



Introduction

A TTRPG adventure compatible with Soulbound Adventure for a party of low level characters.

The Orruks gathered around the hills and rocky formations. Calling out to the Gork and Mork in their frenzied battle cries they feasted on the beasts they had hunted during the day. Despite the festivities and the humans that had camped nearby they held back from a fight as the cunning shamans had a plan, one most cunning.

The humans relied on their scouts to tell them the lay of the land, but the sudden appearance of Kruleboyz and the shamans that they brought with them gave them pause to think. And think they did. As the Kruleboyz pet sloggoths dragged the gargantuan bow to the peak of a hill they waited and continued to rally, gathering in force until their waaagh couldn't sustain itself. Despite their frenzy they still managed to contain their urge to fight. Soon the trap would be sprung and then the humans would be ripe for the slaughter and the boyz would be ready.

The sloggoth placed the large crossbow on the hill and the lanky kruleboyz orruks strode up to its side. Placing a large cruel hand on its flank the sloggoth moved away to cower elsewhere as the boss looked at the fine machine. Bolts as large as a ship's mast were brought up by hobgrots. These bolts were large enough to take down even stardrakes or their lesser kin the draconith, but their target was something else.

Rumours of flying wizards and the cursed soulbound had come to them through a source. This bow would be trained on the skies waiting for the elite warriors and leaders of the forces of order to rally forth, then it would be too late to turn back.

Introduction

The Amberbone

The binding stood in front of him as he looked over a map before him. The current camp was just a small marker on the large parchment that lay before him and it was surrounded by miles of rolling hills, vast forests and rocky mountains – Ghur. Somewhere out in the hills towards the edge was the last known direction the scouts were heading. It is also where the last message had come

from the raven to notify the crusade of a potential threat – a gathering of orruks.

Brodderick rubbed his brow, causing his sigmarite plate to clank as the binding stood silent in front of him. He turned towards the binding.

“As you would know we have a growing warband of Orruks milling in the hills a few hours towards the edge from here. That is also the last known position of the scouts we sent out.” he paused but before he could get his words out the Dawn Keeper spoke, the battlemage who was charged with the success of the crusade.

“Lord Brighthammer. We don’t even know if they survived or not. I won’t have you risk more of my men by sending them on this foolish mission” the battlemage practically spat, the influence of Ghur influencing his connection with the amber winds of magic.

“Keeper, I am not asking you to risk your men. I have a mission for the binding who are small enough to slip by without being noticed yet powerful enough to handle just about anything Ghur will throw at them.” he paused as he stared down the mage, the smell of ozone wafting through the air.

“But why risk them going after scouts that are likely dead?” The keeper asked.

“Amongst those scouts was one who had a different mission. I received word a few days ago that there had been a research outpost that had gone quiet. I sent the scouts there to find out why and recover what they could.” he paused again and held up a hand to cut off the Dawn Keepers oncoming tirade. “They reported that they had found a cache of amberbone. Enough that if it fell into enemy hands it would spell out demise. I need that amberbone retrieved.” the Lord castellant spoke. The Keepers' eyes bulged in his head as the possibilities rushed forth into his mind.

“Well.. Why didn’t you say so. You can have the gryph knights – they will retrieve these stones for you” the battlemage said as he got ready to summon his retinue.

“No. If the scouts' last messages were true then we are in imminent danger. The gryph knights will be needed here. They also draw too much attention. No, I think the binding is the best bet.” the castellant said as he looked away from the Dawn Keeper and towards the party. “We really need your strength on this.” he said quietly as the battlemage

started rambling to himself whilst flicking through a tome.

NPC's:

- Lord Broderick Brighthammer
- The Dawn-keeper

Encounter: Social encounter

Creature: N/A

Map - N/A

The mode of transport will be different for each binding. If they have a mode of transport themselves (animal companion, wings, Kharadron air-ship etc.) then they will take that. Otherwise they will arrive via Giant eagle attached to a wing carriage that sails nearly gracefully through the sky. **But it should be something that flies.**

Arrival

The party sailed low in their transport as it headed towards the **Edge** in the direction Lord Brighthammer had sent them. The light of Hysh was high in the sky when they saw the ruined research outpost that they had been flying towards. Setting down near a relatively intact tent, one that wasn't completely riddled with bolt or arrow holes and large gashes did what they could to keep their transport from being discovered easily, as anything out of the ordinary attracts the wrong type of attention in these lands.

Searching the outpost they didn't find the remnants of the people posted here, nor the guard that was meant to stand watch but evidence of them being here was everywhere. The binding found a few vials of Aqua Ghyranis which they stockpiled for later and eventually found a barricaded door. Forcing their way in they found what looked like the remains of the scouting team, cut to ribbons in the cruellest of ways. But what was more shocking was that they had all their belongings and supplies still on them.

The beating of large wings drew them to take a defensive position inside the doorway but a familiar, yet surprising and unwelcome, voice called out through the camp. The Dawn Keeper had flown here on his two headed griffon and was looking for the party. When he saw them the amber

mage's face lit up with glee as he raced to greet them.

"Boy am I happy to see you. And I see you have found the scouts. I do apologise but time is short. Lord Brighthammer has sent me here to retrieve the Amberbone as quickly as possible. The Orruks are massing and we have no time to waste. Sigmar is bringing down his stormcast but we fear it may be too little. We need the amberbone to guarantee our success and my griffon is blessed with Ghurian magic. It will get the amberbone quickly." he said as he looked around for the amberbone.

Not taking no for an answer the ruler of the Dawnbringer crusade grabbed the amberbone and clambered onto his griffon, barking out guttural words that made the hair on the back of the bindings neck stand on edge. The griffon shrieked with primal energy as it took to the sky and flew off at great speeds towards the centre. Ambush at dusk

Watching the mage go, the glint of steel flashed from a nearby peak and a bolt of metal and wood slammed into the griffon's side. A mass of feathers and meat fell to the ground and the Keeper with it. However within a few seconds the form of the falling battlemage shifted as he took on a primal shape as wings sprouted from his back and he darted low and into the setting sun. It was evident that there was something on a nearby hill that had its great weapons trained on the skies. The binding could risk taking off and hope that the setting sun protects them or wait a few hours until the light from Hysh had vanished. But there was no telling what lay in wait in the hills or what had killed the scouts within the outpost. Regardless of the choice the binding was in for a tough decision and potentially many tough days to come ahead.

NPC's:

- The Dawn-keeper

Encounter: Ambush!

Creatures:

(Day); **eight** Hobgrot Slitta's, **three** Gnashtooths and **one** Man-skewer Boltboy

(Night) **two** Myrmourn Basnshees, **three** Chainrasps and **one** Dreadwarden

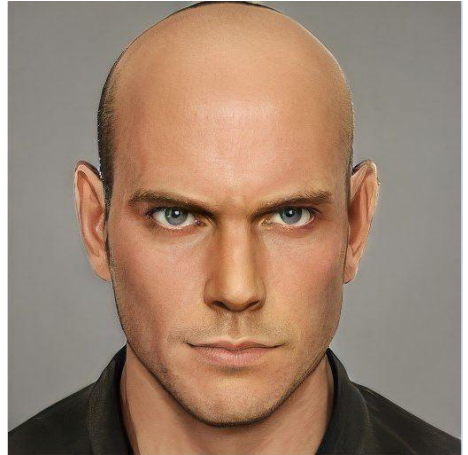
Map - 304ThSBReOu

The encounter this week can be run in two parts. If the party decides to leave during the day they may be shot down (check involved to control the vehicle) or if they wait until the night then they are attacked by the Orruks at dusk. Regardless if they are still in the camp or in the hills at night the nighthaunt will come and attack them.

At night the Ghostly forms of Nighthaunt rise from the tents in the Research base. Perhaps those who Nagash cursed during death as a way of obtaining the knowledge on the Amberbone, or preventing Sigmar from getting it, or just adding more ghostly forms to the army. Either way we have difficulty wounding the creatures attacking at night and it comes with the Risks with Research.

Lore & NPCs

Lord Brodderick Brighthammer



A veteran on the battlefield and no stranger to being brought back by the Anvil of Apotheosis Lord Brodderick is a beast of a man. Despite his cold exterior he cares deeply for the plight of man and has committed himself to fight injustice anyway possible.

Clad in golden sigmarite he forges the path the god-king has set for him and doesn't stray far from the path.

The Dawn Keeper



Given up his original name he is only known as the Dawn Keeper. An amber mage of some power he has control over the wilds of Ghur and the beasts within these lands.

As he travels with the Dawnbringer Crusade he has faced hardship and has reluctantly sided with the Stormcast Brodderick Brighthammer as the aid that Sigmar brings is invaluable. Despite this though he dislikes the admiration the golden warriors bring and he thirsts for the day that his own power is recognised and appreciated.

Map

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Monsters

Adventure Encounters

These stat blocks relate directly to the progression of the adventure (and will likely be encountered in order of them laid out below).

Orruks Part 2.

Hobgrot Slitta (Minion)

Body: 1 Mind: 2 Soul: 1 Melee: Poor Accuracy: Average Defence: Poor	Armour: 0 Toughness: 1 Speed: Normal Initiative: 3 Natural Awareness: 2
Skills: Awareness (+1d6), Ballistic Skill (+1d6), Guile (+1d6), Stealth (+2d6), Weapon skill (+1d6)	
Traits Swarm: 3+ Hobgrots in the same zone form a swarm, +1d6 to attacks and +1 Toughness per Hobgrot Stab 'Em Good: +2 attacks with their Slitta's when they charge.	
Attacks: Slitta: Melee (Poor), 2d6, 1+S Damage, Slashing Bangstikks: Ranged (Average), Blast (2), Medium Range, Loud. If damaged a creature makes DN6:1 Body (Fortitude) Test or becomes poisoned until the end of next turn. Next blast weapon in the same zone deals +2 damage and ignites gas, Zone becomes a minor hazard for 1 minute.	

Gnashtooth (warrior)

Body: 2 Mind: 2 Soul: 1 Melee: Average Accuracy: Poor Defence: Poor	Armour: 1 Toughness: 5 Speed: Fast Initiative: 3 Natural Awareness: 2
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Skills:

Awareness (+1d6), Might (+1d6), Stealth (+1d6), Weapon skill (+1d6)

Traits:

Pouncing Predator: On a charge action it adds +1d6 additional (a bonus 2d6 in total) to their pool for attack. If deals damage target is knocked prone if Medium or smaller

Attack

Teeth and Claws: Melee (Average), 3d6, 1+S Damage, Slashing and Piercing

Man-Skewer Boltboy (warrior)

Body: 3 Mind: 2 Soul: 1 Melee: Average Accuracy: Average Defence: Average	Armour: 1 Toughness: 6 Speed: Normal Initiative: 4 Natural Awareness: 2
Skills: Awareness (+1d6), Ballistics Skill (+1d6, +1), Reflexes (+1d6), Stealth (+2d6)	
Traits: Pick 'Em Off: If they don't move, increase accuracy by 1 step and deal +1 damage for Ranged Attacks until the start of next turn.	
Attack Man-Skewer Crossbow: Ranged Attack (Average), 3d6+1F, 1+sDamage, Long Range. Penetrating, Piercing, Reload, Two-handed. Jaggedy Blade: Melee (Average), 3d6, 1+S Damage, Slashing	

Nighthaunt Part 2.

Myrmourn Banshee (warrior)

Body: 1 Mind: 3 Soul: 1 Melee: Average Accuracy: Average Defence: Poor	Armour: 0 Toughness: 5 Speed: Normal (fly) Initiative: 4 Natural Awareness: 2
Skills: Awareness (+1d6), Channelling (+2d6, +2), Stealth (+2d6), Weapon Skill (+2d6)	
Traits: Ethereal: Takes half damage from non-magical and can pass through solid objects. Lifeless: Immune to being Charmed and Frightened. Mournful Cry: Action after consuming a spell (Spell-eater) All creatures within medium range that can hear it, DN5:2 Soul (determination) test or become Frightened Spell-eater: Once per Turn, Unbind a spell as per Unbind Talent	
Attack Chill Dagger: Melee (Average), 3d6, + S Damage, Piercing. Damage from this weapon ignores Armour	

Chainrasp (warrior)

Body: 2 Mind: 1 Soul: 1 Melee: Average Accuracy: Poor Defence: Poor	Armour: 0 Toughness: 4 Speed: Normal (fly) Initiative: 1 Natural Awareness: 1
Skills: Weapon Skill (+1d6)	
Traits: Ethereal: Takes half damage from non-magical and can pass through solid objects.	

Lifeless: Immune to being Charmed and Frightened.

Chill of the Grave: 2+ Chainrasp's are in the same zone, zone gains a minor hazard. Damage from Hazard ignores Armour.

Attack

Malignant Weapon: Melee (Average), 3d6, + S Damage, Slashing

Chainrasp Dreadwarden (warrior)

Body: 3 Mind: 2 Soul: 2 Melee: Good Accuracy: Poor Defence: Good	Armour: 0 Toughness: 7 Speed: Normal (fly) Initiative: 3 Natural Awareness: 2
Skills: Awareness (+1d6), Weapon Skill (+2d6, +1)	
Traits: Ethereal: Takes half damage from non-magical and can pass through solid objects. Lifeless: Immune to being Charmed and Frightened. Dreadful Cold: If in the same zone as 2+ Chainrasp's their Hazard (Chill of the grave) becomes a Major Hazard. Damage from Hazard ignores armour. Forlorn Light: Other Chainrasps in the same zone have their defence increased by 1 step.	
Attack Great Malignant Weapon: Melee (Good), 5d6, 2+ S Damage, Slashing, Two-handed	