

WARHAMMER  
AGE OF SIGMAR  
ROLEPLAY  
SOULBOUND

# CHAMPIONS OF CHAOS

CARNGRAD ADVENTURES

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# WELCOME TO CARNGRAD

*“The taste of the red mud will never leave your mouth. The rabble’s screams will never cease to echo in your ears. The Reaver City will leave a mark on you, one way or another.*”

*You can win bloody renown in the fighting pits of Carngrad. Paint your name in the gore of your opponents so the Talons take notice, sure. But you’ll also draw the attention of a dozen murderers who’ll stab you in the back so they can step over your corpse into their own glory. Maybe some will be honourable enough to face you head-on, but don’t count on it. Best to find them and slay them first. Do that, and you might live to see another day in this rotting carcass of a city.”*

— Cessacar, the last surviving member of the Brass Flayers warband

The Reaver City, Carngrad, rises from the ashen wasteland of the Bloodwind Spoil like a festering boil. It is an anarchic crucible of violence and betrayal that does not spare the weak, its shadowy alleys filled with the most savage cutthroats and butchers in the Mortal Realms. In the Eightpoints, the only law is the law of the blade. Warriors fall without ceremony and remembrance, their names forgotten and their souls devoured by the hungry gods. Only the supremely brutal, skilled, or cunning may survive to etch their names in glory, and draw the notice of the city’s cruel masters.

Carngrad draws warbands of killers to it like a lodestone — they trek across the Bloodwind Spoil to prove themselves in the never-ending maelstrom of carnage that is the Reaver City’s fighting pits. Champions clash in vicious combat, brutalising their opponents for the entertainment of gore-maddened crowds; each hoping to one day be chosen by a patron and taken to the Varanspire, where they might be found worthy by the Everchosen himself.