



SOULBOUND™

THE RUINS OF KARAZNETHIL



VENTURE TO CHAMON, DELVE INTO THE ROTTING RUINS OF KARAZNETHIL
AND LIBERATE IT FROM THE GRASP OF THE PLAGUEFATHER

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GETTING STARTED

The **Ruins of Karaznethil** is designed to be played by up to five players and one Gamemaster (GM), using only this supplement and the **Soulbound** core rulebook. It is recommended that the GM reads the adventure location in full before beginning. Karaznethil can be used in many different ways. It can be played as a stand-alone adventure, a one-shot game, or a break or detour from your greater **Soulbound** campaign. Beyond that, it could act as the finishing line for an entire campaign: the stronghold of a powerful Nurgle cult or a base for the Ruinous Powers to reach out and corrupt vast swathes of Chamon, led by a trio of Great Unclean Ones.

The **Ruins of Karaznethil** represents the kind of adventure locations presented in *Ruins of the Past*. Two Adventure Locations in that supplement take place in the Realm of Metal, Chamon; combined, they can be easily woven together to make up a grander campaign. Potential plot hooks are discussed on page 6.

EXPLORATION

Karaznethil is built with some simple exploration rules in mind. Whenever your party moves between Points of Interest, get them to make a **DN 4:1** Group Test using **Mind (Survival)** or **Mind (Lore)**. Compare their number of successes to the outcomes listed below. Then, roll or choose an encounter on Karaznethil's Random Encounter Table (page 6).

- ✱ **0–3 Successes:** Roll three times on the Karaznethil Random Encounter Table.
- ✱ **4–6 Successes:** Roll twice on the Karaznethil Random Encounter Table.
- ✱ **7+ Successes:** Roll once on the Karaznethil Random Encounter Table.

Each Random Encounter flavours the party's exploration of Karaznethil; how they may evolve into actual threats to the party is up to your discretion. Some situations may call for additional Tests, whether to sneak past a sentry, outrun a daemon that's caught their scent, or react to avoid a trap.



The difficulty of these Tests can be determined by how alert these enemies are to the party's presence or the current Doom. Choosing a single party member to be the centre of these encounters may be useful, and then changing who that character is between encounters creates greater variety whilst exploring.

If the party has reasonably explored an area of Karaznethil or is double-backing on themselves, they gain **+1 success** when making their Exploration Group Test. Additionally, acquiring knowledge, maps, or guidance grants them an additional **+1 success** each time they make this Test.

PATROLS AND ENCOUNTERS

Karaznethil is designed to be played by a brand new party of **Soulbound** characters. Points of Interest and some Encounters reference a mix of creatures presented in the Appendix and from the **Soulbound** core book bestiary – but if you need to conjure a balanced patrol of enemies, consider the following options:

- ✱ **Easy:** 1 Swarm of 10 **Nurglings** (page 14) or 1 Swarm of 10 **Plaguebearers** (*Soulbound*, page 325). Then add 1 **Rot Fly** (page 16) per party member.
- ✱ **Medium:** 2 Swarms of either 10 **Nurglings** (page 14) or 10 **Plaguebearers** (*Soulbound*, page 325). Then add 1 **Rot Fly** (page 16) per party member. Finally, add a **Sloppity Bilepiper** (page 15) or **Putrid Blightking** (page 15) to lead them.
- ✱ **Hard:** 3 Swarms of either 10 **Nurglings** (page 14) or 10 **Plaguebearers** (*Soulbound*, page 325). Then add 1 **Rot Fly** (page 16) per party member. Finally, add either a **Sloppity Bilepiper** (page 15) and **Putrid Blightking** (page 15) to lead them, or replace them with a single **Great Unclean One** (*Soulbound*, page 325) for a climactic battle.

These patrols can scale up if you have a more experienced party. For parties ranging from 15–35 XP, double the number of creatures listed above; for parties ranging from 36–50+ XP, double those numbers again.

And take care when considering Chosen-tier enemies — they are deadly foes, so at most, only include one in any encounter, such as the Great Unclean Ones.



KARAZNETHIL

The Khazalid Empire once spanned all eight realms, their subterranean holds glittering with gems and gromril iron. Then, as now, Duardin strength centred in Chamon, where they used Grungni's lessons to work metal and stone with unparalleled artistry. But even the heart of Khazalid civilisation couldn't stand against the Ruinous Powers when they breached the Mortal Realms, and no karak survived the wars that followed. The daemonic legions might have wiped out the Chamonian Duardin entirely had it not been for the help of an unlikely ally — the Sylvaneth.

The Ironbark Glade, lone survivors among Alarielle's children in the Realm of Metal, opened their thorn-shrouded labyrinths to the Duardin refugees. After recovering their strength, many Duardin continued to Azyrheim, while others joined the nascent Kharadron sky-fleets. But in Karaznethil, with Sylvaneth consent, the Duardin stayed. Over generations, the two people became one. Duardin gardener-smiths coaxed living wood into armour as strong as gromril plate while 'Mossbeards' grumbled away the days together, their lineages bound as close as kin despite the fact that blood ran through one's veins and sap through the other's. Its roots sunk deep in time, and the Karak-Grove became a place like no other in the realms.

But the stubborn resilience that protected Karaznethil throughout the Age of Chaos also proved its undoing. During the Era of the Beast, as the cursed skies crackled overhead, a trio of Great Unclean Ones marched on Karaznethil. They brought a Maggotkin horde in their wake and spread unfathomable rot and decay across the settlement. Though there was no hope of victory against such a foe, the Duardin and the Sylvaneth were as intractable as the trees which surrounded them, and so they stayed, held firm, and died while their glorious halls drowned in a deluge of plague-ridden filth. To this day, the few remaining survivors fight a war they already lost for the sake of a home they couldn't save.

THEMES AND ATMOSPHERE

Karaznethil's story ends much like it began: a stalwart home falling to ruin, an eternal evil resurging with new strength, and an uncertain future for the few remaining mortals. Though their suffering is not ameliorated by the fact that this has all happened before, the Dispossessed and Sylvaneth survivors, just like the ancient Khazalid Duardin, can heal and rebuild so long as they have the humility to run. Thus, the idea of moving on is central to Karaznethil's story, for though the place itself is lost, the people who made it persist — and so long as they survive, the Karak-Grove does too.

