

WARHAMMER
AGE OF SIGMAR
ROLEPLAY

SOULBOUND BESTIARY



FACE DOWN TERRIFYING DAEMONS AND TITANIC MONSTERS IN THIS
BESTIARY OF THE MORTAL REALMS!

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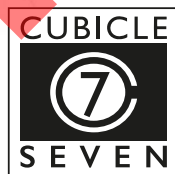
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INTRODUCTION

The Mortal Realms are besieged by monsters.

Packs of savage beasts stalk the wilderness beyond the walls. Parades of disquiet dead stirred by baleful magics haunt the nights, enacting terrible vengeance upon the living. Hordes of Orruks, Grots, and Gargants rampage unchecked, driven by little more than destruction and despoilment for their own amusement. And the innumerable servants of the Ruinous Powers that once brought about the end of the world take root wherever mortals tread. Even the blessed Cities of Sigmar — shining bastions of Order in the unforgiving realms — are not free from their share of monsters. Cultists scheme in the shadowed alleys and mangy rat-men skulk through festering sewers. Even well-meaning servants of Order can become twisted into embittered enemies, should the fates conspire it so.

This book provides a vast collection of great and terrible creatures to use in your Warhammer Age of Sigmar: Soulbound adventures, in addition to equipping you with plenty of advice on how best to build exciting encounters with these monstrous and maniacal foes

MORE MONSTERS!

Even a dedicated tome such as this is simply not large enough to contain or cage the incredible abundance of outlandish creatures that exist in the Mortal Realms. Be sure to keep an eye on our website, www.cubicle7games.com, for more supplements, PDFs, and published adventures. These often include additional stat-blocks for creatures that can be used to expand your collection of weird and wonderful monsters for Soulbound.

STATISTICS

Almost every creature in the Mortal Realms can be represented by a collection of statistics called a stat-block. These are presented throughout this book in the following format.

1. The creature's name.
2. The creature's size, type, subfaction (in parentheses), and role. See below for more information on creature type and role.
3. The creature's combat abilities, including Melee, Accuracy, Defence, Armour, Toughness, and Wounds and Mettle, if it has them. Creatures that can use a shield have this noted in parentheses beside Defence.
4. The creature's Speed, Initiative, Natural Awareness, and any Skills it has. A creature's Training and Focus in a Skill is noted in parentheses: +1d6 per level of Training and +1 per level of Focus.
5. The creature's Traits. Traits are special abilities and features the creature has, not unlike a player character's Talents.

1 FREGUILD GUARD			
2 <i>Medium Mortal (Human), Warrior</i>			
↑ Average	⊕ Poor	⚔ Average (Good with shield)	
3 Armour	Toughness	Wounds	Mettle
1	5	–	–
Speed: Normal Initiative: 2 Natural Awareness: 2 Skills: Determination (+1d6), Reflexes (+1d6, +1), Weapon Skill (+1d6, +1)			
4 TRAITS 5			
Massed Ranks: The regiments of the Freeguild Guard are organised and disciplined. If three or more Freeguild Guard are in the same Zone, their Melee increases one step.			
6 ATTACK 6			
Sword: Melee Attack (Average), 3d6, +1 F, 1 + S Damage. <i>Slashing.</i> Halberd: Melee Attack (Average), 3d6, 1 + S Damage. <i>Piercing, Rend, Two-handed.</i>			
7 BODY	MIND	SOUL	
2	1	2	

6. The attacks a creature can make. These are listed as the type of attack as well as the creature's proficiency, their total dice pool for the attack, their Focus (if any), the Damage the attack deals, and the range (if applicable). Each attack also notes any Weapon Traits. Creatures cannot wield a *Two-handed weapon* and a shield unless otherwise noted.
7. The creature's Body, Mind, and Soul

CREATURE TYPE

Each entry lists the creature's type, and usually includes a subtype in parentheses that further defines the creature. A creature's type affects certain Traits it may have, or may be important for a character's Talent (such as *Sigmar's Judgement* affecting Daemons or servants of Chaos). The creature types found in this book are:

- * **Automaton:** Automatons are constructs, sometimes imbued with a semblance of intelligence. Automatons can be works of science forged from metal and cogs, or magical constructs imbued with aetheric energy.
- * **Beasts:** Beasts are mundane and monstrous creatures that are native to the Mortal Realms. Most beasts have rudimentary intelligence and cannot speak.
- * **Daemons:** Daemons are unnatural creatures from the Realm of Chaos. Most Daemons serve one of the Chaos Gods.
- * **Mortals:** Mortals are the humanoid inhabitants of the realms, and include Humans, Aelves, Duardin, Orruks, and more.
- * **Spirits:** The realms are filled with strange spirits and magical creatures, such as the Spites that follow the Sylvaneth or the magical creations of spellcasters. Each spirit is unique, with some being able to create a corporeal form and others being little more than sparks of flame in the air.
- * **Undead:** Undead are creatures given a semblance of life through necromancy and dark magic. Unlike spirits, the Undead are unnatural abominations.

CREATURE ROLE

Enemies are divided into five broad categories representing the threat they pose and their typical role on the battlefield. The roles are Minion, Swarm, Warrior, Champion, and Chosen.

MINION

A Minion is the weakest enemy you will face. These are usually the lowest rung of the ladder and also the most numerous, such as a Grot or Clanrat. Most small animals would be considered Minions.

- ✧ A Minion has 1 Toughness.

SWARM

A Swarm is a number of enemies that occupy the same space and attack as one. Certain Minions have a Trait that allows them to become a Swarm when 3 or more of them occupy the same Zone.

- ✧ A Swarm's Toughness is equal to the number of creatures in the Swarm. Each point of Damage kills a member of the Swarm.
- ✧ A Swarm adds +1d6 to attacks equal to its current Toughness (the number of creatures in the Swarm).
- ✧ A Swarm suffers double Damage from effects that target an area. This includes spells that target a Zone, Talents such as *Hail of Doom*, and Weapon Traits such as *Cleave* and *Blast*.
- ✧ A Swarm can't be disarmed, and is only affected by Conditions that target a Zone or area, such as the spell *Mystifying Miasma*.

WARRIOR

Warriors are capable combatants who are considerably tougher than Minions. A number of Warriors will often have a Champion to lead them. Warrior enemies include more than just melee-focused fighters, and encompasses archers, scouts, spellcasters, and large beasts.

- ✧ A Warrior's Toughness is equal to its Body + Mind + Soul.

CHAMPION

Champions are the leaders and heavy hitters of the Mortal Realms. They often lead a group of Warriors and Minions into battle.

- ✧ A Champion's Toughness is equal to its Body + Mind + Soul.
- ✧ A Champion has Mettle.

CHOSEN

The Chosen are the elite of the Mortal Realms. These creatures are often selected by a god or another powerful entity to enact their will in the realms. Chosen lead groups of Champions, Warriors, and Minions. A Chosen is akin to the Soulbound in strength and capability.

- ✧ A Chosen's Toughness is equal to its Body + Mind + Soul.
- ✧ A Chosen has Wounds.
- ✧ A Chosen has Mettle.

SIZE

From diminutive Grots to the almost incomprehensibly large Mega-Gargants, creatures come in all shapes and sizes in the Mortal Realms. Each creature's listing notes its size. Unless the creature is Enormous or Monstrous, size has no game effect but is useful for understanding the scale of the enemies you are facing. For more on size, see *Soulbound*, page 138.

BUILDING ENCOUNTERS

With the Mortal Realm's staggering array of monsters and outlandish locations at your fingertips, it is easy to feel overwhelmed with choice when building Soulbound encounters. This section offers some evergreen advice to help you make the most of the content in this book and craft memorable encounters for your group.

ENCOUNTER COMPLICATIONS

Remember that a Binding is not an army — a blunt tool to be thrown against the incalculable enemies of Order. They are a precise instrument, a wild-card that turns the tide of realm-spanning conflicts by striking in the right place, at the right time. As a result, combat for a Binding is rarely as simple as defeating their enemy with strength of arms.

A good Soulbound encounter should include one or more complications aside from combat. The Binding may find themselves in an unusual environment or up against a ticking clock. They might be tasked with protecting something valuable or dealing with a specific target. And their foes may be equipped with strange tactics or even be empowered by the very suffering they inflict upon the Mortal Realms.

The table below provides a wide variety of Encounter Complications. To elevate your encounters above simple arena battles, roll for a random result, choose your own complications, or use them as inspiration when building your encounters. You can even combine multiple complications to make truly difficult or climactic encounters, should your players be up to the challenge.

AGAINST THE ODDS

Soulbound are incredibly powerful characters, capable of defeating entire units of lesser warriors without breaking a sweat, while accomplishing heroic feats that most mortals can only imagine. But there is one universal truth all Bindings face: they are always against the odds.

Soulbound encounters should feature lots of enemies of varying kinds. With Swarms of weak Minions to show a party how strong they are, hardy Warriors to offer resistance, and deadly Champions or Chosen for them to lock blades with.

As parties grow in strength, so do the dangers they face. You can use the list below as a good measure for the number and type of creatures a party can expect to face at various levels of XP.

- ✦ **Starting Party:** 1–2 Swarms of up to 10 Minions, 1–2 Warriors per party member. Optional: 1 Champion or 1 Chosen to lead them.
- ✦ **15 - 35 XP:** 2–4 Swarms of up to 10 Minions, 2–4 Warriors per party member. Optional: 2 Champions or 1 Chosen to lead them.
- ✦ **36 - 50+ XP:** 4–8 Swarms of up to 10 Minions, 4–8 Warriors per party member. Optional: 4 Champions or 1 Chosen to lead them.

Of course, no two parties are alike. If you ever find these numbers are too weak or deadly for your party, consider weaving a 'benchmark encounter' or two into your adventure. These encounters feature multiple waves of various enemies, each of increasing power, hurled at the party one after the other.

ENCOUNTER COMPLICATIONS

ID6	1: Environmental	2: Tactical	3: Time Sensitive	4: Protection	5: Vital Target	6: Doom
1	A <i>Hazard</i> is spreading through the Zones.	The enemy has unusual or rare equipment.	The entire area will soon be destroyed.	A terrified group of innocents who cannot fight.	The leader of the enemy forces needs defeating.	Gains additional Mettle each round equal to Doom.
2	The environment is <i>Obscured</i> by smoke, fog or something worse.	The enemy fights defensively while waiting for reinforcements.	The party must deliver an item or message before it is too late.	Something must be escorted safely through a raging battle or deadly location.	An arcane or technological artefact carried by a specific foe.	Summons or bolsters allied Warriors or Swarms equal to Doom.
3	The floor or ceiling is collapsing.	The enemy uses ambushes or deadly traps.	The party must reach a location to stop an attack.	A fortification or choke point vital to a larger battle.	A set location that must be reclaimed.	Heals Toughness each round equal to Doom.
4	The battle takes place in a high or precarious location.	The enemy uses the environment to their advantage.	An area must be held until reinforcements can arrive.	An immobile ally, piece of fragile technology, or arcane artefact.	Capture a foe or free an ally in the midst of enemy forces.	Environmental Hazards become more deadly as Doom rises.
5	The location is unpredictably moving or lurching.	The enemy has overwhelming numbers and is relentless.	A specific foe must be caught or killed before they escape.	A captive animal or enemy warrior that wants to be freed.	A siege weapon or vehicle of great power or importance.	Gains additional Armour or Defense steps equal to Doom.
6	Natural predators or plantlife hunt allies and foes.	The enemy has formed an alliance against the party.	An arcane ritual or technological process must be completed.	A vehicle or large animal moving through enemy territory.	A monstrous foe among a crowd of innocent mortals.	The creature's equipment gains additional Traits if Doom is 3+.

Roll 1d6 to determine the row, then roll 1d6 to determine the column.

Take note of what type of enemies provided the greatest challenge and when it seems like they are reaching their breaking point, ease off the pressure and offer them an escape before their untimely demise. You can then use the information gathered to build future encounters that will challenge your unique party.

TIS BUT A FLESH WOUND

As mighty heroes of the Mortal Realms, **Soulbound** characters can take a great deal of punishment before they fall. But using Rests, healing magic, and Aqua Ghyranis, Toughness is a resource that is freely spent and easily reclaimed for most Soulbound and Stormcast Eternals. Only when a character begins to suffer Wounds do they really encounter true danger, as these are much harder to remove and in precious short supply.

Try to build your encounters so that each character suffers 1–2 Wounds per combat, otherwise they can simply restore their Toughness once the dust settles and continue as if nothing happened. Through successive combats, with little rest in between and mounting Wounds, a Binding will begin to feel as if the Great Necromancer himself is watching them with anticipation.

CLEVER CREATURES

Few beasts in the Mortal Realms are truly mindless. Even the most nightmarish monstrosity claims some form of cunning or self preservation instincts. The **Soulbound** system provides players with a selection of interesting Actions to use in combat (*Soulbound*, page 142). But always remember that the monsters you unleash upon them can and should use these Actions as well.

A battle-hardened Chaos Marauder may use a *Called Shot* to Disarm, Trip, or Stun their enemy. A brawny Orruk may *Shove* a foe off a raised platform into an *Environmental Hazard*, or *Grapple* them to let their allies pile in for a good crumpling. A dextrous Skaven assassin may *Dodge* to weave through blows, while a regal Wight King might command their undead forces to *Defend* them or *Help* them succeed at a difficult task.

By using the same Actions the players have access to, you not only encourage them to embrace more creativity in combat, but also infuse their enemies with more personality and intelligence than their stat-block alone can give.

USING DOOM

Soulbound uses Doom (*Soulbound*, page 133) to represent rising dread and the enemies of Order growing in strength. This is a wonderful narrative tool, but it can also affect powerful or notable creatures a Binding might face.

If you want to make an important creature stand out from their kin, or pose a unique challenge to a party, consider granting them some form of Doom-interacting Trait or Attack. The Encounter Complications table includes a number of basic ways Doom effects can be applied to a creature, such as increased defensive or offensive abilities, but many of the creatures throughout this book also claim their own bespoke or outlandish Doom interactions. These abilities can easily be repurposed or swapped to basic Warriors, Champions, or Chosen to make a uniquely terrifying foe that your players won't forget.

Doom can also be used to make an environment stand out, as the realms themselves enact their own twisted and deadly whims in response to mounting unrest or corruption. *Doomed Lands* includes a collection of locations for each of the Mortal Realms that change and twist with Doom to provide a unique canvas for your most challenging encounters. For more information, see www.cubicle7games.com.

ADDITIONAL LOYAL COMPANIONS

The *Loyal Companion* Talent (*Soulbound*, page 86) offers a number of creatures to choose as a companion. The GM can allow players to choose from the following list of creatures from this book. Some of these require the character to be of a particular faction, which is noted in parentheses.

- * Aetherwing (Stormcast Eternals)
- * Bat Swarm
- * Demigryph (Free Peoples)
- * Frost Sabre
- * Ochtar (Idoneth Deepkin)
- * Spider

Champions of Order contains the *Greater Loyal Companion* Endeavour, which allows characters to bond with even more powerful creatures.