

WARHAMMER
AGE OF SIGMAR
ROLEPLAY

SOULBOUND™ CRASH & BURN



JOURNEY ACROSS THE REALM OF FIRE IN THIS FREE ADVENTURE FOR
WARHAMMER AGE OF SIGMAR: SOULBOUND

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ADVENTURE SUMMARY

Crash and Burn is an exciting introductory adventure that takes a party of Soulbound on an arduous journey across Aqshy — the Realm of Fire. They set out from the city of Hammerhal Aqsha as part of a massive fleet of Kharadron airships tasked with delivering vital supplies to the newly reclaimed city of Brightspear.

About halfway through their journey, the fleet is attacked by the flying hordes of Chaos. After a bloody battle, the party's ship plummets down into the eternally burning Kindling Forest, stranding them and the surviving crew in the monster-filled wilds.

The party must traverse a network of claustrophobic underground tunnels, all the while protecting the survivors from beasts of the wild, the restless dead, and swarms of Gloomspite Gitz. Their goal is to reach the faint hope of salvation that lies on the other side of the forest, the flagship of the Kharadron fleet.

The adventure climaxes in an epic siege where the party must hold back an endless army of Gitz that pour up from the tunnels as the surviving crew attempt to repair the airship and take to the skies once more.

GETTING STARTED

This adventure should take one or two sessions, depending on your group's style of play. Before running the adventure, read it fully to get a feel for the flow and story beats. If this is your first time running a **Soulbound** adventure, be sure to familiarise yourself with **Chapter 6: Rules** from the rulebook, particularly the combat section. It is also a good idea to look through the monster stat-blocks for any weird and wonderful abilities they might have.

In addition, for a large part of this adventure the players will be interacting with and protecting a group of survivors from the crashed airship. Rather than be prescriptive in providing a large list of possible survivors, we encourage you to develop a handful of names and personalities in advance to provide depth to any survivors that the Soulbound develop interest or affection for. You can do this by rolling on various tables found in the **Adding Detail** section on page 28 of **Warhammer Age of Sigmar: Soulbound**.

PART 1: THE CALM BEFORE THE STORM

This section introduces you to the setting for the adventure, the key characters, and gives your players a chance to stretch their roleplaying muscles and get a feel for their characters before the action and drama properly begins. The amount of time your group spends in this part of the adventure will depend on your players, their familiarity with their characters, and what kind of pace you want the adventure to take.

If the players are new to roleplaying their characters, you could spend a full session letting them shop, interact with NPCs, and learn the stakes of the adventure. **Chapter 5: Equipment** of the **Soulbound** rulebook contains extensive lists of items and gear for their shopping needs.

On the other hand, if your players are familiar with their characters or the setting and you want to kick off the adventure with a bang, this entire section could be compressed or covered before the first session.

HAMMERHAL

Read or paraphrase the following text:

The city of Hammerhal, also known as the 'Twin Tailed City', is a beacon of light amid the darkness of the Mortal Realms. It is a great city built around the enormous Stormrift Realmgate which towers above the tallest buildings. On one side of the gate is the city of Hammerhal Ghyra. It lies in the lush realm of Ghyran, which is abundant in life and home to endless jungle. On the other side, stretches the flame-scorched realm of Aqshy — a mountainous, broken and craggy wasteland as far as the eye can see. Here the city of Hammerhal Aqsha was built, and this is where your adventure begins.

You arrive in the city during the oppressive heat of the blistering mid-day sun. You are under orders to report to Captain Brokka Brokkisdotr of the Kharadron Overlords aboard her airship Grungni's Face for briefing and assignment.

You steel yourself against the heat, and begin to make your way to the Cinderfall District."

Depending on the history of the party members, it is possible that they either arrive through the realmgate from Ghyran, or that they are native to Aqshy and know Hammerhal well. This may flavour how well they deal with the initial shock of the heat in The Great Parch.

Either way the party will need to make their way through the bustling crowds to the Cinderfall District. This part of Hammerhal is covered in ash and stained from the smoke that billows from tall chimneys that command the skyline. Despite this, it is rich in enthusiastic traders from both sides of the realmgate, selling local and exotic food, trinkets and weapons from the comparatively cool shadows of their covered stalls.

This is a fine opportunity for the party to engage in a bit of light shopping for anything they think they might need for a long expedition, as this will be their last look at civilisation for some time. This also offers a good opportunity to explore the unique methods of validating and trading in Aqua Ghyranis (see **Soulbound**, page 100).

GRUNGNI'S FACE

Once the party have traversed the markets and approach the sky-docks, read or paraphrase the following:

You spot the sky-docks long before you reach them — six tall towers of smooth cut dark stone that reach up to the sky. Countless spiral walkways and swaying bridges link the towers to each other and to numerous loading platforms. Between this dizzying forest of stone and wood, you catch the staggering sight of the anchored Kharadron fleet.

Over a dozen Kharadron airships, from swift cruisers to colossal frigates, hang over your heads. The atmosphere buzzes with the excited sound of countless shouting voices and armoured boots clanging off the decks, as the crews of rowdy Duardin go about loading the ships.

The sky-docks are an overwhelming experience to those not used to such hectic activity. Finding Grungni's Face among all the chaotic activity might be a difficult task, but the Duardin are well organised. There are various dock-criers standing atop stacked crates barking directions and orders who will direct them if requested.

Throughout this scene, the party should feel like they are part of a massive undertaking. They should see well-armed groups and even a trio of Stormcast Knights-Venator mixed among the Duardin, and other protectors assigned to different ships.

Grungni's Face is a well-travelled Arkanaut Frigate. The prow of the ship shaped into a scowling golden Duardin face. If the party gets directions from one of the dock-criers, they tell them to 'Look for the giant angry face!'



When they eventually make their way to *Grungni's Face*, they are greeted by **Captain Brokka Brokkisdotr** (see page 20). She is unusually tall for a Duardin, and covered in tattoos (though these are mostly hidden beneath her armour). Each tattoo marks an honourable kill, lover, successful journey, or vein of aether-gold found. She is well liked by her crew and comes from a long line of airship captains. She signed up for this venture for the

money and is not shy of saying so, taking pride in honesty and wearing her heart on her sleeve.

Shortly after the party are all aboard, the crew complete loading the cargo and the fleet sets off with much fanfare. Massive horns blast out from the walls as the fleet of great Duardin airships filled with hope and power leave Hammerhal, pull into formation, and strike out across the Aqshian landscape.

INVESTIGATING THE EXPEDITION

Travel across the Mortal Realms is a slow and treacherous process, even by airship. A number of weeks pass between the party boarding *Grungni's Face* and the next part of the adventure. This provides the perfect opportunity for you to show the players a map of the realm of Aqshy as they fly over key locations and notable features of the land. This will help grant the players a sense of place in the setting, while also allowing you to off some of the exciting things that make this realm special. See **Chapter 9: The Great Parch** in the **Soulbound** rulebook for more information.

In addition, talking to the crew can uncover various pieces of information. You may want to tie each of these pieces of information to a **DN 4:1 Skill Test**. Suggested Skills are listed in brackets. Stats for the **Kharadron Crewmembers** are found on page 20.

- * The fleet has been tasked with transporting vital weapons, supplies, artisans, and soldiers to the newly established city of Brightspear. The Kharadron Overlord's goal is to reinforce this new foothold in every way possible, and make some money in the process. (Lore)
- * Travelling on foot through Aqshy is a massively dangerous undertaking. Between monsters and roving bands of Chaos tribes, the chances of such a long journey succeeding on foot are infinitesimal. (Lore, Nature)
- * *Grungni's Face* is transporting valuable preserved food and medical supplies for the new inhabitants of Brightspear. (Survival)

- * Brightspear is built upon an ancient Agloraxian citadel and has been held by the forces of Tzeentch for centuries. It was recently reclaimed by the Celestial Warbringers of the Stormcast Eternals. (Lore)
- * Brightspear had only begun rebuilding when the Necroquake struck. Countless died as hordes of spirits rose up from the ruins beneath the city. (Lore)
- * Much of the ruins beneath the city remain unexplored, with many interested parties vying for the rights to explore them. (Lore)
- * The crew of *Grungni's Face* are a lively collection of Duardin, they swap in-jokes and banter as they work round the clock in shifts. (Entertain)
- * A mixed collection of Humans, Duardin, and Aelf artisans and craftsmen are packed tightly into the hold, trying their best to pass the time with simple dice games and what little drink the Duardin allow aboard. (Entertain, Guile)
- * The ship's unique name came about after a near catastrophic encounter with a Megalofin during a sky-mining operation. With their weapons destroyed and lives on the line, Captain Brokkisdotr ordered the ship to ram the Megalofin at full speed. They delivered a killing blow right into the beast's bellowing maw, as the captain screamed 'Aye? Say that again to *Grungni's Face*!' in response. (Lore)
- * The captain is well liked among her crew. They proclaim her 'madder than a Fyreslayer with heat-stroke', but that she has never steered them wrong. (Entertain)



PART 2: THE EYE OF THE STORM

At the mid-way point of the journey, word strikes up throughout the fleet. Signals are flashed from deck to deck, warning of an approaching storm blocking their path. The party can see the roiling mass of thick pink iridescent clouds brewing on the horizon that flickers with flashes of violet lightning.

The fleet executes emergency manoeuvres in an attempt to avoid the storm, but in response it accelerates towards them with shocking speed, catching the fleet mid turn and swallowing them before they can react.

Read or paraphrase the following text:

Your senses are muffled as the viscous clouds engulf the fleet around you. You can barely make out the edges of the deck through the iridescent clouds; muffled cries of alarm rip out from nearby ships.

A bolt of incandescent violet lightning forks through the clouds and slams into the airship beside Grungni's Face without warning. It detonates instantly, exploding into a rippling fireball that illuminates the storm around you.

Amid the roiling clouds, visible only by the glow of the dying ship and flashes of lightning, you spot an airborne horde of Chaos Daemons overhead. They let rip a horrifying screech and dive towards the fleet.

The battle in the sky is a horrible fight for survival. *Grungni's Face* is immediately surrounded and attacked by a group of **Tzaangor Skyfires** and **Screamers of Tzeentch** (see page 21).

There is one **Tzaangor Skyfire** and one **Screamer of Tzeentch** per party member. At the start of each round, two more **Tzaangor Skyfires** and another **Screamer of Tzeentch** join the fray. All Zones in the scene aside from the interior of *Grungni's Face* are *Lightly Obscured* (see **Soulbound** page 138–9) as a result of the thick storm clouds.

FIGHT IN FLIGHT

The **Tzaangors** and **Screamers** begin the fight with a **Surprise** round. After that, they spend the first round of combat executing hit-and-run attacks against crew and party members on the deck, swooping above or below the ship after each attack in an attempt to avoid combat.

On the second round of combat, half the **Tzaangors** land on the deck and engage in hand-to-hand combat, while the remaining **Tzaangor** and the **Screamers** continue their hit-and-run strategy.

On the third round of combat, another airship spirals out of the clouds from above and collides with *Grungni's Face*, destroying much of the rigging and aetheric devices that keep the ship aloft, before crashing through the port (left) side of the ship. Anyone on the port side of the airship, above or below deck, must make a **DN 4:1 Body (Reflexes)** Test or take 5 Damage from falling debris and secondary detonations.



CHAOS IN NAME, CHAOS IN NATURE

Be sure to refer to the battle around the party regularly during combat to really hammer home how horrifying and chaotic this ambush is. The sky around *Grungni's Face* is filled with a seemingly endless swarm of Daemons. Monsters flood the decks of the airships, massacring crewmembers and hurling bodies over the rails. Cannons fire indiscriminately at the beasts. Ships try to escape, flying over and under each other, veering out of control and colliding. Many explode and spiral out of the sky. The party might glimpse the fleet's escort of Stormcast Knights-Venator in a distant aerial combat against a Greater Daemon of Tzeentch, their bodies detonating on death, signalling a losing battle. All of this while unnatural lightning splits the air and the malign storm whirls around them.

The focus in this fight should be on the party. Many of the crew of *Grungni's Face* desperately try to navigate through the storm and keep the ship aloft, while others operate the ship's guns. You don't need to add the crew to the Initiative and keep track of their Toughness and attacks. Instead, describe swarms of Tzeentchian horrors around the ship and the crew's desperate fight to bring them down. If it ever looks like the party is clearing out the threats on deck, have more Tzaangors and Screammers join the fray.

For added drama, you can describe the lead gunner being ripped from their seat and hurled overboard. Captain Brokkisdotr screams for someone to 'Get on the gun!'. This provides the perfect opportunity for one of the heroes to shine. Firing the sky cannon is a ranged attack with the following stats:

* 3 + S Damage, Aetheric, Loud, Two-handed, Range (Long)

GOING DOWN

The collisions causes *Grungni's Face* to list to the side and begin to crash out of the clouds and down towards a dense burning forest — the Kindling Forest. Attentive party members with a **Natural Awareness** of 2 or higher notice the lead ship, *The Grund*, also heading down towards the outskirts of the forest below with a trail of black smoke in its wake, though it seems to be mostly in one piece.

For the following rounds, any movement on the ship counts as *Difficult Terrain*, and anyone not holding on to something secure must make a **DN: 5:1 Body (Reflexes)** Test or lose their footing and begin to slide towards the port side of the ship. Anyone who does not arrest their fall somehow runs the risk of falling from the ship. During these turns, the Tzaangors and Screammers continue to fight the party, but no new enemies join at the start of a round.

On the second round after the collision, *Grungni's Face* crashes into the forest below and fractures into pieces. Any party members still on the ship when this happens must make a **DN 6:1 Body (Reflexes)** Test to leap to safety or take a Minor Wound, regardless of their Armour and current Toughness.

Now would be a good time to take a break and let your players breath after an intense encounter, perhaps as their characters black out amongst what is left of *Grungni's Face*.

PART 3: PICKING UP THE PIECES

When the first party member regains consciousness, or enters the scene if they managed to avoid the crash through flight or some other means, read or paraphrase the following:

Everything around you is aflame. Thick trees crack and split under the heat, their embered needles rain down around you like hellfire. Grungni's Face lies broken in two, her cargo and crew spilled out across the smouldering forest floor like ruptured guts. Through the roar of the forest fire around you, voices scream for help.

Grungni's Face has crashed in the middle of the Kindling Forest. Any party member can take a **DN 4:1 Mind (Lore)** Test to recognise this location for what it is. Anyone who achieves two or more successes learns one of the following pieces of information for every success above one:

- * The Kindling Forest is a vast ever-burning forest filled with enormous, rapidly growing pyrewood trees that cover thousands of miles of the hilly landscape of southern Vitrolia.
- * Aspirian Bright Mages summoned spirits of living flame here long ago and never bothered to dispel them. The cackling spirits regularly set the woods ablaze.



- * The forests here almost entirely consist of pyrewood trees, which are incredibly fast growing and mature quicker in the ashes of their predecessors. Entire groves of gigantic trees can spring up from what was cinders only weeks before.

Once the party knows they are in the Kindling Forest, any character with Training or Focus in the Survival Skill knows it would take weeks of travel on foot to reach Brightspear — assuming they could make it there at all.

The Kindling Forest is an incredibly dangerous place. The entire forest is a *Minor Hazard*, as the combination of heat, naked flames, and choking smoke all take their toll on the body. Spells, Miracles, and a sphere of Aqua Ghyranis can douse the flames in a Zone and remove the *Minor Hazard* Trait. This lasts for 1d6 hours before the Zone catches fire again. In addition, all above-ground Zones are *Lightly Obscured* due to smoke, ash, and cinders in the air. See pages 137–9 in *Soulbound* for more on Environmental Traits.

FACE DOWN

Grungni's Face has been broken in two, with the bow (front) and stern (back) lying in their own Zones and separated by a third Zone of flaming debris and fallen trees. Randomly determine which Zone each party member is in.

In this scene, there are a number of emergencies that the party are tasked with resolving. You can use the encounters below in any order you wish.

BURNING CARGO

The panicked sound of a woman's voice comes from the debris field. Her cries for help are punctuated by the sound of a smaller secondary explosion that shake the trees overhead.

The invaluable medical supplies that were stored in the ship's cargo hold have spilled out onto the forest floor and are exposed to the fire. There are 20 apothecary's satchels (see *Soulbound*, page 106) scattered around the central debris field Zone. Every minute that passes, 1d6 of these satchels catch fire and explode due to the potent rubbing alcohols within. A lone apothecary (a frail looking Human woman called Elma Fass) is desperately attempting to salvage as many as possible. She begs any passing party members for aid, insisting on the importance of salvaging the satchels not only for the good of the settlement, but for the survivors of the crash.

Alone, Elma can salvage two satchels every minute. When she approaches a satchel, roll 1d6. On the result of a 1, the pack explodes as she tries to salvage it from the flames, leaving her Mortally Wounded. She dies in 3 rounds if she is not helped.

Any party member may easily restrain and remove Elma from danger, despite her pleas, or aid her in retrieving satchels. If they aid her, a party member can make a **DN 4:1 Mind (Awareness)** Test for every minute of searching. On a success, they retrieve a number of additional satchels equal to their successes.