

WARHAMMER
AGE OF SIGMAR
ROLEPLAY

SOULBOUND

CHAMPIONS OF DESTRUCTION

BECOME DA BOSS AND UNLEASH THE WAAAGH! IN THIS EXPANSION
FEATURING NEW ARCHETYPES, SPELLS, AND MORE!

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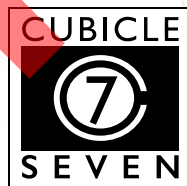
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BRUTAL AND CUNNING

1

A bellowing roar, an incoherent shriek, a belly-shaking laugh — there are many sounds that accompany the thunderous charge of Destruction across the realms. All of them, from the smallest Grot cry to the greatest Gargant roar, express an unbridled primal urge to crush and consume at all costs. Despite this, the average Orruk or Grot simply laughs at the idea of being part of any 'grand alliance'. They constantly bicker and skirmish with each other, only marching under a unified banner when a big boss beats them into shape, or promises a better scrap if they follow. Even in the rare and terrifying moments when the forces of Destruction gather in great horizon-blanketing Waaagh!s — bellowing in unison and sweeping across the wilds beneath clouds of crackling green energy — their 'armies' resemble half-organised riots more than disciplined forces.

In truth, the countless Orruks, Grots, Troggoths, and Gargants are unified by little more than an ideology of brutal and cunning destruction for destruction's sake. Unlike the forces of Order or Death, they have little desire to found cities or

build empires, not when knocking them over is more fun, and the Chaos Gods' obsession with corrupting minds is pointless 'messin' about' when you can just krump anyone who disagrees with you. Even the great god of Destruction Gorkamorka is contentious and erratic at the best of times, more often than not granting blessings and curses simply based on what seems most fun at the time.

To be a champion in such a culture is to be constantly spoiling for a challenge. If you're not fighting to survive in the wilderness, you're fighting against those who would stake their claim to it. If you manage to punch, scheme, or eat your way to the top of the pecking order, you've got even more things to worry about, 'cause now every keen-eyed and big-toothed git for miles around is going to look for a way to take what you have, or square off just for the heck of it.

Among the wild tribes and warbands of Destruction, some rare few attain such notoriety that the gods themselves take notice. Whether

'A GRAND WOTZIT?'

While 'the Forces of Order' is a term used by the characters in the **Age of Sigmar** setting to describe the peoples under the Pantheon of Order, 'Forces of Destruction' is a meta term used to easily reference the armies of the Orruks, Grots, Ogors, and Troggoths under one banner. In truth, they are rarely unified outside of great Waaagh!, and most members certainly don't view themselves as 'allied' with anyone.

It's Gork or Mork, the Bad Moon, the Spider God, or even the reawakened primordial god Kragnos, these deities of staggering power can elevate their chosen champions with the fury-driven power of the Waaagh!, forging them into a group of tooth-spitting, big-scheming, trogg-hard scrappers ready to mess up anything they're pointed at.

These champions of Destruction are primal fury made manifest, taking to the realm with a fire in their bellies and Waaagh! energy burning in their souls.

BOUND BY WAAAGH!

The Waaagh! is a phenomenon unique to the forces of Destruction. When Orruks, Grots, Troggoths, and Ogors gather in large groups, their almost perpetual desire for violence begins to bubble to the surface. This manifests as an increasing psychic pressure palpable in the air. Heavy clouds begin to gather, static charge fills the atmosphere, and flecks of green lightning flicker across determined eyes. Eventually this pressure builds to a crescendo, when one among the horde, normally the boss, unleashes a bellowing 'Waaagh!' This acts as a focal point, a primal scream so powerful that it emboldens the horde with supernatural strength, summons rippling arcs of emerald lightning, and pushes participants into a violent frenzy.

Normally, it takes a great deal of bodies to manifest a Waaagh! in any measurable quantity. Confusingly, this means that many people call any large collection of Destruction forces a 'Waaagh!' regardless of whether there are ongoing manifestations at the time. Yet there are some individuals who are more attuned to Waaagh! energy

than others and wield it to devastating effect. Weirdnob Shamans are a prime example of this phenomenon; these utterly inscrutable wild Orruks can hurl blasts of raw Waaagh! from their fingertips or summon mountain-sized fists and feet from the sky to smash their foes.

The Waaagh! also manifests itself in those who have been subjected to a 'Binding Ritual' by Gorkamorka, or one of his lesser aspects. Although, to call it a ritual is high praise, and even downright insulting to skilled spellcasters across the Realms. Rather than undertaking the subtle weaving and empowering of souls required for a true Binding Ritual, Gorkamorka simply beats the Binding's souls together with devastating blows of Waaagh! energy and divine determination. Thus, just like two plates of metal will fuse together if hammered hard enough, those who survive the Destruction gods' Binding Rituals emerge with their souls smashed together into a new shape and suffused with an abundance of Waaagh!

Yet even this brutish ritual requires a god of Destruction to select champions, bring them together, and smash them into shape — which is an awful lot of time spent not-krumpin'. The most common origin of a Destruction Binding is accidental in nature — a group becomes so saturated in potent Waaagh! energy that their souls fuse together, inadvertently binding them together. These accidental Bindings can sometimes occur when a great Waaagh! fractures or meets an untimely end, as great torrents of unspent Waaagh! are concentrated and funnelled into a scant handful of survivors. Some rumours even claim that small warbands can get so worked up and full of Waaagh! that they simply become Soulbound due to their overwhelming collective desire to stick together and keep the fun times rolling.

Regardless of their origins, the nature of the Waaagh!-fueled ritual makes these Bindings function differently from Order Bindings. Whereas Bindings of Order and Death wield Soulfire to undertake feats of individual heroism, Bindings of Destruction unleash rippling blasts of Waaagh! energy that spur the whole Binding to greatness, mimicking the might of a greater Waaagh! Some speculate that the Waaagh! energy of a Destruction Binding could act as a tinderbox, setting off greater Waaagh!s throughout the realms.



WAAAGH! ENERGY

Unique to the forces of Destruction, the power of the Waaagh! is primal fury made manifest and harnessed through spittle-flecked roars that spur a group to greater feats of violence. Some Bindings of Destruction find themselves infused with an abundance of Waaagh! energy, able to call it at will to devastating effect.

When creating your Binding, if they are bound by a god of Destruction, or if over half of the Binding are Orruks, Grots, Troggoths, or Ogors, your group may decide to be bound with **Waaagh! Energy** instead of **Soulfire** (*Soulbound*, page 131).

Waaagh! Energy works much the same way as Soulfire, but where Soulfire empowers a single member of the Binding to feats of heroism, Waaagh! Energy instead grants power to all members of the Binding at once, as a wave of green lightning crackles through their muscles and fills their eyes.

USING WAAAGH! ENERGY

If your Binding was bound by Waaagh! Energy, you do not have access to the standard Soulfire effects (*Soulbound*, page 131). Instead, a member of the Binding can spend 1 point of Waaagh! Energy to unleash one of the effects listed below. Each effect affects all members of the Binding within Long Range, as well as any Loyal Companions or allied Destruction-aligned NPCs.

- ✧ **Bellowing Waaagh!:** All affected characters can immediately Charge as a Free Action.
- ✧ **Furious Waaagh!:** All affected characters can immediately remove a single Condition afflicting them.
- ✧ **Defiant Waaagh!:** All affected characters immediately recover Toughness equal to Doom.
- ✧ **Weird Waaagh!:** Any affected character with the *Spellcaster* Talent can immediately cast a single spell as a Free Action. Alternatively, any affected character with the *Blessed* (any) Talent can immediately cast a single Miracle as a Free Action, paying additional Mettle as needed.

TRACKING WAAAGH! ENERGY

Your party's current and maximum Waaagh! Energy is tracked on the Party Sheet.

- ✧ Your Binding's maximum Waaagh! Energy is equal to the total number of player characters in the Binding.

- ✧ If a character ever leaves the Binding, the Binding's maximum Waaagh! Energy decreases accordingly.
- ✧ If a new character is woven into the Binding, the maximum Waaagh! Energy increases.

GAINING AND LOSING WAAAGH! ENERGY

Waaagh! Energy is closely tied to violent momentum, with the energy ebbing and flowing based on the urge to push forward and destroy. Waaagh! Energy can only be gained in the following ways:

- ✧ If the Binding achieves a Short-term Party Goal, recover 1 Waaagh! Energy.
- ✧ If the Binding achieves a Long-term Party Goal, recover all Waaagh! Energy.
- ✧ If a member of the Binding defeats a Champion or Chosen enemy, recover 1 Waaagh! Energy.
- ✧ If a member of the Binding makes a Last Stand, recover all Waaagh! Energy.

Waaagh! Energy can be lost in the following ways:

- ✧ If the Binding's Boss is Mortally Wounded, lose 1 Waaagh! Energy.
- ✧ If the Binding's Boss is killed, other than through a Last Stand, you lose all Waaagh! Energy.
- ✧ If the Binding's Boss steps down without a fight, lose 1 Waaagh! Energy.
- ✧ If your party enters a Downtime Period, you lose 1 Waaagh! Energy, unless a member of the Binding takes the *Rile Up* Endeavour (see page 134).

WAAAGH!-FIRE

Using the Waaagh! Energy rules means that characters no longer have access to Soulfire. However, if you want to lean even further into the excessive nature of the forces of Destruction, you can combine the two. If your group agrees, you can use the Waaagh! Energy effects listed above in addition to those provided by Soulfire.

LESS CHATTIN', MORE SCRAPPIN'!

Waaagh! Energy is not the type of power that can be mustered by sitting around or talking at each other. As a result, any Endeavours or Talents that would recover Soulfire, such as the *Recuperate* or *Bond* Endeavours, or the *A Warm Meal* Talent, do not grant Waaagh! Energy.

BOSSSES

In most civilised parties, such as Bindings loyal to the forces of Order (and even in some cases Death), the party's goals and how they plan to achieve them are typically an open topic of discussion and debate. Not so with Destruction-aligned Bindings. Almost every time a group of Orruks, Troggoths, Ogors, and Grots sits down to debate a course of action in an open forum, chances are the conversation descends into bloody noses and lost teeth before any decision is made.

Because of this, the forces of Destruction tend to rally around the most brutal or cunning of their group and let them do the thinking. These figures are known most commonly as 'Bosses', though the varying factions have different specialised names for their own type of Boss, such as 'Megaboss', 'Troggboss', or 'Warboss'. Sometimes a Boss is granted power by their followers, who are just happy to have a nasty piece of work at the head of the group. Other times a Boss seizes power by simply beating down anyone who thinks they're tougher than them, until they find themselves calling the shots. Most often it's a combination of the two, with some members of a group happy to stand aside, and others nursing bitter bruises and side-eyeing the Boss, just waiting for a chance to take them down a peg.

CHOOSING DA BOSS

When you first create your Binding you can choose or randomise who among you is the Boss at the beginning of your adventure. They may have been the Boss before the party was bound by your god, chosen by your god to be the Boss during the ritual, or simply won the inevitable scrap that happened right after the god took their eyes off you. Either way, mark on the Party Sheet that this character is now the Boss.

- ✧ Being a Boss in a Destruction Binding is not a permanent position, though. Keeping hold of power is a constant struggle, and you may even find yourself stepping aside and letting someone else lead. The Boss can change under the following circumstances:
- ✧ During a Rest, the current Boss may choose to step down and let another member of the party take the lead. If they do so, the Binding loses 1 Waaagh! Energy.
- ✧ Each time the party has a Downtime Period, there is a chance that the Boss can be challenged (see **Who's da Boss?**, page 129) and lose their title.
- ✧ If the Boss is killed, the new Boss is chosen during the next Rest.

WHAT KIND OF BOSS ARE YOU?

Many rulers among the forces of Order have written treatises on the responsibilities of leadership — solemn meditations on what it costs, what it requires, and what it means to have authority over other people. The forces of Destruction have never read any of these documents, and they'd probably fall asleep before getting through the first paragraph if they did — that's if they could be bothered to take time out of krumpin' to learn to read in the first place. When they reflect on the kind of Boss they want to be, they're mostly just deciding what title sounds the greatest, and how best to impress their followers.

The most infamous Bosses are Orruks, like the Megabosses of the Ironjawz, the Killabosses of the Kruleboyz, and the Savage Big Bosses of the Bonesplitterz. Grots have Loonbosses and Scuttlebosses, Troggoths have the imaginatively named Troggbosses, and Ogors have more ceremonial titles like Tyrant or Frost Lord. While few Hobgrots ever become leaders among mobs, they dream of becoming 'Con-bosses' and leading scoundrel crews on elaborate grifts and swindles.

When you become Boss, decide on the kind of Boss you are. You don't have to match what's typical for your faction, and you're free to come up with your own title if you like. Imagine the trouble you'd get up to as the realms' first Sailboss, Cogboss, or Swindleboss. Your decision affects the kind of work NPCs might ask you to do, and you get to declare the party's Short- and Long-term Goals. (Although, out of character, you should still talk with your group and collectively decide on Goals you're all excited about pursuing.)

In addition to the thematic considerations of your rule, each Species grants a specific bonus to their party. These bonuses remain active so long as the Boss is in power and not Incapacitated. The Boss bonuses are as follows.

Grot

Grot Bosses are renowned for their spitefulness and ability to turn any minor defeat into a realm-spanning quest for vengeance. To a Grot, loss is simply a natural stop on the road to success, a galvanising experience filled with raving, overly-detailed — and surprisingly creative — oaths of cruel revenge.

- ✱ **Spiteful Loser:** While a Grot is the Boss, Doom does not increase and the party does not lose any Waaagh! Energy if they Flee or Retreat from combat. In addition, if the party loses a battle, the Boss may name a single enemy Champion or Chosen that took part, and swear to ‘*Get them next time!*’ Note the target of this ability on the Party Sheet. The next time the party encounters this enemy in combat, all members increase their Melee and Accuracy one step against the chosen enemy until the end of combat.

Hobgrot

Hobgrots are notorious go-betweens, somehow capable of brokering shaky deals and uneasy alliances between factions who would never normally consider them. When they attain power, they often spring forth with plans for devious hustles and grandiose scams, or big ideas about acquiring artefacts of inconceivable power through barter and extortion.

- ✱ **Everything’s Negotiable:** While a Hobgrot is the Boss, the party gains Advantage on Parley Actions and on Opposed Tests to broker deals or forge alliances.

Ogor

While it’s increasingly rare to see Orruks, Grots, and other Destruction-aligned creatures in Order cities, Ogors are a strange exception to this rule. Ogor mercenaries can be found across the realms, offering excessive violence for copious amounts of meat. This means that Ogor Bosses are more likely to find cautious acceptance in cities of Order, opening doors shut and barred to other parties.

- ✱ **Friendly(ish) Face:** While an Ogor is the Boss, the party may take Endeavours within most Order-aligned cities — though the party will still be closely monitored and distrusted during the process.

Orruk (Bonesplitterz or Ironjawz)

Of all the Species, Orruks are the most renowned for the sheer size and power of their Waaagh!s. They are most interested in finding the best scraps and krumping the greatest foes they can set their sights on.

- ✱ **Unending Waaagh!:** While an Orruk is the Boss, whenever the party gains a point of Waaagh! Energy, an Orruk Boss can make a **DN 4:1 Body (Might) Test** to unleash a great bellowing ‘Waaagh!’ If they gain a number of successes equal to or greater than the current Waaagh! Energy, they generate an additional point of Waaagh! Energy.

Orruk (Kruleboyz)

Few can match the Kruleboys when it comes to setting ambushes or laying traps. Kruleboys always know just the right spot, time, and tricks to use to take their foes by surprise. Kruleboy Bosses are masters of guerilla tactics, leading their parties on long campaigns of terror.

- ✱ **Cunnin’ Ambushes:** While a Kruleboy is the Boss, all party members can use their Mettle to take additional Actions and double their Training or Focus when they have Surprise at the beginning of combat (*Soulbound*, page 135).

Troggoth

It’s up for debate whether the average Troggoth is even aware of the concept of hierarchies, or what being a Boss means. Yet sometimes a Troggoth takes it upon themselves to stomp on a Boss and assume control. Normally it’s for some minor indiscretion, like being particularly loud during sleep time, hoarding food, or otherwise getting between the Troggoth and a good time. Troggoths make notoriously inscrutable Bosses — barely communicating, and answering only to their basest instincts. As a result, those who follow a Troggoth Boss spend a great deal of time scratching their heads in wonder and arguing over the Troggoth’s true intentions, or at least which path will ‘keep da Boss happy’.

- ✱ **Just Do What They Say!:** Troggoth Bosses make their orders known through monosyllabic grunts, frowns, and threatening gestures. While a Troggoth is the Boss, they can use the Help Action to ‘encourage success’ from a single allied character within Long Range. If they do this, the Troggoth may substitute their Training in Intimidation for a relevant Skill. Any character who fails a Test that the Troggoth Boss ‘helped’ with must make a **DN 4:1 Soul (Fortitude) Test** opposed by the Boss’s **Body (Intimidation)** or become *Frightened* of the Boss until the end of their next turn.