

WARHAMMER  
AGE OF SIGMAR  
ROLEPLAY

# SOULBOUND™ VOSSHEIM'S HOLDOUTS



AMID THE NECROQUAKE, THE VAMPHYRIC OVERLORD RADUKAR SIEZES  
ULFENKARN BY THE THROAT. TO ESCAPE THE CITY ALIVE, FIVE SOLDIERS  
MUST SURVIVE THE NIGHT.



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# ULFENKARN RISING

In the heartlands of Shyish, realm of the Great Necromancer Nagash, lies a walled city where the living and the dead have coexisted for generations — Mournhold. This venerable city, founded in the Age of Myth, survived the Age of Chaos with the timely aid of Radukar the Wolf, a Soulblight Vampire of great power. Since then, the vampire has exploited his reputation as a ‘saviour’ to claim dominion over the city, presenting himself as a benevolent overlord, while secretly planning how to cement his grip on the populace.

All this changed with the Necroquake — a devastating arcane cataclysm that sent crashing waves of necromantic energy tearing through the realms. Located so close to its epicentre, Mournhold received the full brunt of its effects and, overnight, the undead surged with power. Corpses rose from their graves, once peaceful undead ancestors turned on the living, and the city began to decay before the people’s eyes. Worse still, Radukar and his followers, empowered by deathly magic, saw an opportunity to seize power for themselves. Thus the city of Mournhold died a painful, screaming death, and the city of Ulfenkarn, its undead shadow, rose in its place.

**Vossheim’s Holdouts** is a self-contained adventure for *Warhammer Age of Sigmar: Soulbound* which takes place during this fateful and doomed period of Ulfenkarn’s history. Players will take on the role of a desperate squad of Mournhold’s shattered garrison, holding out against the undead hordes for one bloody night in the hopes of promised salvation.

Can you survive the night? Or will Vossheim’s Holdouts be doomed to eternal servitude as the latest conscripts of the Ulfenwatch — Radukar’s undead army.

## GETTING STARTED

**Vossheim’s Holdouts** is designed to be played by up to five players and one Gamemaster (GM) using the **Soulbound** core rules, with some key alterations. It is recommended that the GM reads the adventure in full before beginning.

**Vossheim’s Holdouts** can be used in a number of different ways. Most simply, it can be played as a stand-alone adventure with players adopting the provided characters. This could be a one-off game, or serve as a break from your regular **Soulbound** campaign.



Maybe it is a tale told to the party during downtime, or a survivor speaking of the horrors they saw. Alternatively, the adventure could work as a prelude to launching into your own campaign in Ulfenkarn by pairing this adventure with *Ulfenkarn: City at the Edge of Death*, which provides details on the city under Radukar's reign.

Regardless of the context in which you choose to run **Vossheim's Holdouts**, there are a number of unique mechanics that are used throughout the adventure.

## GRIM AND PERILOUS

Unlike most **Soulbound** adventures, **Vossheim's Holdouts** is not intended to be played by a party of Soulbound individuals. Soulbound characters are fate-chosen, god-bound heroes capable of feats mere mortals can only dream of. However, Vossheim's Holdouts are a group of simple soldiers who have found themselves in a horrific situation where all that stands between them and death is a shaking sword arm and whatever meagre scraps of luck fate decides to grant them. Vossheim's Holdouts uses the **Grim And Perilous** rules found on page 296 of the *Warhammer Age of Sigmar: Soulbound* corebook. Specifically it uses the following alterations to the core gameplay experience:

- ✧ Characters are built with only 20xp
- ✧ Characters start with a set of Medium Armour, one weapon of choice, and a lantern.
- ✧ It takes one hour of rest to recover your Toughness via Take a Breather (*Soulbound* page 154).
- ✧ Player characters are not Soulbound and have no access to Soulfire.

## FIGHT OR FLIGHT

As well as being less powerful than Soulbound, characters in Vossheim's Holdouts use Mettle differently. Rather than regaining one Mettle every turn, Mettle regenerates only under the following conditions:

- ✧ When combat begins, characters gain Mettle up to their maximum Mettle.
- ✧ When a character suffers the *Frightened* condition, they immediately regain 1 Mettle.
- ✧ When a character suffers a Wound, they immediately regain 1 Mettle.

Note that this only applies to player characters. Enemies regenerate Mettle as normal (*Soulbound*, page 129).

## MOURNHOLD'S DOOM

With the city crumbling and the dead rising from their graves to hunt the living, the city of Mournhold is in dire straits. Throughout the **Vossheim's Holdouts** adventure, Doom is set to 7.

## BARRICADES

Throughout the night, the Holdouts must secure themselves in an old mansion and build barricades to hold back the undead hordes. There are plenty of supplies in the mansion to do so, from regal furniture which can be moved to block doorways, to renovation materials and tools which can be used to board up windows.

A Barricade is an obstruction placed at a choke point between Zones which prevents movement between them. You can destroy a Barricade by attacking it. Barricades have a Toughness value representing their durability and always count as having Poor Defence. In addition, they take double Damage from weapons with the *Spread* Trait.

Alternatively you can attempt to bypass a Barricade by using an Action to make a **DN 4:X Body (Might)** Test where X is equal to half the Toughness of the Barricade, rounding up. At the GM's discretion, the Attribute and Skill used to bypass a Barricade may be changed to represent climbing debris, lockpicking a door, or another clever method of circumvention. If you succeed on the Test, you bypass the Barricade and make it to the Zone you were trying to reach. If you fail, you remain in your current Zone. Regardless of whether you succeed or fail, your turn immediately ends. Depending on the type of Barricade and the Action you take, passing the Test may completely remove the obstacle, allowing others to pass freely between the Zones. For example, if you move a fallen bookcase aside, it no longer impedes others. However, if you pick a locked door and lock it shut behind you, others will have to do the same when they try to move between the Zones.

To Barricade a choke point, a character must spend 10 minutes and make a **DN 4:1 Mind (Crafting)** or **Body (Might)** Test. The number of successes equals the Toughness of the Barricade. The Test can be made again to reinforce or repair a Barricade with additional Toughness.

Unless noted otherwise, locked doors and reinforced shutters in the mansion count as a 5 Toughness Barricade.