

WARHAMMER
AGE OF SIGMAR
ROLEPLAY

SOULBOUND RUINS OF THE PAST

DELVE INTO THE DARKEST CORNERS OF THE MORTAL REALMS
TO DISCOVER ANCIENT TREASURES AND RUINS LOST TO TIME.

CREDITS

Writer: Arjun Anand, Calum Collins, Michael Duxbury, Allen Johnson, Ross Parkinson, Sam Taylor

Editor: Sam Taylor

Producer: Elaine Lithgow, Sam Taylor

Cover: Johan Grenier

Cartography and Illustration: Jog Brogzin, Runesael Flynn, Daniel Kovacs, Frost Llamzon, Damien Mammoliti, Sam Manley, Patsy McDowell, Clara-Marie Morin, JG O'Donoghue

Graphic Design and Layout: Diana Grigorescu, Noora Stubb

Proofreading: Jay Wantland

Warhammer Senior Producer: Pádraig Murphy

Cubicle 7 Team: Dave Allen, Claudio Canellas, Alex Cahill, David F Chapman, Walt Ciechanowski, Calum Collins, Christopher Colston, Elaine Connolly, Alan Cooney, Josh Corcoran, Jennifer Crispin, Michael Duxbury, Paula Graham, Diana Grigorescu, Cree Gunning, Keith Hanrahan, Gemma Harper, TS Luikart, Dominic McDowall, Sal McMahon, Sam Manley, Pádraig Murphy, Ceíre O'Donoghue, JG O'Donoghue, Yvonne Perry, Laura Jane Phelan, Siobhan Sheehy, Sam Taylor, Anita Turcin, and Taryn Wray

Publisher: Dominic McDowall

Warhammer Age of Sigmar: Soulbound Designed by Emmet Byrne and Dominic McDowall

Special thanks to Games Workshop

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form by any means, electronic, mechanical, photocopying, recording, or otherwise without the prior permission of the publishers.



Warhammer Age of Sigmar Roleplay: Soulbound © Copyright Games Workshop Limited 2024. Warhammer Age of Sigmar Roleplay: Soulbound, the Warhammer Age of Sigmar Roleplay: Soulbound logo, GW, Games Workshop, Warhammer, Stormcast Eternals, and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likenesses thereof, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world, and used under licence. Cubicle 7 Entertainment and the Cubicle 7 Entertainment logo are trademarks of Cubicle 7 Entertainment Limited. All rights reserved.

Last Updated, 06th August, 2024

CONTENTS

RUINS OF THE PAST

Realmgates.....	5
Realmstone and Other Resources.....	5
Stormvaults.....	6
Architect of Ruins.....	6
Exploration Rules.....	7
Adventure Locations.....	8
Seeking the Past.....	10
Integrating Adventure Locations.....	10
Building Around Locations.....	10
Allies, Enemies & Alliances.....	11
A Ruins of the Past Campaign:	
The Blood of Chaos.....	12
Aftermath & Rewards.....	15

AIGHMARIS

Themes & Atmosphere.....	17
Allies & Enemies.....	17
Plot Hooks.....	18
Points of Interest.....	19
A: The High Seas.....	20
B: The Sea Bed.....	21
C: Heart of Darkness.....	23
Aftermath.....	24
Rewards.....	24

THE ASHEN NECROPOLIS

Themes & Atmosphere.....	25
Allies & Enemies.....	26
Plot Hooks.....	27
Points of Interest.....	28
A: The Approach.....	28
B: The Burning Workshops.....	29
C: The Inner Necropolis.....	31
Aftermath.....	33
Rewards.....	33

BARAK-KLING

Themes & Atmosphere.....	35
Allies & Enemies.....	35
Plot Hooks.....	36
Points of Interest.....	37
A: The Forest Frontier.....	37
B: The Haunted Ruins.....	39
C: The Overchambers.....	41
Aftermath.....	43
Rewards.....	43

BUTCHER'S GORGE

Themes & Atmosphere.....	44
Allies & Enemies.....	45
Plot Hooks.....	45
Points of Interest.....	46
A: Marrow River.....	46

B: Gorekeel Plateau.....	47
C: Ribcage Lake.....	48
D: The Augory.....	52
E: Veinways.....	52
F: The Gore-Chamber.....	53
G: Camping Warglutts.....	53
Aftermath.....	55
Rewards.....	55

CRAWLING PITS OF GHARRENTIA

Themes & Atmosphere.....	57
Allies & Enemies.....	57
Plot Hooks.....	58
Points of Interest.....	60
A: Urgan's War Camp.....	60
B: Godbeast Canyon.....	62
C: The Depths.....	63
Aftermath.....	65
Rewards.....	65

THE KRAKEN-EATERS CASTLE

Themes & Atmosphere.....	67
Allies & Enemies.....	67
Plot Hooks.....	68
Points of Interest.....	70
A: The Gargant's Footsteps.....	70
B: The Castle Round.....	70
C: The Grim Tower.....	72
Aftermath.....	75
Rewards.....	75

THE ORB-CITY OF CALUMNEXIS

Themes & Atmosphere.....	77
Allies & Enemies.....	77
Plot Hooks.....	78
Points of Interest.....	79
A: The Outer Ring.....	80
B: The Middle Ring.....	80
C: The Inner Ring.....	82
D: The Core.....	84
Aftermath.....	85
Rewards.....	85

THE PLATINUM SPIRE

Themes & Atmosphere.....	86
Allies & Enemies.....	87
Plot Hooks.....	88
Points of Interest.....	90
A: The Ruins.....	90
B: The Labyrinth.....	91
C: The Stormvault.....	94
Aftermath.....	95
Rewards.....	95

VARANTHAX'S MAW

Themes & Atmosphere.....	97
Allies & Enemies.....	97
Plot Hooks.....	98
Points of Interest.....	100
A: Gouged Hollow.....	100
B: The Mining Pits (Multiple).....	101
C: The Laboratory-Forges.....	102
D: Shrine of the Ashen One.....	103
E: Temple of Agony.....	103
F: Lair of Etaurax.....	104
G: Ashcrawler Pits.....	104
H: Chamber of Boiling Blood.....	104
I: Well of Shadows.....	105
J: Heart of the Maw.....	105
Aftermath.....	106
Rewards.....	106

ALLIES AND ENEMIES

Balancing Encounters.....	107
Against the Odds.....	107
Wounds as a Resource.....	108
Clever Creatures.....	108
Creature Substitutions.....	108
Aighmaris.....	109
The Ashen Necropolis.....	109
Butcher's Gorge.....	110
Crawling Pits of Gharrentia.....	110
The Kraken-Eater's Castle.....	111
The Orb City of Calumnexis.....	111
Admiral Annika Grimlock.....	112
The Ashen Morghast.....	112
Akhelian Guard.....	113
Akhelian Monarch.....	113
Aukhrona, Cogwork Architect.....	114
Butcher.....	114
Dreadwind Buccaneer.....	115
The Eater of Tomes.....	116
Eidolon of Mathlann.....	117
Etaurax.....	117
Gherant the Mega-Gargant.....	118
Giant Spider.....	118
Greedy Hekk, the Spider King.....	119
Guardian Automaton.....	119
Irongut.....	120
Isharann Soulrender.....	120
Khainite Shadowstalker.....	121
Marrow-Fed Leviathan.....	121
Maw Lord.....	122
Maw Cultist.....	122
Maw Warrior.....	122
Maw Warbands and Boons.....	123
Overtyrant Carcassa.....	124
Platinum Spire Sphiranx.....	124
Rockgrinder Wyrn.....	126
Revenant-Seeker.....	126
Dragonspite.....	126
Rogue Idol.....	127
Scriptor Mortis.....	127



1

RUINS OF THE PAST

"Oh, certainly we could restore the far watchtower, but its ruin stands as a fine lesson as to the price of sleeping on watch. We could repair it, but then the lesson would be lost, and soon enough, we'd lose another tower."

— In Search of the Lost,
by Cinders Woodwalker

The Mortal Realms are ancient. Entire ages have passed, Gods have come and gone, wars have been waged across whole continents and beyond, and the detritus of fallen civilisations has been left in their wake. Upheaval and calamity have scoured much of this storied past, but endless crumbling ruins remain, their secrets buried just beneath the surface. Some of these are doubtless best forgotten, but from time to time, ancient artefacts and forgotten beasts from the past are unearthed, bringing wonder and ruin to another age.

Few mortals can resist the temptation of treasure or glory, especially if those treasures were once the handiwork of the gods themselves. Glory is heaped atop those who can wrench some wonder from the past — or bury some half-forgotten monstrosity even deeper than before. The God-King Sigmar and his Grand Alliance of Order regularly call upon the aid of the Soulbound to right past wrongs and save the people of the Mortal Realms. Will your Binding take up this charge?

Ruins of the Past is a dedicated collection of adventure locations, each carefully crafted and packed with intrigue, peril, and wondrous treasure. Each ruin is an enjoyable and rewarding challenge for players, the perfect tool for GMs to insert into ongoing adventures or build an exciting new campaign around.

The adventure locations featured in *Ruins of the Past* each contain:

- ✦ The location's **History**, including what themes and atmospheres they evoke
- ✦ A collection of **Plot Hooks** you can use to draw parties to the location
- ✦ A rundown of the location's prime **Allies** and **Enemies** and what motivates each of them
- ✦ A detailed **Map** or **Diagram** showing the location's layout
- ✦ A table of **Random Encounters** that can inspire minor encounters or be used with our updated Exploration Rules (page 7)
- ✦ Each **Point of Interest** within the location, with various puzzles and encounters
- ✦ An **Aftermath**, laying out potential outcomes your players may affect upon the location
- ✦ A list of potential **Rewards** for your players

These locations are balanced for a starting party of Soulbound characters. For more experienced parties, advice in **Chapter 12: Allies and Enemies** (page 107), the book's bestiary chapter, outlines how to ensure every new ruin remains a challenge.

THE SOULBOUND BESTIARY

Adventure locations throughout *Ruins of the Past* reference creatures and stat-blocks across the *Soulbound* Core Book, the *Bestiary* supplement, and **Chapter 12: Allies and Enemies**.

For GMs without access to the *Bestiary*, we have provided a suitable list of substitutions and alterations to Core Book stat-blocks, listed at the beginning of **Chapter 12** (page 108).

REALMGATES

Some ruins centre around one of the Mortal Realms' many realmgates. These magical portals bridge vast stellar distances, typically between two different realms, and no two are entirely alike in function or form. No one knows who built the realmgates, though some scholars believe it may have been the Seraphon's ancient progenitors. But ever since before the Age of Myth, the peoples of the Mortal Realms and even the Gods have warred over control of these mystical gateways.

Take, for example, the Whirlway beneath **Aighmaris** (page 16). No one knows where it leads — to the depths of any other sea or into the heart of other Idoneth Enclaves — but the Skaven are desperate to gain access and control the gate for their nefarious purposes. Similarly, the Mawgate contained within the gut of the godbeast Fangathrak, trapped within the **Crawling Pits of Gharrentia** (page 56), is currently under the control of the Orruk Warlord **Gordrakk**, who is intent on using it to lead his Waaagh! to fight in the Bloodwind Spoil on the other side.

REALMSTONE AND OTHER RESOURCES

Whatever price you put on realmstone, there's always a need for more of it, and looting stockpiles is often more cost-effective than extracting it directly. Each ruin contained within these pages is a great prospect for obtaining realmstone or other valuable resources, and a very direct way to hook players into the location. Explorers may wish to use these materials to construct a powerful Artefact, others to strike it rich and supply the overwhelming demand.

Barak-Kling (page 34) was once a sky-port whose sole mission was to collect Aethergold, forever sought by the Kharadron to build wonders and fuel their skyvessels. The Nighthaunt that have taken over the ruin have little use for what stockpiles remain there.