

WARHAMMER
AGE OF SIGMAR
ROLEPLAY

SOULBOUND REAP AND SOW

DEFEND THE SETTLEMENT OF GRIMREACH FROM A TERRIFYING
UNDEAD HORDE IN THIS INTRODUCTORY ADVENTURE FOR
WARHAMMER AGE OF SIGMAR: SOULBOUND!

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THE AGE OF SIGMAR BECKONS!

Warhammer Age of Sigmar is a mythic fantasy setting where gods and monsters wage endless war in eight near-infinite realms. The realms have known three **ages**: the Age of Myth, a time of great empires and impossible magic; the Age of Chaos, when the realms were plunged into centuries of blood and darkness, and daemons roamed the lands; and the current Age of Sigmar, begun when the God-King Sigmar returned with his Stormcast Eternals and brought hope back to the world.

Despite Sigmar's return, the Mortal Realms are on a knife-edge. Daemons and undead still roam the lands and nowhere but the great Cities of Sigmar are safe. Grimreach, a small settlement in Shyish, the Realm of Death, is in need of heroes as a tide of unfeeling undead threatens to scour it from the map. Will you come to the people's aid?

GETTING STARTED

This booklet contains an adventure that lets players take on the role of mythic heroes in the Age of Sigmar. If you are a player, you can safely read this section, and the section titled **The Binding** on page 13 to familiarise yourself with the setting and the premade characters you can play. If you are the GM, this booklet will provide you with a set of streamlined rules and everything else you need to run this Soulbound experience, outside of some paper, pens, and six-sided dice to roll.

To experience the full **Soulbound** rules, you can pick up the **Soulbound** core rulebook, **Starter Set**, and many other exciting supplements at www.cubicle7games.com.

REALMS UNBOUND

The Mortal Realms were formed from the death cry of the World-That-Was. Even as that ancient world crumbled, the magical winds that inundated it escaped into the void. These magics changed into something new — arcane realms, coalesced from the World-That-Was and crystallised into landscapes of near infinite scope and grandeur.

In the unknown aeons that followed, eight new realms grew to replace the one that had fallen: Aqshy, the Realm of Fire; Azyr, the Realm of Heaven; Chamon, the Realm of Metal; Ghur, the Realm of Beasts; Ghyran, the Realm of Life; Hysh, the Realm of Light; Shyish, the Realm of Death; and Ulgu, the Realm of Shadow. These realms were formed from the raw energies of creation. No two realms are alike in appearance. At its edges, the landscape of Chamon swells and flows like liquid in an alembic, while Azyr is part of the glittering firmament above all realms. Regardless of their shape, each is infused with the magics that were the catalyst of their creation. The farther one travels to the edge, the purer the expression of that realm becomes — no living being can survive at the edge of Shyish, while plants grow, bloom, decay and are reborn in a matter of moments at the perimeter of the Realm of Life.

This adventure takes place in Shyish, the Realm of Death.

SHYISH — REALM OF THE DEAD

Shyish is a land of endings and silent decline, where the dead far outnumber the living. Long ago, Shyish claimed countless underworlds, each with its own gods and culture of spirits. Mortal beliefs birthed a vibrant tapestry of afterlives and hells of countless variety, woven from concentrated death magic.

During the Age of Myth, the dead were even joined by the living. In defiance of death itself, the living travelled through shrouded realmgates with beating hearts and raised their own kingdoms amidst the lands of the dead. This was a harmonious time, before Nagash, the Undying King, changed the realm irrevocably.

After centuries of strife and the murder of lesser gods, Shyish is almost completely under Nagash's rule, its energy pulling inwards to a vast maelstrom at the realm's heart. Where once were countless gods with vibrant afterlives, now only Nagash's vision of undeath remains.

Shyish under Nagash is a haunted realm of suspended decay. The grey soil holds barely any nutrients, supporting only the hardiest crops. The hunting of ghostly eels, grey fish, and skeletal beasts is the primary source of food. Haunted mists and howling winds hiss through bone-coloured rock formations in the shapes of gaunt skulls or grasping skeletal hands. These fell winds chill the skin even through layers of thick furs. The mortals that live in these grim landscapes are gaunt and sallow, as if the realm drains the very colour from their skin, and clad in a collection of muted greys with flashes of purple or bloody crimson.

Those who fight to keep faith and hope alive in Shyish pit their wills against beings who would see death conquer all. In the Realm of Death, only those who embrace a defiant life, with blood in their veins and fire in their hearts, have any chance at victory.

THE SOULBOUND

The player characters take on the roles of a Soulbound Binding. The Soulbound are an ancient order from the Age of Myth, reborn in a time of utmost need. They are heroes tasked by the gods themselves with defending the Mortal Realms. The Soulbound are drawn from across the realms, from every Species and culture, to come together as a beacon of hope to unite the people of the realms. To be Soulbound is to have your essence entwined with others, joining your souls together until death. This connection allows the Soulbound to draw upon each other's essence, pushing themselves to tasks that a single mortal could not achieve.

Though they are chosen of the gods, the Soulbound have their own goals and motivations — some far less altruistic than you might expect.

THE DAWNBRINGER CRUSADES

For all the generations of bloodshed and building, the Cities of Sigmar are still little more than flickering, isolated stars of hope amid the gnawing void of the night sky. But the building of his bastion cities was just the first step in the God-King Sigmar's plans to reclaim the Mortal Realms. From these footholds, the Dawnbringer Crusades set out.

The players in this adventure are part of the Dawnbringer Crusades. These ambitious expeditions vary in scope and composition, with some numbering less than one hundred souls, while others are thousands strong. They march in great processions from the towering gates of Sigmar's cities with hope in their hearts. The God-King's decree states that any who join the Dawnbringer Crusades can stake a claim in the settlements that flourish, building a legacy for future generations. As they depart, priests sing aloud the name of every member, and those they leave behind fill the crusaders' arms with gifts and flowers. It is a joyous and defiant event: brave souls who carry the hope of a brighter dawn within their hearts.

Accompanying these mortals are the metaliths, vast floating landmasses harvested from the realms themselves. Pulled by steam-driven cogwork machines, sweating beasts of burden, or packs of devout followers of the God-King, these islands carry atop them prefabricated buildings and defences to establish a settlement wherever they need. Once the Crusade reaches their location, the metaliths are carefully sunk into the earth, and a settlement is born. Geomatic energies are pulled from the earth to power Guardian Idols, fresh water irrigates corrupted soil, and walls are raised to keep the wilds at bay.

Alas, the realms are not so easily reclaimed. According to the Order of Logisticians, only one in twelve new settlements survive their first few years. Unnatural phenomena, predatory living spells, and the forces of Death, Destruction and Chaos, all pose an existential threat. And the larger a settlement grows, the more tempting a target it becomes.

Despite this, the Dawnbringer Crusades still march. They know the risks and face them every day, but those who leave the relative safety of the free cities are some of the bravest — or most desperate — mortal souls the realms have to offer.



THE BONEREAPERS

The antagonists of this adventure are known as the Ossiarch Bonereapers. In the wake of the great Necroquake, Nagash set the next part of his grand plan into motion; with the creaking of reformed bone and metal, the Ossiarch Bonereapers march upon the Mortal Realms. Towering skeletal warriors forged from the hardest material and most brutal combat doctrines, the Bonereapers are no mere army of marionette skeletons dancing to a necromantic tune. They are carefully constructed from the fragmented bones and souls of thousands of mortals, each one purpose-built with intelligence and a self-sufficiency no puppet could claim. They are truly Nagash's children, and his ultimate vision for the future of the Mortal Realms.

Most mortals interact with the Ossiarch Bonereapers through the dreaded bone-tithe. When the expanding empire encounters a settlement, it offers them a choice: be crushed by ossified killing machines or supply a tithe of bone. The tithe is always in proportion to the population. A village need only present a few chests of osseous offerings at a Bone-tithe Nexus, but a city provides much more. The tithe ensures a sustainable and efficient supply of raw material. Those bones, and the souls reaped from enemies, are used to create more Bonereapers, and the endless cycle continues.

Mortek Guard

Built to fight alone with skill and power or to execute complex unit tactics with unerring synchronicity, the Mortek Guard are the unbeating heart of the Ossiarch Bonereaper armies. Their dense bone construction is far more resilient than any mortal skeleton, their souls carefully forged from warriors and champions, all to make them far greater than the sum of their parts. Though they possess complete loyalty to Nagash and by extension their leaders, each Mortek Guard is capable of independent thought and free to act under their own impulses should their leaders fall.

Morghast

Winged guardians with bones dense enough to turn aside blades, the Morghasts are perversions of the celestial creatures who soar in the heights of Hysh. Morghasts serve as emissaries to the living and honour guard to Nagash's commanders. These colossal weapons of war appear as the very antithesis of hope. Few mortals could reject a demand for the bone-tithe issued from such a horrific visage, in the hissing of a chorus of dead souls.

Morghast Harbingers use their speed to range ahead of Ossiarch armies or travel as emissaries bearing one clear and terrifying message: Nagash's will holds sway here.

THE ADVENTURE

The following pages detail an introductory **Soulbound** adventure for up to four players and one GM. It should take roughly 2–3 hours for a group to complete, or longer if the group is inexperienced or takes its time with roleplaying. The adventure entails the party learning about and protecting an Order settlement called 'Grimreach' from the predations of the Ossiarch Bonereapers.

The adventure introduces rules when they become relevant and provides four ready-made characters (see page 13). This adventure uses slightly modified rules and characters, but gives a great introduction to **Soulbound**. For the full experience, be sure to check out the **Soulbound** core rulebook or the **Soulbound Starter Set**.

