

WARCRY

THE SUNDERED SCALES

Deep within the Gnarlwood lie the Sundered Scales – shattered segments of the Seraphon temple-ship known as the *Eye of Chotec*. Some of these temple ruins lie dormant, offering shelter to weary travellers, and a few may even provide magical protection to those they deem worthy. Many, however, have begun to malfunction, changing the surrounding swamps into a lethal morass. Regardless of their lethality, these temple ruins are ripe for looters and treasure hunters.

Welcome, adventurers, to the Sundered Scales – a land of great danger, but also one of great reward for those willing to brave its treacherous depths. It is said that ancient ruins lie half-submerged in the steaming swamps and bubbling quagmires of this place. It is also rumoured that they were not built here, but rather that they fell from the heavens to land in the darkest depths of the Gnarlwood. Look in the right places and you may witness the magic that still inhabits these star-borne constructs. Listen carefully and you may hear the faint whir of unknowable technology still at work within them. Such arcane prizes are much valued and could bring you much power and glory. Be warned, though – the Sundered Scales have not lain undisturbed without reason...

PREPARE TO SUNDER!

Over the next few pages, you'll find new rules for fighting within the Sundered Scales. This is the perfect opportunity for Warcry players, both new and experienced, to embark on a campaign, explore some new territories, pick up some fancy artefacts and hopefully not die too much in the process.

The premise is simple – as a gaming group, players begin the campaign at The Edge of the Scales (see the encampment locations map on page 29). Each player then picks a quest to embark upon from the Core Book (page 98 onwards) or one of the game's many supplements. When playing campaign battles in the Sundered Scales, roll on the Sundered Scales Exploration table, Sundered Scales Lesser

Artefacts table and Sundered Scales Encampment Location table instead of their equivalents in the Core Book when required to do so.

At the end of the campaign (we're running our studio campaign for one month, but you can run yours for as long as you like), the player who has completed the most quests wins. If there is a tie for number of quests completed, the winner is the player who has the highest final glory. We recommend making them a nice crown to wear, thereby showing they are the all-conquering champion of the Sundered Scales.

So what are you waiting for? Assemble your warband and get ready for questing. We'll race you to the Fangeel Surprise!

SUNDERED SCALES EXPLORATION TABLE (D66)

11-13 WATERY AMBUSH!

Whilst wading waist deep in murky green waters, your fighter feels something gripping their leg with crushing force. They must battle for their life, lest they be dragged below the surface and never seen again!

Roll a dice. On a roll of 1-5, make an injury roll for this fighter. On a roll of 6, your warband gains 1 glory and this fighter earns a level of renown.

14-16 LITTLE OF CONSEQUENCE

A few more scars and a handful of stories to tell, but sadly nothing of real worth.

This result has no effect.

21-46 LUCKIER THAN MOST

Your warrior trips over something stuck in the muck of the swamp. After a few minutes, they extract and clean off a trinket of measurable value.

Roll once on the Sundered Scales Lesser Artefacts table (pg 26-27).

51-52 PREHISTORIC ISLET

Long lost to any map, this relatively small piece of dry land in the Sundered Scales is home to many of the larger Seraphon

warbeasts now roaming free, their former panoplies having long been broken or discarded. The dry land could prove to be hospitable enough, in spite of the devastatingly lethal fauna.

[Location] Prehistoric Islet: This fighter discovers a Prehistoric Islet. You can spend **10 glory** to relocate your encampment to this location. Otherwise, the fighter can loot what they can. If they do so, roll once on the Sundered Scales Lesser Artefacts table (pg 26-27).

53-54 CORPSE-RAMMED QUAGMIRE

A long stretch of swampland has been drained in a manner too swift to be natural. This has left hundreds of bloated corpses exposed to the harsh light of day. There are bound to be good pickings here, if you can only withstand the stench...

[Location] Corpse-rammed Quagmire: This fighter discovers a Corpse-rammed Quagmire. You can spend **10 glory** to relocate your encampment to this location. Otherwise, the fighter can loot what they can. If they do so, roll twice on the Sundered Scales Lesser Artefacts table (pg 26-27).

59-58 ANCIENT CREEPING GNARLOAK

Creeping under its own weight, this monstrously oversized gnarloak has become too bloated on the energies of the Sundered Scales to hunt effectively. Perhaps if fed and kept placid, it could be a highly dangerous yet mobile encampment!

[Location] Ancient Creeping Gnarloak: This fighter discovers an Ancient Creeping Gnarloak. You can spend 15 **glory** to relocate your encampment to this location. Otherwise, the fighter can climb the sluggish gnarloak to scout the surrounding landscape. If they do so, roll once on the Sundered Scales Lesser Artefacts table, with the following exception: on a roll of 11, that fighter suffers the Killed result on the Injury table instead of the usual result.

60 CARNIVOROUS WETLANDS

Everything that moves in this land is carnivorous, providing excellent hunting grounds and a constant supply of quality food, if you aren't hunted in turn...

[Location] Carnivorous Wetlands: This fighter discovers Carnivorous Wetlands. You can spend 15 **glory** to relocate your encampment to this location. Otherwise, the fighter can go hunting. If they do so, roll a dice. On a roll of 2-6, your warband is granted a **Wrinklegrubs** lesser artefact (pg 26). In addition, if the result of the dice roll was a 1-3, also make an injury roll for the fighter that went hunting.

61 FERTILE SWAMPLANDS

Stocked with fish and plenty of edible plants, this is a veritable paradise in the Gnarlwood. Not that the proliferation of life in this area makes it in any way safe, but at least your warriors won't go hungry.

[Location] Fertile Swamplands: This fighter discovers a Fertile Swampland. You can spend 15 **glory** to relocate your encampment to this location. Otherwise, the fighter can harvest what they can before leaving. If they do so, that fighter's injuries are healed, they earn a level of renown and your warband is granted a **Swampmuck Potion** lesser artefact (pg 26).

62 CHARGED PYLON

A Starfire Pylon is discharging potent celestial energy into the nearby surroundings. This energy can, with a bit of bravery, be harnessed and put to use.

[Location] Charged Pylon: This fighter discovers a Charged Pylon. You can spend 15 **glory** to relocate your encampment to this location. Otherwise, the fighter can crack the pylon.

If they do so, roll a dice. On a roll of 1, make an injury roll for this fighter. On a roll of 2-6, that fighter becomes super-charged. Pick 2 heroic traits from page 116 of the Core book. You cannot pick a heroic trait the super-charged fighter already has. The super-charged fighter is treated as having those heroic traits in addition to any other heroic traits they already have for your next battle, even if the fighter sent forth to explore does not have the **Hero** (★) runemark and/or sufficient levels of renown.

64 THE GNARLGRAVE

Colossal, dead gnarloaks encircle this clearing, their branches withered and petrified. Whatever killed them is long gone, or perhaps this is where ancient gnarloaks come to die. Regardless, living gnarloaks tend to avoid the place, making it safer than most areas, at least for a time.

[Location] Gnarlgrave: This fighter discovers a Gnarlgrave. You can spend 20 **glory** to relocate your encampment to this location. Otherwise, the fighter can rest here. If they do, they gain D3 levels of renown.

65 WATCHFUL IDOL

With glittering, starlit eyes, a broken and sparking idol of the Seraphon gazes watchfully over the nearby land. Your warrior approaches and a piercing beam of light erupts from the idol, only to incinerate a beast that was sneaking up on them! Clearly the idol has identified the warrior and their allies as vassals to protect.

[Location] Watchful Idol: This fighter discovers a Watchful Idol. You can spend 20 **glory** to relocate your encampment to this location. Otherwise, the fighter can loot the idol for its valuable metals. If they do so, it stops functioning. Your warband gains 3D6 glory.

66 ENERGISED SPAWNING POOL

Rich with revitalising energy, this spawning pool has fallen from its original, glorious purpose, but its usefulness is as clear as the waters it contains.

[Location] Energised Spawning Pool: This fighter discovers an Energised Spawning Pool. You can spend 20 **glory** to relocate your encampment to this location. Otherwise, the fighter can search it. If they do so, roll D3 times on the Sundered Scales Lesser Artefacts table (pg 26-27), but instead of rolling a D66, roll one dice and add 60 to the score (giving a result between 61-66).



SUNDERED SCALES LESSER ARTEFACTS TABLE (D66)

11-16 FANGEEL SURPRISE

Far from the most nutritious of creatures, and difficult to hunt owing to the deadly poison in its fangs, the surprise usually comes from having survived the meal.

[Consumable] The bearer can use this lesser artefact as a bonus action. If they do so, roll 2 dice and pick 1 of the results. If the result picked is even, remove that number of damage points allocated to the bearer. If the result picked is odd, allocate that number of damage points to the bearer.

21-23 SCUTTLE OIL

Coating a blade with this oil allows it to sneak past the guard of even the most determined fighter.

[Consumable] The bearer can use this lesser artefact as a bonus action. If they do so, until the end of their activation, targets of their melee attack actions cannot make reactions.

24-26 SWAMP MUCK POTION

This muck is likely only called a potion because it is kept in a glass vial, and will indeed have some kind of effect on the luckless fool convinced to drink it or the warrior who finds it thrown in their face...

[Consumable] The bearer can use this lesser artefact as a bonus action. If they do so, pick one: remove D3 damage points allocated to the bearer, or pick an enemy fighter within 3" of the bearer. Allocate D3 damage points to that enemy fighter.

31-32 VIAL OF SKIN-SCREAM POISON

This vile concoction is made from Chaos-tainted swamp water. Cuts inflicted by a blade that is coated in the stuff spawn thousands of tiny mouths that scream incessantly and drive the victim mad.

[Consumable] The bearer can use this lesser artefact as a bonus action. If they do so, if the next melee attack action made by this fighter this activation allocates 1 or more damage points to the target, until the end of the battle round, the target cannot use abilities.

33-34 SCALESKIN LICHEN

This lichen attaches itself to the flesh of the living instead of rock or bark, and provides surprisingly effective defensive qualities.

[Perishable] Add 2 to the Toughness characteristic of the bearer and subtract 1 from the Move characteristic of the bearer, to a minimum of 3.

35-36 WRINKLEGRUBS

These rather plump and delicious grubs sadly provide no nutritional benefit whatsoever, as even when mashed and chewed up they reproduce in the gut and sit there, devouring anything that is ingested. Far better to hurl them in the face of the enemy, and watch them voraciously chew through the victim's armour and flesh.

[Consumable] The bearer can use this lesser artefact as a bonus action. If they do so, pick an enemy fighter within 3" of the bearer. Allocate D6 damage points to that enemy fighter. Subtract 1 from the Toughness characteristic (to a minimum of 1) of that enemy fighter until the end of the battle round.

41-42 PORTALSTONE

An eye-wrenching sigil half-etched on a stone that, when bled upon, causes a twist in time. The consequences of over-using this have yet to be determined.

[Perishable] Once per battle, the bearer can use this lesser artefact as a bonus action. If they do so, allocate D6 damage points to the bearer. In addition, remove the bearer from the battlefield, then set up that fighter on the battlefield wholly within 9" of their previous location.

43-44 WEIRDLYPH

This oddly shaped glyph clearly has many uses, from producing breathable air to cleaning nearby water pools. More useful in battle is the ability to cause crackling energy to lance through the air into the bodies of a charging enemy.

[Consumable] The bearer can use this lesser artefact as a bonus action. If they do so, pick an enemy fighter within 6" of the bearer. Allocate a number of damage points to that enemy fighter equal to twice the battle round number.

45-46 VOIDSCALE SHIELD

This piece of blank, dark metal once protected the Eye of Chotec from interstellar entities, atmospheric discharges and the attentions of the Chaos Gods themselves. Right now though, it functions as a nifty shield, until it finally breaks.

[Perishable] The bearer can use this lesser artefact to make the following reaction:

[Reaction] Shield of the Void: A fighter can make this reaction when they are targeted by a melee attack action but before the hit rolls are made. Subtract 2 from the damage points allocated to this fighter by 1 hit from that attack action (to a minimum of 1).

51-52 MASS MULTIPLIER

This strange device increases the mass of the bearer when enemies draw near. What purpose it served before is difficult to discern but the utility is beyond question, unless you are trying to hide.

[Perishable] While within 3" of an objective, the bearer counts as 2 friendly fighters when determining control of objectives.

53-54 STAR-FINDING EYEPiece

When the heavens are peered at through this monocle, dizzying prophetic visions careen through the user's mind. This is rarely helpful, but every so often can provide great insights.

[Perishable] Once per battle, the bearer can use this lesser artefact as an action. If they do so, roll 4 dice. For each roll of 5+, add 1 wild dice to your saved wild dice.

55-56 GRASP OF SOTEK

This bizarre device attracts all manner of things to it, and its actual purpose is something of a mystery. As useful as it may be, it can burn out very easily.

[Perishable] Once per battle, the bearer can use this lesser artefact as an action. If they do so, pick an enemy fighter, objective marker or a treasure token. If you picked an objective token or treasure token, remove that token from the battlefield and place it up to 3" closer to this fighter. If you picked an enemy fighter, remove that fighter from the battlefield then set up that fighter on the battlefield up to 3" closer to the bearer.

61 CELESTIAL SCALE

A crackling scale that looks like it may have once belonged upon the prow of a ship, it is now used as an odd totem by savages ignorant of its true purpose.

[Perishable] Each time the bearer uses an ability, roll a dice. On a roll of 2+, the value of that ability is set to 6 (regardless of any other modifiers).

62 BOTTLED STARLIGHT

When held aloft, this strange glass ball seems to absorb light. If shaken once it is fully 'charged', it emits a searing, blinding light.

[Perishable] The bearer can use this lesser artefact as an action. If they do so, until the end of the battle round, the bearer has a Toughness characteristic of 10 and cannot make attack actions.

65 SUNPALM OBLITERATOR

Clearly made for larger hands with fewer fingers, once wrapped tightly around an arm, this ornate gauntlet can produce a short-ranged blast of destructive energy.

[Perishable] Once per battle, the bearer can use this lesser artefact as an action. If they do so, pick an enemy fighter within 3" of the bearer. Allocate 2D3 damage points to that fighter.

64 EMPOWERING ORB

When placed in a location of reasonable warmth, such as the embers of fire or a fresh corpse, this orb empowers those nearby with surprising vigour.

[Perishable] The bearer can use this lesser artefact as a bonus action, only if an enemy fighter has been taken down by a melee attack action made by the bearer this activation. If they do so, until the end of the battle round, add 1 to the Attacks characteristic of melee attack actions made by friendly fighters within 3" of this fighter.

65 THE GREAT EYE OF THE OLD ONES

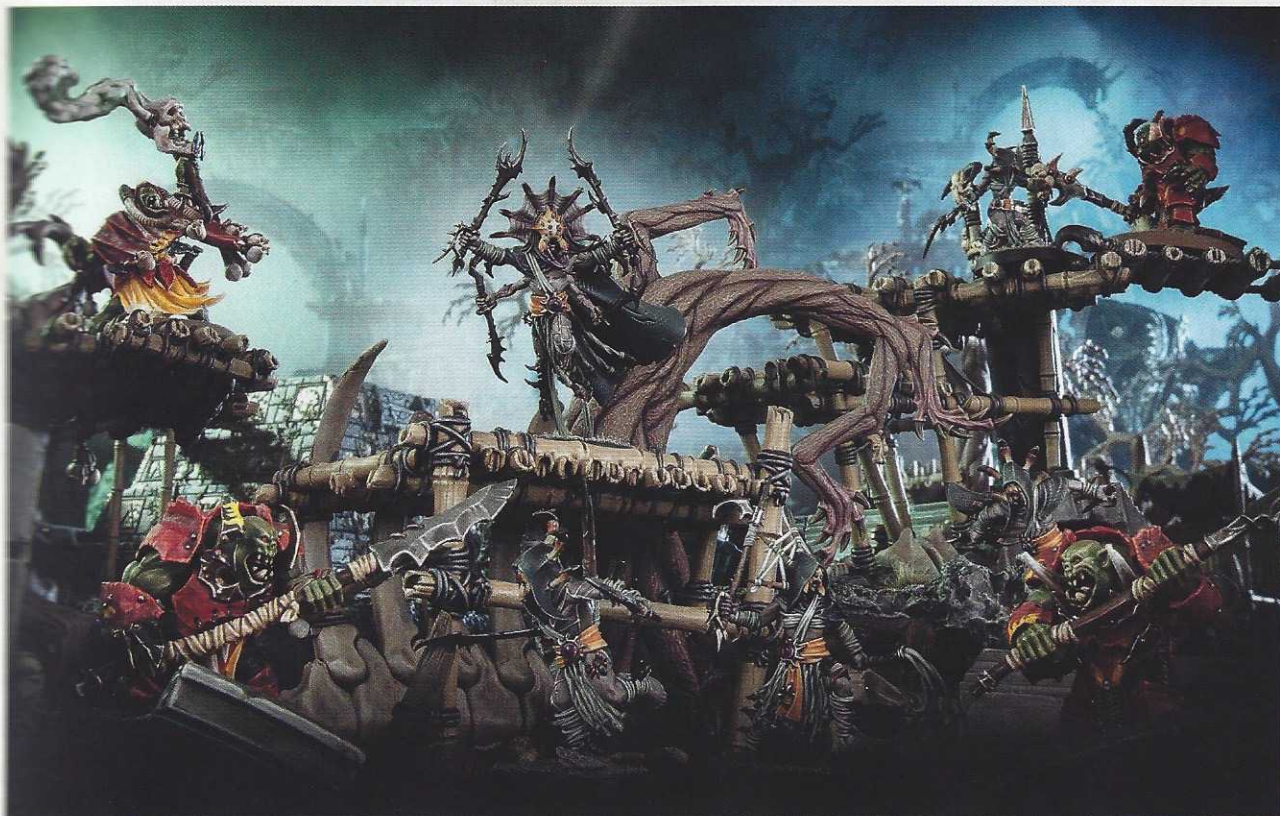
These devices are highly valuable and widely sought. When one points it at an enemy with hatred, a thumb-thick bolt of white flame lances through the Gnarlwood from an unknown origin, to slam unerringly into the intended target. The only problem is being unable to discern the direction of the explosive projectile, which can leave the wielder in the line of fire...

[Consumable] The bearer can use this lesser artefact as a bonus action. If they do so, pick a visible enemy fighter and roll a dice. On a roll of 2+, allocate D6+6 damage points to that fighter. On a roll of 1, instead allocate 2D6 damage points to the bearer.

66 UNHATCHED EGG

No one knows what this egg contains. However, given the immense, reality-cracking power of Seraphon technology, anything could hatch from this egg – even things that don't normally hatch from eggs!

[Perishable] During step 6 of the aftermath sequence, if this lesser artefact is removed from your warband roster, it has hatched! You can add one fighter with the **Beast** (♁) runemark that does not have the **Monster** (♁) runemark to your warband without spending any glory to do so. That fighter can be an **Ally** (♁) or **Thrall** (♁). If no such fighter exists, you sell the creature and receive D6 glory instead.



The Tarantulos Brood seek prisoners upon which to conduct their vile experiments, while their Ironjawz foes are more concerned with breaking bones and cracking skulls.

SUNDERED SCALES ENCAMPMENT LOCATIONS

| Location | Location Bonus | Points Limit | Reputation Modifier |
|--|--|--------------|---------------------|
| <p>The Edge of the Scales The outskirts of the Sundered Scales offer little resources to draw upon. At least it's relatively safe.</p> | Do not make encampment checks for this location. | 1000 | +0 |
| <p>Prehistoric Islet With dangerous Seraphon warbeasts roaming this area, hunting is good but more dangerous than ever.</p> | In step 5 of the aftermath sequence, you can pick 1 fighter from your warband and send them forth to hunt a monster . To do so, roll a dice. On a 1-3, make an injury roll for that fighter. On a 4+, roll twice on the Sundered Scales Lesser Artefacts table. | 1050 | +1 |
| <p>Corpse-rammed Quagmire This quagmire is mostly made from rotten, mouldy corpses. Rich land, if a little squishy.</p> | In step 5 of the aftermath sequence, the first time you would make an exploration roll, instead of rolling a D66, roll 2 dice and then choose which result is the ten and which result is the digit. | 1050 | +1 |
| <p>Ancient Creeping Gnarloak It can barely feed itself due to its bulk, but it is yet to reach the size where it must dig deep into the earth to feed on Ghur itself. Camping here is safe enough, and the marrow of the gnarloak is valuable indeed.</p> | In step 5 of the aftermath sequence, you can harvest Gnarlblood . If you do so, in your next campaign battle, you gain 1 additional wild dice at the start of the battle. | 1100 | +2 |
| <p>Carnivorous Wetlands Fanged leaves, toothed burrows: everything in this land has teeth to spare just waiting to wholly devour the unwary.</p> | In step 5 of the aftermath sequence, you can pick 1 fighter from your warband and send them forth to make weapons from teeth . To do so, roll a dice. On a 6, they are armed to the teeth . Otherwise, make an injury roll for that fighter. If that fighter does not suffer the Killed result on the Injury table, they are armed to the teeth . In your next campaign battle, add 2 to the damage points allocated by each critical hit from a melee attack action made by that fighter in their activations. | 1100 | +2 |
| <p>Fertile Swamplands Every pool is packed with fresh fish and every glade ripe with fruits. The fact that most fruits are laced with poison and the fish are as lethal as a Raptoryx makes little difference to warbands eager to harvest a great bounty here.</p> | In step 5 of the aftermath sequence, you can pick 1 fighter from your warband and send them forth to harvest the land . To do so, roll a dice. On a 1-2, make an injury roll for that fighter. On a 3+, all injuries in your warband are healed. | 1100 | +2 |
| <p>Charged Pylon This Starfire Pylon, its use impossible to determine, is a piece of the Eye of Chotec embedded in the ground. It periodically gives off strange, serpentine-shaped bursts of electrical power.</p> | In step 5 of the aftermath sequence, you can pick 1 fighter from your warband and harness the lightning . To do so, roll a dice. On a 4+, they are charged . Otherwise, make an injury roll for that fighter. If that fighter does not suffer the Killed result on the Injury table, they are charged . In your next campaign battle, the value of abilities used by the charged fighter is set to 6 (regardless of any other modifiers). | 1100 | +2 |
| <p>The Gnarlgrave The grave of many huge gnarloaks, this place is avoided by the trees that prowl the night.</p> | When making encampment checks for this location, you can re-roll 1 of the dice. | 1155 | +3 |
| <p>Watchful Idol The idol watches over your warriors while they sleep, making ambush all but impossible.</p> | In a campaign battle, after deployment you can pick 2 friendly battle groups. For each fighter in one of those groups, you can switch it with 1 fighter from the other group. | 1100 | +3 |
| <p>Energised Spawning Pool Though intended to spawn the mighty Seraphon for battle, your warband can find less esoteric, and ultimately much more practical, uses for this font of primordial energy. Naturally, in doing so, a warband invites plenty of risk.</p> | In step 5 of the aftermath sequence, you can pick 1 fighter from your warband to lie in a spawning pool . If you do so, make an injury roll for that fighter but halve the result on each dice (rounding up) of the D66. If that fighter does not suffer the Killed result on the Injury table, they are bathed in primordial energy . Pick a Fighter runemark (pg 78 of the Core Book) that is not the Hero (★), Flying (✈) or Monster (👹) runemark. That fighter has that runemark in your next campaign battle. | 1155 | +4 |

SUNDERED SCALES ENCAMPMENT LOCATIONS



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