to his faithful, and Brokkfoor is just one of his incarnations. The doctrinal dispute has raged for generations, and with typical Fyreslayer belligerence, shows little sign of abating.

ICONS OF GRIMNIR

The Zharrgrim craft most of their people's treasures themselves, but they keep careful watch on their lodge's common forge workers. Those who demonstrate exceptional skill, but lack the Zharrgrim's intuitive ur-gold affinity, may be chosen as Battlesmiths. This great honour inducts the artisan as a walking record of their lodge's oral histories. They recite ancestral deeds to their kin from great halls of fyre, dispensing folklore to the next generation. Like all Fyreslayers, they are also devoted warriors, scouring the realms for new legends worthy of entering the sagas.

A Battlesmith's most solemn duty is to craft an Icon of Grimmir. The image of their war god, rendered in metal, is held aloft by the Battlesmith atop a reinforced banner pole. To capture the essence of Grimmir is a daunting undertaking, and only the most expert metalworkers can meet the Zharrgrim's exacting standards. But if the feat is accomplished, it is a lightning rod for Grimmir's battle-rage, inciting his faithful to new heights of battlefield valour. Any Battlesmith would rather die than permit their icon to fall into enemy hands.



UTES OF GRIMNIR

Like all religious orders, the Zharrgrim observe sacred rituals and punctuate their calendar with holy days of ceremonial significance. These occasions are seldom celebrated with leisure, as they might be in Cities of Sigmar, for Grimnir taught his disciples to tirelessly pursue war.

Gods-Mourning: The first day of Highspright in the Azyrite calendar is the apocryphal date Grimnir and Vulcatrrix's duel reached its explosive conclusion. The Ullrung of Shyish memorialise their god with extravagant funerary dirges, whilst the great hunters of Lofnir scour the plains of Ghur, seeking terrible monsters to sacrifice in single combat. In Aqshy, this holiday is celebrated in Cities of Sigmar and magmaholds alike, often with bellowed songs and heavy drinking.

Galthar-Baraz: Only an Auric Runemaster can declare *galthar-baraz*, a holy crusade targeting an enemy withholding ur-gold. The first crusade was proclaimed by Runemaster Kurbaz against a Herald of Khorne at the Battle of the Gilded Skull. Though the daemon was banished, its ur-gold trophies vanished with it to the Realm of Chaos, and have yet to be reclaimed. Every Fyreslayer knows this story of justice forestalled, and on the battle's anniversary, they brood on grudges outstanding and blood feuds unsettled.

Test of Wrath: An especially warmongering Fyreslayer may yearn to undertake the Test of Wrath, beseeching the Zharrgrim to brand them with dozens of ur-gold runes. Very few warriors can survive such power without degenerating into mindless bloodlust – or burning to ash – and few priests are inclined to inflict such a fate. Only when a warrior can be denied no longer, when their body glows like the embers of a forge with barely-suppressed rage, do the Runemasters consent. The few survivors become Grimwrath Berzerkers, champions of their lodges. They are beholden to no Runefather or Runemaster, only to the spirit of war. For more on Grimwrath Berzerkers, see *Champions of Order*.

Barazakdum, the Doom-oath: Any Fyreslayer swearing the dire oath to abandon lodge and seek death must, by tradition, have their vow witnessed by a Zharrgrim priest. The unquenching fire of the Doomseeker Axe, forged by the oath-taker in their hold's forge-temple, forever reminds the Doomseeker of their inviolable commitment. On the anniversaries of their Doom-oaths, Doomseekers are even more foul-tempered than usual.

Heirborn Day: When a new Runeson is born, it bolsters hope the lodge will survive another generation. Toasts are raised in the child's name, and regular work is interrupted by ceremonial combat. The gladiators compete in Trials of Grimfyre to become Hearthguard Berzerkers, future bodyguards and retinue of the newborn Runeson. This is a joyous day for all except the infant's elder brothers, who must contend with a new challenger for their Runefather's throne. Some lodges have broken with tradition and are now led instead by Magmaqueens, and have taken this day to celebrate the lodges Runedaughters as well.

Lodge Festivals: Each lodge has unique anniversaries – the founding of their lodge, death days of legendary heroes, battles of special renown, and grievous offences not yet repaid. Every Battlesmith is well versed in these dates and appropriate ways to commemorate them. Feasting, storytelling, drinking contests, and bare-knuckle brawls are all common.

Death Rites: The Fyreslayers believe when they die, their souls are committed to stone-sleep, slumbering until they are reincarnated for one final battle. The Zharrgrim call this day Doomgron, and it is said the oldest ancestors shall be reborn first, and so on through time until the great war is finished. Departed Fyreslayers are honoured with formal ceremonies, their precious ur-gold runes removed before sombre cremations, to ensure no worthy warriors are overlooked for resurrection. Their dearest wish is for Grimnir to return for this battle too.

UR-GOLD

Ur-gold is found in all the Mortal Realms — scattered across plains and ancient ruins, buried beneath mountains and city foundations, and submerged beneath oceans. By divine chance, Grimnir's remains fused with gold deposits, though other alloys of metal and godly presence are rumoured to exist. The combined ur-gold-aether-gold deposits of the Granthium Mountains in Chamon are hotly contested by Fyreslayers and Kharadron Overlords, and certain lakes or rivers of molten metal in Chamon have adopted a sheen of divinity. To a layperson, ur-gold is unmistakable from mundane gold, and even experienced Zharrgrim struggle to explain the differences. They may cite the metal's unique gleam, spiritual resonance, unusual weight, or invigorating smell. Ultimately, whilst Zharrgrim train for decades to identify ur-gold, it is mostly a matter of trusting their gut.

Ur-gold is so rare among the mass of mundane gold, that it can not easily be panned for or quarried. Instead, the Zharrgrim can only search for gold and hope to find ur-gold amongst the uncovered nuggets. Craftspeople of all cultures have unknowingly decorated weapons and crafted jewellery from the material, never unlocking its true power or even knowing what they use is sacred ur-gold. In the Cities of Sigmar, lodge representatives exchange goods with ignorant miners and merchants who fail to appreciate their find's value. But Fyreslayers are warrior templars, always preferring to fight and earn their gold than trade or mine. Whether received as payment or taken as battlefield spoils, almost every Fyreslayer victory ends with more ur-gold claimed for the lodge.

GOLDSEEKERS

Fyreslayers have a reputation as avaricious mercenaries, supposedly willing to battle for anyone who can pay their fee, and betraying former allies who miss gold payments. This notoriety is a mix of fact, prejudice, and carefully cultivated misdirection — in truth, an oath of duty would only be broken in the rarest of circumstances, even by those of more disreputable lodges. The real power of ur-gold is a secret known only to Grimnir's chosen, and if enemies discovered its divine properties, they would doubtlessly abuse it. It is an insulting but convenient lie that Fyreslayers mass gold just to marvel at its lustre.

Other parts of the stories are true. All Duardin hold terms of a business deal as sacred. Reminding paymasters what happened to others who cheated the Fyreslayers is a useful negotiation tactic. Some lodges refuse to work

with Orruks and undead, but others reason the best way to accumulate ur-gold is to work for as many clients as possible. The outcome of a single battle, and the events it sets in motion, are trivial compared to the greater good of restoring Grimnir.

Ur-gold is not only sought by Fyreslayers. Some Skaven with the glint of twisted creativity in their eyes have spied upon the Fyreslayer rites and sought to replicate them with stolen ur-gold, prying the shiny-fire from the bodies of fallen Fyreslayers and hammering it into their own flesh to little effect, or disastrous backlash. The Necroquake revealed to Nagash the presence of something dead yet animated within the magmaholds, which he insists falls under his dominion. Most recently, drunken boasts after the Battle of Blackstorm accidentally revealed the secret of ur-gold to the Duardin of Hammerhal and a group of Kharadron Overlords. Happily, these kin have pledged to help the quest of Grimnir, and support for a *Duardrazhal* to unite the Duardin is gaining momentum.



GRUNDTOGG

Pure ur-gold must be smelted from the metal it has fused with, ideally by the fires of a forge-temple's master hearth. The Zharrgrim shape extracted ur-gold into runes, each of symbolic significance to Grimnir's cult. The impurities they remove are used as sculpting materials, or consigned to the magma-vault treasuries. This common gold is coveted by a lodge's enemies, who greedily devour stories of fallen magmaholds and their hidden riches.

When the ur-gold runes are still hot from the forge, the Zhargrim hammer them into the flesh of Fyreslayer warriors, a ritual known as *grundtogg*. Unsurprisingly, the process is absolutely excruciating, and not every warrior survives. Some Fyreslayers feel a glimmer of their god at this point, but it is a mere spark compared to the raging inferno ignited by battle. Most Fyreslayers are advised to rest and recover after *grundtogg*, but a young Fyreslayer receiving their first runes must share a draft of magmalt ale with kin first.

When a Fyreslayer's battle-spirit is roused, their ur-gold runes blaze with divine radiance. Any pain the bearer feels is overwhelmed by a rush of newfound power. The exact gift the Fyreslayer receives — speed, strength, enhanced senses, or near invulnerability — is determined by the particular symbols they received during *grundtogg*. The Zharrgrim discover new runes through experimentation and prayer, but a few sigils are popular across all lodges.

THE GLIMMERLUST

When the fire of battle fades, and a rune's fury has died, a Fyreslayer loses some of their connection to shattered Grimnir. Most warriors keep the runes embedded in their skin, and consider it an honour to have survived their brush with godhood. But not all have the temperance to accept their return to mortality so solemnly. They yearn to taste Grimnir's strength yet again, hounding the Zharrgrim for more runes, and manufacturing excuses to wage war yet again.

The Zharrgrim call this ur-gold addiction the glimmerlust, and are well versed in the condition's symptoms. They carefully ration each warrior's access to runes according to their devotion and strength of will. Fyreslayers without access to Zharrgrim administrations, such as Doomseekers and grimnyn, are especially susceptible to the glimmerlust. But even Auric Runefathers, with all the benefits of a Runemaster's counsel, have been known to overindulge in Grimnir's rage, dooming themselves in

the process. Soulbound Fyreslayers can still succumb to glimmerlust, but it is rare — the strength of the Binding perhaps giving them greater resistance to the effects.

Those truly lost to the glimmerlust are called Doomvarags and are pitied and hated in equal measure. These parasitic creatures prey upon their own kind in a howling frenzy, prying the runes from dead Fyreslayers in a futile attempt to reignite their spark. It falls to a Doomvarag's kin to hunt down the fallen warrior, ending their pain and dishonour with grim finality.

RUNES

The runes below add to those presented in *Soulbound*, and may be chosen by undertaking the *Forge Ur-Gold Rune* or *Grundtogg* Endeavours, or selecting runes during character creation. All the usual rules for ur-gold runes apply: you may have runes up to your Soul, their effects stack where appropriate, and are triggered when determining Initiative in combat (unless *Surprised*).

Most runes last for an adventure of 3 to 5 sessions before losing their effects, but some of the runes below last for a single battle. By default, these runes activate the first time the character determines Initiative in an adventure, and become inert after combat ends. If a character wishes to prevent a rune from activating, they must succeed on a **DN 4:1 Soul (Determination)** Test as a Free Action.

ASH-CLOUD RUNE

When this rune is active, the Complexity of unbinding spells with the *Divine Power* Miracle is reduced by 1.

EMBERSTONE RUNE

When this rune is active, you recover 1 additional Mettle per turn up to your maximum, which can only be spent to cast Miracles, sustain a Miracle, or increase a Miracle's effects. The rune lasts for a single battle.

RUNE OF BELLIGERENCE

When this rune is active, you gain Advantage on all Opposed Tests during combat.

RUNE OF BLAZING FURY

When this rune is active, you gain additional dice equal to your Soul on all melee attacks. The rune lasts for a single battle.

RUNE OF BLAZING SPEED

When this rune is active, your Speed increases by one step.

RUNE OF FRENZY

When this rune is active, you recover 1 additional Mettle per turn up to your maximum, which can only be spent to take an additional Attack Action. The rune lasts for a single battle.

RUNE OF HURLING

When this rune is active, you increase the maximum range you can throw weapons with the *Thrown* Trait by 1 Zone.

RUNE OF THE INDESTRUCTIBLE

When this rune is active, you clear 1 space on your Wound track at the start of each of your turns, unless you are Mortally Wounded. The rune lasts for a single battle.

RUNE OF REGENERATION

When this rune is active, you regain Toughness equal to your Soul at the start of each of your turns, unless you are Mortally Wounded. The rune lasts for a single battle.

RUNE OF SHIELDING

When this rune is active, your Defence increases by one step.

RUNE OF THE SURVIVOR

When this rune is active, you have Armour 3 against Hazards, and move freely through *Difficult Terrain*.

RUNE OF VIGILANCE

When this rune is active, you ignore penalties due to *Cover* or *Obscured Zones*. Characters with this rune cannot be Surprised.

CHILDREN OF VULCATRIX

Magmadroths are terrors of the realms' volcanic peaks, colossal scaly monstrosities with strength to topple defences and vanquish entire units. Each is a descendant of the zodiacal godbeast Vulcatrix, and the boiling blood of the Mother of Salamanders rushes through their veins.

It is said Vulcatrix towered over the Hills of Aqshy, and her breath first brought fire to the Mortal Realms. By the time of her showdown with Grimnir, their enmity was already

personal, for Grimnir had enslaved Vulcatrix's daughter Ignax with great tethers in the Land of the Chained Sun. Their clash was explosive enough to claim the lives of both Grimnir and Vulcatrix, triggering a shockwave of power that reached the perimeters of every realm.

It is said that in that climactic moment, as the last vestiges of Grimnir's essence were absorbed into the earth to create ur-gold, the first Magmadroth eggs were formed from blackened shards of concentrated rage. The Zharrgrim believe that, just as Vulcatrix's white-hot fury became infused with ur-gold, a fraction of Grimnir's warrior-spirit flickered within the first Magmadroth eggs. Ever since, the destinies of Magmadroths and Fyreslayers have been eternally entwined.

WILD MAGMADROTHS

Magmadroths are armoured, crested, quadrupedal reptiles that can grow to truly terrifying sizes. Their claws are as long and sharp as sword blades, shredding the flanks of prey impaled upon their horns. As beasts go, they are surprisingly intelligent, communicating with other Magmadroths by sweeps of their long, spined tails. When enraged, which is often, volcanic bile erupts from their mouths. The heat of their internal metabolism causes their blood to boil and can reduce a mortal to ash, as any warrior lucky (or foolish) enough to pierce their scales discovers.

Magmadroths make homes in active volcanoes, climbing to the top of the food chain by devouring other subterranean monsters like Bore-Beetles and arachnid Fyrehunters. Their scales are coloured to provide camouflage in this environment, with the orange and red scales of a Youngblood darkening as they age into Ancients. Most Magmadroths reside in the many volcanoes of Aqshy, but Magmadroth eggs can be found throughout the realms. Evolutionary off-shoots are rumoured to exist in other realms, such as lightning-spitting Magmadrakes of Azyr, molten metal-spewing Metalodroths of Chamon, and sulphur-fuming Mortadroths of Shyish.

Magmaholds often intrude into Magmadroth territory, and it is common for Fyreslayers and Magmadroths to battle against each other rather than side-by-side. These clashes echo the legendary duel between Grimnir and Vulcatrix, with often the same result for the combatants.



TAMING THE UNTAMABLE

Magmadroths eggs are large, black orbs with hardened shells too blistering to touch. They are laid in clutches, in the deepest, least accessible magmic tunnels. As a rule, the volcanoes of the realms are so dangerous to most mortals that Magmadroths do not feel a need to coddle their young, and to survive hatchlings must become independent from birth. The only way to temper these instincts is if they are hatched in captivity, and quests to retrieve unhatched Magmadroth eggs are worthy of any Fyreslayer.

The Zharrgrim were the first to hand-raise captive Magmadroths, meeting them halfway as a union of furious battle-spirits. Their hard-won experience is keenly valued, but there are no guarantees in Magmadroth rearing. A bond with a Magmadroth is a partnership, rather than that of master and beast. Magmadroths only accept those of a particular strength and character, communicating their acceptance or displeasure through body language using their tails. Historically, the only Fyreslayers worthy enough to achieve this mighty feat are lodge Runefathers, their Runesons, high-ranking Zharrgrim, and even some Soulbound. Their blazing mounts are empowered by their own ur-gold runes, designed not to render the beasts more controllable, but even more violent.

ENDEAVOUR: TAME MAGMADROTH

Requirement: Training (2) and Focus (2) in Beast Handling

Between adventures, you may bond with a Magmadroth raised from a clutch of eggs, or contend with a wild Magmadroth in its volcano lair. You do not need the *Loyal Companion* Talent to take this Endeavour, but if you have an existing companion, successfully undertaking this Endeavour replaces it with the new beast.

Gaining the trust of a Magmadroth is a **DN 5:28** Extended Test (or a **DN 5:32** Extended Test if they have a Magmadroth Trait; see below). Over the course of a week you can make three Tests to bond with the beast. The first Test requires **Mind (Survival)** to track down the creature, the second Test requires **Body (Might, Ballistic Skill, or Weapon Skill)** to subdue the beast, and the last Test requires **Soul (Beast Handling)** to bond with it. If you succeed, you gain the *Loyal Companion* Talent for the chosen creature. If you get at least one success on all three Tests but do not equal or exceed the DN, you have a number of options.

✧ **Keep Trying:** If you have another week of downtime, you can extend the Endeavour and make another 3 Tests to bond with the beast, up to a total of three weeks (9 Tests). All subsequent Tests are made using **Soul (Beast Handling)** only.

✧ **Back Away Slowly:** You decide that perhaps the beast is too great, and slowly back away while it is safe to do so.

✧ **Return Later:** You leave the beast for now but plan to return later. During your next downtime period, you can take this Endeavour again to continue trying to bond with the beast. The first Test requires **Mind (Survival)** to track the beast again, and the remaining two Tests require **Soul (Beast Handling)** to bond with it.

Fyreslayer characters may replace one of their three Skill Tests with **Soul (Devotion)**, once per Endeavour.

If you get no successes on one of the three Tests taken during this Endeavour, the beast ignores you. You can choose to try again during your next downtime period, but must start from the beginning.

If you get no successes on two of the Tests, the beast lashes out and attacks you. You suffer a Lasting Wound — this has the same effect as a Minor Wound but cannot be healed until your next downtime period.

If you get no successes on all three Tests, the beast mauls you and you barely escape alive. You suffer a Lasting Wound and begin play with a Deadly Wound.

MAGMADROTH TRAITS

Magmadroths come in an array of colours, shapes, and sizes, their bodies and temperaments shaped by conditions of their upbringing. GMs can add one or more Traits to the basic Magmadroth profile (*Soulbound*, page 310) to present players with a more unusual challenge. Players may attempt to tame a Magmadroth with one of these Traits, though it increases the Complexity of the Extended Test (see above).

Magmadroths successfully trained as a *Loyal Companion* may develop one or more Traits as they age. This is a new option for the *Train Companion* Endeavour (*Soulbound*,

page 159), requiring a **DN 4:8 Soul (Beast Handling)** **Extended** Test. When training Magmadroths, Fyreslayer characters may replace one of their three Skill Tests with **Soul (Devotion)**, once per Endeavour.

The lifecycle of a Magmadroth proceeds from Youngblood, to Adult, to Ancient. A Magmadroth can only develop one Trait at each lifecycle stage. Magmadroths with an Adult Trait cannot develop a new Youngblood Trait, and Magmadroths with an Ancient Trait cannot develop any new Traits at all.

CINDER-CREST YOUNGBLOOD

Dark-crested Magmadroths contest with abyssal horrors in the deepest pits of the realms, and are shockingly destructive even by the standards of their species. When an enemy is knocked *Prone* by the Magmadroth's Lashing Tail attack, they are also *Stunned*.

EMBER-SPINE YOUNGBLOOD

Some Magmadroths grow longer spines from their backs and tails, filling up more space to block faster prey from escaping past them in tunnels. If the Magmadroth does not Move, it can Defend as a Free Action.

FLAME-SCALE YOUNGBLOOD

Colourful displays are good for attracting mates, but bad for remaining hidden. Brightly-scaled Magmadroths depend on speed instead of stealth whilst hunting. When the Magmadroth makes an attack as part of a Charge, it rolls additional dice equal to its Training in Might.

FIRE-CLAW ADULT

Magmadroths with an appetite for tough prey develop an ability to ignite their claws, tearing through hide and scale with the heat of their rage. When the Magmadroth attacks with its Claws, the attack's *Rend* Trait reduces Armour *before* dealing Damage.

FURNACE-MAW ADULT

When contending with larger prey, these Magmadroths grasp their jaws around a victim, breaking bones with harsh shakes back and forth. When the Magmadroth deals Damage with its Blazing Maw, the target is also *Restrained*.

LAVA-TONGUE ADULT

A Magmadroth that feeds well on volatile prey and lava develops an even more aggressive metabolism. They are fiercely protective of their rich hunting grounds. When the Magmadroth uses its *Roaring Fyrestream* Trait, targets increase the Difficulty by 1, resulting in a **DN 5:3 Body (Reflexes)** Test.

ASH-HORN ANCIENT

Some Magmadroths, especially those raised in captivity, develop fierce protective instincts. Increase the Defence of all allies within Short Range one step, including the Magmadroth itself.


COAL-HEART ANCIENT

Magmadroths that survive a lifetime of battles find broken scales regrow darker and hard as rock, but just as blazing hot as before. The Magmadroth gains +1 Armour, and its Armour cannot be destroyed or bypassed by spells or features such as the *Penetrating* Trait.


PYRIC-VEIN ANCIENT

The pulsing circulatory system illuminating these aged Magmadroths from within foretells they are destined to explode upon death, in imitation of their foremother. The Magmadroth inflicts 4 Damage with its *Volcanic Blood* Trait. After this Damage is calculated, the target's Armour is reduced by 1.






Magmadroth
Battle Throne



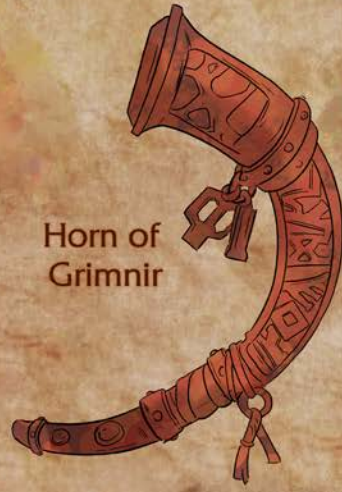
Flamestrike
Poleaxe



Forge
Key



Braces of
Ember Iron



Horn of
Grimmir

FYRESLAYER EQUIPMENT

Items produced from Fyreslayer forges are invariably intricate, sturdy, and battle-ready. Many continue to radiate heat long after their forging. Precious items, especially weapons, may be ancestral heirlooms passed down for countless generations. Non-Duardin found to have Fyreslayer wargear should be prepared to answer for it — with a good explanation or a better sword arm.

The items in this section are predominantly intended for Fyreslayer characters to purchase during character creation or with the *Shopping Endeavour*. Some items might also be appropriate for other character concepts, subject to the GM's approval.



FYRESTEEL

The Fyreslayers are proficient in working all forms of metal, but their preferred material for weaponry is fyresteel. It is a manufactured alloy, commonly containing traces of iron, gold, and silver to produce a gleaming, hard-wearing substance that stays sharp even after a few good fights. Each lodge favours its own particular blend of ingredients, protecting their trade secrets from outsiders and each other. Most reluctantly admit that the Hermdar lodge in Aqshy are masters of fyresteel crafting, for their weapons glow red-hot, never losing the heat of their first-forging..

BLADED SLINGSHIELD

Fyreslayer shields are multi-purpose tools. As well as intercepting enemy blades, their bladed circular edges are deadly weapons in their own right. Their discus shape is perfectly balanced for throwing short distances, usually at enemies a Fyreslayer is rampaging their way towards. The cost of this versatility is reduced protection from ballistic attacks — for that the Fyreslayers trust in their ur-gold runes and Grimmir.

A Bladed Slingshield increases the bearer's Defence by one step, but only against melee attacks.

BRAZIER-STAFF

The highest-ranked Zharrgrim carry Brazier-Staffs as a badge of office, their long, metal torches ignited by a lodge's master-forge. This ever-blazing echo of the Zharrkhul bolsters faith and courage alike.

When wielded by a Fyreslayer with the *Blessed (Grimmir)* Talent, a Brazier-Staff removes any *Obscured* Traits from its Zone. Fyreslayers in the same Zone as the brazier, including its wielder, gain +1d6 on Determination and Devotion Tests.

FLAMESTRIKE POLEAXE

Another weapon enchanted by the master-forges, these flanged braziers are attached by chains to a single-headed poleaxe. Heavy and impractical, an experienced user employs the combination of axe and burning flail to even the odds when outnumbered, whilst a perfect 'flamestrike' from both assures the utter destruction of a single target. Traditionally they are weapons of the Hearthguard



Berzerkers, veteran bodyguards of the Runefathers and Runesons, who prove their loyalty by battling monsters in gruelling Trials of Grimfyre.

Each result of 6 on an attack with a Flamestrike Poleaxe grants an additional success. The maximum bonus successes is equal to the wielder's Body.

FORGE KEY

Keys are a recurring symbol in Fyreslayer iconography, representing the magic of Aqshy, their covenant with Grimnir, and the promise of ur-gold secrets yet unlocked. Zharrgrim priests are awarded Forge Keys for progressing through the ranks, from simple iron keys for beardling apprentices, to gold keys for experienced smiths. These keys are also functional, unlocking the fortified gates dividing the magmahold halls. Runefathers and Runesons also carry keys to unlock important locations within their lodges, and lodge-lords even carry great Latchkey Grandaxes, that double as weapons of war.

Forge Keys can never be purchased, but are gifted to Fyreslayers for service, valour, or important ur-gold discoveries. Archetypes that receive a Forge Key (Holy Symbol) as part of starting equipment, such as Auric Runesmiters, may exchange it for one of these Forge Keys, at the GM's discretion. In addition, any of these keys may also be part of a Latchkey Axe at the GM's discretion.

- ✱ **Key to the Fyrethrone:** The doors to a magmahold's throne room can only be opened by a lodge's ruling family, their most trusted advisors, and captains of

the Hearthguard. This key of Magmadroth-scale grants the bearer Advantage on opposed social Tests to interact with Runefathers, Runesons, and other Fyreslayer royalty.

- ✱ **Key to the Forge-Temple:** The centre of a lodge's Zharrgrim order contains the master-forge, where ur-gold runes are hammered into shape. This golden key grants the bearer Advantage on opposed social Tests to interact with Zharrgrim.
- ✱ **Key to the Magma-Vault:** Fyreslayer treasuries contain both unsmelted ur-gold and common gold remains. Ancient relics of the first-forged magmaholds are also preserved here, and only Fyreslayers with respect for history are awarded this ember-iron key. It provides the bearer Advantage on social Tests to interact with elder Fyreslayers.
- ✱ **Key to the Hall of Fyre:** The great drinking halls of the Fyreslayers host feasts, celebrations, recitals and fight clubs. The most beloved Battlesmiths are often recognised by this fyresteel key, which provides the bearer Advantage on social Tests to interact with common, unordained Fyreslayers.
- ✱ **Key to the Magmahold:** This 'key to the city' is formed of a lodge's most common metal, and recognises the bearer as welcome in any of their lodge's magmaholds. Receiving this key from another lodge is a great honour. It provides the bearer Advantage on social Tests to interact with Fyreslayers from a specific lodge other than the bearer's.

GOLD

Gold is not the most favoured currency in the Cities of Sigmar, but few merchants would reject it. It is an eternally popular choice for jewellery and architecture amongst the privileged elite. Gold is also well known as the only payment Fyreslayer mercenaries will accept, and many city treasuries tend a secret stockpile of gold in case they are ever desperate enough to require Fyreslayer aid.

As an approximate rule, an ingot of gold bullion is worth one sphere of Aqua Ghyranis. A thin gold kilobar is worth around one phial, and a small bag of coins worth one drop. Proportions of ur-gold vary, but extracting 6 pounds of ur-gold from a single gold bullion block is considered a respectable find. Most gold in regular circulation contains no ur-gold whatsoever – the lodges snatch up exceptions very quickly – but when fresh supplies from city vaults, a lord's account, or successful mining becomes available, the Fyreslayers are rarely far behind.

GROOMING KIT

Hair and beard grooming is a spiritual undertaking for Fyreslayers. They style themselves after Grimnir, wearing long braided beards and extravagant mohawk crests. On campaign, unit leaders known as karls lead symbolic hair-styling rituals, sharing carefully prepared concoctions to reinforce the colours of their lodge. Fire-red hair is a perennial favourite, but exceptions exist, such as the coal-black beards of the Greyfyrd and star-streaked hues of the Tangrim.

Warriors travelling alone are seldom as diligent at maintaining Fyreslayer fashion, their flattening crests occasionally derided by peers. Grooming kits of dyes, oils, mirrors, razors, and combing blades help the more conscientious Duardin maintain their lodge's stylings or a personal aesthetic.

HORN OF GRIMNIR

Fyreslayer music tends to be loud, stirring, and percussive. It commonly accompanies activities where continuous rhythm is desired, including manual labour, saga recitals, and battlefield manoeuvres. Great bells and drums are common, but the most-favoured instrument is the Horn of Grimnir, a long, overhead-curling brass tube said to evoke the booming voice of the Fyreslayers' god.

FYRESLAYER EQUIPMENT

Name	Cost	Availability	Damage	Traits
Bladed Slingshield	120D	Rare	+ S	Slashing, Thrown (Short)
Brazier-Staff	420D	Exotic	1 + S	Crushing, Magical, Two-handed
Flamestrike Poleaxe	350D	Exotic	2 + S	Slashing, Magical, Two-handed
Forge Key	N/A	Special	–	–
Grooming Kit	55D	Common	–	–
Horn of Grimnir	130D	Rare	–	–
Latchkey Axe	300D	Exotic	1 + S	Slashing
Loupe	45D	Common	–	–
Magmadroth Battle-Throne	2500D	Exotic	–	–
Magmalt Ale, pint	8D	Exotic	–	–
Magmapike (Melee)	490D	Exotic	2 + S	Slashing, Two-handed
Magmapike (Ranged)	490D	Exotic	1 + S	Loud, Penetrating, Piercing, Range (Long), Restraining, Two-handed
Mining Kit	50D	Common	–	–
Tattooing Kit	95D	Common	–	–
Wyrmslayer Javelin	320D	Exotic	1 + S	Piercing, Thrown (Medium)

As an Action, you can blow into the horn and make a **DN 4:1 Soul (Entertain)** Test. Fyreslayers and other members of your Binding in your Zone increase their Speed one step for a number of rounds equal to the successes.

LATCHKEY AXE

Built in imitation of the Latchkey Grandaxes wielded by Auric Runefathers, the teeth of this axe are used to catch enemy blades and snap them with a forceful twist.

When you make a successful Called Shot to the arms (*Soulbound*, page 142) with the Latchkey Axe, the disarmed item is broken until restored with the *Repair Equipment* Endeavour or similar. Each Latchkey Axe is also a functioning key, which opens a secret vault in the bearer's magmahold — players should work out the details with their GM!

LOUPE

This small magnifying glass, easily pocketed or hung from a necklace, is popular with jewellers, watchmakers, and other fine craftspeople. Fyreslayers sometimes use them to examine gold for microscopic evidence of something more valuable.

LONG WAY FROM HOME

The cost and availability of items listed in this section are conditional on where they are purchased. This goes especially for Fyreslayer equipment, as their wargear is usually forged within their own magmaholds, and mercenary fyrds can go many years without returning home.

The Availability of the items in this section assume the character is reasonably close to a Fyreslayer encampment, or a semi-permanent posting, such as those commonly found in the Cities of Sigmar.

As a rough guide, a Fyreslayer who purchases these items from a magmahold can improve their Availability one step. However, procuring these items from a city with little-to-no Fyreslayer representation typically decreases their Availability one step, assuming they are available at all.

MAGMADROTH BATTLE-THRONE

No Magmadroth will stoop to wear a saddle or bridle. The few Fyreslayers with Magmadroth mounts do not sit upon their scorching backs, but stand upon specially constructed battle platforms. They are shaped almost like anvils, with the Fyreslayer bracing against the flat face of the throne. The horn rising above and behind them serves as a chimney, venting smoke and sacred incense heated by the Magmadroth's raging metabolism.

Fyreslayers riding upon a Magmadroth Battle-Throne increase their Melee and Defence one step.

MAGMALT ALE

This scorching, syrupy, pungent brew is the ale of choice for Fyreslayers. To prevent the bubbling mixture exploding in storage, the Zharrgrim mark barrels with runic inscriptions to leech out some of the heat while taverns in the Cities of Sigmar use ceramic plates to achieve the same effect. Rumours the ale is mixed with lava are exaggerated — except on special occasions.



MAGMAPIKE

Fyreslayers sufficiently restrained not to charge straight into melee favour the Magmapike as the missile weapon of choice. These poles shoot concentrated bolts of sizzling lava from a stylised Salamander's head. Any target not incinerated by the blast is encumbered by embedded chunks of fast-setting rock. The Auric Hearthguard, defenders of the Zharrgrim and their forge-temples, use Magmapikes to kill from afar without leaving their posts, switching to the axehead at the weapon's base for close-quarter engagements.

Magmapikes can be used as both ranged or melee weapons, with the profiles shown on page 62.

MINING KIT

When deposits of ur-gold are found beneath the ground, Fyreslayers are expected to dig for it. There is little honour found in this work, but the Zharrgrim preach it is all a part of reclaiming Grimnir's spirit before the coming Doomgron. A typical mining kit contains pans, shovels, matchsticks, torches, and chalk. It is commonly supplemented with a Pick (*Soulbound*, page 103).

TATTOOING KIT

Ceremonial tattoos and scarification are common pre-battle rituals for Grimnir's faithful. Since Fyreslayers wear little in the way of clothing, their choice of tattoos are a rare opportunity for naked self-expression. To a trained eye, a Fyreslayer's tattoos reveal a great deal about their loyalties, experiences, and ancestry. A typical kit contains needles, inks, design sketches, and steriliser. Artists skilled at working ink are highly regarded.

WYRMSLAYER JAVELIN

These spears are carefully balanced to be thrown or braced for melee. They are topped with crooked blades and a reversed hook that embeds deep into a monster's hide, making them a popular choice for Runesons and vainglorious warriors seeking to fell the largest prey.

Wyrmslayer Javelins deal +1 Damage to Large or larger Beasts.

ICONS OF GRIMNIR

Icons of Grimnir are always unique creations, imbued with the personal style of the Battlesmith who creates and wields it. Fyreslayers revere their ancestors as much as any Duardin, and most Battlesmiths seek to emulate historically significant iconography in their designs. No icon is ever truly finished, and diligent Battlesmiths refine their masterwork between battles, repairing damage and tailoring its image to best reflect the mood of the current campaign.

An Icon of Grimnir may bear one of the designs below. Changing an icon's design is an Endeavour requiring Smith's Tools, 100D worth of materials, and a **DN 4:6 Body (Crafting) Extended** Test. As part of character creation, Battlesmiths may choose for their Icon of Grimnir to begin play with one of these designs.

ICON OF FRATERNITY

Battlesmiths on longer campaigns personalise their icon to suit their comrades, incorporating tokens, personal heraldries, and inside jokes whilst preserving the soul of their god. It is an incredibly rare honour for non-Duardin to be acknowledged this way.

The icon bearer and allies within sight of this icon gain +1d6 on Entertain Tests.

ICON OF GRIMNIR'S CONDEMNATION

The glowing eyes of this icon evoke legends from the Age of Myth, when Grimnir was purported to best sorcerous abominations with sheer stubbornness.

The bearer of this icon may spend 1 Mettle to Unbind spells within Long Range (*Soulbound*, page 91), using Soul (Entertain) instead of Mind (Channelling).

ICON OF THE ANCESTORS

This simple archaic design is enduringly popular, recalling the glorious last stands of the first-forged lodges that remain deeply embedded in Fyreslayer memory.

MASTER-FORGED WEAPONS

The greatest Fyreslayer weapons are crafted in a magmahold's forge-temple, their blades heated in the master-hearth by the flames of Zharrkhul. These weapons can never be purchased, only gifted or forged by the wielder's own hands. They are touched with a fraction of Grimnir's own essence, and can be further empowered with ur-gold runes, much like the Fyreslayer wielding them.

If a Fyreslayer is fortunate enough to wield a Battleaxe, Greataxe, Handaxe, or Runic Iron (*Soulbound*, page 103) crafted from a magmahold's master-forge, it receives the *Magical* Trait and a single ur-gold rune. This counts towards the wielder's maximum

number of runes as normal, but is never rendered inert and can never be replaced. Runes that only last for a single battle, such as the *Rune of Frenzy*, are revitalised and can be used again after a period of downtime between adventures.

Doomseekers traditionally forge their own weapons in a magmahold's master-forge as their last act before leaving their lodge. During character creation, a Doomseeker may choose to sacrifice their free choice of ur-gold rune to gain a Master-Forged Weapon, and apply a single ur-gold rune to that weapon instead.

If the bearer does not Move, Charge, or Run on their turn, their Defence increases one step until the start of their next turn.

THE NULSIDIAN ICON

The spell-siphoning effects of this newer, rune-carved design have been especially popular since the Necroquake.

The icon bearer and allies within Short Range gain +1 Armour against *Magical* weapons and spells, and gain +1d6 on Tests to resist spells.

ARTEFACTS

The items below are rare treasures of the Fyreslayers, produced in small numbers or are one-of-a-kind. Most are magical or divine in origin, and all mark the wielder as deserving respect.

FYRESLAYER ARTEFACTS		
Name	Cost	Availability
Axe of Grimnir	N/A	Special
Bracers of Ember-Iron	240D	Rare
Obsidian Glowhelm	450D	Exotic
Salamander Cloak	440D	Exotic
Vosaxe	410D	Exotic

AXE OF GRIMNIR

Throughout history, several axes have been identified as the personal weapon of Grimnir himself. Given the war-god's pragmatic attitude to fighting with whatever was closest to hand, they may all be correct. Only the strongest Duardin prove worthy to wield these weapons, and they are revered by all Fyreslayers, even as the unquenchable rage of Grimnir devours their personal identity.

The Axe of Grimnir is a melee weapon with the following statistics.

✧ **Axe of Grimnir:** 2 + S Damage. *Slashing, Magical, Two-handed.*

Once per turn, when making a melee attack with the Axe of Grimnir, the wielder may reroll as many dice as they wish. They must keep the second result.

BRACERS OF EMBER-IRON

Before the Fyreslayers perfected fyresteel, some crafted their weapons from ember-iron. This black iron has veins of ember running through it and seems to glow with an internal light. Ember-iron is incredibly heavy, and only the strongest people can bear its weight. Those who can find the ancient metal to be tough and durable.

Ember-iron Bracers grant the wearer +1 Armour, but require Body (3) to wear. They do not count as Armour when determining if the bearer's *Runes of Iron Skin* will activate.

OBSIDIAN GLOWHELM

Although the Fyreslayers disdain armour, metal warhelms are a noted exception, if only for their convenience in reinforcing a Fyreslayer's distinctive hairstyle. This particular helmet is enchanted by Zharrgrim to absorb the power of nearby runes and disperse them over the battlefield.

Once per turn as a Free Action, the wearer may choose one of their active ur-gold runes and an ally within Long Range. The ally gains the benefit of that rune until the start of the helm bearer's next turn.

SALAMANDER CLOAK

Often favoured by Auric Runemasters, the scales of these cloaks are imbued with the elemental fury of Vulcatrrix herself. Blows targeting the wearer rebound with a flash, not unlike the volcanic blood spurts from injured Magmadroths.

Any creature that Damages the wearer with a melee attack suffers 2 Damage.

VOSAXE

Vostarg is the last of the first-forged lodges. Their Runefathers have sired innumerable successor lodges and sealed honoured pacts with more distant relations. When their distinctive Vosaxes, crafted from revered Vostargi obsidian, are wielded by Fyreslayers outside their lodge, it is a tell-tale sign of a glorious shared history.

Vosaxes are melee weapons with the following statistics.

✧ **Vosaxe:** 2 + S Damage. *Magical, Rend, Slashing.*

MAGMIC INVOCATIONS

The greatest miracles of the Zharrgrim are Magmic Invocations, raging manifestations of Grimmir and Vulcatrix's undying spirit. Like Endless Spells, these powers have multiplied since the Necroquake, bolstered by the surging magics of Aqshy. Unlike Endless Spells, Magmic Invocations blaze bright and then extinguish, too volatile and temperamental to persist even when empowered by the Arcanum Optimar.

These Miracles are available to characters with the *Blessed (Grimnir)* Talent.

MOLTEN INFERNOTH

Cost 3 Mettle **Target:** Location within range
Range: Long **Duration:** Sustained

You call forth an elemental manifestation of the blazing wrath of Vulcatrix, which bursts from the earth to consume your foes in raging torrents of lava. Choose a Zone within Long Range. The Zone immediately becomes a *Hazard*. When a creature enters the Hazard for the first time or starts its turn there, it takes Damage equal to your Soul plus your levels of Training in Devotion. Flying creatures in the Zone suffer half Damage as they are caught in the fiery eruptions of the Infernoth. Creatures caught in the Infernoth, including flying creatures, permanently reduce their Armour by 1 as it melts away in the intense heat.



On your turn, you can take an Action and spend 1 Mettle to sustain *Molten Infernoth*. As part of sustaining this Miracle, you may move the Infernoth to an adjacent Zone. After moving to another Zone, the Infernoth inflicts 4 Damage on all enemies within its Zone, and permanently reduces their Armour by 1.

RUNIC FYREWALL

Cost 3 Mettle **Target:** Location within range
Range: Medium **Duration:** Sustained

You command a *Runic Firewall* to rise from the fiery chasms underground, creating a scintillating barrier of gold and flames to block your enemy's path. Choose two Zones within Long Range. You create a wall of flame between the two Zones. The wall extends the full boundary between the two Zones, but is always a straight or curved line, never an enclosed shape. The Firewall blocks all lines of sight. A creature can make a DN 4:1 Body (Fortitude) or Mind (Determination) Test opposed by your Soul (Devotion) to try to force their way through the barrier. Regardless of whether they succeed or fail, they suffer 10 Damage.

Any Fyreslayer in an adjacent Zone to the *Runic Firewall* may choose one of their active ur-gold runes. As long as the Fyreslayer remains adjacent to the Firewall, they count as possessing an additional rune of that type, as the strength of Grimmir is inflamed within them. This does not count towards the Fyreslayer's maximum number of runes.

On your turn, you can take an Action and spend 1 Mettle to sustain this Miracle.

ZHARRGRON FLAME-SPITTER

Cost 3 Mettle **Target:** Zone
Range: Long **Duration:** Sustained

You summon flaming magma from the bowels of the earth, shaping it into molten geysers to direct at your foes. The *Zharrgron Flame-Spitter* erupts from the earth beside you, spilling forth lava that seems to consciously avoid harming you and your allies. Your Zone becomes a *Deadly Hazard*, but only affects your enemies. When you move, the *Zharrgron Flame-spitter* moves with you.

On your turn, you can spend 1 Mettle as a Free Action to sustain this Miracle. While the *Zharrgron Flame-Spitter* is active, you can use an Action to launch an arching glob of lava at an enemy within Long Range, dealing 5 Damage.

BREATH OF GRUNGNI

6

It is said when Grungni the Smith-God laboured to create his masterworks, his exertions, and cast-offs from magical materials worked at his forge, merged to produce a new substance. This miraculous creation was dispersed by aetheric winds to all the Mortal Realms. The gas became known as aether-gold, and enterprising Duardin used its energy to fuel incredible technological advances. But only when the first sky-ports ascended, and the Kharadron Overlords emerged, was the true power of aether-gold discovered.

Since then, aether-gold has transformed Kharadron society, with every stratum of their culture streamlined to maximise procuring and exploiting the resource. Many of the Duardin traditions of lineage, patriarchy, and religion have given way to a meritocracy, much to the ire of more traditional sky-ports. Duardin who excel at finding, mining, or manipulating aether-gold are rewarded with profit and social advancement, regardless of origin. New aether-

powered machinery is always in demand, and craftspeople skilled at harnessing its energies are well regarded and compensated.

The Kharadron are not alone in their appreciation for aether-gold. Colossal airborne predators are drawn to its presence by animal instinct. The arcanites of Tzeentch employ it in rituals, and Grotbag Scuttlers feed it to squigs, creating quickly deflating airborne monstrosities. Most recently, the Ironweld Arsenal have drawn the ire of the sky-ports for siphoning off the substance for their own experiments. None, however, have achieved the same level of success as the Overlords. Their technology is a step ahead of any other culture in the Mortal Realms, much to the envy of the Cities of Sigmar. The minds of their best aether-crafters have innovated solutions to problems that have beset civilisations since antiquity, and their progressive studies show no sign of abating. For all other quandaries, the firepower of their aether-weapons is usually sufficient to settle the issue conclusively.

MASTERS OF THE SKIES

The practical applications of aether-gold were first discovered in Chamon during the Age of Myth, at the height of the Khazalid Empire. Innovating Duardin harnessed aether-gold to produce lighter-than-air buoyancy aids, and combination steam or cogwork engines. Of course, aether-gold was just one of many metals mastered by the Khazalid, as they raised glittering citadels of mechanical artifice. This golden age was not to last.

RISE OF THE OVERLORDS

In the Age of Chaos, the daemons of Tzeentch toppled the Duardin karaks one-by-one, undoing their achievements with confounding and devastating magic, or the transmutation of the realm itself. As traditional technologies proved helpless against these horrors, pioneering craftspeople sought to forge a way ahead to save their people. Experiments with aether-gold accelerated ten-fold, until the Duardin were forced by circumstance to attempt a desperate plan. They affixed their artificial cities to great endrinspheres filled with aether-gold, ascending to begin new lives in the sky, as the last of the mountain holds fell to the Ruinous Powers.

The first voyages of these sky-ports were fraught with danger. The science of air travel on this scale was not well understood, and many cities were lost to catastrophic mechanical failure. The remainder were harried by flying daemons — many brave Gyrocopter pilots gave their lives in aerial dogfights to help their kin escape. Even when they reached safety, the aeronauts realised their new homes would require a constant influx of aether-gold to stay afloat. Sky-ports that had fought together against the tide of Chaos were now deadly competitors at a time when what the Duardin needed most of all was time to rebuild their shattered civilisation.



The threat of civil war was postponed by the landmark Conference of Madralta. Upon this floating island, representatives from the seven great sky-ports agreed to a shared constitution. They called this covenant the Kharadron Code, from the Khazalid word for 'born from the sundered mountain'. Amongst the many laws ratified at Madralta were strict restrictions on the claiming, mining, and stockpiling of aether-gold, and assurance of robust patents and protections for creators of new aether-technology. This agreement financially incentivised a whole generation of Kharadron to push the boundaries of aethercraft and endrineering, whilst ensuring any weapons they developed were trained on their enemies, not each other.

THE SKY-PORTS

The first sky-ports were products of necessity — ungainly, mechanically unreliable, built for survival not comfort. Duardin refugees crowded in wherever they would fit, with any space not dedicated to transport or propulsion equipped for war. Since then, the sky-ports have expanded into true cities, with homes, businesses, entertainment venues, and even more cannons. They are the ultimate destinations for aether-gold mining projects, their lights, industry, propulsion, and arms production only possible so long as their rapacious energy demands are satisfied.

Most sky-port residents work one trade or another. Whalers and sky-fishers orbit the congested airspace around each port, returning daily with the latest catch to feed kith and kin. Stevedores load and unload shipments while junior Endrineers repair airship damage, and dream of sailing with the Arkhanaut Companies. Beyond the city's perimeter, workhalls and almshouses are packed full of ever-toiling manufacturer Duardin, each the master of a highly specialist craft. These factories are fuelled not only by aether-gold, but also by combustible gases, Aqshian firepowder, and even fractions of chamonite realmstone, casting clouds of polluting industrial run-off that clog sections of the sky-ports in smog.

The centre of the city houses the schools and workshops of the elite Endrineers and Aether-Khemists Guilds, prestigious establishments producing the most advanced technology in the Mortal Realms. Though each sky-port is ruled by an Admiral's Council, the major guilds wield an incredible amount of power. Without Endrineers to maintain the aethermatic energisers, Aether-Khemists to regulate aether-gold dispersal within endrinspheres,

and Aetheric Navigators to guide its flight, the sky-ports would plummet to destruction. Yet, despite this essential work, the guilds' most esteemed positions are not found within the sky-ports, but on the frontier alongside the sky-fleets. Here the greatest opportunities for new wealth are found, between life or death battles against aerial predators. Pioneering spirit is the character trait most respected by the Kharadron, and those who work on routine infrastructure are used to having their crucial work overlooked.

THE ENDRINEERS GUILD

Of the major guilds, the Endrineering Academies produce the most varied craftspeople. Their graduates specialise in all kinds of metalwork, including shipwrighting, forging, machine operating, and weapons design. Much of their work is far beyond what any Cogsmith of the Ironweld Arsenal could hope to create, for one key reason — almost all their output is either manufactured or operated using aether-gold. Although the Endrineers do not have the scientific education of Aether-Khemists, they must demonstrate a practical understanding of aether-gold's capabilities and its limitations to progress through the guild's hierarchy.

Any new machine requires rigorous testing, and Endrineers are notorious for always testing their creations personally. For wargear development, this means seeking out the toughest conflicts, to really put designs through their paces. One of the guild's most celebrated wings is the Endrinrigger corps, junior guild-members who accompany Arkanaut warships on their voyage, often borne aloft by personal aether-endrins and flight suits. Many perish effecting repairs under fire, but survivors of profitable expeditions share in the prestige, rising to the rank of Mizzenmaster and beyond.

Every endrineering student yearns to achieve the rank of Endrinmaster. As titans of industry with a proven record of profiteering, they are free to pursue whatever personal design projects interest them, without fielding tiresome progress requests or budget restrictions from the guild. When accompanying the Arkanauts to battle, they are honoured with a place aboard the fleet's flagship, though many Endrinmasters (especially former Endrinriggers) deploy on dirigible suits instead. The greatest Endrinmasters of all graduate from the Great Coghalls, the Academies of Barak-Zilfin, whose creations outstrip every sky-port in their beauty, craftwork, and operating speed.

THE AETHER-KHEMISTS GUILD

However impressive the creations of the Endrineers, they would be useless without aether-gold to power them. The Aether-Khemists have an annoying habit of pointing this out, often whilst demonstrating their superlative understanding of measuring, harvesting, storing, and adapting the material. They experiment tirelessly, synthesising compounds of aether-gold with chamonite realmstone and other exotic substances, and generating dubious alchemical reactions to examine the results. It is a dangerous field of study, but without investigators willing to push the boundaries of accepted science, their ancestors may have never risen to the sky.

Common specialisms of Aether-Khemists include energy generation, aero-density measurement, and alchemical alloying. New properties of aether-gold manifested since the Necroquake have not gone unnoticed by the guild, who pay handsomely to those embarking on this new field of alchemical study in collaboration with the Nav-League's Aetheric Navigators. Military applications are seldom a priority for the guild, but many Aether-Khemists have accidentally blown up their lab, subsequently discovered a way to bottle the explosion, and sold their designs for incalculable profits.



Compared to the Endrineers Guild and its complicated organisational hierarchy, the structure of the Aether-Khemists Guild is relatively flat. After an apprentice completes their formal education at the guild's teaching laboratories, most intern with an established Aether-Khemist until they are respected enough to head their own facilities. The eldest Aether-Khemists have a reputation for eccentric or disagreeable personalities, squabbling with each other over obscure academic controversies, and occasionally dabbling in full-blown industrial espionage. Whether this is characteristic of routine scholastic factionalism, or the paranoia-inducing effects of sniffing aether-gold for a living, is open to debate.

Not every Arkanaut warship is lucky enough to travel with an Aether-Khemist, but captains seeking new aether-gold finds are advised to furnish their extraordinary fees. No Kharadron is better at identifying the richest concentrations of aether-gold deposits, nor deducing the most efficient way to mine its contents. If confronted by battle, Aether-Khemists fight as much with their minds as their bodies. Their fingers dance over the modes of their Atmospheric Anatomiser, switching between vacuums, poison clouds, and firearm-enhancing aether mists as the situation requires.

THE NAV-LEAGUE

Though the Aetheric Navigators are not inventors like the Endrineers and Aether-Khemists, they have a crucial role to play in aether-gold mining. Their diligent mapping of the Mortal Realms' airways helps sky-ships navigate airborne hazards and abnormal weather phenomena, arriving at their destinations as safely and quickly as possible. For this service, Aetheric Navigators who accompany Arkanaut fleets always receive a generous share of the expedition's profits.

To qualify for the Navcademies, a Kharadron must demonstrate daunting command of mental arithmetic, a taster of the complicated formulae they need to recall when plotting a course through raging voidstorms and Megalofin migrations. Despite their academic skill and peculiar assortment of scientific equipment, much of an Aetheric Navigator's success is ultimately determined by experience and instinct. Perhaps this elemental empathy is why the Nav-League's members have proven capable of manipulating slipstreams of magic, dispersing their coalescence to thwart the efforts of enemy spellcasters. The Aether-Khemists have devoted many resources and research time to explore this phenomenon, hoping to co-opt the power themselves, and adapt it for control of aether-gold currents. So far they have enjoyed little success.



THE FLEET SERVICE

Arguably the greatest Kharadron creations are their magnificent flying machines, ships held aloft by aether-gold powered endrinspheres. Whilst skyvessels are crafted by the Endrineers Guild, it is the Fleet Service's duty to finish arming and armouring them, purchasing weapons and equipment from chartered companies eager to secure a lucrative contract. Crewing is a job for Arkanaut companies, who lease ships from the Fleet Service for their own aether-gold expeditions. Those fees are spent on maintaining the fleet's battle-readiness, for in times of need, the admirals of the Fleet Service are empowered to requisition any ships needed for the defence of their sky-port.

The Fleet Service has always been the most powerful guild. Without airships, the Kharadron dominance of the skies and its bounties would be impossible. Though the Fleet Service, like every guild, is a privately-funded enterprise, discretionary investment from the Admiral's Council allows the organisation to profit greatly in times of crisis. Shareholders know their customers will pay almost any price to keep their lives and livelihoods safe.

Fleet Service registries include aetherhulks, cloud-dredgers, and other bulk haulers — massive craft transporting huge quantities of aether-gold. The most common vessels are the much smaller Arkanaut Frigates. Key to this ship-of-the-line's success is its versatility — it is an attack craft, escort, transport, and explorer all-in-one. Discerning customers instead favour the Arkanaut Ironclad, the frigate's larger cousin, bearing heavier weapons and deeper cargo holds. The Fleet Service knows Ironclads are always in demand as expeditionary flagships, and prices it accordingly.

Whilst the Fleet Service celebrates the accomplishments of especially storied sky-ships, they are not sentimental, and constantly refit their vessels with the latest arms and armour. Some vessels trace a continuous history back to the first sky-ports, but have replaced their parts with so many upgraded technologies that nothing of the original ship remains. This is the Kharadron way — a drive for constant advancement with little thought and less sentiment for that which came before.

THE GRUNDCORPS

Much of the Kharadron industrial complex considers war a distraction from business, but to the Grundstok Corporation, war and business are inexorably entwined. They field escort wing formations for hire, accompanying Arkanaut expeditions into hostile territory, with a solemn vow to protect their client's property at all costs. Their elite units of Thunderer marines are equipped with the deadliest Duardin-portable wargear available, and drilled at the most punishing military academies. They are often accompanied by Skywardens, the aerial cavalry of the sky-fleets, who use their personal aether-endrins to swoop on unsuspecting enemies in precision assaults.

One of the great inventions of the corporation is the Grundstok Gunhauler. Designed by combat machinists poached from the Endrineers Guild, this small two-Duardin skycraft is advertised for its speed and firepower, proactively obliterating threats before they can endanger a sky-fleet's transports. Though the Fleet Service and Endrineers Guild both raised legal objections when the Gunhauler arrived on the market, their challenges were overturned by the Geldraad ruling council. Even to the Kharadron, security considerations must sometimes win out over profit.

For the most part, Grundstok dedicates itself to training soldiers, and sub-lets the development of military hardware to other chartered companies. Thrund Armoury in Barak-Zon is one beneficiary of this custom, and many of the firm's shares are held by the Grundstok Corporation. Weapons fabricated with Grundstok investment include the rapid-firing Decksweeper, fortification-levelling Aethercannon, and explosive-launching Grundstok Mortar. This diversity of weaponry has become characteristic of the Grundstok Thunderers, whose combined-arms tactics ensure an appropriate response to any kind of adversary.

CHARTERED COMPANIES

Though the main guilds conspire to monopolise their civilisation's great technological advances, Kharadron society enthusiastically celebrates the disruptive and the bold, who rise from nothing to make their fortune by ingenuity alone. Innumerable chartered companies trade in the shadow of the guilds, hoping freedom from guild fees and membership regulations will provide flexibility to chart their own path. A few succeed, most struggle to get by, and many entrepreneur's dreams end in financial ruin.

The most successful chartered companies corner the market in a very specific product or service. Brewmasters are revered in any Duardin society, and companies such as Bugman's Brew and Grumgar Brothers' Hoppery even provision their ales (or at least watered down knock-offs) to the Cities of Sigmar. Beard oiling, jewel crafting, and weapons manufacturing are honoured trades with equally long histories.

Inggrid-Kaz Aeronautics have emerged as a new competitor, producing custom-adapted endrinspheres with surge injectors beloved of Kharadron speed-junkies. Karst-Bana Aether-Rigging specialise in powered flight suits, marketing to Arkanauts with requirements the basic aether-rig design cannot satisfy. Zonbarcorp are developers of sky-ship weaponry, their devices as straightforwardly destructive as they are undeniably effective. The latest craze is for Uzklad Galebravers products, an outfit emerging in the aftermath of the Necroquake to sell talismans warding off necromantic magics. Though increasingly decried in the sky-ports for their merchandise's dubious effectiveness, they have made a substantial profit in the Cities of Sigmar, especially in Shyish, the Realm of Death.

Non-compete clauses prevent Endrinmasters, Aether-Khemists, and other guild members from starting their own chartered companies, but Kharadron are masters of reinterpreting contractual language to their benefit. Kharadron who travel far from their home sky-port, such as Soulbound, are especially likely to 'explore alternate revenue streams', indulging their special interest in personal projects their guilds would never agree to finance. Occasionally, these side-enterprises bear fruit, and the invention becomes popular in the sky-ports. Their creator must then contend with the legal challenges of their own guild, as intimidating a prospect as any design challenge or live weapons test.

AETHER-GOLD

In its natural form, aether-gold is gaseous, lighter-than-air, and mostly invisible. An Aether-Khemist might perceive sufficient quantities as a thin glittering cloud, easily mistaken as a trick of the light. By alchemical reaction, aether-gold can be transmuted into liquid fuel, or solid bars that resemble common gold, but stronger, brighter, and more malleable.

Though the Kharadron do not consider aether-gold to be magic, it demonstrates many supernatural properties, generating fields of buoyancy, magical resistance, and

incredible amounts of energy. Even the Aether-Khemists Guild does not understand all the material's properties, though they work tirelessly to perfect their knowledge.

Aether-gold appears most prominently in Chamon, like most precious metals, but veins are prone to being easily displaced. Through airborne realmgates known as sky-paths, aether-gold has spread to all the Mortal Realms and transfigured into unusual forms. Aether-gold from Hysh generates its own internal radiance — Aetheric Navigators in that realm are guided as much by reflection as by winds. In Ulgu, aether-gold deposits are hidden in thick banks of mesmerising clouds, difficult to pinpoint even with alchemical readings. All aether-gold veins attract aerial predators, such as Harkkraken and blade-feathered Rakk flocks, but in Ghur the skies are hunted by even more terrible monsters. The largest Megalofin ever recorded was sighted in the Realm of Beasts, making its lair amongst floating islands and Kharadron airship wreckage.

Aether-gold is dangerous to work with. Its extreme alchemical sensitivity to other minerals can result in toxic or explosive mixtures. Contact with large quantities of the substance produces mind-altering effects, including paranoid delusions. The aether-rigs worn by Arkanauts, with their stylised bearded breathing apparatus, are as much to protect the Kharadron from aether-gold's effects as power their mining equipment.

AETHER PROSPECTING

Before mining aether-gold, the Kharadron must discover it. Some of the richest veins, such as the Aetherstream Intrepid at the centre of the Spiral Crux of Chamon, have been known to the Kharadron for generations. Many Arkanauts of Barak-Nar make their living scouring the same patches of the Intrepid repeatedly, and though they do so without fear of the unknown, the malign influence of Tzeentch makes their work no less perilous.

Despite these reliable territories, the Overlords are ever hungry for new acquisitions. The greatest profits go to those who unearth the least-tapped holdings. Some Arkanaut expeditions, especially those sponsored by the Nav-League, are devoted entirely to finding new aether-gold veins, selling potential discoveries to other companies without undertaking mining operations themselves. These 'treasure maps' usually turn up only modest finds, but enough stories circulate of Arkanauts 'striking gold' from a Nav-League discovery to keep their services in high demand.

A surprising number of aether-gold veins are discovered by sheer luck, but the Kharadron have partially succeeded at refining the process into a science. Prospectors must track Megalofin migrations, sky-path vergences, gravitational fluctuations, and Endless Spell manifestations, along with a hundred other variables suggesting the presence of aether-gold reactions. Though the Kharadron are a staunchly rationalist people, a few Arkanauts have even bargained with celestial wizards and priestly oracles to glean a commercial advantage. Increased contact with the Cities of Sigmar has not only diversified the goods the sky-fleets trade in, but presented new opportunities to acquire their enduringly-coveted resource.

AN AGE OF OPPORTUNITY

The Necroquake transformed everyday life in the Mortal Realms, and aether-gold miners felt its effects more than most. Dependable veins were scattered by magical winds, whilst other mines fell to the sudden assault of Nighthaunt processions or rampaging spells. Some hidden deposits became unveiled for the first time, or were formed by aetheric vortices trapping concentrations of spectral phenomena and aether-gold. The Kharadron call this event the *Garaktormun*, the Great Gale of Death, and regard it as both a tragedy and splendid opportunity. After all, their people have a history of forging a glorious new future out of devastating loss.

The Kharadron who fared best in the gale's aftermath reacted quickly and boldly. The Barak-Zilfin sky-port considers these traits their defining attributes, and few were surprised when they responded to the deaths of seven members of their Admiral's Council not with laboured mourning, but with a dozen new expeditionary voyages. Barak-Mhornar's success has been greater still, though the other sky-ports can only speculate how, given the veil of secrecy around their activities. The profits of these endeavours have earned both sky-ports political influence in the Geldraad, the executive government of the Kharadron Overlords.

Aether-gold mining is now more perilous than ever. As the arcanites of Tzeentch command greater magics, they covet greater quantities of aether-gold to fuel sinister rituals. Flying servants of Nagash now scour the realms, preying on Arkanaut companies venturing beyond the safety of their sky-ports. Most disturbing of all is the fate of Barak-Durmmaz, a sky-port entirely overwhelmed by the Nighthaunt advance. Death has not abated their hunger for aether-gold, and now sky-fleets must contest with undead Duardin in the race for airborne resources.

And yet, the Aether-Khemists Guild are delighted to reveal undocumented properties of aether-gold, discovered thanks to fusions with unprecedented waves of magical energy. This in turn has fuelled a new range of aethermatic constructions, which the Endrineers struggle to manufacture at pace to meet demand. What has doomed less-advanced civilisations could give the Kharadron their second wind, even if the naysayers of Barak-Thryng foretell the cost of this progress will be steep indeed.

EXTRACTION TECHNIQUES

Mining a gaseous metal has little in common with the quarries and under-mountain pits of the surface world. It involves vacuuming in large quantities of air, then using alchemical processes to separate the aether-gold from other gases. The more air is harvested, the higher the potential profits; the airborne cloud-dredgers employed for strip-mining of established claims are truly colossal ships. On a much smaller scale, Aether-Khemists can perform the same work with an Atmospheric Anatomiser, collecting evidence to present to a company's shareholders when seeking funding for full mining operations.

Most of the filtration machinery used to extract aether-gold is itself powered by aether-gold — a waste the sky-fleets justify as necessary to continue mining at full-pace. More conservative sky-fleets, the miners of Barak-Thryng foremost among them, use alternative methods, prioritising waste reduction ahead of profit or expediency. The archaic endrin-bellows favoured by Barak-Thryng are operated manually by Duardin labour-teams, their back-breaking toil harvesting half the aether-gold for twice the effort. But by carefully husbanding their resources, the Admirals Council has built up a tidy stockpile of aether-gold, preparing for the day when new finds are no longer easily attained.

Occasionally, waste gases separated from aether-gold can be a profitable resource in their own right. Chamonite is particularly valued as an alchemical reagent, but as dangerous to handle as any other realmstone. Most Kharadron Overlords are far less interested in these substances, instead turning all of their efforts to securing a new aether-gold vein, but enterprising Arkanaut crews are loath to leave any assets of the sky unexploited. A few unfortunate accidents are never sufficient to deter their profiteering intent.

DELIVERING THE GOODS

The final step of mining aether-gold is transporting it to sky-ports. Delivering in bulk is best for the bottom line, and it is common at this stage for the goods to be transferred from storage aboard a cloud-dredger to the dedicated hold-space of an aetherhulk freighter. Metal cylinders, larger versions of an aether-rig's power ingots, are carefully monitored by qualified Aether-Khemists to make sure the gas remains at a stable pressure and temperature in transit.

This is the most dangerous stage of aether-gold mining. Only the most careless hauler crew travels without an escort of Arkanaught Frigates or other warships. Far from the protection of either the mine or their sky-port, the Arkanaughts must deliver their precious cargo all while attracting the attention of skyborne monsters, daemons, and rival sky-fleets — Grotbag Scuttlers, who are less adept at locating aether-gold veins themselves, often seek out and raid these shipments. But this is also the phase of the operation closest to a Kharadron's pay-day, a

surprisingly powerful incentive when all seems bleakest. One successful aether-gold delivery can be enough to settle old debts, secure a stable future, and perhaps finance a Duardin's dream for something better.

Once aether-gold arrives in port, it must clear inspections by dock authorities before it is sold onto other companies for a thousand different uses. At this stage, it may be condensed or sublimated into liquid or solid form, merged with other materials, or subjected to other alchemical practises. Dedicated suppliers may complete this work mid-transit, expensing their clients for the inconvenience.

EQUIPMENT

Kharadron ingenuity knows no bounds, and with dozens of Guild Companies vying for profit and fame, there is no shortage of state-of-the-art goods for consumers to purchase. This section expands the list of available equipment for Kharadron characters, including new Aether-rigs, devices, upgrades, and even prized Kharadron Artefacts. The equipment here follows all the usual rules for aetheric devices (*Soulbound*, page 110) unless otherwise stated.

Changing Your Rig

This section, along with the equipment in the *Soulbound* rulebook, give you a lot of options for building your rig. If you have more devices than your rig can hold and have somewhere secure to keep them, you can store your equipment for use in a later adventure. You can change and swap out equipment as part of the *Regular Maintenance* and *Aethercraft or Endrineering* Endeavours.

AETHER-RIGS

The Basic Aether-rig (*Soulbound*, page 111) consists of a padded flight suit with a number of power ingots, harnesses, and sockets to attach a variety of equipment — perfect for travelling Arkanaughts who adapt their loadout in response to diverse challenges. For those with more specialist requirements, Karst-Bana Aether-Rigging and other manufacturers live to serve, with a range of alternate makes and models. These rigs follow a similar design to the Basic Aether-rig, but are built to provide flexibility or specialisation depending on the rig.



The Aether-rigs below adjust the Power Capacity, Armour, and maintenance overhead of the Basic Aether-rig, and may have additional special rules. As normal, their Power Capacity can be improved by installing the *Expanded Power Supply*, and Armour can be improved by installing *Arkanaut Armour* (*Soulbound*, pages 113 and 115). Unless otherwise stated, the Aether-rigs reduce their Power Capacity by 1 if the wearer doesn't take the *Regular Maintenance* Endeavour (*Soulbound*, page 158) between adventures, just like the Basic Aether-rig.

At the GM's discretion, during character creation you can choose the Durakel or Nilux Aether-rig in place of a Basic Aether-rig.

If you choose the Durakel Aether-rig and are using one of the sample Aether-rigs (*Soulbound*, page 116), you must remove one device that costs 1 Power Consumption. You retain the device and can swap it in at a later date.

If you choose the Nilux Aether-rig, you can purchase an additional piece of equipment to install if you have enough Aqua Ghyranis to do so.

IGGRIND-KAZ 'DURAKEL' AETHER-RIG

Crafting: *Endrineering* Endeavour, DN 4:22, requires 550D worth of materials

One of the earliest creations of Iggrind-Kaz Aeronauticas, this classic model is now considered old-fashioned by most Kharadron, running at lower power capacity than contemporary alternatives. What it lacks in flash, though, it makes up for in rugged dependability. Its extra-efficient, low-maintenance design imposes less on its wearer's time, leaving them free to broker trade deals and pursue personal projects. The traditionalists of Barak-Thryng use the Durakel extensively, but even the daredevils of Barak-Zilfin appreciate the convenience of operating further from maintenance stations without loss of performance.

The Durakel Class Aether-rig has a Power Capacity of 5 and Armour of 1. Its Power Capacity reduces by 1 for every 3 adventures without *Regular Maintenance*, instead of the usual 1.

KARST-BANA 'NILUX' AETHER-RIG

Crafting: *Endrineering* Endeavour, DN 4:22, requires 550D worth of materials

Designed by Karst-Bana Aether-Rigging as a challenger to the dull reliability of the Durakel class, the Nilux demonstrates improved energy output but sacrifices comfort, convenience, and cross-compatibility. Notorious for its unintuitive design, the Nilux nonetheless attracts a community of fervently passionate hobbyists, who decry the 'poor performance' of standard Aether-rigs and trade tips on how best to cater to their suit's eccentricities.

The Nilux Class Aether-rig has a Power Capacity of 7 and Armour of 1. When taking the *Regular Maintenance* Endeavour with this Aether-rig, you must succeed on a **DN 6:1 Mind (Crafting)** Test. If you fail the Test, you do not gain the benefit of the Endeavour and must spend another Endeavour attempting *Regular Maintenance* or reduce the Aether-rig's Power Capacity by 1. In addition, you must increase the Complexity by 1 when undertaking any Tests to repair aetheric devices installed on a Nilux Class Aether-rig or craft aetheric devices for installation on a Nilux Class Aether-rig.

KBCC 'COMMODORE' AETHER-RIG

Crafting: *Endrineering* Endeavour, DN 5:19, requires 475D worth of materials

Engineered by Karst-Bana Aether-Rigging in collaboration with Coalbeard Collapsibles, the Karst-Bana Coalbeard Collapsibles Commodore Class Aether-rig caters to paranoid customers who'd prefer never to be far from their equipment, even (or especially) in trade negotiations. Not an Aether-rig in the traditional sense, the Commodore can be disguised within a toolbox or armoured portfolio, rapidly unfolding for emergency use, offering its wearer with a handful of gadgets they can use to escape an ambush or other disaster.

The Commodore has a Power Capacity of 3, no Armour, and the *Subtle* Trait. Unlike most Aether-rigs, which take several minutes to don, a Duardin can slip into a Commodore Class Aether-rig as a single Action.



KHARADRON EQUIPMENT

Name	Cost	Availability	Damage	Traits
Aether-Rigs				
Iggrind-Kaz 'Durakel Class' Aether-rig	1100	Exotic	–	–
Karst-Bana 'Nilux Class' Aether-rig	1100	Exotic	–	–
KBCC 'Commodore Class' Aether-rig	900	Exotic	–	Subtle
Thrund Armoury 'Gholem Class' Aether-rig	1750	Exotic	–	Loud
Rig Charging Station	800	Exotic	–	–
Aetheric Devices				
Aetherblasters	300	Exotic	1 + S	Aetheric, Close, Loud, Piercing, Range (Short)
Aethercannon	450	Exotic	3 + S	Aetheric, Crushing, Loud, Penetrating, Range (Medium), Two-handed
Aetherflow Adjuster	300	Exotic	–	–
Aetheric Fumigator	300	Exotic	1 + S	Aetheric, Range (Short), Two-handed
Aethershot Rifle	300	Exotic	2 + S	Aetheric, Loud, Piercing, Range (Long), Two-handed
Battle Honours	400	Exotic	–	–
Decksweeper	450	Exotic	2 + S	Aetheric, Loud, Piercing, Range (Medium), Spread, Two-handed
Direction Radiancer	250	Exotic	–	–
'Durek's Handshake'	450	Exotic	1 + S	Aetheric, Close, Loud, Piercing, Range (Long), Spread
Grundstok Mortar	500	Exotic	3 + S	Aetheric, Blast (3), Loud, Range (Medium), Two-handed
Obsidian Carapace	450	Exotic	–	–
Proclamator Mask-Hailer	250	Exotic	–	–
Prudency Chute	250	Exotic	–	–
Device Upgrades				
Aether-Endrin: Injection Booster	250	Exotic	–	–
Aether-Endrin: Weapon Battery	450	Exotic	2 + S	Aetheric, Loud, Piercing, Range (Long), Spread
Aethershot Rifle: Second Barrel	300	Exotic	–	–
Atmospheric Anatomiser: Emergency Ventplates	200	Exotic	–	–
Drill Launcher: Emberstone Drillhead	550	Exotic	–	–
Drill Launcher: Emberstone Drillhead	550	Exotic	–	–
God's Eye: Aetherquartz Monolens	200	Exotic	–	–
Artefacts				
Aethermatic Repulsion Field	400	Exotic	–	–
Celestium Burst-Grenade	150	Exotic	3	Aetheric, Blast (3), Loud, Magical, Range (Medium)
Gattleson's Repeater	650	Exotic	1 + S	Aetheric, Close, Loud, Magical, Piercing, Range (Medium), Spread
Spell in a Bottle	Varies	Exotic	–	–

THRUND ARMOURY 'GHOLEM' AETHER-RIG

Crafting: *Endrineering* Endeavour, DN 4:35, requires 875D worth of materials

Built by the weaponsmiths of Thrund Armoury, the Golem is a gigantic powered exoskeleton, sporting thicker armour and heavier weaponry than any other Aether-rig the Kharadron have produced. Though an incredible technological achievement, it is currently a solution in search of a problem. Too big to travel by airship, too slow to travel by foot, and too heavy for a personal Aether-Endrin, its use is mostly relegated to sky-port defence. As Soulbound Kharadron contend with larger and more dangerous foes, it may be granted a new lease on life.

The Golem has a Power Capacity of 6, 2 Armour, and the *Loud* Trait. It grants its wearer +1 Body, adjusts their Size to Large, and allows them to ignore the *Two-handed* weapon Trait. However, it also reduces the wearer's Speed to Slow, and cannot be installed with an *Aether-Endrin*.

RIG CHARGING STATION

Crafting: *Aethercraft* or *Endrineering* Endeavour, DN 5:16, requires 400D worth of materials

Devised by the Great Coghalls of Barak-Zilfin, these aethermatic, walk-in armourer pods have since become common to every Endrineering Academy. As well as providing storage and charging for rig power supplies, they are useful for running diagnostics, repairing minor damage, and assisting a Duardin into their suit. Rig Charging Stations are too large to be carried significant distances, and can only be transported by reinforced coach or airship. Most take the form of large glass cylinders, which double as extravagant display cases.

Kharadron characters who have access to a Rig Charging Station between adventures gain the benefits of *Regular Maintenance* for one of their Aether-rigs, without needing to use an Endeavour.

AETHERIC DEVICES

This section provides additional aetheric devices for your aether-rig. At the GM's discretion, during character creation you can swap one piece of equipment from a sample Aether-rig (*Soulbound*, page 116) for a device listed here of the same or lower Power Consumption.

Each item is presented in the following format:

- ✧ The name of the device.
- ✧ **Requirements:** Any requirements to use the device, such as other equipment or certain Attributes or Skills.
- ✧ **Power Consumption:** If the device must be installed in an Aether-rig, this lists how much power the device consumes. Your total Power Consumption cannot exceed the Power Capacity of your Aether-rig.
- ✧ **Crafting:** The DN to craft the device using either the *Aethercraft* or *Endrineering* Endeavours, as well as the cost of the materials required.

AETHERBLASTERS

Power Consumption: 1

Crafting: *Aethercraft* Endeavour, DN 5:6, requires 150D worth of materials

These miniature firearms are installed directly into an Aether-rig rather than held as a conventional weapon, preventing the wielder from ever being entirely disarmed. Their use has recently been popularised by Lord-Magnate Brokk Grungsson of Barak-Nar, whose Aetherblasters are implanted within his breathing mask — and fired with a twitch of his moustache!

Aetherblasters do not require a free hand to fire, and can be used as part of a dual wielding attack (*Soulbound*, page 148) alongside a weapon with the *Two-handed* Trait.

AETHERCANNON

Power Consumption: 2

Crafting: *Aethercraft* Endeavour, DN 4:9, requires 225D worth of materials

Aethercannons are Duardin-portable versions of the sky cannons installed on Kharadron sky-ships. The discharge of this high-calibre firearm produces a powerful blast of supercharged aether-gold that forms into a cannonball mid-flight. Aethercannoneers often attach blast shields behind the muzzle for their own protection. Grundstok Thunderers depend on these 'Finishers' as the final word in any encounter.



Aethershot Rifle



Amberwhisky



Weapon
Battery

Directional
Radiancer



Aether-endrin
Injection Booster



Aetherquartz
Monolens

AETHERFLOW ADJUSTER

Power Consumption: 1

Crafting: *Endrineering* Endeavour, DN 5:6, requires 150D worth of materials

In recent years, Aetheric Navigators and Endrineering students alike have developed modifications for their Aether-rigs that adjust the flow of aether-gold to improve their equipment's performance and stimulate the senses. The Aether-Khemist's Guild, Endrineer's Guild, and Navleague have jointly condemned this dangerous practice, warning of not only damage to the equipment from the overflow of aether-gold, but of the mental health effects of continued exposure to aether-gold.

Disregarding these warnings, many Kharadron continue to use Aetherflow Adjusters. After a number of tragic accidents, the patent for Aetherflow Adjusters has been rescinded, and the devices have been banned from sale — though they can still be found in the black markets of Barak-Mhornar and beyond.

The Aetherflow Adjuster can be installed in an Aether-rig to assist in one of three ways. During a Rest, you can adjust the device to change which systems the Aetherflow Adjuster is supporting, gaining that benefit instead

- ✧ **Aim Assistance:** The Aetherflow Adjuster redirects the flow of aether-gold, steadying your aim and automatically adjusting for range and adverse firing conditions. Your Accuracy increases one step.
- ✧ **Evasive Maneuvers:** By using short controlled bursts of aether-gold exactly when needed, the Aetherflow Adjuster assists you in avoiding blows that would otherwise damage you and your rig. Your Defence increases one step.
- ✧ **Tactical Preparedness:** The Aetherflow Adjuster releases very minor amounts of aether-gold into your flight suit, stimulating your senses and keeping you hyper aware of your surroundings. Your Initiative increases by 2.

KHARADRON AMBERWHISKY

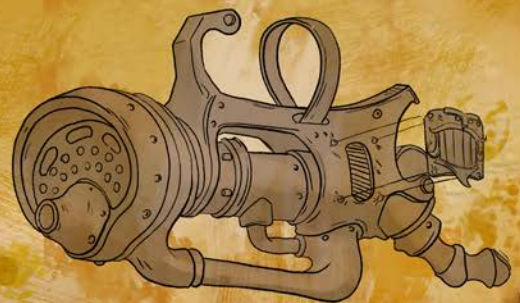
Traditionally, this radiant distilled liquor is bottled in glass previously used for storing aether-gold. Other distillers may claim to have captured the taste of gold, but in Amberwhisky's case it may be literally true. Those with the constitution to keep down a dram celebrate Amberwhisky's invigorating flavour, and rare vintages are attributed healing properties. Many Aether-Khemists tend their own miniature distilleries in downtime, either for profit or as a hobby.



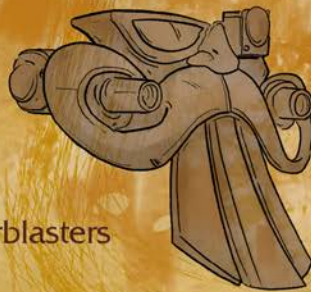
Cogmonculus



Replacement Drillhead



Emergency Vent Plates



Aetherblasters



Proclamator Mask-Hailer

AETHERIC FUMIGATOR

Power Consumption: 1

Crafting: *Aethercraft* Endeavour, DN 4:6, requires 150D worth of materials

This spray weapon was employed as a tool to exterminate vermin chewing on sensitive aethermatic components before being scaled up for military use by the Grundcorps. Its fog of noxious chemicals can incapacitate targets with debilitating coughing fits, even if they survive the first wave of poisonous inhalation.

When you attack with the Aetheric Fumingator, your Zone becomes *Lightly Obscured* and a *Minor Hazard* until the end of your next turn. Damage from this weapon, and the *Minor Hazard* it creates, ignores Armour. Creatures wearing a Quadbreather (*Soulbound*, page 115) or similar apparatus and those that are immune to sickness and disease, such as a Plaguebearer (*Soulbound*, page 325) are immune to Damage from this weapon.

AETHERSHOT RIFLE

Power Consumption: 1

Crafting: *Aethercraft* Endeavour, DN 4:6, requires 150D worth of materials

The standard-issue rifle of the Grundstok Thunderers operates on a similar principle to the Aethercannon, but at a more manageable scale to permit a constant rate of fire. So tirelessly do the Grundcorps drill with these weapons that they are likened to paintbrushes used to practise the art of war.

BATTLE HONOURS

Crafting: *Endrineering* Endeavour, DN 4:6, requires 150D worth of materials

Grundcorps formations are renowned for their martial pride, celebrating their own battle prowess even as they denounce the marksmanship of the Arkanaut Companies. Each unit traces back a hundred-year lineage of daring rescues and sweeping victories. The boldest Duardin may be chosen by their squad's Gunnery Sergeant as an Honour Bearer, carrying their unit's ancestral standard into battle as a back-banner. This faultless military record obliges the Honour Bearer to emulate the valour of their predecessors.

Kharadron Overlords gain +2d6 on Determination Tests whilst wearing Battle Honours.

DECKSWEEPER

Power Consumption: 2

Crafting: *Endrineering* Endeavour, DN 4:6, requires 225D worth of materials

Decksweeper guns are rapid-firing, five-barrelled rifles that fire a cone of aether-shot. These 'Shredders' are favoured by Grundstok Thunderers against large formations, thinning the ranks so tougher enemies are more easily targeted by heavier weaponry.

The Decksweeper deals triple Damage to Swarms, instead of double Damage (*Soulbound*, page 302).

DIRECTIONAL RADIANCER

Power Consumption: 1

Crafting: *Aethercraft* Endeavour, DN 4:5, requires 125D worth of materials

Aether-gold can be alchemically treated to produce an artificial light source, far longer lasting than torches or lanterns. The Directional Radiancer advances this technology further, shining its light at specific targets to illuminate discoveries and threats. For expeditions plunging in deep cloud banks beyond the light of Hysh, its utility is paramount.

When activated, the Directional Radiancer illuminates your Zone, and up to one adjacent Zone. Zones illuminated by the Directional Radiancer lose the *Lightly Obscured* and *Heavily Obscured* Traits.

'DUREK'S HANDSHAKE' VOLLEY GUN

Power Consumption: 1

Crafting: *Endrineering* Endeavour, DN 4:9, requires 225D worth of materials

This highly advanced, triple-barrelled weapons gauntlet commands a terrific rate of fire. It was first invented by Master Endrineer Durek Coghammer of Barak-Zilfin for the Lord Magnate Brokk Grungsson's custom-designed dirigible suit, a weapon Grungsson christened as 'The Magnate's Charter'.

GRUNDSTOK MORTAR

Power Consumption: 1

Crafting: *Aethercraft* Endeavour, DN 4:10, requires 250D worth of materials

This high-explosive launcher was invented by the Grundstok Corporation as a 'Pinner' to suppress enemy units, an opening bombardment whilst other weapons were brought to bear. At the terminus of a shell's firing arc, it releases a blinding blast of aether-energies, scorching any target caught in the area of effect.

OBSIDIAN CARAPACE

Power Consumption: 2

Crafting: *Endrineering* Endeavour, DN 4:9, requires 225D worth of materials

Since the Necroquake, the Grundcorps have taken to deploying 'black marines' as specialist hunters of 'non-physical entities'. These units take their name from the Obsidian Carapaces they wear, and often further

customise their battle-rig with aether-vapour projectors and scintillator lenses.

An Obsidian Carapace grants +1 Armour when fitted to an Aether-rig. This bonus is increased to +3 Armour against *Magical* weapons and spells. In addition, this Armour reduces Damage from Undead creature Traits (such as the Chainrasp's *Chill of the Grave*, **Soulbound** page 331) that usually ignore Armour.

PROCLAMATOR MASK-HAILER

Power Consumption: 1

Crafting: *Endrineering* Endeavour, DN 4:5, requires 125D worth of materials

The Arkanaut breathing masks of Company Captains and other officers may be outfitted with Proclamator volume enhancers, allowing their wearer to bellow far louder than their own voices could manage. This ensures their subordinates can clearly hear orders, even over the din of aethermatic mining equipment or the thunder of sky cannons.

The Proclamator Mask-Hailer allows creatures within Long Range to easily hear what you are saying. Additionally, the Mask-Hailer gives you Advantage on Intimidation Tests when using it within Close Range of your target.

PRUDENCY CHUTE

Crafting: *Endrineering* Endeavour, DN 4:5, requires 125D worth of materials

A wise investment for any safety-conscious airship passenger, Prudency Chutes are rapidly-unfurling strong fabric sheets used to slow uncontrolled descent. Arkanauts use them for combat drops from heights too great for suspension ropes or grav-ladders, and for emergency escapes from crashing airships or failing aether-endrins.

If you activate the Prudency Chute when falling from a height greater than 100 feet, you do not suffer falling Damage. At the GM's discretion, a **Body (Reflexes)** Test may be required to activate a Prudency Chute at the right moment, in a battle or other stressful situation.

DEVICE UPGRADES

The aetheric devices listed below are all upgrades to existing Kharadron equipment. These upgrades do not replace that device, but instead enhance its capabilities in some way. The device being upgraded is listed in the

Requirement section of each upgrade's entry, and each device lists the additional Power Consumption required for that upgrade.

AETHER-ENDRIN: INJECTION BOOSTER

Requirement: Aether-Endrin

Power Consumption: +1

Crafting: *Aethercraft* Endeavour, DN 4:5, requires 125D worth of materials

The first endrinsphere injection boosters were designed by Iggrind-Kaz Aeronautics for the Grundstok Corporation, utilising bursts of liquised aether-gold to trigger rapid Gunhauler redeployments. Recently, Iggrind-Kaz adapted their technology for personal aether-endrins.

The Injection Booster increases the Fly Speed of your Aether-endrin to Fast.

AETHER-ENDRIN: WEAPON BATTERY

Requirement: Aether-Endrin

Power Consumption: +2

Crafting: *Endrineering* Endeavour, DN 5:9, requires 225D worth of materials

With an Aether-Endrin bearing the bulk of the weight, Arkanauts can mount much heavier weapons from their rigs. Many Endrinmasters prefer to fight with dirigible suits for this reason, attaching multi-armed monstrosities to their backs, bristling with an armoury of endrineering tools and firearms.

Weapon Batteries are ranged weapons. Because they require no hands to fire, they can be used as part of a dual wielding attack (*Soulbound*, page 148) alongside a weapon with the *Two-handed* Trait.

AETHERSHOT RIFLE: SECOND BARREL

Requirement: Aethershot Rifle

Power Consumption: +1

Crafting: *Endrineering* Endeavour, DN 4:6, requires 150D worth of materials

The Gunnery Sergeants of the Grundstok Thunderers demonstrate such expertise with their Aethershot Rifles they often trade out for its double-barrelled counterpart, enabling an even more punishing hail of fire.

The Damage of your Aethershot Rifle increases to 3 + S. Additionally, you may use your Aethershot Rifle to attack two targets as if dual wielding. (*Soulbound*, page 148).

ATMOSPHERIC ANATOMISER: EMERGENCY VENTPLATES

Requirement: Atmospheric Anatomiser

Power Consumption: +1

Crafting: *Aethercraft* Endeavour, DN 4:4, requires 100D worth of materials

This adaptation to an Aether-Khemist's standard equipment ejects a cloying fog of harmless waste gases to conceal the user from view. Emergency Ventplates can be activated as a Free Action. Until the start of your next Turn, your Defence increases one step and your Zone is *Lightly Obscured*. You can't use your Emergency Ventplates again until after you next use your Atmospheric Anatomiser or a Take a Breather.

DRILL LAUNCHER: EMBERSTONE DRILLHEAD

Requirement: Drill Launcher

Crafting: *Aethercraft* Endeavour, DN 4:11, requires 160D worth of materials

As the Kharadron trading empire expands beyond the Realm of Metal, it gains access to new materials for the construction of combination realmstone-aether-gold weaponry. Emberstone munitions are a notable development, their incendiary detonations igniting a target area to flush out entrenched enemies.

When you use an Emberstone Drillhead with a Drill Launcher as part of a ranged attack, it gains the *Magical* and *Blast* (3) Traits, replacing its *Blast* (2) Trait. In addition, a Zone targeted by an Emberstone Drillhead becomes a *Major Hazard* for 1d6 rounds after the attack is resolved.

GOD'S EYE: AETHERQUARTZ MONOLENS

Requirement: God's Eye

Power Consumption: +1

Crafting: *Endrineering* Endeavour, DN 5:4, requires 150D worth of materials

Another experiment in realmstone endrineering, this thin crystal lens can be slid between the components of a God's Eye, adjusting its scorching Gaze of Grungni to variable distances with the precision and power of Hysh itself.

Your God's Eye gains the *Close*, *Magical*, and *Range* (Long) Traits, replacing the *Range* (Medium) Trait.

MANUFACTURED COMPANIONS

As an ‘upgrade’ to the loyal companions commonly employed by other civilisations, the Kharadron craft small servant automata to perform a variety of useful tasks. Thanks to the fragments of aether-gold used as an energy source, they have far greater functionality than their size would suggest, and are common sights in Endrineering Academies and the households of wealthy magnates.

New models of automata appear on the market all the time, but the most common makes are Drillbills (*Soulbound*, page 305) and Cogmonculi. The former operate as independent targeting apparatus, metal birds that identify mechanical weak spots with their glowing eyes, for their masters to exploit in battle. They were popularised by Grundcorp founder Belegrimm Grundstok, who never went into combat without one, and many Thunderers follow his example. Cogmonculi are similarly attentive to mechanical failure, but are also programmed by the Endrineering Guild to make basic repairs. When these cogwork marionettes are not tinkering with their master’s equipment, they manually wind their headtop turnkeys to continue operating at full capacity.

COGMONCULUS			
<i>Small Automaton, Minion</i>			
⚔ Poor	🎯 Poor	🛡 Poor	
Armour	Toughness	Wounds	Mettle
1	1	–	–
Speed: Normal Initiative: 4 Natural Awareness: 1 Skills: Crafting (+1d6), Dexterity (+1d6), Reflexes (+1d6)			
TRAITS			
Cogwork Assistant: The Cogmonculus assists its master during complex tasks, fetching tools or holding components steady. When its master undertakes the <i>Aethercraft</i> or <i>Endrineering Endeavour</i> , the Cogmonculus grants additional dice to each Test equal to its Training in Crafting.			
Perfect Order: Cogmonculi compulsively inspect their master’s weapons and armour, fixing minute imperfections to eke out maximum performance. Between adventures, the Cogmonculus can take the <i>Regular Maintenance Endeavour</i> to maintain an Aether-rig, but must make a DN 4:2 Mind (Crafting) Test. On a failure, the Aether-rig’s Power Consumption is reduced by 2 instead of 1.			
ATTACK			
Cogwork Grip: Melee Attack (Poor), 1d6, + S Damage. <i>Crushing.</i>			
BODY	MIND	SOUL	
1	2	1	

HARDWARE UPDATES

Kharadron characters can obtain their own manufactured companions using the *Loyal Companion Talent* (*Soulbound*, page 86). Add the Cogmonculus to the list of creatures available to Kharadron characters.

When Kharadron characters acquire a Drillbill or Cogmonculus as a companion, they may choose to add their Mind instead of their Soul as a bonus to the creature’s Toughness.

When Kharadron characters use the *Train Companion Endeavour* on a Drillbill or Cogmonculus, they may choose to make a Mind (Crafting) Test instead of a Soul (Beast Handling) Test.

ARTEFACTS

The Kharadron scoff at magic, with many insisting all the Mortal Realms’ phenomena have rational scientific explanations, even if those explanations have yet to be discovered. Their ‘artefacts’ are perfect examples of the inexplicable, utilising aetheric methods the Kharadron do not entirely understand and have been unable to reliably reproduce. Whilst Endrinmasters and Aether-Khemists persist in unravelling the secrets of these devices, they see semi-regular use by sky-port defenders — for a respectable fee, of course.

Due to the difficulty of replicating or obtaining materials for these devices, artefacts cannot be created with *Aethercraft* or *Endrineering Endeavours*, and can only be purchased, gifted, or recovered.

AETHERMATIC REPULSION FIELD

Power Consumption: 1

This programmable field generator was devised by the Endrineering Guild as an experiment in repelling hostile magics in imitation of the Nav-League’s aetheric insights. Counter-intuitively, its null-field has become even more powerful since the *Garaktormun*.

Whilst equipped with an Aethermatic Repulsion Field, you may spend 1 Mettle to Unbind (*Soulbound*, page 91) a spell within Short Range, using Mind (Crafting) instead of Mind (Channelling).

CELESTIUM BURST-GRANDES

An explosive concoction of Azyrite realmstone and aether-gold make Burst-Grenades the ultimate anti-Undead

weapon for Grundstok's black marines, but the Kharadron are infrequent visitors to Azyr, and the celestium supply is limited. Recently, the Grundcorps have begun targeting Warscryer Citadels across the realms that have been overrun by Chaos, the presence of these prognostication towers invariably forecasting a mother lode of celestium underneath.

Damage from these grenades, including the Blast Damage, is doubled against Undead creatures.

GATTLESON'S ENDLESS REPEATER

Power Consumption: 1

Named for the inventor who was never able to understand his own invention, this volley pistol generates its own aether-supercharger that produces and expels projectiles at incredible speed. No matter how fast the weapon fires, it never seems to run out of ammunition.

Gattleson's Endless Repeater is a ranged weapon with the statistics shown on page 76. When making a ranged attack, you may decrease your Accuracy by a number of steps to add the same amount of additional dice to the attack. For example, if you decrease your Accuracy by two steps, you add +2d6 to your Attack.

SPELL IN A BOTTLE

The most incredible feat of the Aether-Khemists Guild is trapping spells as inert gases using alchemical transmutation. When desperate, the specially-prepared containers housing these spells can be shattered, triggering its effect immediately.

Each Spell in a Bottle contains one single-use spell. This can be a spell from any Lore of Magic, created as a new spell (*Soulbound*, page 283), or selected from a creature with the *Spellcasting* Trait (such as a Grey Seer's *Wither* spell).

The cost of the Spell in a Bottle is 50D, multiplied by the spell's Difficulty + Complexity.

When you use an Action to shatter the bottle, the spell is immediately cast. You do not roll a Channelling Test and the spell takes effect with an additional 1d6 successes for Overcast options. You determine how to allocate these extra successes. The spell cannot be Unbound or otherwise negated.

CRAFTING

Endrineers and Aether-Khemists have been pushing the boundaries of scientific invention for centuries. Through the use of aether-gold, they have managed to create scientific marvels that are almost indistinguishable from magic.

You can craft aetheric devices by undertaking the *Aethercraft or Endrineering* Endeavour (*Soulbound*, page 216), which allows you to choose from a list of existing aetheric devices to craft. In this section we present rules for creating your own entirely new equipment. Once you have the blueprints for your new device, you can then undertake the *Aethercraft or Endrineering* Endeavour to create it.

CRAFTING AN AETHERIC DEVICE

You can craft a new aetheric device by undertaking the *Aethercraft or Endrineering* Endeavour. To craft the device, you combine a number effects together to determine the DN of the Extended Test required for the Endeavour. These effects are called **Functions**. How you combine different Functions can provide near infinite possibilities in the type of devices you create.

The process of crafting a new aetheric device is as follows

1. Determine what the device does.
2. Select the device's Primary Function.
3. Determine any additional Functions.
4. Calculate Crafting DN.
5. Calculate Power Consumption.

Using an aetheric device requires an Action, unless the effect is Permanent (see page 86).

1) CONCEPTUALISE THE DEVICE

Before you can craft the device, you have to decide what it does. Do you want it to bolster your natural abilities or make you immune to poison? Do you want it to devastate the enemies around you but leave your allies untouched?

Aetheric devices can be broken down into two broad categories: **weapons** and **equipment**.

Aetheric Weapons

Aetheric weapons have been enhanced in some way through the use of aether-gold, such as an Aethermatic Saw or an Aethershot Rifle. They function in almost the exact same way as more mundane weapons but, unlike mundane weapons, they must be installed into an Aether-rig to function. The benefit of this is that the aetheric nature of the weapon reduces the DN to craft it, but with the caveat that it requires power from an Aether-rig. If this sounds like the device you are trying to create, you can follow the rules for **Crafting a Weapon** on page 29. Once you have done that, come back to this chapter and skip to **4) Determine DN** below. If the device you are trying to create is a weapon but has additional functions (perhaps poisoning or blinding the target), you can use the rules on page 29 and then return here to add any other effects and traits in **3) Additional Functions**.

If you are trying to create explosives, such as Aetheric Grenades and Skymines, you can use the **Alchemical Crafting** rules on page 44 and then return here to add any additional traits in step 3, or skip to **4) Determine DN**.

Aetheric Equipment

Aetheric equipment are devices built for more than just dealing damage — though they may do that as well. Aetheric equipment provides a unique function, such as an Aether-endrin that allows you to fly, or Aetheric Lenses that allow you to see through walls. If the device you are trying to create allows you to heal your allies, easily scale walls, resist disease, or any other strange and unusual effect, proceed to **2) Primary Function**.

2) PRIMARY FUNCTION

A device's Primary Function defines what it was built to do: was it built to **help** you and your allies, or was it built to **hinder** your enemies? Many of these devices have a duration (see below).

- ✧ **Help:** These devices are designed to aid and bolster you and your allies, usually through some sort of chemical stimulant or technological assistance.
- ✧ **Hinder:** Devices that hinder are created to weaken and disrupt enemies. They can slow their movement, make them more susceptible to attack, or create a poisonous cloud to engulf them.

3) ADDITIONAL FUNCTIONS

Additional Functions help define the capabilities of the device. These Functions are important, but are nothing without a defining Primary Function. Additional functions determine the range, area of effect, number of targets, and duration of the effect the device creates.

- ✧ **Target:** The target is who the device affects. This can be you (the wielder), one or more targets, or a Zone.
- ✧ **Range:** The range of the device determines where in your immediate area you can target. This can be you (the wielder) or the device, Close, Short, Medium, or Long Range. See *Soulbound* page 139 for more on ranges.
- ✧ **Duration:** The duration is how long the device's effect lasts in rounds. If a device does not have a duration, its duration is Instant. Only devices with 'Help' as their Primary Function can have a Permanent duration. These are often handheld devices or worn as part of an Aether-rig.

4) DETERMINE DN

The devices and weapons of the Kharadron come together in a way unlike those of more traditional smiths. To craft your device, you must undertake the *Aethercraft or Endrineering* Endeavour. The Difficulty is 4. To calculate the Complexity of the Test, add together the combined costs of the device's Functions (see page 86), and then subtract 2 (to a minimum of DN 4:3). The reason for this reduction is due to the nature of aether-gold. Aether-gold is difficult to work with at first, but those who have trained in its use learn how best to harness the substance's properties to offset their designs, making their crafting process more efficient.

***Example 1:** Malgra's Aether-Endrin was disabled in a recent battle, causing them to plummet to the ground with a bone shaking crash. They decide to craft a device to help prevent this from happening in the future.*

The Primary Function of the new device is to help Malgra. Malgra wants to create back-up engines that will auto-stabilise if they are knocked Prone. Becoming immune to the Prone Condition costs 1, the target is Malgra (1), and the duration is Permanent (5). The total cost of the functions is 7 (1 + 1 + 5). However, due to Malgra's mastery of aether-gold, they subtract 2 from this total (7 - 2 = 5). The Extended Test to craft Malgra's Aetheric Stabilisers is DN 4:5.

Example 2: After completing work on their stabilisers, Malgra wants to create a new weapon. Malgra decides to craft a rifle that can knock their foes Prone (perhaps inspired by their own recent injuries). Using the rules on page 84, they create a rifle that is Range (Long) (3), Piercing (3), deals 1 + S Damage (2), and is Two-handed (1). With that done, Malgra adds a Function to knock the target Prone (2). The total cost of the device's Functions is 11 (3 + 3 + 2 + 1 + 2), which is then reduced by 2 due to its aetheric nature. The Extended Test to craft the rifle is DN 4:9.

Resisting Effects

When creating a device, you can decide that the targets can make a DN 4:1 Test opposed by your Mind (Crafting) to resist some or all of its effects. If you choose to do this, the cost for that Function is halved. This is useful for particularly high-cost Functions, such as the *Incapacitated* and *Unconscious* Conditions.

You and the GM should work together to determine what type of Opposed Test is most fitting. Typical Tests are Body (Reflexes), Body (Fortitude), Mind (Determination), and Soul (Determination).

5) POWER CONSUMPTION

Aetheric devices require a steady supply of aether-gold to function. This power is drawn from aetheric power ingots built into each Aether-rig. The Basic Aether-rig has a Power Capacity of 6, though other rigs might have more or less (see page 74).

Most of the devices you create require power. Determining how much power a device requires is determined by the Complexity to craft it.

- ✧ **Complexity 6 or less:** Power Consumption 1
- ✧ **Complexity 7–10:** Power Consumption 2
- ✧ **Complexity 11–14:** Power Consumption 3
- ✧ **Complexity 15–18:** Power Consumption 4

A single device cannot have a Power Consumption above 4. Single-use devices and consumables (such as Aetheric Grenades) do not require power.

MATERIALS COST

The costs to craft new aetheric devices varies depending on what realm you are in, your supply chain and contacts, and your access to aether-gold. Kharadron in Chamon rarely lack for metal for their crafting endeavours, but those in Ghyran may find ore harder to come by.

To craft new aetheric equipment with the *Aethercraft* or *Endrineering* Endeavour, you need to know the cost of the materials. This cost will vary depending on where you are and what you are trying to create, but we have provided a rough calculation below. GMs and players are encouraged to work together to talk through how and where you have acquired these resources, and apply a discount (or even increase the cost) as required.

To determine the cost of the materials required, multiply the Function cost by 25. For a consumable, such as an Aetheric Grenade, instead multiply the Function cost by 10.

Example 1: Malgra's Aetheric Stabilisers have a Function cost of 5. The cost of the materials required to craft the stabilisers is 125 drops ($5 \times 25 = 125$).



DEFINE FUNCTIONS

Function	Cost	Function	Cost
Help			
Recover Toughness	1 per Toughness	Immune to the <i>Blinded</i> Condition	2
Recover 1 Mettle (can only be applied once per device)	4	Immune to the <i>Charmed</i> Condition	1
Bonus dice to all Tests with a certain Skill	1 per +1d6	Immune to the <i>Deafened</i> Condition	1
Increase an Attribute	6 per +1	Immune to the <i>Frightened</i> Condition	2
Increase Melee one step (can only be applied once per device)	1	Immune to the <i>Incapacitated</i> Condition	3
Increase Accuracy one step (can only be applied once per device)	1	Immune to the <i>Poisoned</i> Condition	2
Increase Defence one step (can only be applied once per device)	1	Immune to the <i>Prone</i> Condition	1
Increase Speed one step (can only be applied once per device)	1	Immune to the <i>Restrained</i> Condition	3
Remove a Condition (specify during crafting)	2	Immune to the <i>Stunned</i> Condition	2
Remove all Conditions	5	Immune to the <i>Unconscious</i> Condition	4
Hinder			
One less die on all Tests with a certain Skill	1 per -1d6	Inflict the <i>Deafened</i> Condition	1
Decrease an Attribute	4 per -1	Inflict the <i>Frightened</i> Condition	3
Decrease Melee and Accuracy	1 per step	Inflict the <i>Incapacitated</i> Condition	6
Decrease Defence one step	1 per step	Inflict the <i>Poisoned</i> Condition	4
Reduce Armour	2 per -1 Armour	Inflict the <i>Prone</i> Condition	2
Decrease Speed	1 per step	Inflict the <i>Restrained</i> Condition	5
Inflict the <i>Blinded</i> Condition	4	Inflict the <i>Stunned</i> Condition	4
Inflict the <i>Charmed</i> Condition	2	Inflict the <i>Unconscious</i> Condition	7
Target			
Affects the wielder	1	Affects a Zone	3
Affects a target	1 per creature		
Range			
Centred on the device	0	A target or Zone within Medium Range	2
A target within Close or Short Range	1 (0 if the target is a Zone)	A target or Zone within Long Range	3
Duration			
Instant	0	Lasts for 1 round (until the start of the wielder's next turn)	1 per round
Permanent (wielder only)	5	Device activates when a condition is met (choose a trigger when creating the device)	1



MACHINES OF WAR

7

Ages of war have bred technological innovation from the armies of Sigmar and his enemies. Many civilisations have progressed from animal-drawn carts and carriages to cog-driven, steam-hissing automatic vehicles. Some combat engineers go even further, harvesting the very magic of the Mortal Realms as a fuel source. Their transports may be powered by aether-gold, emberstone from Aqshy, divine invocation, necromantic energy, or the malefic entities of Chaos.

Regardless of their original construction intent, in an era as dangerous as the Age of Sigmar, all machines are considered for their combat potential. Reinforced frames are built to support weapons larger than any mortal warrior could bear, which are then affixed to large mechanised contraptions. The engines of these piston-driven monstrosities roar as they traverse the battlefield, billowing smoke as they rain heavy ordnance on their foes. However, despite the best efforts of the Ironweld Engineers, vehicles and machines of war are still a rare sight in the Mortal Realms.

The exception to this is, of course, the Kharadron Overlords, whose scientific and technological ability far exceeds that of anyone else in the realms.

Vehicles have a special niche in helping travellers survive long journeys between the disparate Cities of Sigmar. Many are found in inaccessible locations almost impossible to reach on foot. All are surrounded by lawless territories haunted by monsters, raiders, or the restless dead, best endured for as little as possible, from behind heavy armour. When Soulbound must travel, they often do so aboard armoured wagon, sailing vessel, or Kharadron sky-ship, accepting the cost in fuel and crew services as a necessary precaution. The most nomadic Bindings may employ these transports on a permanent basis, learning to accommodate and even appreciate their vehicle's unique eccentricities, as a home away from home.

VEHICULAR COMBAT

Vehicles are a unique challenge compared to many of the horrors parties face in **Soulbound**. Many are heavily armoured to resist infantry weapons, with weaponry that deals serious damage to characters in a single blow. Most are fast enough to outpace melee engagements, and whilst vehicle crews are vulnerable if engaged in melee, boarding a craft to strike its crew may be a challenge in its own right. To experienced players, a new kind of battle is an intriguing challenge. But an encounter that simply flattens the party with cannon fire from extreme range is unlikely to be remembered fondly!

When using vehicle rules for the first time, GMs should be generous with the assistance they provide players — not just with the rules, but with tactical advice of how best to employ them. After all, whilst the players may not have interacted with vehicle rules before, their characters are veterans of the Mortal Realms, and likely no stranger to vehicular combat.

The following section provides detailed information on operating vehicles and using them in combat. Important rules to remind players include:

- ✧ Characters may take on **Vehicle Roles** (see page 89) when aboard a vehicle. Characters can switch between Roles but cannot occupy more than one Role at a time.
- ✧ Characters in the **Weapon Operator Role** (see page 91) can use an Action to Operate Weaponry. Some vehicles may allow for multiple Weapon Operators.
- ✧ Characters in the **Driver Role** (see page 90) can Move Vehicle as an Action, and can use their own Move to Boost the vehicle one extra Zone. They can also use weapons with the *Ram* Trait, and take Evasive Maneuvers.
- ✧ If a vehicle is damaged, a character in the **Mechanic Role** (see page 90) can take the Repair Vehicle Action to restore lost Toughness (see page 90).
- ✧ Characters cannot end their turn in the same Zone as an Enormous or Monstrous vehicle without boarding it, but they can attack it (and be attacked by it!) from an adjacent Zone. See **Vehicle Sizes** on page 89 for more information.

✧ Crews are usually much easier to damage than the vehicle itself. Precision targeting with ranged weapons, or boarding an enemy vehicle, are powerfully effective strategies. See **Vehicle Crew** on page 94 for more information.

Machines of War on page 106 presents a number of vehicles to use in your game, **Heavy Weapons** on page 101 lists a collection of weapons and artillery that can be mounted on vehicles or secured in place to defend against assault, and page 95 has suggestions for introducing vehicles to your game.

IMPROVISATIONAL STORYTELLING

This chapter is intended to be a starting point for dynamic, quickly resolved, high-speed action. It is anticipated, even preferred, for players to develop unorthodox strategies for combating vehicles not explicitly covered by this ruleset. GMs should encourage player creativity by accepting their unusual solutions and quickly making a judgement call on how to resolve them mechanically. Where possible, incorporate existing mechanics wherever they would be appropriate, and use the fiction of your game as a guide to what is and isn't reasonable.

Example: *Terk Forkbeard has successfully boarded a stolen Steam Tank and intends to use his mechanical skill to sabotage the tank from the inside. Though the rules do not explicitly cover the use of engineering knowledge to inflict damage on a vehicle, the GM agrees it is a creative and plausible course of action. She allows Terk to make an attack Test with Mind (Crafting), instead of the usual attack Skills. Per the rules for attacking a vehicle you have boarded, every die in the attack pool counts as a success.*

The specific circumstances may affect how the GM chooses to resolve this Action – if Terk had useful tools at hand, he may inflict additional Damage, whilst if the tank is filled with enemies, he may not be able to sabotage the vehicle until he has first killed one of the crew.

OPERATING A VEHICLE

When characters operate vehicles in most normal situations, no special rules are required. Most vehicles can bear heavier cargo for longer distances at greater speed, which may allow characters to avoid Tests that would be necessary if transporting goods by hand. In other circumstances, drivers may need to make Body (Reflexes) Tests to navigate obstacles a character on foot could easily step around. The GM should determine when Tests are appropriate, and follow all the usual rules for resolution.

In battle though, vehicle performance is quite different from other kinds of combat. The rules below allow characters to operate vehicle systems, launch attacks against a vehicle and its crew, and undertake other actions appropriate to utilising or confronting a vehicle in battle.

Most vehicles are non-functional unless operated by its crew. Any creature sufficiently intelligent and dextrous to use a vehicle's systems, and small enough to fit on board, can spend Actions to drive a vehicle, fire its weapons, and attempt basic repairs. If all creatures on board the vehicle are killed, the vehicle cannot take Actions.

VEHICLE SIZES

Vehicles come in three Sizes (*Soulbound*, page 138):

- ✱ **Large vehicles** are up to approximately 15 feet in length or height. Its systems are designed to be operated by as few creatures as possible. Most Large vehicles can only transport between 1 and 3 Medium-sized characters, but Large vehicles specifically designed for passenger transport (wagons, rowboats, Gyrocutters, and so on) may convey a larger party.
- ✱ **Enormous vehicles** are big enough to occupy an entire Zone and can easily transport eight or more occupants. Once on board, an Enormous vehicle may be split into smaller Zones, such as an upper and lower deck. Per the usual rules for Enormous creatures, enemy creatures cannot end their turn in the same Zone as an Enormous vehicle unless they have boarded it. Enormous vehicles with melee weapons can make melee attacks into adjacent Zones, and creatures in adjacent Zones can make melee attacks against Enormous vehicles.

- ✱ **Monstrous vehicles** follow all the rules for Enormous vehicles, but are so large they occupy multiple Zones, and are divided into Zones themselves. Some of those Zones may be stacked on top of each other vertically. Though they comfortably accommodate a whole player party, Monstrous vehicles can only be operated with support from a Crew of non-player characters. Additional rules for Monstrous vehicles can be found on page 93.

In general, vehicles may only be crewed or boarded by characters whose Size is smaller than the vehicle itself.

VEHICLE ROLES

Characters aboard a vehicle may optionally choose to occupy a **Vehicle Role**, which gives them access to a new type of **Vehicle Action**. In general, a vehicle may have one **Driver**, one **Mechanic**, and as many **Weapon Operators** as it has weapons.

Characters may swap Roles or move into an unoccupied Role, as a Free Action. However, each Role's Vehicle Action can only be used by one character in a turn (though the character may spend Mettle to repeat the action). In addition, no character can use Vehicle Actions from more than one Vehicle Role in their turn.

***Example:** Terk Forkbeard, Sol Goldgather, and Borghan Gunlode are operating a Steam Tank. At the start of the turn, Terk is the Driver, Sol is the Mechanic, and Borghan is Weapon Operator on the Steam Cannon, but this can change at any point during the turn if they choose to swap Vehicle Roles.*

The characters can perform their Role's Vehicle Action and may spend Mettle to repeat it. As Driver, Terk can Move the tank multiple times, or he could swap with Borghan as Weapon Operator and fire the Steam Cannons. However, he cannot spend Actions and Mettle to both Move the Tank and swap Roles to fire its Steam Cannon — no single character can use Actions from more than one Role in their turn.

Similarly, Terk and Borghan cannot both choose to operate the Steam Cannon on their turns because only one character can use the Steam Cannon Operator's Action in a turn. However, one of them could use an Action to reload the Steam Cannon.

Some exceptions to these restrictions may apply depending on the Traits of the vehicle and its weapons, as listed in the corresponding sections.

Driver

Characters in the Driver role can take the following Actions on their turn.

- ✧ Once per turn, you may spend an Action to **Move Vehicle**. The vehicle immediately executes a Move up to the Speed listed in the vehicle's profile. If the vehicle includes (Fly) in its Speed rating, it follows the rules for flying movement (*Soulbound*, page 140). If the vehicle's Speed is listed as **Swift**, it may Move up to three Zones. Regardless of how many Actions the Driver can take, they can only take the Move Vehicle Action once per turn.
- ✧ When you take the Move Vehicle Action, you may also spend your Move to **Boost** the vehicle, moving it one additional Zone.
- ✧ When you use the Move Vehicle Action, you may also use any weapons the vehicle is equipped with that have the *Ram* Trait (see page 102). This melee attack can be made once per turn as a Free Action during the vehicle's movement.
- ✧ Once per turn, when engaged in combat with another vehicle, you spend an Action to take **Evasive Maneuvers**. Make a **DN 4:1 Body (Reflexes)** Test opposed by the Driver of the opposing vehicle. If your vehicle's Speed is higher, you have Advantage on this Test. If it is lower, you have Disadvantage. If you succeed, your Defence increases a number of steps equal to the difference in successes.

Vehicles moving through *Difficult Terrain* reduce their Speed one step as usual (Swift vehicles reduce their Speed to Fast). GMs may rule that obstructions such as ruins do not count as *Difficult Terrain* for vehicles, but may count as a *Deadly Hazard* instead (*Soulbound*, page 138).

Example: On Terk's turn, he stays in the Steam Tank's Driver Role and takes the Move Vehicle Action. Because he has selected a Driver Action, no one else can Move the Steam Tank this turn.

The Steam Tank has Normal Speed, which allows it to Move to an adjacent Zone. The Zone contains a tangle of ruined buildings. The GM rules the Zone is a Deadly Hazard for vehicles. Terk knows 5 Damage from a Deadly Hazard cannot threaten the Steam Tank's 6 Armour and bulldozes ahead.

The Steam Tank's Crushing Wheels have the Ram Trait, so Terk can make a melee attack with the weapon as a Free Action at any point during the Steam Tank Move. Ramming with the Steam Tank requires Terk to compare his Accuracy to the target's Defence to calculate the Test's Difficulty, and then make a Body (Reflexes) Test for the Attack. The Crushing Wheels have a special rule stating the Steam Tank suffers Damage when it attacks equal to twice the target's Armour. Terk targeted a Rat Ogor with Armour 2, which would be doubled to 4 Damage. However, it has no effect against the Steam Tank's 6 Armour.

Finally, because Terk has not used his own Move for the turn, he can Boost the vehicle one Zone if he wishes.

Mechanic

Characters in the Mechanic Role may spend an Action on their turn to **Repair Vehicle** if they have sufficient tools, such as Smith's Tools or Endreiner's Tools (*Soulbound*, page 121). The Mechanic makes a **DN 5:1 Mind (Crafting)** Test. For each success, the vehicle regains one point of Toughness. This Action cannot be used to raise a vehicle's Toughness above its maximum.

ENORMITY

Characters cannot deliberately choose options that would force them to end their turn in the same Zone as an unboarded Enormous or Monstrous vehicle, and must always use Moves, Actions, and extra Actions purchased with Mettle to avoid doing so if possible.

If circumstances outside their control force a character to end their turn in an unboarded Enormous or Monstrous vehicle's Zone, then at the end of their turn, the vehicle chooses an adjacent Zone and moves the character to that location. This movement cannot be opposed.

Remember that characters never need to enter an Enormous vehicle's Zone to make a melee attack against it, as Enormous targets can be attacked from an adjacent Zone.

A Mechanic can attempt to Repair outside of combat during a Rest (*Soulbound*, page 154). This is a **DN 4:1 Mind (Crafting)** Test, repairing one point of Toughness per success.

If a vehicle is Wrecked (see page 92), it requires additional repairs to get it up and running again. To repair a Wrecked vehicle, characters must undertake the *Repair Wreck Endeavour* (see page 14).

Example: On Sol's turn, she stays in the Steam Tank's Mechanic role and uses the Repair Vehicle Action. Because she has selected a Mechanic Action, no one else can Repair the Steam Tank this Turn.

Sol rolls 5 dice for her DN 5:1 Mind (Crafting) Test and scores 3 successes. This restores 3 Toughness to the Steam Tank, but because the Steam Tank has only lost 2 Toughness, Sol simply restores the Steam Tank's Toughness to its maximum.

The Steam Tank's More Pressure! Trait allows a Steam Tank Mechanic to improve the vehicle's performance. Sol could spend a point of Mettle to attempt this Action, or to take a non-vehicle Action, such as firing her rifle. No one else can attempt the More Pressure! Action this turn, because Sol has already undertaken a Mechanic Action to Repair Vehicle, and only one character may attempt Actions from a single Vehicle Role each turn.

Weapon Operator

A character may spend an Action on their turn to **Operate Weaponry**. By default, this employs all the usual rules for ranged attacks (*Soulbound*, page 146). The character uses their own Accuracy and Body (Ballistic Skill) for the Attack, but uses the Damage and Traits of the weapon.

All weapons on a vehicle are *Two-handed* and cannot be dual wielded. A Weapon Operator cannot make a Called Shot when Operating Weaponry, nor can they attack someone aboard their own vehicle.

Each weapon on a vehicle requires a separate Weapon Operator. Characters may spend Mettle to attack with the weapon they operate more than once in a turn, but they may not attack with multiple vehicle weapons.

Example: On Borghan's turn, he switches from operating the Steam Cannon to the Steam Gun, hoping the Steam Gun's Spread Trait will kill multiple Gutter Runners. Because Borghan is using the Steam Gun, no one else can attack with the Steam Gun this turn. However, since Borghan is no longer operating the Steam Cannon, another character can take on that Role.

Borghan operates the Steam Gun, using the rules for making a ranged attack (*Soulbound*, page 146). The Steam Gun deals 3 + S Damage, and Borghan gets 3 successes, so the attack deals 6 Damage. Borghan can spend a Mettle to fire the Steam Gun again, but he can not spend Mettle to fire the Steam Cannon or take any Actions associated with other Vehicle Roles.

Helping a Vehicle Role

Although each vehicle has a limited number of Roles, other passengers can provide assistance for those performing essential functions. Navigators can direct a vehicle's movement, spotters can acquire priority targets, and loaders can quickly prepare weapons for continuous volley fire. To assist a character in a Vehicle Role, use the usual rules for Helping (*Soulbound*, page 143).

When appropriate, GMs may allow characters to Help with a different Skill to the one being Tested. For example, a navigator may use Awareness instead of Reflexes to Help a character attack with a Ram weapon.

Characters aboard a vehicle may use their Actions to wield personal weapons, cast spells, use Talents, or take any other combat Actions as normal.

Example: Sol has one Mettle remaining after Repairing the Steam Tank, so decides to be a spotter for Borghan as he picks off the remaining Skaven with the Steam Gun. She calls out targets using an internally-operated periscope, helping Borghan find Gutter Runners skulking in the ruins. The GM rules that Sol is Helping with Awareness instead of Ballistic Skill. Borghan gains +3d6 to his attack — 1d6 because Sol is Helping, and another 2d6 because Sol has Training (2) in Awareness.





VEHICLES IN COMBAT

Vehicles are typically much better armoured than infantry, but even the most reinforced hull can be circumvented, or blasted through with heavy weaponry. This section includes rules for attacking vehicles head-on, targeting its operators, inflicting damage from inside a vehicle, and repairing damage.

ATTACKING A VEHICLE

Attacks against vehicles are resolved in the same way as attacks against creatures (*Soulbound*, page 145). Each vehicle has a Defence listed in its profile, which is used to determine the Difficulty of the attack. Vehicle Armour reduces the incoming Damage, and any remaining Damage is subtracted from the vehicle's Toughness. If a Large or Enormous vehicle is reduced to 0 Toughness, it is **Wrecked**. If a Monstrous vehicle is reduced to 0 Toughness, it begins to suffer Faults. Once its Fault Track is full, it is Wrecked. See **Monstrous Vehicles** on page 93 for more information.

Example: Borghan returns to his position Operating the Steam Cannon and makes an Attack against an approaching Doomwheel. As usual for ranged attacks, he compares his Accuracy (Good) against the target's Defence (Average). Because his Accuracy is one step higher than the Doomwheel's Defence, the DN of the attack is 3. He rolls 4 dice for his Body (Ballistic Skill) Test, scoring 3, 4, 5, and 6 — 4 successes.

The Steam Cannon inflicts $8 + S$ Damage, for a total of 12 Damage. The Doomwheel's Armour reduces this by 3, for a total of 9 Damage. If the Doomwheel was previously

undamaged, it would decrease its Toughness of 13 by 9, reducing it to 4 Toughness. If the Doomwheel was already damaged, and losing 9 Toughness would reduce it to 0 Toughness, the Doomwheel would be Wrecked.

Wrecked Vehicles

When a vehicle is Wrecked, it has suffered such catastrophic damage it can no longer move or operate any of its weapons. Land vehicles come to an abrupt and painful halt, forcing passengers to disembark or perish in the mangled remains.

When a flying vehicle is Wrecked, it begins to plummet from the sky. Depending on how high the vehicle was, it may take several turns to hit the ground (a vehicle falls roughly 500 feet in a round), giving passengers a short window to effect emergency repairs or abandon ship.

When a sailing vehicle is Wrecked, it begins to sink. It takes 1 minute for a Large sailing vehicle to completely sink, 5 minutes for an Enormous vehicle, and 10 or more minutes for a Monstrous vehicle. This may provide a fleeting opportunity for sailors to rescue the ship or themselves.

To repair a Wrecked vehicle, characters must undertake the Repair Wreck Endeavour (see page 14).

Surviving a Vehicle Wreck

When a vehicle is Wrecked, all passengers aboard suffer a *Minor Wound*, regardless of any Armour or Toughness. Any characters without a Wound Track die in the wreck — in the case of large crews, GMs may allow some nonplayer

characters to survive. Alternatively, characters may spend Mettle to protect themselves or others from harm. For each point of Mettle spent, one character does not suffer a *Minor Wound* when the vehicle is Wrecked or a nonplayer character without Wounds survives the wreck.

Characters who survive a wreck should disembark their vehicle as soon as possible. If they remain inside a Wrecked land vehicle, it becomes a *Major Hazard* (*Soulbound*, page 138). If they are on board a falling air vehicle, they suffer Falling Damage (*Soulbound*, page 140). If their sailing vehicle completely sinks, they may begin to drown (*Soulbound*, page 152). Characters may have to confront these dangers when attempting to Repair a Wrecked vehicle (see page 14).

ATTACKING OCCUPANTS

Most vehicles in the Mortal Realms are not fully enclosed, and precisely targeting vital crew can be an effective way to neutralise a vehicle. These attacks are resolved as normal, though vehicle passengers often benefit from *Cover* (*Soulbound*, page 137), due to the obstruction provided by the vehicle itself. Characters on the deck of a ship, airship, or chariot platform usually increase their Defence one step due to *Partial Cover* from attacks made outside the vehicle. Characters behind a fortified rampart or inside a wagon car increase their Defence two steps due to *Total Cover*, assuming they can be targeted at all.

BOARDING AN ENEMY VEHICLE

An even more effective way of damaging a vehicle is boarding it — depriving enemy crew of cover, and exposing vulnerable internal mechanisms. Unfortunately, boarding an enemy vehicle in combat is easier said than done, especially if the vehicle is travelling at high speed.

Characters may **Board a Vehicle** as an Action when they are within Close Range of a vehicle. Enormous or Monstrous vehicles may be boarded from an adjacent Zone instead.

Boarding a vehicle requires a **DN 6:1 Body (Reflexes)** Test for Large vehicles, a **DN 5:1 Body (Reflexes)** Test for Enormous vehicles, or a **DN 4:1 Body (Reflexes)** Test for Monstrous vehicles. In addition, if the vehicle has moved this turn, the Complexity of the Test increases by +1.

If a character succeeds on the Body (Reflexes) Test, they have successfully secured their position aboard the enemy vehicle, moving Zones if necessary. If they fail the Test, their position is much more tenuous. The character may choose either not to board the vehicle, or to successfully climb aboard but gain the *Prone* Condition.

Repelling Boarders

Characters on board a vehicle can use the Defend Action (*Soulbound*, page 142) to prevent enemies from boarding their vehicle. Repelling boarders resolves in the same way as Defending a Zone, even if the vehicle does not occupy an entire Zone. To board a vehicle that is being Defended, you must make a Body (Might or Reflexes) Test opposed by the defender's Body (Might). If a defender is using a shield, they have Advantage on this Test. If the boarder gets more successes, they board the vehicle. If the defender gets more, they are able to fend off the attempt. The GM may decide particularly daring attempts leave a failed boarder *Prone* or subject to falling damage.

Internal Attacks on a Vehicle

Once a character has boarded a vehicle, they can make attacks against its crew as usual, negating any *Cover* bonuses they would gain from external attacks. They may also choose to attack the vehicle itself, taking advantage of their improved position to specifically target weak spots.

When a character attacks a vehicle they have boarded, the vehicle's Defence is Poor.

REPAIRING A VEHICLE

Unlike characters, vehicles do not recover Toughness by themselves. Instead, they require characters to undertake the Repair Vehicle Action (see page 90), either during combat or once per Rest.

To repair a Wrecked vehicle, characters must undertake the *Repair Wreck* Endeavour (see page 14).

MONSTROUS VEHICLES

Monstrous vehicles are a civilisation's most impressive mobile constructs, devices bristling with heavy ordnance and whole squads to operate them. Warships, sky frigates, and rolling fortresses all fit into this category, along with stranger creations such as cloud-dredgers, artillery trains, and colossal gunwalkers. Vehicles of this size cannot be operated without a complement of trained professionals — more than a player party can manage by itself. The trade-off for this impracticality is resilience, as the vehicle's weighty protections, fail-safes, and sheer size make it invulnerable to all but the most sustained assaults.

Monstrous vehicles use all the rules for Enormous vehicles above, except where noted.

MULTI-ZONE THREATS

Monstrous vehicles are so large they fully occupy multiple Zones. The number of Zones they fill, and what these different Zones are, can be found in the vehicle's profile. Note that some of these Zones may be stacked vertically on top of each other. Moving between these Zones from inside the vehicle uses all the normal rules for movement. Entering any of a vehicle's Zones from outside the vehicle requires a Boarding Action (see page 93).

Example: An Arkanaut Ironclad consists of six Zones: the foredeck, aft deck, captain's quarters, the endrinsphere, the cargo hold with weapon batteries, and the crew quarters. The foredeck and aft deck sit one in front of the other (with the captain's quarters contained in the foredeck Zone) giving the vehicle an effective 'length' of two horizontal Zones. The endrinsphere is suspended above both of these Zones, whilst the cargo hold and crew quarters are below deck and sit beneath them. To get to the endrinsphere from the cargo hold, you would need to move through the foredeck.

Many Roles aboard a Monstrous vehicle are restricted to specific Zones. A weapon can only be operated from the Zone it sits in, and vehicles can only be driven from their steering helm or other control centre. The Mechanic Role, however, can usually be performed from any Zone. The vehicle profile details the location of weapons and driving controls if there is any ambiguity.

As with Enormous vehicles, enemy creatures cannot end their turn in the same Zone as a Monstrous vehicle unless they have boarded it. Monstrous vehicles with melee weapons can make melee attacks into adjacent Zones, and creatures in adjacent Zones can make melee attacks against Monstrous vehicles. See page 89 for more.

VEHICLE CREW

All Monstrous vehicles come with a Crew. This is the number of nonplayer characters usually tasked with operating the vehicle. The vehicle profile also lists the minimum Crew in brackets. If a vehicle's Crew drops below its minimum, it can no longer move or use its weapons. Fast-acting characters may attempt an emergency landing of insufficiently crewed flying vehicles, at the GM's discretion.

Crew Actions

At the end of a combat turn, a Monstrous vehicle's Crew may automatically Move and Boost the vehicle (see page 90) if no other characters moved the vehicle that turn. In addition, the Crew automatically operate weapons (see page 91) that were not used by other characters in the same turn.

Example: An Arkanaut Frigate has three weapons: a Heavy Sky Cannon and two Aethershot Carbines. If Terk and Borghan spent their turns Moving the Frigate and Operating the Heavy Sky Cannon, the Crew would operate the two Aethershot Carbines using the vehicle's Accuracy and Ballistic Skill at the end of the turn.

Crew may only occupy a number of vacant Roles equal to their current Crew rating. Crew aboard a single Monstrous vehicle may resolve their Actions in any order. If a battle consists of multiple Monstrous vehicles, Crew aboard higher-Speed vehicles act before Crew aboard slower vehicles. The GM breaks any ties.

Crew use the Accuracy and dice pool listed in each Monstrous vehicle's profile when operating the vehicle's weapons. If the weapon is used by a non-Crew character, they use their own Accuracy and dice pool, but use the weapon's Damage.

Characters may choose to leave some Roles unoccupied and use the Help Action to provide bonus dice to Crew attacks at the end of the turn (**Soulbound**, page 146). Crew never provide Help to other characters.

Attacking Crew

Crew may be targets of attacks, like any other passenger aboard a vehicle (see page 93). All Crew have the same Defence as their vehicle and no Armour. When attacking Crew on a boarded vehicle, they use the vehicle's normal Defence rather than the Poor Defence for attacking a vehicle from within. In some instances, the GM may decide to use an existing creature stat-block to represent the crew, such as a Freeguild Guard (**Soulbound**, page 303) crewing a Steam Tank.

When attacking the Crew, any attack that deals at least 1 Damage reduces the vehicle's Crew by 1. Attacks and spells that target multiple creatures, such as weapons with the *Cleave* or *Spread* Traits, reduce the Crew by 2. Attacks and spells that target an entire Zone, such as weapons with the *Blast* Trait or the *Fireball* spell, eliminate a number of crew equal to the Damage dealt — assume Crew are evenly distributed amongst the vehicle's Zones to calculate how many Crew are in a Zone.



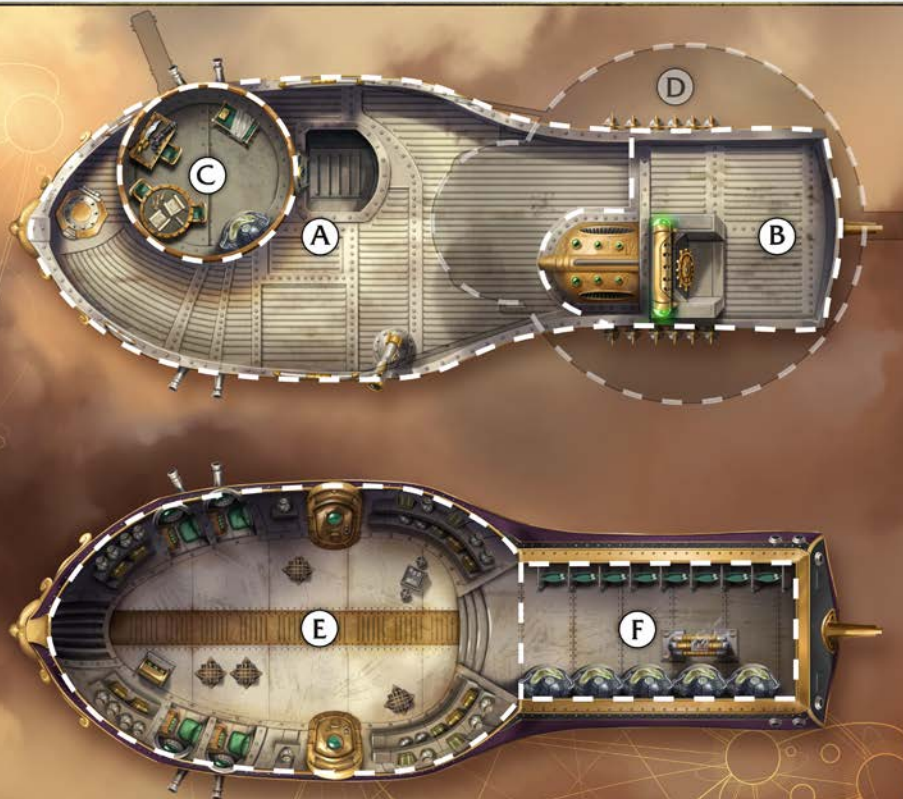
THE GRUND

UPPER DECK

- A Foredeck
- B Aft Deck
- C Captain's Quarters
- D Endrinspheres

LOWER DECK

- E Cargo Hold and Weapon Batteries
- F Crew Quarters



THE FAULT TRACK

Due to their extraordinary durability, Monstrous vehicles are not Wrecked when they are reduced to 0 Toughness. Instead, they begin tracking additional Damage as Faults, and are only Wrecked when their Fault Track is full.

Faults work the same way as Wounds for normal creatures (*Soulbound*, page 151), but for convenience those rules are duplicated here:

- ✧ If a vehicle's Toughness is reduced to 0, any remaining Damage is converted to Faults.
- ✧ If a vehicle is at 0 Toughness and suffers Damage, it is dealt as Faults.

Vehicles can suffer three types of Faults:

- ✧ **Minor Fault:** If the vehicle's Toughness is 0 and it suffers 1 Damage from a single source, it takes a Minor Fault. A Minor Fault fills one space on the Fault Track.

- ✧ **Serious Fault:** If the vehicle's Toughness is 0 and it suffers 2–4 Damage from a single source, it takes a Serious Fault. A Serious Fault fills two spaces on the Fault Track.

- ✧ **Catastrophic Fault:** If the vehicle's Toughness is 0 and it suffers 5 or more Damage from a single source, it takes a Catastrophic Fault. A Catastrophic Fault fills three spaces on the Fault Track.

When there are no spaces left to note Faults on a vehicle's Fault Track, the vehicle is Wrecked (see page 92). Most Monstrous vehicles operate less effectively once they have suffered Faults. The vehicle's Trait section details the negative consequences of Faults.

SUGGESTED ENCOUNTERS

The following encounters suggest ways to incorporate vehicle combat into a *Soulbound* campaign, with advice on how to build encounters to be as distinctive and memorable as possible.

When building encounters with enemy vehicles, GMs should remember vehicles do not have complete profiles with Attributes or Skills, and should still select creatures from *Soulbound* or the *Soulbound Bestiary* to operate those vehicles. Even Monstrous vehicles with Crew (see page 94) are recommended to transport a few dedicated Warriors, lest they be easily boarded.

ARMoured SUPPORT

The simplest way to incorporate vehicles into combat is to add a single vehicle to one side or another — supporting a cavalry charge with a Chariot, revealing a Screaming Bell erupting from a Skaven Gnawhole, or gifting a Witch Aelf a Cauldron of Blood ahead of a desperate battle. This can be a good tutorial when introducing vehicle rules for the first time, since it demonstrates how vehicles and characters can interact with one another without becoming the singular focus of the combat. Even a single vehicle can lend a considerable advantage to a side though, approximately equivalent to a Champion if the vehicle is Large, or a Chosen if the vehicle is Enormous.

UTTER CARNAGE

Once a group is familiar with the vehicle rules, GMs can consider combats with multiple vehicles — maybe even a vehicle for every character, if using Large vehicles like Chariots or Gyrocopters versus Blood Thrones or Doomwheels. This level of carnage can be difficult to track if players are not already familiar with Vehicle Actions, but if everyone is prepared for tracking vehicle and character Toughness separately, it can evoke a sense of explosive mayhem unlike typical combat encounters.

TOPPLING A GOLIATH

The ultimate challenge is to confront a Monstrous vehicle. Given the punishment these vehicles can distribute with long-range weapons, players are advised to come up with a good plan for their approach, such as magic, a diversionary assault, or their own transport vehicles. Even once they board a Monstrous vehicle, it is likely to be ferrying powerful Champions or even Chosen, employing the armoured behemoth as their own personal steed. Overcoming these threats should be the climax of an adventure, a feat truly worthy of the greatest heroes.

PART OF THE FAMILY

Whilst access to a Monstrous vehicle for a one-off vehicular rampage is a delight for any party, GMs can construct whole arcs or campaigns based around a party's ongoing usage of their own ship or sky-ship. This is especially appropriate for parties with Kharadron or Black

Ark Corsair characters. GMs should be mindful that Monstrous vehicles are incredibly powerful weapons, the equal of Nigh-Unkillable Chosen such as a Great Unclean One or Lord of Change. Remember to save the use of the party's home vehicle for special occasions, and to mix in other encounters on land, in cities and beneath the surface to maintain variety.

ADVANCED COMBAT

The additional rules in this section are usually only relevant to specific combat circumstances. Whilst some provide useful guidance for unusual cases, such as the use of magic in vehicle combat, some are entirely optional new rules. These rules might appeal to those who are already proficient with basic vehicle combat or want a more complex tactical challenge.

TARGETING VEHICLE SYSTEMS

In addition to targeting specific passengers aboard a vehicle, players may attack specific vehicle systems, especially their weapons and driving capabilities. This works similarly to a Called Shot (*Soulbound*, page 142), except it can be attempted whilst operating a vehicle weapon (see page 91). Resolve the attack as normal, but increase the target's Defence by the amount specified. If the attack deals Damage, apply the additional effects.

- ✧ **Weapons:** Defence increases one step. If the attack deals Damage, the attacker specifies a single weapon aboard the vehicle. Until the system is repaired, all attacks made with that weapon reduce their Accuracy one step. If a weapon is successfully targeted by this effect a second time, the weapon breaks and cannot be used until repaired.
- ✧ **Locomotion:** Defence increases one step. If the attack deals Damage, the vehicle's Speed reduces one step until the system is repaired. If a vehicle is successfully targeted by this effect a second time, it cannot move until it is repaired.
- ✧ **Trait:** At the GM's discretion, specific vehicle Traits may be targeted. This may increase the Defence by one or two steps. If the attack deals Damage, the Trait is deactivated until the end of the next round. If a vehicle is successfully targeted by this effect a second time, the Trait is deactivated completely until it is repaired.

Mechanics may repair damaged vehicle systems as an Action. This is a **DN 4:2 Mind (Crafting)** Test outside of combat. The Difficulty increases to 5 if performing repairs in combat, and the Complexity increases to 4 if the system was damaged a second time.

Example: *Borghan doesn't think his Steam Gun is powerful enough to destroy an advancing Screaming Bell, so he considers a different plan. His first instinct is to target the chain the Rat Ogor uses to ring the bell. The GM thinks this is a great idea and that if the attack is successful, it will disable the Screaming Bell's Peal of Doom Trait. Targeting the chain at range is very difficult, so she increases the Screaming Bell's Defence two steps for the attack. Borghan attacks and deals 5 Damage, just enough to get past the Screaming Bell's 4 Armour. The Peal of Doom Trait is unusable until the end of the next round.*

MIRACLES, MAGIC, AND MYSTIC EFFECTS

The battlefields of the Mortal Realms are awash with magic, divine intervention, and the bizarre abilities of exotic creatures. Spells, Miracles, Talents and creature Traits affect passengers aboard a vehicle as normal, but because vehicle profiles share some attributes with creature statistics, it is not always obvious what the effects of a power on a vehicle should be.

It is beyond the scope of this ruleset to re-evaluate every ability to determine their effects on vehicles. Instead, the list below provides a set of best principles when resolving effects. GMs should use their best judgement when dealing with specific cases, and be consistent with rulings when possible.

- ✧ Abilities that inflict Damage on targets affect vehicles in the usual way. However, the GM may decide that some spells that target the immune system or a being's soul, such as *Soulflay* (**Soulbound**, page 270), have no effect on a vehicle.
- ✧ Abilities that heal Toughness or Wounds have no effect on vehicles. However, the GM may decide that some spells or Miracles, such as *Gift of Chamon* (**Soulbound**, page 274) can repair a vehicle and therefore recover Toughness.
- ✧ Vehicles never gain Conditions, regardless of an ability's effects.

- ✧ Because vehicles do not have Attributes or Skills, they never make Tests. If a vehicle ever needs to succeed on a Test to benefit from a positive effect, the vehicle automatically fails. If a vehicle ever needs to succeed on a Test to avoid a negative effect, the vehicle automatically succeeds.
- ✧ Vehicles can be affected by abilities that adjust a target's Defence, Speed, or Armour. However, Monstrous vehicles are only affected by these powers if they target an entire Zone or if they adjust the Defence, Speed or Armour of multiple targets. Monstrous vehicles count as a number of targets equal to its number of Zones.
- ✧ Vehicles are never affected by abilities that adjust Attributes, Skills, Melee, or Accuracy. Vehicles never gain new weapons as a result of an ability.
- ✧ Individual vehicle weapons can be targeted by abilities that affect their Damage or Traits.
- ✧ Vehicles cannot usually be *Shoved* (**Soulbound**, page 144), teleported, or otherwise forcibly moved by any effect besides the actions of its Driver or another vehicle. Falling airships, sinking sailing ships, and realmgate travel are notable exceptions!
- ✧ Characters moving by teleportation or other magical abilities, rather than conventional Movement, must still make a Body (Reflexes) Test to board a vehicle, due to the extreme difficulty of landing on a moving target. However, they ignore the *Defend* Actions of characters attempting to repel boarders.
- ✧ Abilities that affect an 'object' do not usually affect a whole vehicle, but might affect a specific vehicle weapon, its motive system, or a part of its armour.
- ✧ Unless the GM rules otherwise, vehicles do not have minds, souls, or lifeforces and are unaffected by abilities requiring those to activate.
- ✧ Crew aboard a Monstrous vehicle may be targeted by abilities that inflict Damage, with any Damage inflicted reducing the vehicle's Crew rating by 1 (or more, if it affects multiple targets). Crew usually fail any Tests they are required to make, except to undertake Vehicle Actions. They may be affected by powers that adjust Accuracy, Defence, or their ranged attack pool. They may suffer Conditions, at the GM's discretion.

Example: *Yn'Aedarys, an Idoneth Soulscriber, can see Skaven Gutter Runners have boarded her allies' Steam Tank and uses her Dash Upon the Rocks Miracle (Soulbound, page 95) to blast them off. Unfortunately, the Miracle targets the whole Zone, so it might affect the Steam Tank and its occupants as well.*

First, Yn resolves effects against the Skaven. They each make a Body (Athletics) Test against Yn's Soul (Devotion). Per the Miracle's effects, any Skaven that fail suffer Damage equal to the difference, fall Prone, and move to an adjacent Zone. The Skaven forced into an adjacent Zone lose all the benefits of boarding the Steam Tank.

Next, Yn resolves effects against the Steam Tank itself. The GM follows the guideline that vehicles never make Tests of any kind and automatically succeed on Tests to avoid a negative effect.

Finally, Yn resolves effects against her friends inside the Steam Tank. The GM feels the vehicle's Steel Behemoth Trait should be relevant to this situation but the Trait doesn't explain how it applies when targeted by this specific Miracle. So she makes a snap judgement: the Steam Tank's crew have Greater Advantage on their Body (Athletics) Test, they can't be forced to move a Zone, but they suffer Damage and fall Prone as normal. Perhaps if the turret hatch was open, they wouldn't gain Greater Advantage, but still couldn't be forced to move a Zone.

WEATHER CONDITIONS

Whether unfurling sails to cross oceans blue or navigating the skies in aether-powered airships, the effects of wind, rain, and other weather conditions can be critical in vehicle engagements. For the most part, these circumstances

can be modelled with the usual rules for Environmental Traits like *Difficult Terrain*, *Hazards*, and *Obscured Zones* (*Soulbound*, page 137). If you want weather conditions to have an even more critical impact, use the optional rules below.

When airships or sailing ships are Moving in the same direction as strong wind, their Speed increases one step. Airships or sailing ships Moving against a strong wind decrease their Speed one step. In addition, airships or sailing ships moving in the same direction as strong wind gain Advantage on any Opposed Tests made to Drive the vehicle, such as Exploit Blind Spot or overcoming Chase Complications (see page 100). If the Driver already has Advantage, they gain Greater Advantage.

Wind direction can change from turn to turn. GMs may forecast the weather ahead of time or randomise its direction at the start of a turn using the table opposite. You might find it easier to calculate the effects of wind direction if using regularly shaped Zones, such as squares or hexes, rather than the irregularly shaped Zones common to ground combat.

Shrewd navigators may attempt to forecast changes in wind direction before they happen. This is a **DN 5:1 Mind (Survival)** Test. Success allows the navigator to deduce what the change in wind direction will be next turn. Each additional success allows them to forecast an extra turn in advance. If you are randomising upcoming changes in wind direction, do so when the character succeeds the Test and make a note of the result to apply in future turns.



CHANGE IN WIND DIRECTION

D6	Effect
1-3	The wind blows in the same direction as it did in the previous turn. If the wind dropped in the previous turn, it continues to have no effect.
4	The wind drops, having no effect on actions this turn.
5	The wind adjusts direction, blowing across the current direction of movement. This usually has no effect, unless characters quickly turn their vehicle to capitalise on the movement boost.
6	The wind abruptly reverses, blowing strongly in the opposite direction.

VEHICLE CHASES

The thrill of the chase is the most viscerally exciting way for players to enjoy high-speed vehicles. You can add these rules to introduce uncertainty to character and vehicle movement during chase encounters.

QUARRY AND HUNTERS

Chase scenes distinguish between Quarry and Hunters. Quarry can be an individual, vehicle, or group that is being chased by the Hunters. If it is a group, use the average Speed of those in the group.

GMs begin a chase by announcing the number of Zones separating the Quarry and the Hunters. Five Zones is a good starting point, if the Quarry and Hunters saw each other coming, and the Quarry had a head start.

During a chase, both the Quarry and the Hunters are assumed to move as fast as possible, while avoiding or overcoming countless minor obstacles. For creatures or vehicles with the same Speed, this means the distance between Quarry and Hunters does not vary without additional influences from Chase Actions or Chase Complications.

If there is a difference between the speed of a Quarry and Hunter, the distance between them grows or shortens at the start of the Quarry's turn by one Zone for each step of difference.

Example: If an Average Speed Hunter on foot were chasing a Fast Quarry on horseback, the Quarry gets one Zone further away at the beginning of their turn. If the Hunter was instead pursuing aboard a Gyrocopter (with Swift Speed), they would instead move one Zone closer to the Quarry at the start of the Quarry's turn.

Due to how quickly characters move into new locations, chase scenes do not track Environmental Traits of individual Zones. However, chases in a crowded area (such as a city or battlefield), provide all Zones the *Partial Cover* Trait.

CHASE ACTIONS

In chase scenes, Hunters and Quarry choose from a more limited range of Actions. This leads to characters making quicker decisions, which helps preserve the essential momentum of high-speed chases.

If a character is actively involved in a chase scene (Driving a vehicle, controlling a mount, flying under their own power, or chasing on foot), they do not select Moves, Actions, and Free Actions as they would in normal combat. Instead, each round participants take one of the following Chase Actions on their turn, in addition to standard Free Actions.

- ✱ **Hold Pace:** The character spends their full attention on moving as fast and safely as possible. The distance between Quarry and Hunters remains the same, but they reduce the Difficulty of Chase Complication Tests by 1, until the beginning of their next turn.
- ✱ **Slow Down:** A character spends a portion of their attention and energy attempting something other than moving at full speed. The character may make a single non-movement based action, such as making an Attack or using a Talent (including casting a spell or Miracle). If the Quarry takes this Action, the distance between them and the Hunters is reduced by one Zone at the end of their turn. If a Hunter takes this action, the distance is instead increased by one Zone at the end of their turn.
- ✱ **Break Off:** A character turns and fights (if they are Quarry), or abandons the chase (if they are a Hunter). They effectively leave the Chase Scene. This Action is automatically taken if a Hunter finds themselves with ten or more Zones between them and the Quarry at the beginning of their turn, if a vehicle is Wrecked, if any chase participant is *Restrained*, knocked *Prone*, or becomes *Mortally Wounded*, or if the Quarry decides to face the Hunters in combat.

CHASE COMPLICATIONS

Chases do not take place in a vacuum, but in environments littered with obstacles, unstable ground, and other challenges. At the beginning of the Quarry's turn, the GM selects or randomises a new Chase Complication (see table below). They narrate the details to match the scene, and apply the listed Tests to the relevant chase participants.

These Tests are usually Body (Reflexes), but depending on the particulars of the chase, the GM may declare a different Skill, such as Body (Beast Handling) to steer a swift mount, or Mind (Crafting) to pilot an eccentric cogwork vehicle.

At the GM's discretion, the Difficulty of a Chase Complication can be reduced by 1, but only if the chase participant can come up with a way of avoiding it in a speedy manner. Chase scenes really shine when the turns flow fast and players respond to upcoming complications quickly.

HOLD ON!

Characters only passively involved in chase scenes, such as Weapon Operators or passengers aboard a vehicle, may take combat actions as normal, so long as their actions do not affect distance between the Quarry and Hunters. They can make attacks, Help a Driver with Chase Complications, move around any Zones the vehicle may have, or attempt to Board an enemy vehicle. However, the GM may rule that any damage from Chase Complications also affects passengers. In addition, if a passenger leaves a vehicle for any reason, the GM can decide to either add them to the chase as a new Hunter or Quarry, or have them Break Off from the chase.

CHASE COMPLICATIONS

2D6	Complication	Effect
2-3	Dangerous Obstacle: Something unexpected and very dangerous threatens the Hunters. Falling debris, an enraged monster, or deadly hazard.	All Hunters within three Zones of the Quarry must immediately make a DN 6:1 Body (Reflexes) Test or take 5 Damage and fall two Zones behind.
4-5	Uncertain Ground: The Quarry unexpectedly swerves into dangerous territory, such as broken ground, rocky waves, or floating metaliths. One wrong move could cost the Hunters valuable time.	For the following three turns, do not roll for new Chase Complications. Instead, each Hunter must make a DN 5:1 Body (Reflexes) Test at the beginning of the Quarry's turn. If they fail, they take 3 Damage and fall one Zone behind.
6-8	Slip Up: The Quarry missteps, crashes through a minor obstacle, or veers off course, giving the Hunters a chance to catch up.	Hunters who succeed on a DN 4:1 Body (Reflexes) Test move one Zone closer to the Quarry.
9-10	Shortcut: The Hunters spot a shortcut, ducking down an alley, taking to the rooftops, or taking an alternative path.	For the following three turns, do not roll for new Chase Complications. Instead, each Hunter must make a DN 5:1 Body (Reflexes) Test at the beginning of the Quarry's Turn. If they succeed, they move one Zone closer to the Quarry.
11-12	Opportunity: The Quarry encounters a sudden obstruction, a dead end, or are intercepted by an ally, providing the Hunters a chance to catch up.	All Hunters move two Zones Closer to the Quarry.

PACING A CHASE

Chase scenes should feel like fast paced action scenes driven by split second decisions. Turns should come fast and players should be encouraged to make fast choices, otherwise what should be a dramatic chase scene can feel more like power walking along a conveyor belt. With Chase Action rules, each player engaged in the chase only has to make one decision on their turn, and then everyone has to deal with the Chase Complications on the Quarry's turn. This should help to keep the pace fast and furious..

ENDING A CHASE

A chase ends if:

- ✱ The Quarry escapes because all Hunters have Broken Off.
- ✱ The Hunters catch-up because the Quarry has Broken Off.
- ✱ Enough time elapses for the chase to be interrupted (e.g. the Quarry reaches a safe destination, or reinforcements intercept a pursuit).

GMs should establish a time limit for chases in advance, to preserve tension as the clock ticks down. A pair of dice are useful to track this. Ten turns is a generous limit for the Hunters, providing plenty of time to catch or incapacitate leads needed to continue an investigation. More desperate pursuits may have much shorter deadlines.

Example: *Malgra has commandeered an Ironweld Gyrocopter and is chasing a Duardin sky-pirate in their own Gyrocopter through narrow canyons of razor-sharp metal in Chamon. Both vehicles have a Speed of Swift, and the GM declares that Malgra is the Hunter, and the Pirate is the Quarry. The two Gyrocopters begin the chase 3 Zones apart. The Sky Pirate has a higher Initiative, so goes first.*

At the beginning of the Pirate's turn, since they are the Quarry, the GM rolls for a Chase Complication. The result is 'Opportunity'. The GM declares that the Sky Pirate tries

to take a sharp turn and scrapes against the canyon wall, giving Malgra a chance to catch up. Malgra moves two Zones closer. Now that there is only one Zone between them, the Sky Pirate decides to Slow Down to use their Gyrocopter's Brimstone Gun Attack. They make an Attack Action, damaging Malgra's Gyrocopter, but at the end of their turn they further reduce the distance between the Gyrocopters by one.

It is now Malgra's turn. Since the two Gyrocopters are now in adjacent Zones, Malgra also decides to Slow Down and return fire with their own Brimstone Gun, causing major damage to the Pirate's Gyrocopter, before increasing the distance between the two Gyrocopters by one Zone.

The Sky Pirate takes their next turn, and a new Chase Complication is rolled. The GM rolls 'Uncertain Ground' and declares that stray fire from the dogfight is causing the canyon to collapse around them. Malgra makes a DN 5:1 Body (Reflexes) Test, and succeeds, nimbly weaving between chunks of falling metal. The Pirate, satisfied with their lead and hoping Malgra will fail future tests, decides to Hold Pace, maintaining their distance.

It is once more Malgra's turn, with one Zone between them and the canyon collapsing around them. Malgra takes another shot with their Brimstone Gun. They luckily manage to deal enough damage to Wreck the Pirate's Gyrocopter. The GM describes how the Pirate Breaks Off, their Gyrocopter spinning out of control and smashing into the canyon wall.

HEAVY WEAPONS

Most vehicles employ larger weapons a single soldier could not carry, incorporating them directly into construction to maximise protection and firepower. With increased size and a more stable firing platform, these weapons generate an incredible rate of fire, or power up for a single devastating blast.

Because heavy weapons are so effective, they are not only mounted on vehicles, but also deployed as artillery. Depending on their scale, they may be installed within fortifications, wheeled forward on gun carriages, borne by beasts of burden, or carried by a weapons team. Though these weapons are far less mobile than vehicle installations, they hope to avoid drawing the same intensity of fire. They are often positioned at the rear of a battleline, or surrounded by protective formations of footsoldiers.

Warpfire
Thrower



Razorshell
Harpoon Launcher



Helblaster
Volley Gun



Helstorm Rocket
Battery



Celestar Ballista



Heavy weapons are typically crewed by two or more combat engineers, working together to calculate firing arcs, quickly reload, and bear the weight of the weapon when redeploying. Where possible, their design is functional enough for non-trained personnel to still operate the device. This attribute is useful for Soulbound who temporarily require a more powerful weapon to fell a formidable opponent. But it is equally useful for the party's enemies, who can adapt to an artillery crew's death by simply dispatching more warriors to re-crew the weapon.

Heavy weapons are rarely practical for adventurers and explorers, who favour lighter weapons when travelling beyond a city's borders. But they are invaluable for defending choke points, closing off whole avenues of approach with their commanding field of fire.

NEW WEAPON TRAITS

The weapons listed below, and in the profiles of sample vehicles from page 106 onwards, use the following new weapon Traits in addition to those listed on page 104 of *Soulbound*.

FIXED

Fixed weapons cannot be carried by creatures of any Size. They must be attached to a vehicle, fortification, collapsible stand, gun carriage, or an Enormous- or Monstrous-sized mount.

Large or smaller creatures who wish to wheel, dismantle, or otherwise prepare a *Fixed* weapon for redeployment must spend an Action preparing the weapon before moving it. The weapon cannot be used to make attacks until it is redeployed, requiring another Action.

HEAVY

Heavy equipment is too bulky and cumbersome to be effectively wielded by individual warriors. *Heavy* weapons always count as having the *Two-handed* Trait. When carried by a Medium or smaller creature, the creature's Speed and Accuracy are reduced one step.

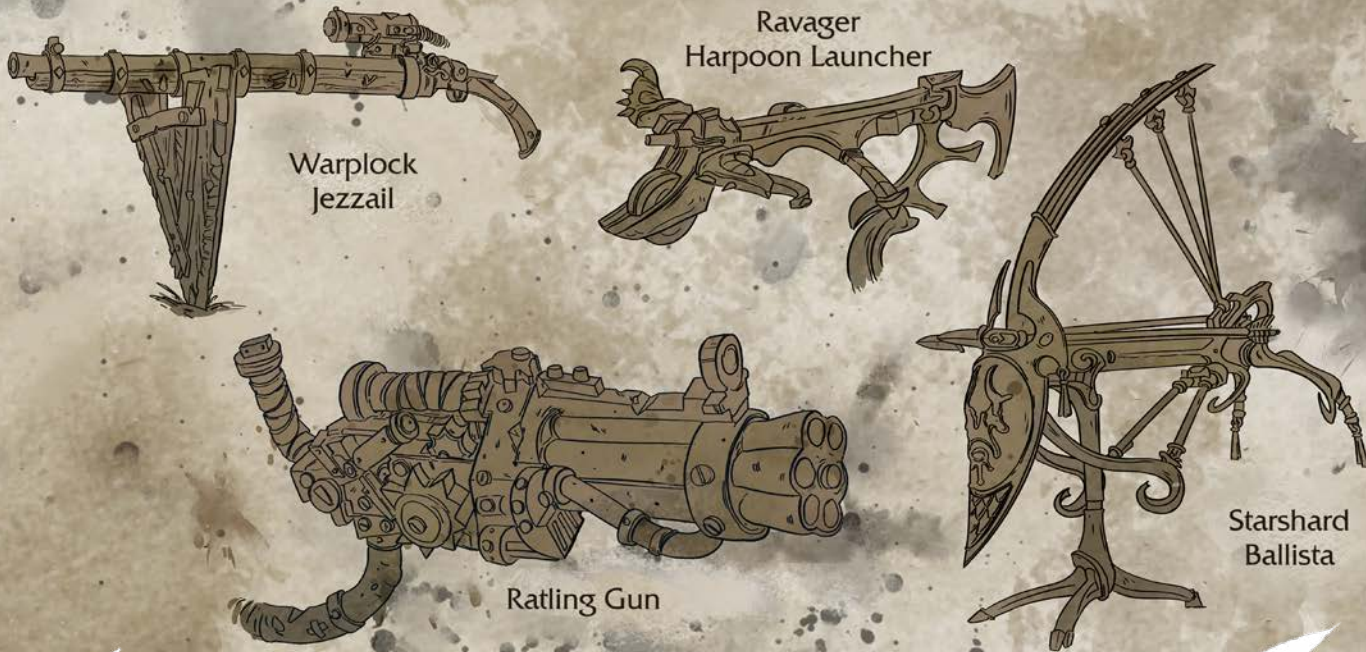
Heavy equipment does not impose penalties when mounted on a vehicle, fortification, stand, or gun carriage, nor when fixed to or carried by a Large or larger creature, or by two or more Medium-sized creatures.

INACCURATE

Some artillery pieces are designed to target big vehicles and other Enormous-scale threats, and struggle to lock onto more mobile threats. When attacking a Large or larger creature with an *Inaccurate* weapon, your Accuracy is reduced one step. When attacking Medium or smaller creatures, your Accuracy is reduced two steps. Inaccurate weapons can never attempt *Called Shots*.

RAM

The speed and weight of a vehicle make them effective weapons in their own right, especially when plowing into columns of tightly-packed infantry. *Ram* weapons can never be used by Weapon Operators aboard a vehicle. Instead, when a Driver *Moves a Vehicle*, the Driver may make a melee attack with a *Ram* weapon as a Free Action. The attack can be made at any point before, during, or after the vehicle's movement. When making an attack with a *Ram* weapon, the Driver uses their Accuracy instead of Melee to determine the attack Difficulty, and rolls Body (Reflexes) for the attack instead of Body (Weapon Skill).



RANGE (EXTREME)

The largest artillery pieces can target enemies from extraordinary distances, far beyond the range of their victims to return fire. In most combats, which usually have only a handful of Zones, weapons with *Range (Extreme)* are assumed to be in range of all participants.

Weapons with *Range (Extreme)* still face some limits on the distance they can fire, most pertinently their operator's line of sight. In scenes with a large number of Zones, such as chase scenes, GMs may dictate that *Range (Extreme)* weapons can only target enemies up to five Zones away.

HEAVY WEAPONRY

This section details a number of heavy weapons found throughout the Mortal Realms, including those used by the Free Peoples, Idoneth Deepkin, and even the Skaven.

Heavy weapons can not be purchased. Instead, they can be gifted to players for short adventures or scenarios, such as major assaults or the defence of a city, or used by powerful enemies.

CELESTAR BALLISTA

The Celestar Ballista is the premier war machine of the Stormcast Eternals, a quad-barrelled heavy crossbow created by Sacristan Engineers of the Ordinatos Conclave. They were originally crafted to defend the Anvil of Apotheosis, both from enemies without and from rogue spectres resisting their Reforging. The Stormhosts' mobile method of war seldom lends itself to heavy support, but Celestar Ballistae commonly stand atop Stormkeep ramparts or sacred sites in need of defending.

Atop the Sigmarabulum in Azyr, the warrior-mages of the Sacrosanct Chambers infuse the ballistae's runic ammunition with divine lightning, its chained electricity only discharging when the Celestar Stormbolts strike their targets.

The Celestar Ballista is a ranged weapon. When you Attack, you can choose to use either one of the following profiles:

- ✱ **Celestar Ballista (Single Shot):** 5 + S Damage, Extreme Range. *Fixed, Magical, Penetrating, Piercing, Spread.*
- ✱ **Celestar Ballista (Rapid Fire):** 2 + S Damage, Medium Range. *Fixed, Magical, Penetrating, Piercing, Reload, Spread.* The attack's *Spread* Trait affects all creatures within Short Range of the target, instead of Close Range.

HELBLASTER VOLLEY GUN

The Helblaster Volley Gun is as infamous for its devastating effectiveness as its spectacular self-destructiveness when the weapon jams. Three rows of three blackpowder repeaters rotate around a central mechanism to produce a continuous barrage of shot — if its crew is bold enough to set the central crank to a full volley that is. It is commonly wheeled into battle by Freeguild regiments, obliterating approaching enemies in a hail of lead.

The Helblaster Volley Gun is a ranged weapon with statistics listed on the table above. Your Accuracy increases one step when using the weapon against targets within Medium Range.

HEAVY WEAPONS

Name	Availability	Damage	Traits
Celestar Ballista (Single Shot)	Exotic	5 + S	Fixed, Magical, Penetrating, Piercing, Range (Extreme), Spread
Celestar Ballista (Rapid Fire)	Exotic	2 + S	Fixed, Magical, Penetrating, Piercing, Range (Medium), Reload, Spread
Helblaster Volley Gun	Exotic	3 + S	Fixed, Loud, Piercing, Range (Long), Reload, Spread
Helstorm Rocket Battery	Exotic	5	Blast (5), Fixed, Inaccurate, Loud, Penetrating, Range (Extreme), Reload
Ratling Gun	Special	+ S	Heavy, Loud, Piercing, Range (Medium), Spread
Ravager Harpoon Launcher	Rare	3 + S	Heavy, Penetrating, Piercing, Range (Long), Restraining
Razorshell Harpoon Launcher	Rare	4 + S	Heavy, Piercing, Range (Long), Rend
Retarius Net Launcher	Rare	1 + S	Heavy, Piercing, Range (Medium), Restraining
Vanari Starshard Ballista	Exotic	4 + S	Fixed, Magical, Penetrating, Piercing, Range (Extreme)
Warpfire Thrower	Special	1 + S	Heavy, Loud, Magical, Range (Short), Spread
Warplock Jezzail	Special	2 + S	Heavy, Loud, Magical, Penetrating, Piercing, Range (Long)

In addition, when you attack with the Helblaster Volley Gun, you can choose to open fire with an additional one or two rows of shot. For each additional row, you deal +3 Damage. After doing so, roll 1d6 per additional row you fired with. If the result is equal to or less than the current Doom, the Helblaster Volley Gun explodes. You suffer 5 Damage, and anyone in your Zone suffers 3 Damage.

HELSTORM ROCKET BATTERY

When the Cities of Sigmar need long-distance artillery, the Ironweld Arsenal's Helstorm Rocket Battery is their first choice. Though the Helstorm's shrieking bombardment of corkscrewing missiles are far from precise, the shock and awe of their explosions across the battlefield can suppress an enemy advance. Like the Helblaster, the Helstorm is commonly transported to war aboard an artillery carriage, but its ideal deployment is far from the frontline. Instead, the weapon uses indirect fire to arc a salvo of rockets over the heads of their justifiably nervous allies.

The Helstorm Rocket Battery is a ranged weapon with the statistics above. It can't attack targets within Short Range.

RATLING GUN

The Skaven of Clans Skryre have made a small fortune producing rapid-firing Ratling Guns for sale to ambitious Clawleaders. These rotary contraptions spit warpstone-laced bullets from six spinning barrels, operated by a whirling hand-crank. Experienced Ratling Gun users

learn to be cautious with their rate of fire, as the weapon is prone to superheating and exploding when its firing mechanism is overworked. It takes two Skaven to operate the weapon effectively, a rare instance for their species of cooperation, albeit in the spirit of indiscriminate carnage.

Ratling Guns are ranged weapons with the statistics listed above, and require two creatures to operate. When attacking with this weapon, roll 1d6, and add the result as additional dice to the attack pool. For example, if you rolled 1d6 and got 3, you would add an additional 3d6 to your dice pool for the Attack. Roll these additional dice separately. If any result is a 1, the Ratling Gun explodes dealing 3 Damage to the wielders. This Damage is *Magical*.

RAVAGER HARPOON LAUNCHER

The Scourge Privateers use Ravager Harpoon Launchers to hunt monsters on land or at sea. These high-powered and quick-loading great crossbows launch spear-sized projectiles that are often tethered to a ship or chariot with strong rope or chain. Although the crossbow itself is relatively lightweight, its harpoons are large enough to encumber a single warrior, and are more conveniently stashed aboard a Wolfship or Scourgerunner Chariot. The precision of a Ravager Harpoon's shot makes them perfect for pinpointing a beast's weak spots. Where possible, corsairs avoid kill-shots with valuable prey, weighing their targets down with barbed missiles for capture and resale.

Ravager Harpoon Launchers are ranged weapons with the statistics listed on page 104. When used to attack a Large or larger creature, your Accuracy increases one step.

RAZORSHELL HARPOON LAUNCHER

The Idoneth Deepkin have their own harpoon crossbow with a devastating rate of fire. It is sometimes known as the ‘whispering death’ for the distinctive *whoosh* of its volley. Akhelian warriors commonly mount the weapon on the backs of Allopex hunter-predators or huge-shelled Leviadons, laying down fire as their monstrous steed rushes into slashing range. The launcher’s Razorshell Harpoon can also be exchanged for a Retarius Net, a lattice of woven siren hair so sharp and tough it tears its target apart as they struggle to break free.

The Razorshell Harpoon Launcher is a ranged weapon. When you Attack, you can choose to use either one of the following profiles:

- ✱ **Razorshell Harpoon Launcher:** 4 + S Damage, Long Range. *Heavy, Piercing, Rend.*
- ✱ **Retarius Net Launcher:** 1 + S Damage, Medium Range. *Heavy, Piercing, Restraining.* When a character takes an Action to remove the *Restrained* Condition inflicted by this weapon, they suffer 5 Damage.

Stat-blocks for Allopexes and Leviadons can be found in the *Soulbound Bestiary*.

VANARI STARSHARD BALLISTA

The Lumineth Realm-lords’s heavy weapon of choice is precise, elegant, and impeccably crafted from flexible, reinforced dreamwood. Starshard bolts are launched from the great bow in matched pairs, its crew of expert Vanari artillerists eliminating targets according to their commander’s instructions, conveyed by messenger hawk. As befitting the Shining Companies of Hysh, the ballista’s operators often carry aetherquartz warding lanterns to deter attacks and help focus their own, whilst Blinding Bolts explode amongst with debilitating radiance.

The Vanari Starshard Ballista is a ranged weapon with the statistics listed on page 104. The ballista has a pair of Blinding Bolts, which must be fired together. Once per combat when attacking with the Starshard Ballista, you can choose to use the Blinding Bolts instead of the standard shot. If the attack succeeds, the target and everyone in its Zone is *Blinded* until the start of your next turn.

WARPFIRE THROWER

Warpfire Throwers eject a spray of warpstone-corrupted alchemical solutions over enemy formations, igniting on contact with the air to consume armour, flesh, and bone in an agonising inferno. Though short ranged, their sheer destructive potential ensures Clans Skryre never struggles to market their creations to the Skaven battleswarms.

Warpfire Thrower crews are reckoned dangerously unstable, approaching the enemy to savour the sounds and smells of their scourging flames. Whilst one half of a weapon team bears the weight of the weapon’s sloshing tank, the other directs its heavy nozzle, though exacting accuracy is seldom required.

The Warpfire Thrower is a ranged weapon with the statistics listed on page 104, and requires two creatures to operate. A creature damaged by a Warpfire Thrower must succeed a **DN 6:1 Body (Fortitude)** Test or become *Poisoned*. This Condition lasts until the target finishes a Rest of is cured by other means.

WARPLOCK JEZZAIL

Jezzails are long-barrelled rifles loaded with warpstone bullets, firing with a harsh crack and a green trail along their firing trajectory. Skaven value the weapon for its stopping power and long range, keeping the wielder a healthy distance from their target’s vengeful bodyguards, an especially useful trait for any would-be sniper.

Warplock Jezzails are not the most accurate firearms, but bracing the rifle against a pavise shield or other stable platform is an effective countermeasure. Unlike most weapons produced by Clans Skryre, Jezzails very rarely explode and kill their operator.

The Warplock Jezzail is a ranged weapon with the statistics listed on page 104, and requires two creatures to operate. Creatures operating this weapon increase their Defence one step due to the Jezzail’s shield.



MACHINES OF WAR

The following section provides a number of vehicles for your game. These include vehicles of the forces of Order, such as the Free Peoples and the Kharadron Overlords, but also those used by Chaos and Death. Each vehicle shows a table listing its game statistics. This is sometimes referred to as its stat-block or profile. Vehicle stat-blocks are presented in the following format:

1. The vehicle's name.
2. The vehicle's size and faction (in parentheses).
3. The vehicle's combat abilities and vital information, including Defence, Speed, Crew (with minimum Crew in parentheses), Armour, Toughness, and Faults.
4. The number of Zones within the Vehicle and a list of each Zone. This is for Monstrous Vehicles only.
5. The vehicle's Traits, which are special abilities and features the vehicle has.
6. The vehicle's weapons, which can be used by the Weapon Operator (or Crew, in the case of Monstrous vehicles).
 - a. Large and Enormous vehicle weapons list the type of attack, the Damage the weapon deals, and any Traits the weapon has. Characters making an attack with a weapon use their own abilities and dice pool for the attack. See page 91 for more information.
 - b. Monstrous vehicle weapons list the type of attack, the dice pool to use when one of the Crew is attacking with the weapon, the Damage the weapon deals, and any Traits the weapon has. Characters making an attack with a weapon use their own abilities and dice pool for the attack in place of those listed.

ARKANAUT IRONCLAD 1		
2 Monstrous Vehicle (Kharadron Overlords)		
Defence	Speed	Crew
3 Average	Fast (Fly)	16 (minimum 4)
Armour	Toughness	Faults
5	32	8
ZONES 4		
6 (Above Deck: foredeck, aft deck, captain's quarters, endrinspheres. Below Deck: Cargo hold and weapon batteries, crew quarters)		
TRAITS 5		
Aetheric Navigator and Endrinrigger: The best graduates of the Navcademies and Endrineering schools serve aboard Arkanaut Ironclads. At the end of the turn, the Arkanaut Ironclad may move two additional Zones and regain 3 Toughness as a Free Action.		
Battle Damage: When an Arkanaut Ironclad suffers its first Fault, its Speed is reduced one step. Each Fault on the Ironclad's Fault Track reduces its Crew rating by 1.		
Bombing Run: Ironclads can unleash a Grudgesettler Bomb salvo. Once per turn, when the Driver makes a <i>Move a Vehicle Action</i> they can drop their bombs. All creatures in the Zones the vehicle moves over as part of this movement suffer 5 Damage.		
WEAPONS 6		
Aethershock Torpedoes (Hold): Ranged Attack (Good), 4d6, 5 Damage, Long Range. <i>Aetheric, Blast (5), Fixed, Loud, Reload.</i>		
Aethershot Carbine × 4 (Hold): Ranged Attack (Good), 4d6, 2 + S Damage, Medium Range. <i>Aetheric, Loud, Piercing.</i>		
Great Sky Cannon (Foredeck): When attacking with this weapon, choose to fire either a Shell or Shrapnel. Shell: Ranged Attack (Good), 4d6, 8 + S Damage, Extreme Range. <i>Aetheric, Crushing, Fixed, Inaccurate, Loud.</i>		
Shrapnel: Ranged Attack (Good), 4d6, 4 + S Damage, Long Range. <i>Aetheric, Fixed, Inaccurate, Loud, Piercing, Spread.</i>		
Face of Grungni: Melee Attack (Good), 5d6, 5 + S Damage. <i>Cleave, Crushing, Fixed, Ram.</i> Can only target Flying enemies. When attacking a Monstrous enemy with this weapon, the Ironclad suffers Damage equal to twice the target's Armour.		

GRUNDSTOK GUNHAULER

The Grundstok Corporation markets the Gunhailer as a fast, heavily armed airship perfect for escorting larger Kharadron vessels. The vessel is crewed by two Duardin, who carefully regulate its single endrinsphere for overcharged bursts of speed. What the Gunhailer lacks in cargo capacity it makes up for in weaponry, sporting an Aethershot Carbine turret and a foredeck-mounted cannon. Where possible, Gunhailers actively seek and destroy threats before re-entering formation besides their client's protected craft.

GRUNDSTOK GUNHAULER

Large Vehicle (Kharadron Overlords)

Defence	Speed	Crew
Good	Fast (Fly)	–
Armour	Toughness	Faults
3	16	–

TRAITS

Bombing Run: Gunhailers are loaded with detonation drills and fragmentation charges. Once per turn when the Driver takes the Move a Vehicle Action they can drop their bombs. All creatures in the Zones the vehicle moves over during this movement suffer 3 Damage.

Ahead Full: A Gunhailer's engine has an emergency overcharge setting for when time is of the essence. Once per combat, a character in the Driver role may increase the Grundstok Gunhailer's Speed one step until the start of their next turn.

WEAPONS

Aethershot Carbine: Ranged Attack, 2 + S Damage, Medium Range. *Aetheric, Loud, Piercing.*

Sky Cannon: When attacking with this weapon, choose to fire either a Shell or Shrapnel.

Shell: Ranged Attack, 6 + S Damage, Long Range. *Aetheric, Crushing, Fixed, Inaccurate, Loud.*

Shrapnel: 3 + S Damage, Medium Range. *Aetheric, Fixed, Loud, Piercing, Spray.*

Face of Grungni: Melee Attack, 3 + S Damage. *Cleave, Crushing, Fixed, Ram.* Can only target Flying enemies. When attacking an Enormous or Monstrous enemy with this weapon, the Gunhailer suffers Damage equal to twice the target's Armour.

Gunhailers are a cost-effective method for Kharadron Overlords to leverage shows of force, and their use is especially popular in Barak-Urbaz, the Market City. Their Admiral's Council employs the Grundstok Corporation to patrol the perimeters of the city's massive sky-fisheries and sky-path realmgates. In Barak-Zon, their use is more aggressive, with individual Gunhailers hired to Cities of Sigmar that would otherwise be without aerial cover.

Grundstok's Academies produce veteran pilots, well drilled to protect their customer's property at all costs, but it is not unheard of for clients to hire uncrewed Gunhailers to reduce costs. Behind the controls of a Gunhailer, the client assumes responsibility for its incredible speed and firepower, and to partially cover expenses in event of battle damage.



ARKANAUT FRIGATE

Arkanaut Frigates are mainstays of the Kharadron sky-fleets, as adaptable to new circumstances as the Kharadron themselves. Exploratory voyages, transporting cargo or passengers, aether-gold mining, and waging military campaigns are all within a frigate's capabilities. Its metal hull is buoyed by a pair of endrinspheres, tended by an Endrinrigger and directed by an Aetheric Navigator. Everyone on board answers to the ship's captain, who usually steers the vessel from the aft deck's helm.

Frigates may operate for long spans without restock or support, and are outfitted to defend themselves against a variety of threats. Bomb racks for strafing runs, Aethershock Torpedoes for missile bombardment, below-deck Aethershot Carbines for point-defence, and cutlasses and pistols to repel boarders are all standard armaments. The pride of any frigate is its fore-mounted turret cannon — usually a Heavy Sky Cannon, though variants exist.

In the Cities of Sigmar, Arkanaut Frigate captains make good money transporting settlers, merchants, and would-be explorers from one city to another. Few Kharadron are forthcoming with their clients that the skies of the Mortal Realms can be as dangerous as the lands below.

ARKANAUT FRIGATE		
<i>Enormous Vehicle (Kharadron Overlords)</i>		
Defence	Speed	Crew
Average	Fast (Fly)	–
Armour	Toughness	Faults
4	24	–
ZONES		
3 (above deck, below deck, endrinspheres)		
TRAITS		
Aetheric Navigator and Endrinrigger: Frigate crews are accompanied by Kharadron specialists, whose expertise is hard-won and highly valued. At the end of the turn, the vehicle may move one additional Zone and regain 1 Toughness as a Free Action.		
Bombing Run: Frigates can unleash a salvo of Grudgesettler Bombs. Once per turn, when the Driver makes a <i>Move a Vehicle</i> Action they can drop their bombs. All creatures in the Zones the vehicle moves over as part of this movement suffer 4 Damage.		
WEAPONS		
Aethershot Carbine × 2 (Below Deck): Ranged Attack (Good), 4d6, 2 + S Damage, Medium Range. <i>Aetheric, Loud, Piercing</i> .		
Heavy Sky Cannon (Above Deck): When attacking with this weapon, choose to fire either a Shell or Shrapnel.		
<i>Shell:</i> Ranged Attack (Good), 4d6, 8 + S Damage, Extreme Range. <i>Aetheric, Crushing, Fixed, Inaccurate, Loud</i> .		
<i>Shrapnel:</i> Ranged Attack (Good), 4d6, 4 + S Damage, Long Range. <i>Aetheric, Fixed, Inaccurate, Loud, Piercing, Spread</i> .		
Face of Grungni: Melee Attack (Good), 4d6, 4 + S Damage. <i>Cleave, Crushing, Fixed, Ram</i> . Can only target Flying enemies. When attacking a Monstrous enemy with this weapon, the frigate suffers Damage equal to twice the target's Armour.		



ARKANAUT IRONCLAD

Monstrous Vehicle (Kharadron Overlords)

Defence	Speed	Crew
Average	Fast (Fly)	16 (minimum 4)
Armour	Toughness	Faults
5	32	8

ZONES

6 (Above Deck: foredeck, aft deck, captain's quarters, endrinspheres. Below Deck: Cargo hold and weapon batteries, crew quarters)

TRAITS

Aetheric Navigator and Endrinnigger: The best graduates of the Navcademies and Endrineering schools serve aboard Arkanaut Ironclads. At the end of the turn, the Arkanaut Ironclad may move two additional Zones and regain 3 Toughness as a Free Action.

Battle Damage: When an Arkanaut Ironclad suffers its first Fault, its Speed is reduced one step. Each Fault on the Ironclad's Fault Track reduces its Crew rating by 1.

Bombing Run: Ironclads can unleash a Grudgesettler Bomb salvo. Once per turn, when the Driver makes a *Move a Vehicle Action* they can drop their bombs. All creatures in the Zones the vehicle moves over as part of this movement suffer 5 Damage.

WEAPONS

Aethershock Torpedoes (Hold): Ranged Attack (Good), 4d6, 5 Damage, Long Range. *Aetheric, Blast (5), Fixed, Loud, Reload.*

Aethershot Carbine × 4 (Hold): Ranged Attack (Good), 4d6, 2 + S Damage, Medium Range. *Aetheric, Loud, Piercing.*

Great Sky Cannon (Foredeck): When attacking with this weapon, choose to fire either a Shell or Shrapnel. Shell: Ranged Attack (Good), 4d6, 8 + S Damage, Extreme Range. *Aetheric, Crushing, Fixed, Inaccurate, Loud.*

Shrapnel: Ranged Attack (Good), 4d6, 4 + S Damage, Long Range. *Aetheric, Fixed, Inaccurate, Loud, Piercing, Spread.*

Face of Grungni: Melee Attack (Good), 5d6, 5 + S Damage. *Cleave, Crushing, Fixed, Ram.* Can only target Flying enemies. When attacking a Monstrous enemy with this weapon, the Ironclad suffers Damage equal to twice the target's Armour.

ARKANAUT IRONCLAD

The jewels in every sky-port's crown are its Arkanaut Ironclads, the most heavily-armed sky-vessel in regular circulation. To the untrained eye, the Ironclad is simply a larger version of the frigate with thicker armour, deeper cargo holds, and deadlier weapons. But those who understand aethercraft and endrineering know that these force multipliers come with the prestige of flying the most advanced combat-capable airship in the Fleet Service. They are invariably the flagship of choice for any Arkanaut Admiral and their expeditionary armada, and many have storied histories of lucrative ventures and glorious battlefield victories.

Every airship is crafted by the Endrineers Guild not just for functionality but to celebrate the sky-port and guild that sponsored its construction. The name recognition of many famous Ironclads provide even more profitable marketing opportunities, and chartered companies compete viciously for the right to have their brand associated with a warship of special renown.

Unlike the ubiquitous Arkanaut Frigates, which often accept employment from the Cities of Sigmar, the Fleet Service rarely authorises the deployment of Ironclads unless it is directly relevant to the sky-port's business. Non-Kharadron intent on procuring an Ironclad must start by bargaining with the admiralty, to convince them it is a matter of great profit or great urgency.

A map of *The Grund*, an Arkanaut Ironclad, can be found on page 122.



HAMMERHALIAN COGFORT

Cogforts are artificially constructed mobile fortresses, used to patrol the limits of Sigmar's dominion or extend his authority into hostile territory. They vary hugely in form and fashion, advancing on treaded wheels or articulated legs and sport an assortment of cannons and explosive launchers. The biggest could be regarded as strongholds in their own right, whilst even the smallest are almost impregnable without siege weaponry. Each is an Ironweld Cogsmith's magnum opus, with unique adaptations for their realm, city, and their creator's personal signature.

Cogforts are used extensively by the defenders of Hammerhal Aqsha. At the city's perimeter, each vehicle mounts a powerful lightning-shield generator, which links to the generators of other nearby Cogforts to produce a crackling lightning shield. When it is time for Hammerhal Aqsha to expand into new territory, the Cogforts roll forward on colossal treads or piston-driven legs, their shields providing cover for Duardin labour-clans to construct new buildings and fortifications. In times of need, individual Cogforts may be redeployed to support Hammerhal's armies on campaign or provide a base for critical operations.

HAMMERHALIAN COGFORT		
Monstrous Vehicle (Free Peoples)		
Defence	Speed	Crew
Poor (Good with Shield)	Normal	18 (minimum 5)
Armour	Toughness	Faults
6	40	10
ZONES		
3 or more (locomotion systems, main keep, rampart)		
TRAITS		
Battle Damage: When a Hammerhalian Cogfort suffers its first Fault, its <i>Lightning Shield</i> Trait is deactivated and its Speed is reduced one step. Each Fault on the Cogfort's Fault Track reduces its Crew rating by 2.		
Lightning Shield: Hammerhalian Cogforts are topped with pylons emitting a powerful energy array. The Hammerhalian Cogfort, and all characters on board, increase their Defence two steps against attacks made from outside the vehicle, in addition to any benefits provided by Cover. Furthermore, the Complexity of boarding a Hammerhalian Cogfort is increased by 1. Any characters who board a Hammerhalian Cogfort after failing their Body (Reflexes) Test gain the <i>Stunned</i> Condition until the end of their next turn.		
WEAPONS		
Helstorm Rocket Battery (Rampart): Ranged Attack (Average), 4d6, 5 Damage, Extreme Range. <i>Blast (5), Fixed, Inaccurate, Loud, Penetrating, Reload.</i>		
Incinerator Turrets (Main Keep × 2): Ranged Attack (Average), 4d6, 4 Damage, Medium Range. <i>Blast (4), Fixed, Loud.</i> Any Zone targeted by an Incinerator Turret twice in one turn becomes a <i>Major Hazard</i> .		
Ironweld Cannons (Rampart × 2): Ranged Attack (Average), 4d6, 8 + S Damage, Extreme Range. <i>Crushing, Fixed, Inaccurate, Loud, Reload.</i>		
Crushing Treads/Stamping Legs: Melee Attack (Average), 4d6, 6 + S Damage. <i>Cleave, Crushing, Fixed, Ram.</i> Can only target enemies on the ground. When attacking an Enormous or Monstrous enemy with this weapon, the Cogfort suffers Damage equal to twice the target's Armour.		



STEAM TANK

For problems best solved with the least subtle application of force, the Ironweld Arsenal unleashes its clanking, wheezing, metal monstrosities known as Steam Tanks. They are fully enclosed vehicles, almost impervious to infantry attack, returning fire with its cannon and turret-mounted firearms. These guns are powered by the same rumbling, ravenous steam engine that drives the tank forward, tended by Ironweld mechanics trained to regulate its formidable energy output.

One of a Steam Tank's most powerful weapons is its own forward momentum — when their wheels start turning, little can cause them to stop. Some Steam Tank crew deliberately overcharge their own engines, risking filling the cramped interior with blasts of superheated vapour, to push the Tank forward at even greater speeds. However dangerous this is for the crew, it is far more devastating for enemies crushed beneath the Steam Tank's wheels.

Veteran combat engineers may be promoted to a Steam Tank Commander, sometimes leading not just a single tank crew, but a whole squadron into battle. This decision is never made lightly, for once these war machines are unleashed, there will be little left of the battlefield to salvage afterwards.

STEAM TANK

Large Vehicle (Free Peoples)

Defence	Speed	Crew
Average	Normal	–
Armour	Toughness	Faults
6	18	–

TRAITS

More Pressure! Once per turn, Mechanics aboard a Steam Tank can spend an Action pumping extra pressure through the steam engine to improve performance. This requires a **DN 5:2 Mind (Crafting) Test**. On a success, the Steam Tank increases its Speed one step, and Steam Gun attacks increase their Accuracy one step until the character's next turn. On a failure, the Steam Tank immediately loses 3 Toughness from a system backfire.

Steel Behemoth: The Steam Tank is a fully enclosed metal shell. Unless the turret hatch atop the tank is open, crew inside a Steam Tank cannot usually be targeted by attacks or effects requiring line of sight, even by attackers who have boarded the vehicle. GMs may allow sufficiently precise missile weapons at Medium Range to target crew through vision slits or similar, but this increases the crew's Defence by three steps. Forcing open the turret hatch from the outside requires a **DN 5:2 Body (Might) Test** and an Action. Opening the turret hatch from the inside is a Free Action.

WEAPONS

Steam Cannon: Ranged Attack, 8 + S Damage, Long Range. *Crushing, Fixed, Inaccurate, Loud, Reload.*

Steam Gun: Ranged Attack, 3 + S Damage, Medium Range. *Fixed, Loud, Piercing, Spread.*

Crushing Wheels: Melee Attack, 5 + S Damage. *Cleave, Crushing, Fixed, Ram.* Can only target enemies on the ground. When attacking with this weapon, the Steam Tank suffers Damage equal to twice the target's Armour.



GYROCOPTER

Gyrocopters are small, single-pilot fighters propelled by steam-powered rotor blades and are constructed by the Ironweld Arsenal to achieve aerial superiority above the Cities of Sigmar. They typically mount a front-facing gun to repel airborne threats and a rack of bombs to pave the way for ground offensives. Though principally used as support craft, some squadrons adopt a more proactive role, undertaking daring raids against enemy fortresses inaccessible except by air.

The popularity of gyrocraft is reflected in its range of variants, including passenger-transporting Gyrocutter, load-bearing Gyrofreighters, and heavily-armed and armoured Gyrobombers. Many Cogsmiths compete to present the next great flying machine innovation at the Ironweld's symposiums.

Most Ironweld combat engineers prefer to wage war from a distance, placing faith in a well fortified position and heavy artillery — Gyrocopter pilots are a breed apart. Though only a few dozen survive more than a handful of sorties, their reckless charges are a boon to beleaguered

infantry, who hold the Ironweld Arsenal's fearless pilots in high esteem. Even Kharadron Overlords respect the courage of these pilots. Although Kharadron civilisation has now surpassed gyro-technology, many Gyrocopter-flying ancestors made the ultimate sacrifice during the Sky Exodus, covering the escape of the first sky-ports to the world above.

GYROCOPTER		
<i>Large Vehicle (Free Peoples)</i>		
Defence	Speed	Crew
Great	Swift (Fly)	-
Armour	Toughness	Faults
3	9	-
TRAITS		
<p>Dogfighter: Gyrocopters are designed to be fully operated by a single pilot. Characters in a Gyrocopter can fulfil the Driver Role and Weapon Operator Role simultaneously. Characters piloting a Gyrocopter may Move Vehicle as their Move instead of an Action.</p>		
<p>Bombing Run: Gyrocopters are equipped with a payload of blackpowder explosives. Once per combat, when the Driver takes the <i>Move a Vehicle</i> Action they can drop their bombs. All creatures in the Zones the vehicle moves over during this movement suffer 3 Damage.</p>		
<p>Variants: Gyrocopters have been widely modified by the Ironweld Arsenal. A Gyrocopter may optionally have one of the following Traits.</p>		
<p><i>Gyrobomber:</i> Gyrobombers are made of sturdier construction to survive multiple bombing runs. They gain +3 Toughness but reduce their Speed to Fast (Fly). They may use the <i>Bombing Run</i> Trait once per turn, instead of once per combat.</p>		
<p><i>Civilian Gyrocraft:</i> Gyrocutter or Gyrofreighters have had their weapons removed and some of their armour stripped away to create more storage. They have no weapons and lose 1 Armour. However, they can transport half a dozen passengers or a tonne of freight respectively.</p>		
WEAPONS		
<p>Gyrocopters typically only have one ranged weapon: a Brimstone Gun or Steam Gun.</p>		
<p>Brimstone Gun: Ranged Attack, 3 + S Damage, Long Range. <i>Fixed, Loud, Piercing.</i></p>		
<p>Steam Gun: Ranged Attack, + S Damage, Medium Range. <i>Fixed, Loud, Spread.</i></p>		
<p>Rotor Blades: Melee Attack, 2 + S Damage. <i>Cleave, Fixed, Loud, Ram, Slashing.</i> When attacking with this weapon, the Gyrocopter suffers Damage equal to twice the target's Armour.</p>		



COLLEGIATE WAR MACHINE

When a Battlemage's powers provide insufficient magical support, the Collegiate Arcane issues the deployment of arcane war machines. These horse-drawn carriages engraved with arcane sigils ferry artefacts of mass destruction into battle. These war machines are powerful weapons when operated by Collegiate apprentices, but so much more when commanded by a Battlemage. They act as arcane foci, enhancing the magic of allied spellcasters, especially the wizard controlling the altar.

COLLEGIATE ARCANIC WAR MACHINE

Large Vehicle (Free Peoples)

Defence	Speed	Crew
Average	Fast	-
Armour	Toughness	Faults
3	15	-

TRAITS

Collegiate Artefacts: Battle Altars have one of the following Traits.

Celestial Hurricanum: The Battle Altar gains the Storm of Shemtek weapon (below). All allied characters within Short Range of the Celestial Hurricanum gain +3d6 on Channelling Tests and improve their Melee and Accuracy one step.

Luminark of Hysh: The Battle Altar gains the Searing Beam of Light weapon (below). All allied characters within Short Range of the Luminark gain +3d6 on Unbind Tests and improve their Defence one step.

Horse-drawn Carriage: Battle Altars are usually drawn by two Warhorses (*Soulbound*, page 307). The Warhorses can be targeted separately by enemy attacks. If one Warhorse is killed, the altar's Speed is reduced one step. If both are killed, the altar cannot Move. Characters in the Driver Role may use Beast Handling instead of Reflexes when making Tests to drive the vehicle. As an Action, the Driver may make an Attack with any remaining Warhorses.

WEAPONS

Storm of Shemtek: Ranged Attack, 4 Damage, Medium Range. *Blast (4), Fixed, Loud, Magical.*

Searing Beam of Light: Ranged Attack, 4 + S Damage, Extreme Range. *Fixed, Magical, Spread.*

Wagon Wheels: Melee Attack, 1 + S Damage. *Cleave, Crushing, Fixed, Ram.* Can only target enemies on the ground. When attacking with this weapon, the Battle Altar suffers Damage equal to twice the target's Armour.

The two most common Collegiate war machines are the Celestial Hurricanum and the Luminark of Hysh. The former is of Azyrite make, an orrery flickering with visions of the future even as its orbit summons wild storms of arcing energy. The latter is a more directed use of power, shielding allies with a protective aura and discharging a blazing lance of light from its focused prism of aetherquartz. New war machines are always in development, especially since the Arcanum Optimar shattered the limits on the Collegiate's power.

COACHES

You can use this vehicle's profile to represent a normal coach by removing the *Collegiate Artefacts* Trait. Unless the vehicle is an Armoured Coach, you should also reduce the vehicle Armour by 1, its Toughness by 5, and use Horses without the *Warhorse* Trait to pull the vehicle.



SCOURGE PRIVATEER WOLFSHIP

The Black Arks of the Scourge Privateers are oceanic terrors, naval fortresses lashed to the most monstrous predators of the deep. Unfortunately, their sheer size, not to mention the amount of resources needed to upkeep their host creatures, make them impractical tools for the day-to-day piracy of Scourge Privateers. For anything less than the largest sea battles, the Black Ark Corsairs travel on Wolfships, sleek raiders equally capable of navigating rivers, coastlines, and the high seas. These sail-and-oar powered vessels are notorious for their lightning attacks against port towns and merchant galleons, trading on their reputation for brutal violence to persuade targets to surrender without firing a shot.

Whilst the warships of Freeguild marines are usually outfitted with cannons to sink enemy ships outright, the Scourge Privateers prefer to capture prizes intact for maximum plunder. Their great harpoon launchers and bolt throwers are weapons of precision, severing an enemy's means of escape, before setting up a boarding action. These weapons are equally useful for capturing Kharibdyss' and other sea monsters for sale in hidden markets or as weapons of war.

A map of a Scourge Privateer Wolfship can be found on page 124.

SCOURGE PRIVATEER WOLFSHIP

Monstrous Vehicle (Free Peoples)

Defence	Speed	Crew
Average	Normal (Sail)	25 (minimum 5)
Armour	Toughness	Faults
3	28	7

ZONES

6 (Above Deck: foredeck, aft deck. Below Deck: midships, crew quarters (fore and aft), hold)

TRAITS

At Them, You Curs! Wolfships are equipped with hooks, planks, and swing-ropes to assist its crew in capturing enemy ships intact. Characters aboard a Wolfship may *Board a Vehicle* as a Move instead of an Action, and have Advantage on Tests against those trying to prevent them from boarding. For the rest of the Turn, the boarding character increases their Melee one step.

Rowboats: Wolfships usually transport four rowboats. They are Large, unarmed vehicles with Average Defence, Slow (Sail) Speed, 2 Armour, and 5 Toughness.

You Can Row or You Can Swim! The quartermasters of the Scourge Privateers are generous with the lash of a whip. The Wolfship can increase its Speed to Fast for three turns, after which its Speed is reduced to slow for three turns.

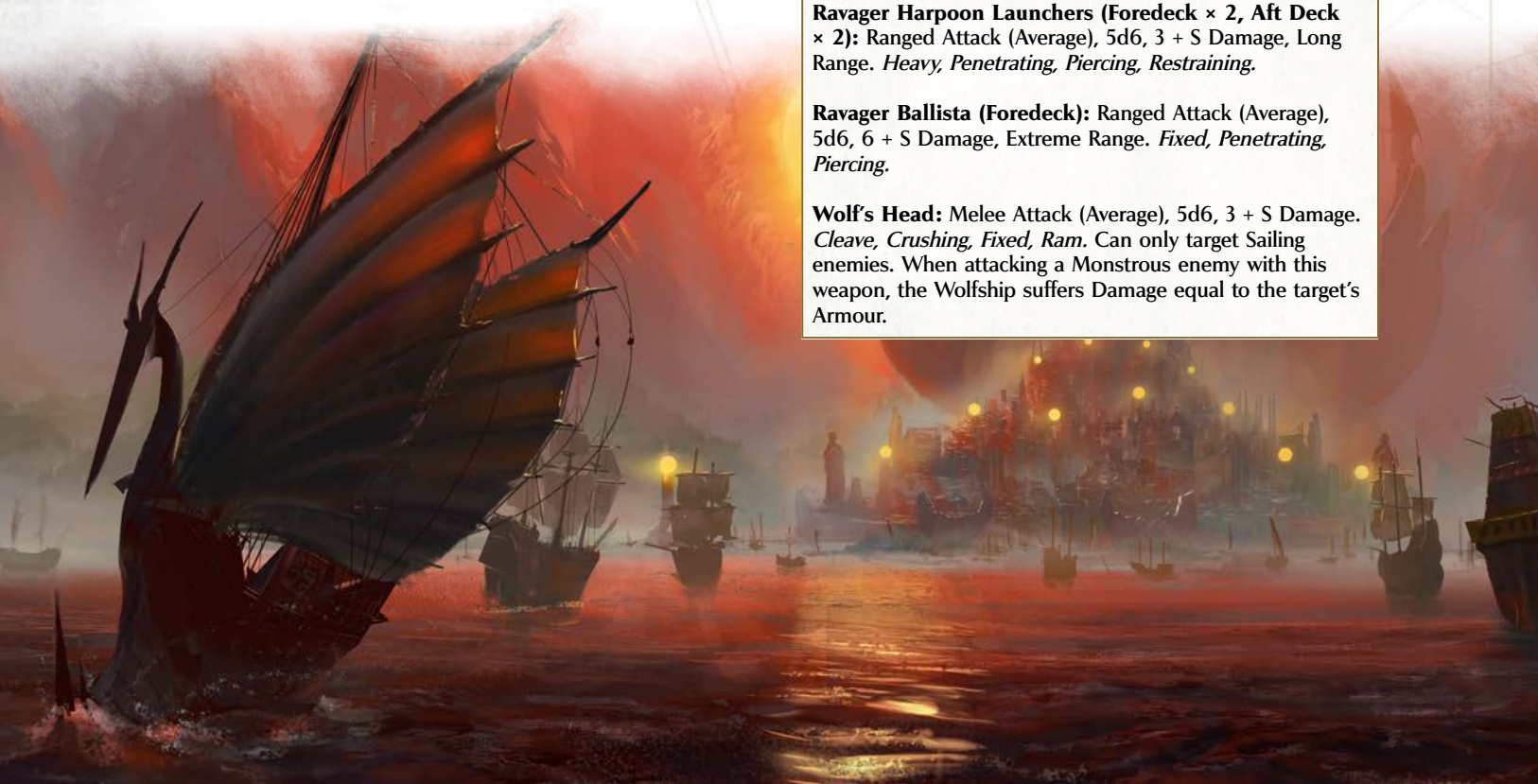
Battle Damage: When a Wolfship suffers its first Fault, its Speed is reduced one step. Each check marked on the Wolfship's Fault Track reduces its Crew rating by 2.

WEAPONS

Ravager Harpoon Launchers (Foredeck × 2, Aft Deck × 2): Ranged Attack (Average), 5d6, 3 + S Damage, Long Range. *Heavy, Penetrating, Piercing, Restraining.*

Ravager Ballista (Foredeck): Ranged Attack (Average), 5d6, 6 + S Damage, Extreme Range. *Fixed, Penetrating, Piercing.*

Wolf's Head: Melee Attack (Average), 5d6, 3 + S Damage. *Cleave, Crushing, Fixed, Ram.* Can only target Sailing enemies. When attacking a Monstrous enemy with this weapon, the Wolfship suffers Damage equal to the target's Armour.



CAULDRON OF BLOOD

The most sacred relics of Khaine are the Cauldrons of Blood, large enchanted iron pots reverently displayed at the centre of each coven's temple. No matter how many ceremonial offerings are made, blood never flows over the cauldron's rim. Morathi alleges the cauldrons are gifts from Khaine himself, with excess offerings channelled to fuel his return, but the truth is even darker. By accursed shadow magic, blood from every cauldron overflows into the *Máthcoir*, Morathi's personal Cauldron of Blood. From this vessel, the Shadow Queen draws forth new Aelven souls and works her terrible sorcery.

CAULDRON OF BLOOD		
<i>Large Vehicle (Daughters of Khaine)</i>		
Defence	Speed	Crew
Poor	Normal	-
Armour	Toughness	Faults
2	20	-
TRAITS		
<p>Avatar of Khaine: The iron statue of Khaine overlooking the cauldron is remotely animated by ritual prayer. Both the Cauldron's Torrent of Burning Blood and Avatar of Khaine's Sword Attacks are controlled by a single Weapon Operator. Any attacks made by the Avatar of Khaine use its own Melee, Accuracy, and attack pool, detailed below. A Weapon Operator can not use any of their Talents or abilities (such as the <i>Sever</i> Talent) as part of this Attack.</p> <p>Battle Shrine: The Cauldron of Blood's wheels turn in response to dark invocations. A character aboard a Cauldron of Blood can fulfil the Driver and Weapon Operator Roles simultaneously. However, only characters with the <i>Blessed (Khaine)</i> Talent can fulfil either Role. A Cauldron of Blood's Driver may Move Vehicle as their Move instead of an Action.</p> <p>Bloodshield: All Daughters of Khaine within Medium Range of the Cauldron of Blood increase their Defence one step and gain +3d6 to Determination and Devotion Tests.</p>		
WEAPONS		
<p>Torrent of Burning Blood: Ranged Attack (Good), 8d6, 2 + S Damage, Medium Range. <i>Magical, Spread.</i></p> <p>Avatar of Khaine's Sword: Melee Attack (Superb), 9d6, 2 + S Damage. <i>Cleave, Slashing.</i></p> <p>Bladed Impact: Melee Attack, 3 + S Damage. <i>Cleave, Fixed, Piercing, Ram.</i> Can only target enemies on the ground. When attacking an Enormous or Monstrous enemy with this weapon, the Cauldron suffers Damage equal to the target's Armour.</p>		

When the Daughters of Khaine anticipate great slaughter, their Hag Priestesses enchant a carriage to bear the Cauldron of Blood to war, riding upon its steps. A large iron statue of Khaine overlooks the cauldron, animated by ritual invocations to defend the shrine with blades or streams of burning blood. The boiling cauldron effuses a fog of crimson steam — when inhaled, warriors are invigorated by the murderous spirit of Khaine, shrugging off wounds and physical discomfort. The worthiest Daughters of Khaine may drink from the cauldron directly, descending into a violent rage ended only by the annihilation of the warrior's foes.



CHARIOT		
<i>Large Vehicle (Varies)</i>		
Defence	Speed	Crew
Good	*	-
Armour	Toughness	Faults
2	12	-
TRAITS		
Harnessed Beasts: Chariots are usually drawn by two Large Beasts, and use the same Speed as those creatures. The Beasts can be targeted separately by enemy attacks. If one is killed, the Chariot's Speed is reduced one step. If both are killed, the Chariot cannot Move. Characters in the Driver Role may use Beast Handling instead of Reflexes when making Tests to drive the vehicle. As an Action, the Driver may make an Attack with any remaining Beasts.		
WEAPONS		
Ravager Harpoon Launcher (Black Ark Scourgerunner only): Ranged Attack, 3 + S Damage, Long Range. <i>Heavy, Penetrating, Piercing, Restraining.</i> When used to attack a Large or large creature, the attacker's Accuracy increases one step.		
Scything Blades: Melee Attack, 3 + S Damage. <i>Cleave, Fixed, Ram, Slashing.</i> Can only target enemies on the ground. When attacking an Enormous or Monstrous enemy with this weapon, the Chariot suffers Damage equal to the target's Armour.		

CHARIOT

Chariots are wheeled carriages propelled by harnessed beasts, usually a pair working side-by-side. They combine the mobility of cavalry with the stability of stationary weapon platforms, perfect for rapid redeployment of heavier weaponry. By the standards of more advanced vehicles, their construction is flimsy, but most provide some cover for warriors riding them into battle. Teams of two riders are common, one of whom fights directly, whilst the other holds the reins to wheel the chariot around for flight or pursuit.

Many societies use chariots in battle, including the Gryph-charger-drawn chariots of the Stormcast Eternals of the Angelos Conclave, the hunter-killer Scourgerunners of the Black Ark Corsairs, and ramshackle constructions of the Orruk hordes. They are also frequently used by the forces of Chaos, who consider them a status symbol. Whether drawn by man-eating horses, porcine Tuskgor, a single monstrous Gorebeast, or even daemonic steeds, many followers of the Dark Gods employ chariots on the battlefield. They charge into melee as fast as possible, scything through formations of enemy soldiers, in vain hope of catching the eye of their patron.

CHARIOT STEEDS

Many creatures suitable for pulling Chariots, including Drakespawn, Steeds of Slaanesh, and Juggernauts of Khorne, can be found in the *Soulbound Bestiary*. With a little creativity, the profiles of Gruntas without the *Gore-Grunta* Trait (*Soulbound*, page 309) can substitute for Tuskgor, and a Khorgorath with Fast Speed, no Mettle, and no Bone Tentacles (*Soulbound*, page 317) can substitute for a Gorebeast.



MORTEK CRAWLER

A Mortek Crawler is invested with souls of tireless beasts of burden, advancing on dozens of skeletal legs. A Dread Catapult rises from the undead creature's shell, operated by Ossiarch Bonereapers constructed from the bones of siege warfare experts. The most thankless job is performed by a labourer of the Mornial caste, who turns the treadmill wheel beside the vehicle to winch its catapult into firing position.

Different types of ammunition are used by the Mortek Crawler's crew. Necrotic Skulls are most common, clusters of fleshless heads infused with the necromantic magic of

the Shyish Nadir. Targets bombarded by these missiles feel their very lifeforce assaulted, dying in agonised terror. The Cauldron of Torment is a weapon of psychological warfare, releasing traumatised spirits amongst the enemy's ranks to provoke flight or insanity. The death hex of the Cursed Stele is strangest of all, for it is empowered by damage to the Mortek Crawler itself. Targets struck by its graven block are first pulverised, then reduced to ash, as the vengeful invocation works its dark magic.

MORTEK CRAWLER

Enormous Vehicle (Ossiarch Bonereapers)

Defence	Speed	Crew
Poor	Slow	-
Armour	Toughness	Faults
4	18	-

TRAITS

Centipedal Advance: The Mortek Crawler is invested with necromantic sentience. Characters in the Driver Role may use Beast Handling instead of Reflexes when making Tests to drive the Mortek Crawler. As an Action, the Driver may make a Bone Tusks Attack using the Crawler's own Melee and attack pool (detailed below). None of the Driver's abilities or Talents are used as part of this Attack.

WEAPONS

Dread Catapult: This weapon can fire one of the three ammunition types below when it attacks. It cannot target an enemy within Short Range. Mortek Crawlers can usually only attack with the Cauldron of Torment or Cursed Stele once per battle.

Necrotic Skulls: Ranged Attack, 5 + S Damage, Extreme Range. *Crushing, Fixed, Magical, Reload, Spread.*

Cauldron of Torment: Ranged Attack, Doom + S Damage, Extreme Range. *Crushing, Fixed, Loud, Magical, Reload.* A creature damaged by this attack must make a **DN 4:X Soul (Determination)** Test, where X is equal to the current Doom. On a failure, the target is wracked by nightmarish visions and are *Incapacitated* until the end of their next turn.

Cursed Stele: Ranged Attack, 3 + S Damage, Extreme Range. *Crushing, Fixed, Reload.* For every 3 Toughness the Mortek Crawler has lost, increase the Damage of the Cursed Stele by 1.

Bone Tusks: Melee Attack (Good), 6d6, 2 + S Damage. *Cleave, Crushing, Fixed.* This weapon cannot be used by a Weapon Operator.

MORTEK ENGINEERS

Use the same profiles as Mortek Guard (*Soulbound*, page 336) for the crawler's five specialist crewmembers, with one extra rank of Skill Training in Ballistic Skill and Crafting.



BLACK COACH

When the mightiest undead lords are destroyed, their hatred for the living may allow them to persist as a faint spectral echo. The spirits of these Soulblight Vampires, Necromancers, or lichemasters cling to their bodily remains, thirsting for energies of recently slain to facilitate their dark rebirth. Their coffins are installed into Black Coaches, artefacts of death resembling funerary carriages.

Black Coaches are pulled by skeletal steeds known as Nightmares, flying over or phasing through obstacles impassable to mortal carriages. Where the Black Coach rides, a procession of ghosts clings aboard, bearers of weapons and other relics sacred to the undead monster interred within.

RIDING WITH DEATH

Nightmares use the profiles of Warhorses (*Soulbound*, page 307) with the *Ethereal* Trait. Use the profiles of Glaivewraiths (*Soulbound*, page 331) for relic bearers travelling on board the Black Coach. Rules for Cairn Wraiths, who commonly drive Black Coaches, along with Necromancers and Vampire Lords who might be resurrected by it, are found in the *Soulbound Bestiary*.

As warriors fall in battle, the Black Coach is empowered by necromantic energy, unlocking new and terrible powers. It may drain the souls of passing enemies, or scar the landscape with scourging balefire. When enough death is savoured, the Black Coach's occupant is restored to physical form, free to torment the realms once again.

BLACK COACH

Large Vehicle (Nighthaunts)

Defence	Speed	Crew
Average	Fast (Fly)	-
Armour	Toughness	Faults
3	16	-

TRAITS

Ethereal: The Black Coach takes half Damage from nonmagical attacks and can pass through solid objects.

Drawn to Despair: The Black Coach is drawn to places of great suffering and death, and swells with power as it consumes these dark energies. The Black Coach gains the following Traits based on the current Doom.

Doom 2+ – Spectral Scythes: The Black Coach is surrounded by spectral scythes. The Coach Wheels' Damage increases to 3 + S and gains the Magical Trait.

Doom 3+ – Unholy Vigour: Dark magic lends the vehicle unnatural speed. The Black Coach's Speed increases one step.

Doom 4+ – Nimbus of Power: The fell glow of the Black Coach invogates nearby spirits. At the start of the round, Undead within Medium Range of the Black Coach regain 2 Toughness.

Doom 5+ – Witch-fire: Balefire crackles and arcs from the charging steeds and spinning wheels of the coach. When the Black Coach enters or moves through a Zone, non-Undead creatures in the Zone suffer 5 Damage.

Power of Nightmares: Black Coaches are drawn by four Nightmares, which can be targeted separately by enemy attacks. If two are destroyed, the coach's Speed is reduced one step. If all four are destroyed, the Black Coach cannot Move. Characters in the Driver Role may use Beast Handling instead of Reflexes when making Tests to drive the vehicle. As an Action, the Driver may make an Attack with any remaining Nightmares.

WEAPONS

Coach Wheels: Melee Attack, 1 + S Damage. *Cleave, Crushing, Fixed, Ram.* Can only target enemies on the ground. When attacking with this weapon, the Black Coach suffers Damage equal to the target's Armour.

BLOOD THRONE

The daemon engines driven by Bloodletters of Khorne are sentient creatures, a discomfoting fusion of flesh and machine. They are compelled to hunt the Blood God's enemies on spiked wheels, gnashing at prey with their metal jaws, every kill infusing them with dark vitality. Many platforms mount a long-barrelled Skull Cannon, ejecting the burning heads of consumed victims back into enemy ranks. Others mount a brass throne, forged from a sliver of Khorne's own seat of power, now bearing one of his most devoted heralds.

Blood Thrones are horrendous weapons, belching sulphurous smoke as they scream into combat. Only in the forges of Khorne, deep within the Realm of Chaos, could such blasphemous affronts be conceived. Each contains the bound spirit of a berserk daemon, motivated by the false promise that taking enough lives will earn them release from imprisonment. The Bloodletters clinging to the throne are just as dangerous, swinging their Hellblades in decapitating arcs, and yearning for even more brutal acts of violence.

SKULL CANNONEERS

The Bloodletters chained to a Skull Cannon supervised its creation in the furnaces beneath the Brass Citadel. They use the profiles of Bloodletters (*Soulbound*, page 316), with Training (2) in Ballistic Skill and Crafting, giving them Average Accuracy and 5d6 for their ranged attack pool (8d6 if two Bloodletters Help each other).

BLOOD THRONE

Large Vehicle (Blades of Khorne)

Defence	Speed	Crew
Average	Fast	-
Armour	Toughness	Faults
4	12	-

TRAITS

Daemon Engine: Blood Thrones are inhabited by bound daemons. Its Gnashing Maw is not controlled by a Weapon Operator, but once per turn a character aboard the vehicle can Attack with the weapon, using the Blood Throne's own Melee and attack pool (detailed below). If all characters aboard the Blood Throne are killed, the Blood Throne automatically makes a Move and Gnashing Maw Attack at the end of each turn.

Seat of Brass: If the Blood Throne does not have a Skull Cannon, it instead bears a brass chair dedicated to the glory of Khorne. Champions or Chosen mounted on the Seat of Brass regain an additional point of Mettle each turn.

WEAPONS

Skull Cannon: Ranged Attack, 6 + S Damage, Extreme Range. *Crushing, Fixed, Inaccurate, Loud.* Once per turn, when a creature is killed within Close Range of the Blood Throne, the Skull Cannon Weapon Operator may immediately Attack with this weapon as a Free Action.

Gnashing Maw: Melee Attack (Great), 7d6, 1 + S Damage. *Crushing, Rend.* Once per turn when a creature is killed by this weapon, the Blood Throne regains 4 Toughness.



SCREAMING BELL

Screaming Bells are daunting expressions of Skaven devotion to the Great Horned Rat, ringing within a stone archway raised atop a wood and metal carriage. Every toll of the bell resounds above the din of battle, invigorating Skaven with rabid bloodlust and demoralising their enemies. Whilst the transporting vehicle is ramshackle in construction, the bells themselves are masterworks of warpstone and brass, inscribed with balefire runes and enchanted through ritual sacrifice. The effects of ringing this unholy artefact are unpredictable but guaranteed to further extoll the Horned Rat's creed of apocalyptic destruction.

Only the Grey Seers (*Soulbound*, page 327), wretched sorcerer-lords of the Skaven Masterclan, are ever permitted to ride a Screaming Bell into battle. The vehicle has no engine or other form of propulsion, so swarms of Clanrats crowd around the carriage to move it from place to place. Moreover, the bell is so large it takes the might of a Rat Ogor (*Soulbound*, page 329) to ring it, the creature mind-shackled to serve its Grey Seer master. Encountered all together, the combination of fell magic, brute strength, sheer numbers, and ruinous power spells the doom of any surface dwellers opposing the rising vermintide.

SCREAMING BELL		
Enormous Vehicle (Skaven)		
Defence	Speed	Crew
Poor	-	-
Armour	Toughness	Faults
4	26	-
TRAITS		
Altar of the Great Horned Rat: Only the unholy presence of the Horned Rat's symbol can overcome Skaven cowardice. All Skaven within Medium Range of a Screaming Bell gain +3d6 on Determination and Channelling Tests.		
Peal of Doom: Once per turn, a Large or larger creature or two Medium creatures in the Weapon Operator Role can use an Action to ring the Screaming Bell. Roll 1d6. If the result is equal to or less than the current Doom, all enemies within Long Range suffer Damage equal to the result. If the result is greater than the current Doom, all Skaven aboard the Screaming Bell suffer Damage equal to the result. Any Damage inflicted by Peal of Doom ignores Armour.		
Pushed Into Battle: Hordes of Skaven roll the Screaming Bell towards the Horned Rat's enemies. No characters can occupy the Driver Role aboard a Screaming Bell. However, once per turn, when a Swarm of 10 or more Skaven within Medium Range of the Screaming Bell moves, the Screaming Bell moves as well.		
WEAPONS		
Rusty Spikes: Melee Attack (Average), 4d6, 2 + S Damage. <i>Cleave, Fixed, Piercing</i> . This weapon cannot be used by a Weapon Operator, but attacks as a Free Action at any point before, during, or after the bell is moved.		



DOOMWHEEL

Large Vehicle (Skaven)

Defence	Speed	Crew
Average	*	-
Armour	Toughness	Faults
3	13	-

TRAITS

Rat-Powered: The speed of the rat swarms turning the vehicle's wheels is notoriously unreliable. At the start of each turn, roll 1d6 to determine the Doomwheel's Speed. 1: Slow; 2: Normal; 3-4: Fast; 5-6: Swift.

Rolling Doom: Whilst the Doomwheel can theoretically be operated by a single Warlock Engineer, this may result in weapon operation becoming a higher priority than steering. Characters in a Doomwheel can fulfil the Driver and Weapon Operator Roles simultaneously. If, at the end of the turn, no character on board has used the Move Vehicle Action, the Doomwheel moves in a random direction determined by the GM. This Move uses the Speed determined by the *Rat-Powered* Trait.

WEAPONS

Warp Bolts: Ranged Attack: 3 + S Damage, Medium Range. *Fixed, Magical, Penetrating, Piercing.*

Grinding Wheel: Melee Attack: 4 + S Damage. *Cleave, Crushing, Fixed, Ram.* Can only target enemies on the ground. When attacking an Enormous or Monstrous enemy with this weapon, the Doomwheel suffers Damage equal to twice the target's Armour.

DOOMWHEEL

The Doomwheel is a creation only the Skaven of Clans Skryre would conceive of. Two massive linked wheels, each rotated by a swarm of rats dashing on an internal treadmill, propel the vehicle careening into battle. Protruding spikes ripple with sparking warp-lightning, generated by the Doomwheel's forward momentum, and directed by a Skryre Acolyte at the engine's rear. In the centre of the wheels, a Warlock Engineer attempts the impossible task of regulating these unstable, interrelated systems, all whilst heavily dosed on warpstone fumes. The result is dangerous to both sides of a battlefield, but to the Skaven life is cheap, and destruction of their enemies is all that matters.

Even by Skaven standards, Doomwheels are volatile devices, prone to exploding or veering off course into walls or other obstacles. When all goes according to plan though, they are brutally effective shock weapons, grinding dense formations of infantry beneath their treads. Enginecovens of Doomwheel squadrons, notably those of the infamous Whyrdblade Threshik, have the most catastrophic potential of all, assuming they don't crash into each other in multi-vehicle pile-ups on the way to the battle.



THE GRUND

UPPER DECK

- A Foredeck
- B Aft Deck
- C Captain's Quarters
- D Endrinspheres

LOWER DECK

- E Cargo Hold and
Weapon Batteries
- F Crew Quarters



THE GRUND



SCOURGE PRIVATEER WOLFSHIP

- UPPER DECK
- A Foredeck
- B Aft Deck
- LOWER DECKS
- C Midships
- D Crew Quarters Fore
- E Crew Quarters Aft
- F Hold



SCOURGE PRIVATEER
WOLFSHIP



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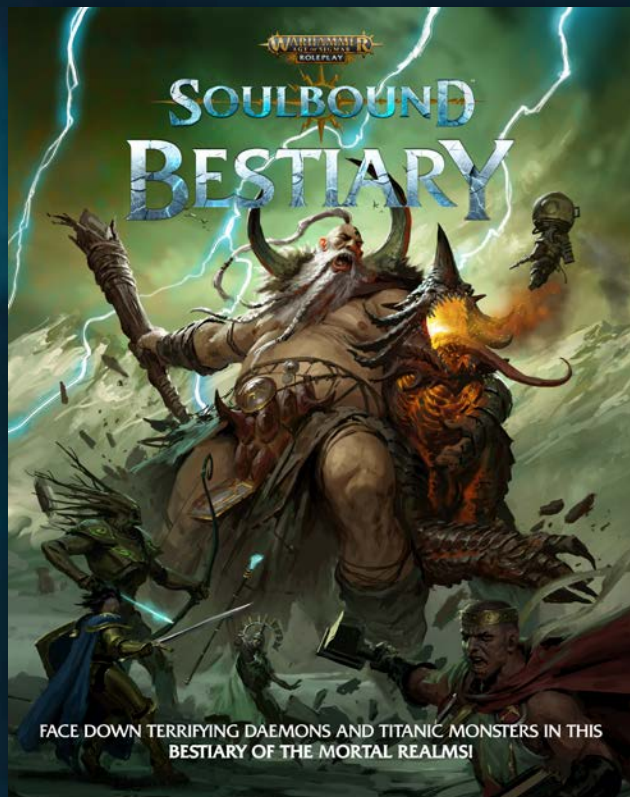
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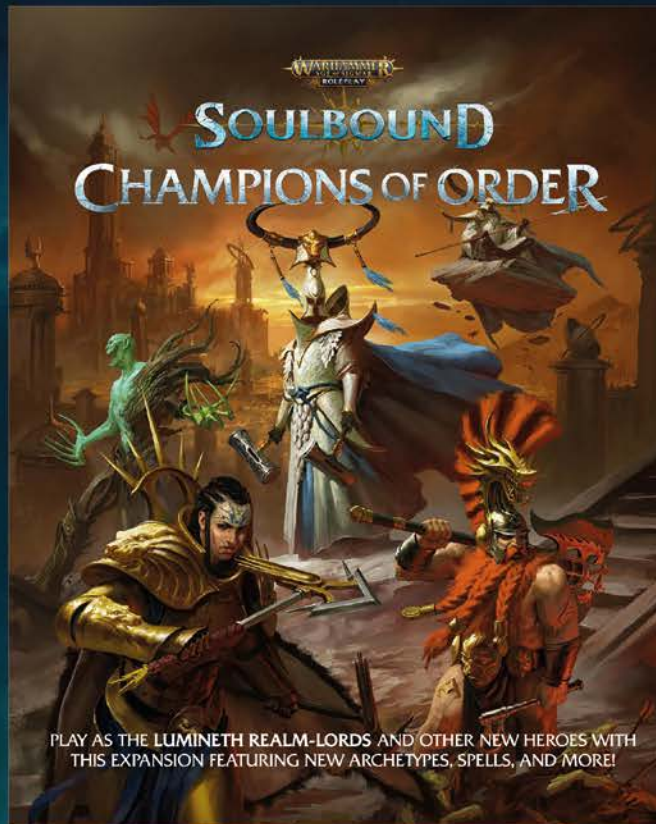


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