

WARHAMMER QUEST

CURSED CITY



ULFENKARN IN PERIL

QUEST BOOK

CONTENTS

AN AGE OF CONFLICT	4	ULFENKARN IN PERIL	18
DARK LEGACY	5	The Ulfenkarn in Peril Quest	18
MASTERS OF THE CURSED CITY	8	JOURNEYS.....	19
Radukar the Wolf	8	Hunt Journeys.....	19
Vyrkos Blood-born.....	9	Hunt Maps.....	20
Watch Captain Halgrim	9	Scavenge Journeys	22
Kosargi Nightguard.....	9	Scavenge Maps.....	24
The Ulfenwatch	9	Deliverance Journeys.....	26
DENIZENS OF DARKNESS	10	Decapitation Journeys.....	27
Torgillius the Chamberlain	10	CRISES.....	28
Gorslav the Gravekeeper.....	10	DECAPITATION JOURNEYS	44
Deadwalker Zombies	11	The Fell Guardian.....	44
Bat Swarms	11	Captain of the Damned.....	46
Corpse Rats	11	Shuffling Horrors.....	48
Vargskyr.....	11	Whispers in the Dark.....	50
AGAINST THE DARKNESS	12	Family Ties.....	52
The Adamant.....	12	The Final Assault	54
AGENTS OF DEFIANCE	14	REFERENCE	56
Emelda Braskov.....	14		
Jelsen Darrock.....	14		
Dagnai Holdenstock.....	15		
Glaurio ven Alten III	15		
Qulathis the Exile.....	16		
Cleona Zeitengale.....	16		
Octren Glimscry.....	17		
Brutogg Corpse-eater.....	17		



To my benefactor. I trust that this missive will reach the Nulahmian border before Lunaghast's Gleaming.

Your warnings were no exaggeration. Ulfenkarn stands upon the precipice of doom. The Wolf has transformed this once proud city into nothing more than a feasting table for him and his blood-cursed spawn. When Hlysh descends and darkness falls they prowl the night, pulling screaming victims from their beds and leaving their bloodless corpses strewn across the cobbles. Gheists swirl and screech across the spires. Faceless gravekeepers hurl the living into mass charnel pits, burying them alive under mounds of freshly dug soil. Immense skulls fashioned from amethyst magic sweep throughout the city, transforming all in their path into shards of purple crystal. And always, in the distance, one can sense the all-devouring blackness of the Shyish Nadir, staring hungrily at the Cursed City as it draws ever closer to the edge of the abyss. Only faith can prevent such a fate. So long as the commonfolk keep alive the ember of hope, Ulfenkarn will not slide into oblivion.

Unfortunately, hope is a rare commodity in these dark days. The living of Ulfenkarn are possessed of little more humanity than a freshly risen corpse. An existence of constant dread has crushed all passion and fervour from these wretched souls. Frankly, they disgust me as much as any of the Wolf's cursed by-blows.

Yet not every mortal soul in this blighted city has given in to despair. There are still those who might prove of use to our cause. By the blessing of the God-King I have gathered to my side a band of ex-soldiers, banished scions and avaricious merchants. Outcasts and rogues they might be, but all of them would gladly see the vampire usurper cast down, an Azyrite stake buried in his black heart. I trust them little, for if my long career has taught me anything, it is the value of cynicism. Yet I will gladly use them to see Radukar the Wolf destroyed.

I have no illusions as to our chances. Damned creature he might be, but Radukar is a ferocious warrior. Even before he became a beast of the night, the Wolf was a tyrant whose mere name caused kings and emperors to tremble in fear. In unlife, he has bound this city to his will, and assembled a blasphemous court of monsters and death-worshippers who hang upon his every word. There are even whispers that he has experimented with forbidden magics, in an attempt to swell his power even further. I myself have already suffered at the tender mercies of his torturers, in the oubliettes beneath the Ebon Citadel. Those wounds merely bolster my resolve. No monster is invulnerable. No abomination can evade justice forever. My will has not wavered since my last missive. I will end the reign of the Wolf, or die in the attempt.

Jelsen Darrock, formerly of the Order of Azyr



Addendum - I shall dispatch a second communiqué within ten spans. If you do not receive this, you may consider my mission a failure and my life forfeit.

THE ADVENTURE BEGINS...

Welcome to the Ulfenkarn in Peril quest book. This book is a companion to the Cursed City rulebook, detailing the heroes' first quest into the doomed city of Ulfenkarn. If you haven't already, open the rulebook and read the introduction to the game there.

The pages that follow provide the story of Ulfenkarn's descent into darkness, and those of the heroes who would save it. When you're ready to start your journey into the darkness of the Cursed City, turn to page 18 of this book, where you will find the rules for undertaking the Ulfenkarn in Peril quest.



AN AGE OF CONFLICT

The Mortal Realms echo to the thunder of war drums. Great armies and living gods bestride these eight vast expanses of crystallised magic, clashing in apocalyptic combat upon battlefields littered with corpses and shattered swords. Sigmar the God-King has sent forth his mightiest champions to drive back the hordes of the Dark Gods of Chaos – those eternal foes of mortalkind, who seek to claim the souls of all living things. Yet even as the ancient feud between the God-King's heavenly armies and the savage worshippers of Chaos escalates in a surge of bloody violence, other powers seek to ensure their own ascension.

Nagash, the Supreme Necromancer, has enacted his long-planned bid for domination, birthing the monstrous Shyish Nadir at the heart of the Realm of Death. This all-devouring vortex consumes underworld after underworld, and drags others inexorably towards its grasp. The stark lands surrounding the Nadir are now bathed in amethyst magic – the raw essence of death.

Under the command of their dread liege, legions of rotting, long-dead soldiers and spectral revenants sweep forth on all fronts, putting the living to the sword wherever they find them, securing vast new territories in the name of the Supreme Necromancer. At the same time, undead tyrants and creatures of the night everywhere find their fell powers swollen by the miasma of dark magic. With eager, cruel smiles, they creep forth from their lairs in search of souls to claim and fresh victims upon which to feed.

Truly, death has risen to claim its due.

NAGASH, THE GREAT NECROMANCER

Nagash is the undisputed master of undeath, a god of necromancy whose arcane might is rivalled by only a few entities in all existence. He claims the Realm of Death as his domain alone, and his armies bring war to any who dare to trespass within it. Indeed, Nagash desires to spread the sterile tyranny of his rule across the entirety of the Mortal Realms, giving rise to a lifeless empire in which not a single speck of dust moves unless it is at his command.

Having brought the Shyish Nadir into existence through fell ritual and exhaustingly patient plotting, Nagash now feeds upon the surging magic as this hungry vortex devours the underworlds one by one, his power growing by the moment.

‘We must save them,’ said Cleona Zeitengale, her jaw trembling in fury as another chorus of terrified screams echoed from the cemetery. Crouched behind a marbled tomb, they could see the lanky shapes of skeletal wardens clad in the fur-lined tunics of the Ulfenwatch, ushering a line of wretched, pale-faced prisoners towards an open grave.

Glaurio ven Alten shared a look with the sky-duardin Holdenstock, then flashed the comet priestess what he presumably imagined was a winning smile, exposing a row of wine-stained teeth.

‘My lady, whilst I applaud your verve, I would urge some measure of caution,’ the nobleman said. ‘The light of Hysh swiftly fades, and we would be wise not to draw undue attention this close to nightfall.’

Another ragged scream rang out, silenced prematurely by the heavy thud of an axe striking bone.

‘That’s a bad bit of luck,’ said Holdenstock.

‘Tragic,’ agreed ven Alten, idly straightening his moustache as he turned and strode in the opposite direction. ‘But the Ternigen estate is very close, and I hear their ancestral vaults contain all manner of delights.’

‘Problem,’ growled Dagnai Holdenstock, grabbing ven Alten’s arm roughly. Glaurio was about to slap the duardin’s hand away, but as he turned he saw Zeitengale advancing into the graveyard, eyes aflame with celestial fire and sparks dancing upon her fingertips. She waved her staff and a comet of blue-white flame arced down from the sky to immolate one of the skeletal executioners. The wretched creature flailed about for a few moments, before collapsing into a pile of ash and charred bone. Its companions turned and clattered towards the trio, brandishing spears, while their would-be victims made a desperate break for safety.

‘Oh, for Sigmar’s sake,’ Glaurio sighed, drawing his rapier.

DARK LEGACY

The foundations of what would become the city of Ulfenkarn were laid in the earliest days of the Age of Myth. Three great noble dynasties of Azyrite descent – Houses Alten, Vossheim and Gaunt – constructed a grand fortress on the cliffs of northern Szargorond. This windswept island underworld of craggy bluffs and howling plains was located close to the heart of Shyish, where at that time the tides of amethyst magic were stable enough to support mortal life. It was populated by those souls who believed fervently in the power of ancient lineages and bloodlines – dynastic legacies so proud and strong that they would live on even after death. The Azyrite colonists learned to live peacefully with the spirits of the land. Noble houses both living and dead ruled wisely and firmly over them. What began as a citadel surrounded by a scattering of peasant shacks grew into a bustling metropolis of misty streets and foreboding spires that dominated the gulf of the Cor Mortifus, and was named Mournhold.

Szargorond bred a tough people, to whom warfare was a fact of life. Their strength was to be tested like never before when the Age of Chaos dawned. As the Dark Gods poured their hateful legions into reality, Mournhold found itself isolated and surrounded by bloodthirsty foes. Though its formidable navy forced no less than six invasion fleets of marauding heathens onto the ship-breaking rocks of Banshee's Bay, they were finally smashed to jetsam by the host of Slaughn the Ravener, a Daemon Prince of the Blood God. Slaughn laid siege to Mournhold over the course of several seasons, his siege cannons pulverising the walls of the city.

It was at this moment of dwindling hope that a new fleet of vessels were sighted sailing in from the Cor Mortifus, led by a monstrous, triple-masted carrack, its billowing black sails emblazoned with the image of a snarling wolf's head. At first, the Grand Princes believed that this heralded the coming of yet more barbarian raiders. Perhaps that was what the Chaos invaders also believed, until the newly arriving fleet began to unleash ballista missiles and hails of grapeshot into their midst, smashing a path through the heathen armada to the cliffs of Szargorond. Ten-foot-tall, fur-clad figures leapt over the gunwales of the wolf ship and splashed into the bloody surf, wielding bardiche axes and clad in leather lamellar. These warriors were of the Kosargi – a company of battle-hardened ogors from the frozen underworld of Kosarg who fought and slew in service of the vampire Radukar the Wolf, the most feared warlord of the Nihilat Reach. A towering brute of a being, Radukar and his warriors fell upon Slaughn's host before the gates of Mournhold. The vampire's own losses were not insignificant; many of the Kosargi were slain before Radukar slew Slaughn

the Ravener, driving his sword into the Daemon Prince's heart and savouring the boiling, crimson rain that spilled from the wound. With Slaughn's death, his host's will was broken, and the invaders were slaughtered to the last.

Surely, the folk of Mournhold believed that they were still doomed, for tales of the Wolf's cruelty had been whispered in every corner of the Innerlands. Yet Radukar approached the city not as a conqueror, he claimed, but as a saviour. More invaders would come, he promised, and only the strength of the Wolf and his Kosargi could keep them at bay. When asked what he wished for in return for this service, the vampire smiled, exposing his bloodstained fangs. Only a place amongst the nobility of Mournhold, he insisted, a seat at the table of the Grand Princes, and – perhaps – the willing offering of enough blood to sate his hunger. This was a fair price, surely, in view of what would happen if another Chaos host happened upon the weakened city.

It was a devil's bargain, and the leaders of the great houses knew it. Yet the alternative was to leave the city defenceless against the wrath of heathen enemies. And so the lords of Mournhold invited the Wolf inside their walls, and in doing so condemned themselves and their people to a terrible, lingering fate.



The city of Ulfenkarn looms atop the northern cliffs of Szargorond, a harsh island underworld located amidst the heartlands of the Ossia Empire.



AN UNEASY ALLIANCE

The descent of Mournhold into the nightmare-haunted city it is today did not happen overnight. For a time at least there was an accord between the Grand Princes and their new-found ally, who claimed the cliff-side Ebon Citadel – the proud, ancient fortress that had been laid down by the founders of the great city – as his own domain. With the might of the Kosargi at his beck and call, this bold demand could not be refused. He gathered about him an assemblage of fiends, lackeys and fellow creatures of the darkling hours – the Thirsting Court, who hung upon his every word.

It was no mere stroke of fortune that had brought Radukar to Szargorond. With the power of death magic waning across the Innerlands and the coastal cities he had preyed upon for centuries now reduced to smouldering ash by the rampaging excesses of Chaos, he could not slaughter at will as he once had. More than this, however, Radukar was guided by destiny. An ancient progenitor of his bloodline – whose strange gifts of prophecy had been proven true time and again – had proclaimed that Szargorond was where Radukar the Wolf would ascend to true greatness. Though it seemed a forlorn place to his eyes, Radukar was assured that the remote underworld would soon be transformed into a potent fountainhead of necromantic magic.

Under the vampire's rule, an uneasy peace settled over Mournhold. It was to last many hundreds of years. Radukar the Wolf brooded in the towers of his stolen fortress, while the nobility and peasant thralls of the city existed much as they always had, living out their brief, mortal lives beneath the shadow of the monster in their midst – save for those unfortunates sacrificed each day to sate the vampire's thirst. Even when Sigmar's Tempest broke across the realms, gloom-shrouded Szargorond remained untouched by the great wars raging elsewhere.

Until the world was sundered. Until, with a tortured scream of magic that echoed across the Mortal Realms, the Shyish Necroquake erupted into being.

CITY ON THE EDGE OF DEATH

The birth of the Shyish Nadir would forever alter the fabric of the Mortal Realms. In one act of megalomaniacal ruthlessness, the Great Necromancer Nagash inverted the magical balance of the Realm of Death. The arcane energy at the distant edge of the realmsphere – so crushingly potent that not even undead creatures could exist there – was dragged towards the centre of Shyish, and the swirling vortex of nothingness that had been summoned there.

Where once the underworld of Szargorond had lain at the calm centre of the realm, where magic was amenable to mortal life, now it was dragged to the very edge of

the abyss – Mournhold circled the lip of the Nadir, and the very physical matter of the city was sundered by the unimaginably powerful forces that now seized it in their grasp. Several districts came apart like fistfuls of ash, inhabitants and streets alike dragged screaming into the pitch-black maelstrom that now hung above the city. While Mournhold's mortals were overcome by a multitude of fresh horrors, the vampire Radukar felt himself flushed with power. The unnatural curse that infused his very being and granted him strength and eternal life was empowered by the miasma of amethyst magic that now drenched the Innerlands. The Wolf would no longer lurk in the shadows, feasting upon scraps. It was time for him to rise.

As impenetrable night fell across Mournhold, the vampire and his court swept forth from the Ebon Citadel. Exultant in their newly bolstered might, they embarked upon a murderous purge, slaying any mortals they suspected of posing a threat to Radukar's rule. Entire noble dynasties were slaughtered overnight; only a rare few whom Radukar judged useful were granted the Blood Kiss and transformed into vampires themselves. Districts were left strewn with pallid corpses. The meek and the subservient were kept alive; Radukar wished to have a constant supply of fresh vitae upon which to feed. The vampire decreed that the city be renamed Ulfenkarn – or the Wolf's Feast, as it was in his own harsh tongue.

When a sliver of dawn finally broke through the early morning mists, the Wolf's iron grasp upon Szargorond was unchallenged. Yet for the terror-stricken populace who had survived the night's excesses, the true horror was only just beginning.

STREETS OF DREAD

With their power unquestioned, the vampiric rulers of Ulfenkarn indulged in their every predatory urge, transforming the once grand city into a charnel house – a place ruled by fear and shadow, in which life is worth less than nothing and hope is but a faded memory.

For the populace of Ulfenkarn, who labour away in the whaling fleets and blood-farms of the city, existence has become a numbing, soul-eroding grind, punctuated by gruesome acts of necessity. To sate the vampires' hunger, stone fonts have been raised in the squares and plazas of the city, edged with curving fangs of ghost ivory. Before the High Star appears each night, the commonfolk make their way to these macabre monuments, slicing open their palms upon the razor-sharp protrusions. Blood seeps down into the basins, gushing into winding aqueducts that carry the crimson bounty to the depths of the Ebon Citadel. Exsanguination is now the punishment for any crime, no matter how meagre – those sentenced are staked out and bled slowly over many weeks, or else dragged before the gates of Radukar's lair, and there left bound and screaming for the vampires to devour at their leisure.

Such barbaric practices are now a way of life. No mortal dares to set foot Ulfenkarn's streets at night. Drawn by the dark aura gathered about the city, flocks of carrion-bats and swarms of strange, lambent-eyed rats overrun the streets in the twilight hours. The Wolf's gathering of sycophants, courtiers and abominations emerge from creaking lychgates and time-worn tunnels to feast, the sounds of their debauched excesses echoing across the city. Some of the populace have attempted to flee – to make the dreadful journey across the craggy bluffs of Szargorond, to the open sea and perhaps freedom. It has become a morbid pastime amongst the city-folk to gamble upon how far these brave fools will make it before they are snatched up by night-borne horrors and messily devoured.

Only the outer boroughs of the great city are in any way inhabitable for mortals. Here lie filthy shanty towns and rookeries in which thousands of sallow, dead-eyed humans are crammed together, existing moment to moment as they serve the whims of Radukar and his ilk. The Wolf's spymasters ensure that any who show a spark of defiance or faith in their salvation are swiftly identified, and marked for exsanguination. Some are granted positions of meagre power, and the hope that they will be spared the horrors that befall their kin. This is mere delusion, for all will be damned in the

final telling. Beyond these quarters, the suffocating aura of the Shyish Nadir has transformed vast regions of Ulfenkarn into warped and twisted zones whose horrors defy comprehension: gardens of black-thorned roses that ensnare and drain the lifeblood from those who stray too close; grave-pits imbued with a terrible sentience that yearns to drag the living down into the cold soil; winding canalways filled with blood, within whose depths serpentine shapes writhe and twist. Worse still, Radukar's necromancers have summoned sentient avalanches of corpses and grave-soil to guard his most precious secrets – these Suffocating Gravetides churn and surge across the city, swallowing anything foolish enough to stray into Ulfenkarn's forbidden quarters.

Meanwhile, Radukar the Wolf has rarely been seen by the broken folk of the city for many seasons. Dark whispers tell of the horrific rituals that the vampire lord indulges in within the torture chambers and dungeons of the Ebon Citadel, and the necromantic magics he has used to ensure that his loyal Kosargi ogors will serve him in perpetuity.

Ulfenkarn is a city on the precipice of doom. And yet, even now, there are those who would risk their lives and their very souls to save it.





MASTERS OF THE CURSED CITY

The vampire aristocracy that now rules over Ulfenkarn have free rein to indulge their cruel bloodlust, and a multitude of deathly servants enforce their will beyond the towers of the Ebon Citadel.



'In life I would have cut down all of you in the span of a single breath, and picked my teeth clean with your bones. Can you imagine what I will do to you now?'

- Radukar the Wolf

GRAVE-SAND PHYLACTERIES

A cruel invention indeed, grave-sand phylacteries are arcane devices that safeguard one's eternal soul by sacrificing that of another. They are fashioned from the granular essence of a living creature – an entire mortal lifespan, reduced to a trickle of Shyishan realmstone, and bound within a necromantically enchanted shell. Should the phylactery's owner be struck down, the soul of this unwitting victim will be consumed in lieu of their own. These devices come in many forms, from crystal hourglasses to amulets and obsidian coffers.

RADUKAR THE WOLF

Radukar is the tyrannical master of Ulfenkarn, a vampire of ancient power and cunning whose ambition is matched only by his savage cruelty. Even in life the Wolf was a feared warlord, razing cities by the score as his armies rampaged along the coasts of Ossia and Necros. The sight of his great carrack – the *Impaler's Gift* – and its black sails upon the horizon were enough to send his enemies fleeing into the wilds of Shyish in terror. When Radukar's mortal frame began to fail him and threaten his relentless conquests, the warlord actively sought out a tribe of nomadic, bestial Soulblight vampires known as the Vyrkos, accepting their challenges and demands of tribute.

With his bare hands he slew the twin-headed wolf Vilnas, guardian of the Tomb of Morkan, and claimed for himself the barrow-blade of that legendary vampire emperor – a pitted sabre that inflicts mortal terror upon those that it strikes. As recognition of his deeds, Radukar was granted the Blood Kiss by the Vyrkos' elders, and cursed forever as a creature of the night. The feral nature of the tribe's curse granted him terrifying strength and eternal life, but also inflicted upon him an animalistic blood-rage that requires constant, iron-willed resolve to control.

Radukar used his new-found power to escalate his atrocities, and to bind to his service the Kosargi ogor horde, for mere humans would no longer serve as fitting soldiers for the Wolf. The mysterious elder sires and blood-sages of the Vyrkos saw the towering vampire as a weapon they might use to fulfil their own ambitions, and their sage counsel guided Radukar to many great victories and acts of atrocity. Indeed, it was at their urging that the Wolf ultimately came to the cold and stark underworld of Szargorond, and to the city that would become his lair – a city that would become a fountainhead of necromantic magic when the nightmare of the Shyish Necroquake broke across the realms.

It is easy to look upon the imposing Radukar, wrapped in his ice-white pelt and bulging with barely contained strength, and judge him a simple-minded brute. To do so would be to fatally underestimate the vampire's keen mind. The Wolf has grand plans indeed; he wishes not just to rule over Ulfenkarn, but to see it sacrificed to the Nadir in order to swell his own power. Yet first he must destroy every last ember of hope that remains in the city, giving rise to such an aura of misery and despair that the fraying cords of faith still rooting the isle of Szargorond to the Realm of Death are finally torn asunder.

To ensure that no agents of the God-King or the Dark Pantheon can threaten his schemes, Radukar has utilised the necromantic expertise of his Chamberlain – the sage Torgillius – to create grave-sand phylacteries. Filled with pure realmstone, these safeguard the vampire's cursed spirit against death, ensuring that even should a stake or bolt of magic pierce Radukar's black heart, another soul will be consumed in his stead. The Wolf has also granted these fell devices to his most trusted lieutenants, so that they may continue to serve his will.



VYRKOS BLOOD-BORN

When Radukar embarked upon his great purge of Mournhold, the first targets to be wiped out were the scions of the great Houses of Vossheim, Gaunt and Alten. Scores of noble sons and daughters were drunk dry of their regal blood.

Only a few managed to bargain for survival, at the cost of eternal damnation. Their mortal lives were forfeit, but Radukar was content to offer a select few the Blood Kiss, in return for an oath of loyalty as part of his Thirsting Court.

Transformed into half-feral Vyrkos Blood-born, these princelings and duchesses now serve the Wolf's will. They hunt down and assassinate any who question his dominance, and stalk the death-shrouded streets of Ulfenkarn in search of prey to torment and consume. Possessing the quicksilver swiftness and uncanny blood-scent of Soulbright creatures, combined with the fencing prowess they honed in their noble lives, the princelings are terrifying foes to face in battle, capable of quickly slicing their foes to ribbons in a flashing blur of strikes.



WATCH CAPTAIN HALGRIM

During the purge of the city, the traitorous Watch Captain Oleksandr Halgrim was swift to swear himself and his warriors to the Wolf's cause, rounding up many of the noble scions of the city in the Mournhold dungeons. In return, the amoral soldier sought the 'gift' of the

Soulbright curse, for he had long admired the strength and power of the vampire-kin. Unfortunately for Halgrim, several of his fellow officers were outraged by his betrayal of their ancient oaths to protect the city from harm. They bound Halgrim hand and foot, and hurled him into a sewer pit to be eaten alive by swarming Corpse Rats. Though all that remained of Halgrim was a picked-clean skeleton, Radukar had his necromancers seek out the Watch Captain and raise him as a Deathrattle officer to lead his Ulfenwatch. Halgrim returned to his post and slew with his keen halberd those who had deposed him, though he found no peace in the act – reduced to little more than a rotting automaton, Halgrim feels nothing at all, aside from a powerful imperative to carry out the Wolf's every command.

KOSARGI NIGHTGUARD

When he felt the first stirrings of his empowerment in the wake of the Shyish Necroquake, Radukar displayed the utter lack of mercy that has defined his existence by slaughtering all of his Kosargi ogors, the fearsome mercenary warriors that had served him loyally for centuries. Using the foulest necromantic magic, he then had them raised as unliving colossi, so that they might continue to serve as his Nightguard – utterly devoted and all but impossible to destroy.

In death, the fur-clad warriors of the Kosargi serve Radukar the Wolf as fiercely as they did in life. They are his gaolers, executioners and enforcers, cadaverous brutes whose hunger for flesh has not abated in death. The thunderous stomp of their boots causes the populace of Ulfenkarn to scatter like bloodroaches, for wherever the Kosargi Nightguard roam, slaughter is soon to follow. Though they are slow and lumbering warriors, their rotting flesh can absorb the most grievous wounds as they swing their bardiches, hewing their foes into bloody chunks.

THE ULFENWATCH

Radukar required a standing force to keep order within his city, but humans – no matter how bowed and subjugated by terror – were simply too frail to venture into many of the most nightmarish districts of Ulfenkarn. Thus, the Wolf had his servant Gorslav the Gravekeeper empty the corpse-gardens and the crypt-tunnels far beneath the city, raising legions of skeletal warriors and leashing them to his will as the feared Ulfenwatch.

Equipped with ancient weapons and breastplates of verdigrised iron, these fleshless soldiers march along the streets of the city in massed ranks, dispensing brutal justice against any soul caught breaking the curfew or straying into forbidden territory. Few of their victims stand up to the Ulfenwatch's tyranny, for the merest hint of defiance will result in the perpetrator's gruesome public execution. Shorn of any semblance of mercy or emotion, the skeletal militiamen of the Ulfenwatch will hurl themselves at their foes, hacking and stabbing without any thought for their own protection.

DENIZENS OF DARKNESS

The streets of Ulfenkarn are home to nightmares beyond imagining: swarms of flesh-eating rats and blood-hungry bats, shambling, rot-skinned horrors and far worse things besides.



'I believe I am on the verge of a breakthrough. Bring me more subjects. And no more half-starved weaklings – the last batch didn't even last the night.'

- Torgillius

TORGILLIUS THE CHAMBERLAIN

A former member of the scholarly brotherhood of sepulchrists known as the Pact Mortalis, Torgillius turned his back on that august company in order to join the Wolf's court at Ulfenkarn – bringing with him the Pact's research into necrotically charged grave-sand phylacteries. Radukar soon saw the value in the old man's work, and granted him the tools and resources to continue his studies in perpetuity. Now flushed with the unnatural power of the City on the Edge of Death, Torgillius is perhaps the Wolf's most trusted lieutenant. Not only has he cracked the secrets of grave-sand and thus granted his master the ability to deflect wounds that would destroy him onto another soul, but he has also developed the ability to project his will through the eyes of the necrotised vermin that infest the city of Ulfenkarn; this allows him to spy upon the populace and any who would dare trespass into Radukar's domain.

Dwelling in the ancient scholar's hall of Barrowmark – which he has transformed into a charnel house and laboratory for his depraved, necromantic experiments – Torgillius sees and hears all. Though he prefers to dispatch lesser beings to carry out his will, when necessity demands it the chamberlain unleashes the full, withering might of his dark magic. He hurls bolts of necrotising darkness and sends forth swarms of undead vermin to devour his enemies alive.



'When ye hear the scrape, scrape, scraping of Old Gorslav on his walk, The only sound he ever makes, for he ain't one for talk, Flee then, fool, and hide away, and hope he don't come take, And bind your arms and drag ye off to bury ye awake.'

- From an Ulfenkarni folk song

GORSLAV THE GRAVEKEEPER

The gaunt and towering creature known as Gorslav has tended the crypts and charnel pits of the Ulfenkarn corpse-gardens for as long as any mortal inhabitant of the city can remember, feeding these cursed places with fresh souls by the hundred in order to satiate their malevolent sentence. Silently, the Gravekeeper toils away in his unhallowed domain, ignoring the screaming terror of his victims as he buries them alive beneath mounds of cold grave-soil.

Few know the true origin of this macabre entity, who hides his face behind a mask of yellowed bones and speaks only in a rattling hiss, like the sound of a dying soul wheezing their last. Some say that he was once a mortal – a giant of a man, who spent so many long years walking the death-permeated grounds of Ulfenkarn that he himself became more a walking corpse than anything human. Others swear that Gorslav is not one being, but that there are in fact dozens of Gravekeepers, all part of some gruesome order of necrotheurges who feed upon the fell magic that stirs around freshly interred bodies. Certainly, Gorslav is able to call upon the winds of death to bring shambling hordes of Deadwalkers to unlife, or to stitch up gaping wounds in his rotten, pockmarked flesh. Whatever he once was, Gorslav now seems to possess no emotions or passions; he exists only to serve the vampire masters of Ulfenkarn. This he does with relentless brutality, wielding his gravekeeper's spade with unnatural strength to hack his victims down and then inter their bodies in the cursed earth of the corpse-gardens.

DEADWALKER ZOMBIES

The living of Ulfenkarn are far outnumbered by the masses of living dead that roam within the city's walls. Doused in the magic spilling from the Shyish Nadir, the mass burial grounds of the corpse-gardens have given rise to a sinister, sentient malevolence; these unhallowed sites have themselves stirred into awakening, every root, branch and crumbling tombstone part of some dread whole that hungers constantly for fresh souls. The shambling Deadwalkers that spill from these overgrown cemeteries claw and tear at the living with mouldering fingers, while the gnarled roots that pierce their flesh lash out to impale anything foolish enough to stray too close.



BAT SWARMS

Great flocks of black bats circle the spires of Ulfenkarn, drawn by the scent of carrion and the choking aura of death magic. These chittering, splay-nosed horrors descend to the streets in search of fresh blood, swooping along the tangled alleyways in packs. Many citizens of the Cursed City have been overwhelmed by these sudden attacks, torn to pieces by dozens of tearing fangs. Their jetting blood is soon lapped up by the creatures' greedy tongues. Some of these carrion-bats grow grotesquely swollen on their diet of gore, becoming as large as hunting hounds.

CORPSE RATS

The Corpse Rats of Ulfenkarn are a constant hazard to any mortal setting foot in the city. These rotting horrors have feasted upon so much cursed and mouldering flesh that they have themselves become infused with deathly energies; their eyes glow with baleful witchlight, and the flesh sloughs away revealing the yellow bones beneath. They have claimed the sewers of the city as their own, and seep forth at night by the thousand, slipping into graveyards or blood-farms in search of cadavers. There are rumours of Corpse Rats the size of dray-horses roaming the dankest levels of Ulfenkarn, stuffing their drooling maws full of rotten offal and carrion.

VARGSKYR

Not all who are bitten by Radukar the Wolf and his kin are raised anew as true vampires themselves. Some are unable to control the bestial curse that seeps into their veins, and devolve into the blood-hungry beasts known as Vargskyr. Their flesh splits apart, their bones crack and expand agonisingly, and thick, wiry fur covers their flanks. Three times the height of a mortal human, a Vargskyr's body is corded with lithe strength – the manifestation of the ancient Vyrkos bloodline. They can wrench a human's head from their shoulders with a single twist, and when they fall to all fours and pursue their prey, few creatures in all the realms can outrun them. Vargskyr are also capable of frightening cunning befitting their predatory nature; they will stalk a victim patiently, sometimes for many hours, before falling upon them in a frenzy of slashing claws and teeth.





AGAINST THE DARKNESS

Brought together by fate, the heroes of Ulfenkarn embark upon a quest to end the rule of Radukar the Wolf, tyrant of the Cursed City. Such a task will not be easy, for the vampire's dominion is absolute, and his minions legion. Only by slaying Radukar's lieutenants and eroding his power can they possibly hope to triumph.

CHOSEN BY FATE

The desperate band who find themselves facing down the might of the vampire Radukar are not bound together by ties of loyalty or honour. They are a disparate bunch, driven by their own desires and urges, but united by a desire to see Radukar the Wolf destroyed. Already they have suffered terribly at the vampire's hands. Captured by agents of the Wolf, the heroes found themselves interred in the dank dungeons of the Ebon Citadel, hurled into dank and lightless oubliettes at the command of the vampire's chamberlain, Torgillius. It seemed that all would be condemned to an agonising, lingering death at the hands of the Wolf's undead torturers. Only the outcast aelf Qulathis managed to evade capture. A master of stealth and camouflage, the aelven exile slipped past the Kosargi guards of the prison complex to free those who had defied the Wolf's rule over Ulfenkarn.

Trapped in a city of the dead and hunted at every turn by creatures that desired nothing more than to feast on their blood and devour their very souls, the heroes fled to the relative safety of the *Adamant*, the sleek airship of Kharadron Trade-Commodore Dagnai Holdenstock. Sallying out from hidden moorings in the ruins of an old and burned-out Sigmarite church, the *Adamant* now provides a vital haven against the prowling horrors that haunt the streets of Ulfenkarn. From this precarious base the heroes plan to wage a running war against Radukar the Wolf and his minions, risking everything they hold dear to defy the vampire's will and sabotage his efforts to see Ulfenkarn slide into the hungering maw of death.

BATTLE FOR THE CITY'S SOUL

Radukar's fearsome presence is felt in every corner of Ulfenkarn, and with every passing day the populace loses faith in anything but the inevitability of their doom. So does the city of Ulfenkarn slide ever further into the yawning embrace of the Shyish Nadir – a maelstrom of purest death magic that will consume the souls of every living creature in the city. When this night of reckoning falls, Radukar plans to channel the surging necromantic energies caused by the mass extermination. In a fell ritual conducted in his throne room at the summit of the Ebon Citadel, he desires to ascend to a higher form of undeath, and in doing so become one of the most powerful entities in Shyish.

Those that hope to slay the Wolf before that hour arrives are in for a terrible shock. Even if they can find a way to defeat him in combat, it will not be sufficient to end the vampire's existence, for the death scholar Octren Glimscry has brought grim tidings indeed. Utilising the darkest necromantic magics, Radukar has created several grave-sand phylacteries, each containing drops of his blood and attuned to the vampire's cursed soul. While these phylacteries exist he cannot be slain, for the realmstone of Shyish within each device will simply reanimate him anew. They must all be located and shattered before the final confrontation with the Wolf.

Fortunately for the heroes of Ulfenkarn, there remains the faintest sliver of promise. Radukar the Wolf's power

THE ADAMANT

The blockade runner *Adamant* is Dagnai Holdenstock's pride and joy. Powered by the latest Iggrind-Kaz surge-injection endrins, this sleek and agile cutter can outpace almost anything in the skies. Its design – every square inch of which was commissioned in exacting detail by the Trade-Commodore himself – embodies the bleeding edge of Kharadron aether-technology. Its hull is pitch black, and engraved with illusory rune-shields that allow the vessel to blend in to its surroundings – a necessity, in Holdenstock's often sensitive line of work.

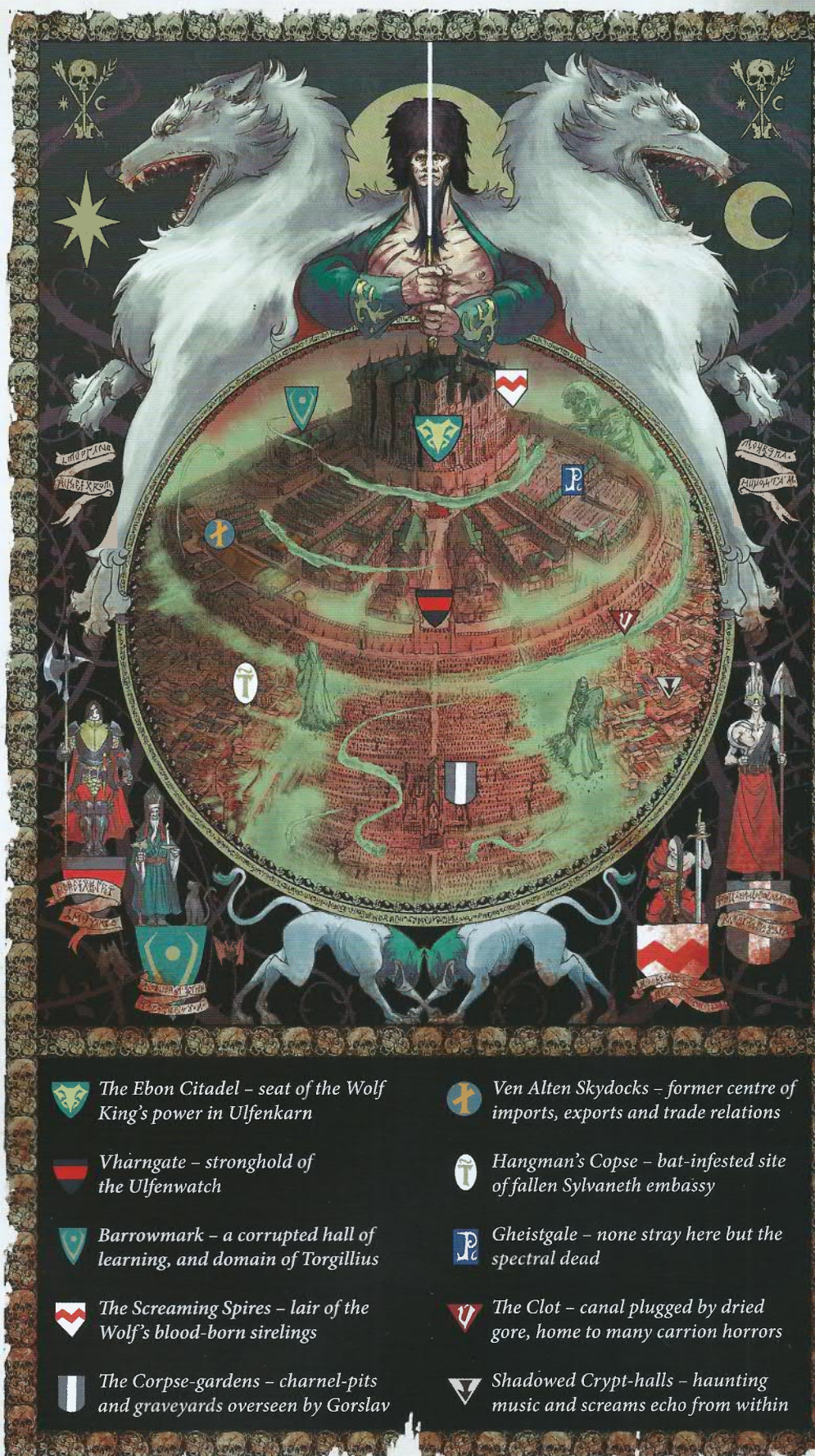
For all the breathtaking ingenuity of its construction, however, the *Adamant* is no ship of the line. It possesses only a number of snub-nosed aether-culverins, for Holdenstock has always favoured subtlety over brute force, and speed over resilience. Moreover, the ship's dwindling fuel reserves mean that any escape from Ulfenkarn, or indeed any substantial journey at all, is out of the question. Each trip must be carefully plotted and planned. The *Adamant*'s crew numbers but ten, although each of Holdenstock's Arkanautes is a grizzled and wily veteran of countless chartered voyages. The endrioneer Kolgo Nugsson maintains a small but well-equipped workshop at the rear of the skyvessel, in which he analyses and experiments with any particularly interesting treasures that Holdenstock comes across in his travels.

is not yet total. There are embers of hope and faith still burning in the hearts of the city's traumatised populace – embers that might be stoked into a rebellious fire, should word of the group's defiance spread amongst the populace. With each act of bravery and valour carried out, each monster slain and each ancient treasure reclaimed, the heroes' legend will grow, and Radukar's potent aura of terror gradually rescind. Only this can prevent the city's total destruction.

Blades and bullets alone will not suffice in this shadow war. Creatures of the night can be injured or driven off by raw steel, but to strike a telling blow, the heroes must gather more powerful treasures. Magically resonant realmstone is as rare as drake-blood, but sufficient quantities exist in the Cursed City to create weapons of terrible potency – weapons mighty enough, perhaps, to pierce the Wolf's black heart. The heroes must gather enough precious realmstone so that the *Adamant's* skilled artificer-smith Kolgo Nugsson can use it to imbue their wargear with fearsome arcane power.

The heroes' task is a monumental one. The vampire's demands are carried out by a court of cruel lieutenants, each of them utterly loyal to their master; these include the vile and death-obsessed scholar Torgillius, the mysterious, towering horror known as Gorslav the Gravekeeper, and the commander of the Ulfenwatch, a merciless wight named Halgrim. Each of these subordinates must be slain if the Wolf's iron grasp upon Ulfenkarn is to be pried loose. Yet such a task will be anything but simple to achieve, for the Wolf's most trusted agents have been entrusted with grave-sand phylacteries of their own.

The odds seem entirely against the heroes of Ulfenkarn, but while they live there is still hope. The Cursed City may yet be saved, and its long-suffering people spared obliteration.



The Ebon Citadel – seat of the Wolf King's power in Ulfenkarn



Vharngate – stronghold of the Ulfenwatch



Barrowmark – a corrupted hall of learning, and domain of Torgillius



The Screaming Spires – lair of the Wolf's blood-born sirelings



The Corpse-gardens – charnel-pits and graveyards overseen by Gorslav



Ven Alten Skydocks – former centre of imports, exports and trade relations



Hangman's Copse – bat-infested site of fallen Sylvaneth embassy



Gheistgale – none stray here but the spectral dead



The Clot – canal plugged by dried gore, home to many carrion horrors



Shadowed Crypt-halls – haunting music and screams echo from within

AGENTS OF DEFIANCE

An unlikely cast of rogues, outcasts and cut-throats has banded together to battle Radukar the Wolf. Some fight for honour, others for money, or simply because their faith demands it. United, they are a force to be reckoned with.



'This is my city. I fought for it outside the walls, and by Sigmar's blood I'll fight for it inside, even if I have to drive my sword right through its black and corrupted heart.'

- Emelda Braskov

EMELDA BRASKOV

The Braskov family came to Ulfenkarn centuries ago, when the city was still known as Mournhold. They hailed from the lowborn echelons of Azyr, and intended to rise to prominence and, perhaps one day, rulership. It was the tradition of the Braskovs to offer their firstborn sons and daughters to the military; considering themselves officer material by default, they believed they would rise to true power, for surely even the lowest Azyr-born citizen was destined to lead lesser mortals into battle. True enough, the Braskovs became a respected minor household in Mournhold society. The latest in a long line of martial prodigies from this proud bloodline, Emelda Braskov fought her way from the city guard into the veteran elite of Ulfenkarn's armies. Although her brusque nature and her tendency to be honest to the point of rudeness meant that a senior command position was always out of her reach, Braskov was beloved by the common soldiery. She was a valorous warrior, and utterly devoted to her fighting men and women. When Radukar the Wolf betrayed the city and slaughtered both its noble classes and its powerful armies, Braskov alone survived out of the two hundred souls under her command – many of whom were then raised by the vampire as lifeless thralls, to further drive a knife into her heart. She has since taken her grief and shock and turned it into a cold inner steel which will see her slay the vampire at the heart of her beloved city – or die a violent death in the attempt.



'As mean as Darrock,' they used to say, back in the Order. Trust me, boy, they don't know the half of it. Morals are for the weak.'

- Jelsen Darrock

JELSEN DARROCK

The one-man death squad that is Jelsen Darrock has a merciless streak a mile wide. He was once a part of the Order of Azyr, a well-known and fearsome hunter of witches, aethergheists and cultists of the Dark Gods, though his conduct saw him expelled – the exact reason remains a guarded secret. Darrock has taken his craft to the next level by hunting the vampires whose curse has lingered long upon Carstinia. To carry the trappings of the vampire hunter in Shyish is dangerous in the extreme, for of all the undead they are arguably the most intelligent, and well versed in the art of the pre-emptive kill. Yet Darrock's boundless confidence sees him carry sacred stakes of Aqshian firewood and a long-barrelled rifle with mortsilver bullets everywhere he goes. He met with some success, killing three vampires in as many years after several long and painful investigations. When a long-gloved courtesan whispered to him of a better way in the pleasure houses of Lethis, he placed her as an agent of a vampiric dynasty almost immediately, but some instinct made him hear her out. With her patronage, he has been given secret information that has led him to his successful hunting of dozens of vampires – their tombs often unlocked before he even gets there. The doubloons he takes as payment bear the royal symbol of dread Nulahmia, though as long as his stakes continue to find the hearts of his undead foes, he cares not at all. Should the Wolf King fall under his cross hairs, the tyrant's death will be reward enough.

DAGNAI HOLDENSTOCK

Silver-tongued and shrewd, Trade-Commodore Dagnai Holdenstock once sat at the high table of Barak-Mhornar. An exemplar of ingenuity, especially when it comes to creative interpretations of the Kharadron Code, he has a reputation as a veteran entrepreneur with a touch of genius. The story goes that he cornered the market from Ulfenkarn long before the rest of his sky-port realised there was so much to be gained from the trade of grave-sand, and that his treasure vaults are full to the brim as a result. Though the source of his fortune is based on truth, since the Wolf King usurped the throne, Dagnai's trade route has dried up entirely. He still maintains high status in Kharadron society, though his gambling debts have mounted so high he is a coin's toss away from bankruptcy. Resolving to get to the bottom of his misfortune, Holdenstock has taken the *Adamant*, the one skyvessel he refuses to sell to clear his debts, to the heart of Shyish. His airship has only a minimal crew and a limited reserve of fuel, and after seeing the depths to which Ulfenkarn has fallen, none save Dagnai himself dare to venture into the streets to find the source of the curse that lays upon the city. Still, the commodore's appraising eye is as sharp as ever. With much of Ulfenkarn in ruins, and the streets patrolled by dead men who couldn't tell an aetherquartz brooch from a dead beetle, the Cursed City could well become a treasure trove, and lead to the change in fortunes he so desperately desires. Who knows, if he manages to help the unlikely allies he has made of late to save the city from its vampiric nemesis, he could broker an even better trade deal, and rise to the rank of admiral...



'Keep her steady, lads, we'll be back before nightfall. And if any of those winged flitlings come for you, club 'em with your gunstocks. Aethershot's expensive stuff, you know.'

- Dagnai Holdenstock

GLAURIO VEN ALTEN III

The brash young duellist Glaurio used to boast at length as to how he was descended from the proud ven Alten dynasty, but since the city's fall to Radukar the Wolf, he has been uncharacteristically quiet on the matter. Glaurio is the last of his line still living, and on the not infrequent occasions when he is found in his cups, Glaurio has been known to curse his slaughtered kin as cowards and fools, and to blame their failure to anticipate the Wolf's treachery for all of his current problems.

All of his relations – including his father – were 'disappeared' by Radukar over the course of the vampire's slow usurping of the city, or became monsters themselves. It is a source of particular bitterness for Glaurio that his cousins and childhood friends Janus, Loria and Holrik ven Alten turned willingly to the Wolf's service, demanding the Blood Kiss from Radukar even before violence descended upon the noble houses of Ulfenkarn.

Glaurio himself only just managed to escape the Long Night by tucking himself into the dumb waiter of his family manor's feast hall and fleeing through the slop-kitchens to go into deep hiding. Now he has surfaced again as a grown man, girded in the spotless finery and wargear he stole from the ven Alten vaults during his flight. His ruffled feathers and dented pride drive him to avenge his dynasty's lost honour, but he knows he cannot do it by himself. Despite his classical training in swordsmanship and countless hours of study of tactics and manoeuvre under the stern tutelage of the ven Altens' seneschal, he has yet to slay anyone outside of the duelling circle. His wargear is still pristine, save for his rapier, which ended the life of the last man to call him a charlatan. Instead he looks to veteran warriors and mercenaries to finally take Radukar down – or die on his behalf if necessary.



'The ven Altens got us into this, and the ven Altens will get us out. After you, my dear.'

- Glaurio ven Alten III



'You are not my people. I have no kin. In place of cowardice, I chose exile and disgrace. Yet if my aim is true, I may still earn revenge, and perhaps even an iota of atonement.'

- Qulathis the Exile

QULATHIS THE EXILE

The Kurnothi are a strange breed of aelf whose secrets are known to only the Sylvaneth. Hunters all, they do not slay for sport, nor for sustenance, but to eradicate the scourge of the unnatural from those worlds they consider sacrosanct. Qulathis was once a guardian of the Enga'la Weald, that strange annex of Ghyran that had spread through the Penultima Realmgate into the Prime Innerlands of Shyish. Unfortunately for her and her fellow Kurnothi, the vampire Radukar passed through Enga'la Weald on his way to Szargorond, his army of Kosargi at his side. Qulathis and her kin fought a guerrilla war against them, but even with all their skill and intimate knowledge of the territory they could not match the brute strength and resilience of the invaders. With the vast majority of her kith and kin hung upside down from the trees they once protected, bleeding their last into chalices that Radukar had ordered placed beneath each victim, Qulathis' clan lost hope. They withdrew from the battle, seeking to start their lives anew elsewhere. The young tracker Qulathis, however, would not give up, and vowed to hunt the vampire to the last despite the express forbiddance of her elders. Worse still, she took an arm-thick splinter of the Oak of Ages Past, that immense tree sacred to all aelvenkind, and split it into magical arrows, reasoning that the intense energies of life could counter the scions of death better than any other weapon. She has been forbidden from ever returning to the Everspring Swathe as a result, but considers it worth the cost, for to Qulathis, vengeance is now the only thing that matters.



'It's written right there in True Azyrite. "The mortis pull, the sinking sands, the broken clock strikes twelve." What part of that don't you understand?'

- Cleona Zeitengale

CLEONA ZEITENGALE

Though the Cult of the Comet's missionary order has travelled far and wide from Azyr, its orthodox and restrictive teachings have been ignored by most common folk. For decades the only members of the Cometarian Cult in Ulfenkarn were the Grandame Bellica, consisting of a severe octogenarian who kept the mission's humble temple impeccably clean, and her aides, Cleona Zeitengale first amongst them. Bellica suffered a fatal heart attack during the Time of Tribulations, a season of dire portents. Cleona and her sisters ventured out into the city, but their words of warning fell on deaf ears. She harangued the townsfolk about a great deathly cataclysm to come, the vengeance of the Supreme Necromancer, and a hungering hole in the cosmos that would grind them all to silt, but no one wanted to listen; their lives were already grim enough. Over time, the sisterhood were snatched from the streets, and Cleona rightly believes she is the last of her order to survive. Though she found a measure of satisfaction in the fact her prophecies were proven correct upon the breaking of the Necroquake, she realises that action must be taken, and that only the power of Sigmar can triumph over the vampiric scions of Nagash. With invigorating celestial energy at her fingertips, and the ability to summon cometary blasts from the heavens when her anger is roused, she is a powerful agent of the God-King's will. Few souls have the patience and wisdom to listen to her, but deeds speak louder than words, and the slaying of the Usurper Radukar will proclaim the undeniable might of Sigmar for all the doubters to hear.

OCTREN GLIMSCRY

Shuffling and sinister, his face perpetually hidden behind a death mask, the scholar Glimscry has delved long into the mysteries of the Realm of Death. He has lived many times the span of a normal life, and his experiments with the mortality-manipulating realmstone known as grave-sand have left him teetering on the threshold between life and undeath. The black-fingered urchins that run his errands say that he eats only dust and folded parchment, that long-dead skeletons twitch in his presence, and that if he stares hard enough at one who earns his displeasure, that unfortunate soul will wither and die. Glimscry is a founding member of a brotherhood of scholars known as the Pact Mortalis, long time rivals of the Katophranes of Penultima, who believe the secret to immortality can be found not in shadeglass but in specially treated phylacteries filled with grave-sand. He once called the now-chamberlain Torgillius his closest friend, until Torgillius stole his research and fled to the city of Ulfenkarn, there to take the leap of faith that Octren would never commit to. Ironically, it was the chamberlain that had the right of it; he perfected the creation of these phylacteries by adding a drop of vampiric blood to each one, thus completing the grand work of the Pact Mortalis. Now Octren pursues Torgillius and his master Radukar relentlessly – though whether to slay them or to join them as lords of undeath, even he is not entirely sure.



'Do not seek to dabble in my affairs, child. Every time you partake of Shyish's energy, it takes a part of you in return, and I am happy to do the work on its behalf.'

- Octren Glimscry

BRUTOGG CORPSE-EATER

The ogor Maneater known as the Corpse-Eater thinks himself pretty much invincible, and to be fair, nothing has managed to kill him just yet. As a youth in the first flush of hunger, he ate a month-old cadaver for a bet, devouring it maggots and all. It made him feel all wriggly and weird, much to the amusement of his tribe-mates in the Gnawing Fist clan, and he nearly lost his lunch. Since that day, the mercenary ogor has trained himself to have a gut of steel, and has acquired a taste for long-dead flesh – he is more than happy to eat skeletons, rotting zombies, and even mummified cadavers to prove it. This is just as well, for his travels have taken him to the Realm's Edge, and there Shyish is lousy with such revenants.

Brutogg has travelled the length and breadth of the Shyish Innerlands, fighting in wars from Athanasia to Hallost and back again in his quest to prove himself the strongest and least discerning ogor of all Shyish. The Maneater is driven by an ever burning wanderlust, twinned with the desire to eat as many different kinds of corpse as he can find. When he heard the throne of Ulfenkarn had been claimed by a towering vampire called the Wolf King, Brutogg's mouth watered in anticipation of the juicy, bloody steaks he could carve from such an undead brute. He made haste to the city, binging on the cadavers of soldiers that ringed the city's outskirts, before breaking through its sally-port – strangely unattended but for a pair of skeletal guards – and heading for the palace at the city's heart. Brutogg has wits enough to realise he is unlikely to be able to conquer a citadel full of undead on his own, and has joined forces with some thinlings that also seek Radukar's demise. He has insisted that he has the lion's share of the corpse-feast afterwards, and still chuckles darkly to himself that as yet no one has been brave enough to challenge his claim.



'I ate one of them gheists once. Waste of time, don't fink I'll bovver next time. Oi, grab that dead vulture out of the gutter, would yer?'

- Brutogg Corpse-Eater

ULFENKARN IN PERIL

THE ULFENKARN IN PERIL QUEST

The Ulfenkarn in Peril quest is the first quest in the story of the city of Ulfenkarn. The heroes, recently freed from the city gaol, embark on a quest to destroy Radukar forever. Little do they realise what lies in store for them, as they are fresh to the horrors of the Cursed City.

STARTING THE QUEST

When starting the Ulfenkarn in Peril quest, each hero starts at level 0, and has no empowerment cards, treasure cards or traits.

SUCCEEDING AT THE QUEST

When the players are successful in the Final Assault Decapitation journey, they will have succeeded at the Ulfenkarn in Peril quest. The leader takes the Final Assault envelope, opens it, and follows the instructions presented there.

FAILING THE QUEST

If any of the following occur, the players lose.

- ◆ The influence level on the quest card reaches 10.
- ◆ The fear level on the quest card reaches 10.
- ◆ There are five or more dead heroes.

See page 17 of the rulebook for how fear and influence shrink and grow.

DEFEATED ENEMIES

The Wolf King and his lieutenants are a mighty force within the city. As word reaches Radukar that heroes are working against him, he will send more powerful minions to deal with the heroes. This will continue to escalate until eventually the Wolf himself takes to the battlefield to deal with matters. Worse still, Radukar and his minions are protected from harm by powerful magic. Each time they are cut down, another soul somewhere in the Mortal Realms dies in their stead – and will continue to do so until the heroes can discover how this is done and end the horrific process.

Radukar and his foremost lieutenants are referred to as villains, and are listed on the quest card. When the rules call for it, place the decapitation token for a villain in the relevant space on the card. That villain has been permanently destroyed and can play no further part in the quest.

If an encounter card is drawn and the hostile group contains a villain whose decapitation token is on the quest card, ignore that villain – deploy the other hostiles as normal.

STRENGTH THROUGH ADVERSITY

Heroes grow when faced with great challenges. Simply slaying the near infinite lesser minions of the Wolf King will avail them naught – they must seek out and destroy his most powerful champions to gain the experience that will be the making of them.

Once a hero reaches the prerequisite level of one or more of the Decapitation journeys listed below, they can no longer gain experience until they have been successful at those Decapitation journeys. For example, Jelsen Darrock reaches level 3. Until the heroes are successful at both the 'Whispers in the Dark' and the 'Family Ties' Decapitation journeys, he cannot gain experience, even when the journey would instruct the players to do so.

Decapitation Journey Name	Prerequisite Level
The Fell Guardian (pg 44)	Level 1
Captain of the Damned (pg 46)	Level 2
Shuffling Horrors (pg 48)	Level 2
Whispers in the Dark (pg 50)	Level 3
Family Ties (pg 52)	Level 3
The Final Assault (pg 54)	Level 4

READ THIS UPON REACHING LEVEL 1

When four or more heroes have reached level 1, the Fell Guardian Decapitation journey can now be picked – turn to page 44 for this journey.



JOURNEYS

When the leader picks which journey the heroes will undertake during the Ulfenkarn in Peril quest, they can pick any one of the three types described over the following pages – Hunt, Deliverance and Scavenge. Decapitation journeys are more difficult, and can only be picked once the heroes reach certain levels, as described on page 27.

HUNT JOURNEYS

The heroes set out to destroy as many powerful minions of the Wolf King as they can find in order to weaken his hold on the city. However, as they attack Radukar's armies directly, fear of reprisals will grow in the citizenry.

GETTING READY TO PLAY

When you are getting ready to play, in the Prepare the Combat Map step, the leader rolls the quest dice and compares the result to the table below. This lists a combat map and the page it can be found on. Set up the combat map as shown on that page.

HUNT COMBAT MAP TABLE		
1	Alleyways	Page 20
2	Barracks	Page 20
3	Barrow Lane	Page 20
4	Punishment Row	Page 20
5	Square of Bones	Page 21
6	The Bloodways	Page 21
7	The Forsaken Crypts	Page 21
8	The Hunting Grounds	Page 21
9+	The leader chooses one of the above.	

JOURNEY RULES

During a Hunt journey, each time a hostile champion is slain as a result of a hero's weapon action or unique ability, move the quest token one space clockwise on the quest tracker.

The following are hostile champions:

- ◆ Radukar the Wolf*
- ◆ Torgillius the Chamberlain
- ◆ Gorslav the Gravekeeper
- ◆ Watch Captain Halgrim
- ◆ Vargskyr*
- ◆ Vyrkos Blood-born
- ◆ Kosargi Nightguard
- ◆ Ulfenwatch Sergeants
- ◆ Direbats
- ◆ Blood Rats

* When these hostiles are slain during a Hunt, move the quest token two spaces clockwise instead of one.

VICTORY CONDITIONS

If the journey ends while there is at least one hero not out of action, and ten or more hostile champions have been slain, the heroes are successful. Any other result is a failure.

CONSEQUENCES

If the heroes are successful, they each gain experience (see page 34 of the rulebook). In addition, shrink influence by 2.

If the heroes fail this journey, there are no additional penalties.

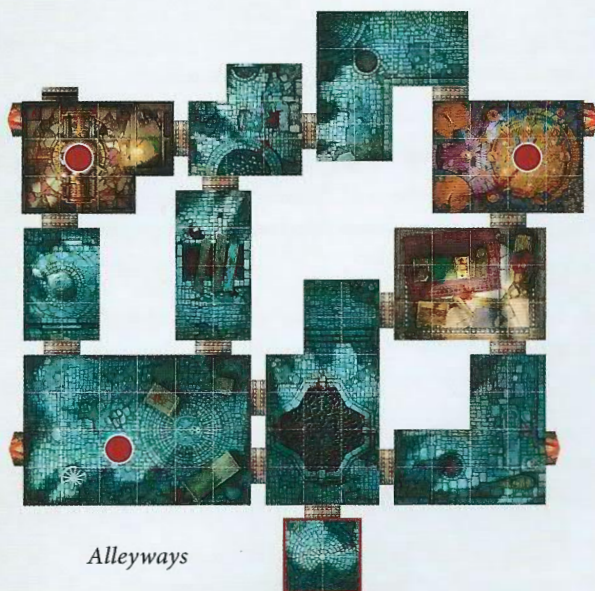
After this journey, grow fear by 1.

CRISES

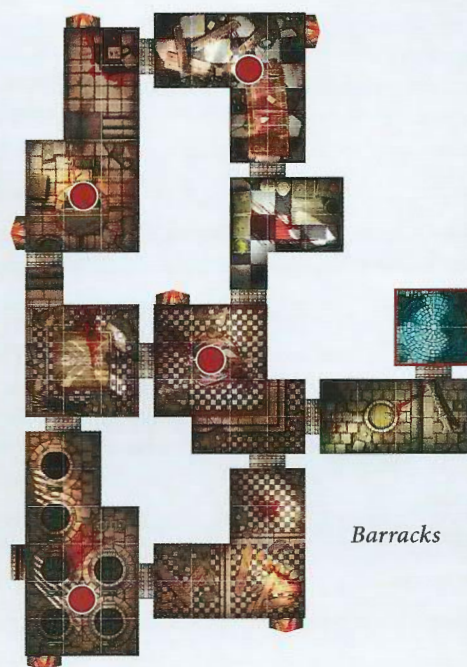
When a crisis occurs during a Hunt journey, roll the quest dice and consult the table below to determine which entry the leader must read aloud.

HUNT CRISES TABLE			
DAY		NIGHT	
Dice Roll	Page and Entry Number	Dice Roll	Page and Entry Number
1	pg 28, 1	1-2	pg 29, 13
2	pg 28, 2	3-4	pg 29, 14
3	pg 28, 3	5-6	pg 29, 15
4	pg 28, 4	7-8	pg 29, 16
5	pg 28, 5	9-10	pg 30, 17
6	pg 28, 6	11-12	pg 30, 18
7	pg 28, 7		
8	pg 29, 8		
9	pg 29, 9		
10	pg 29, 10		
11	pg 29, 11		
12	pg 29, 12		

HUNT MAPS



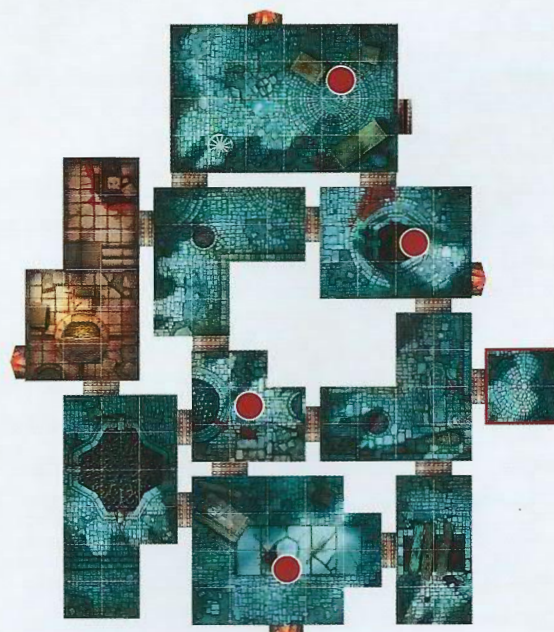
Alleyways



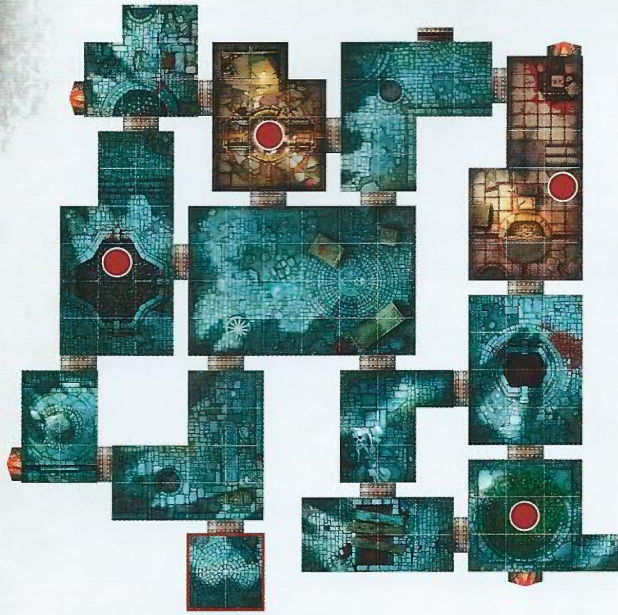
Barracks



Barrow Lane



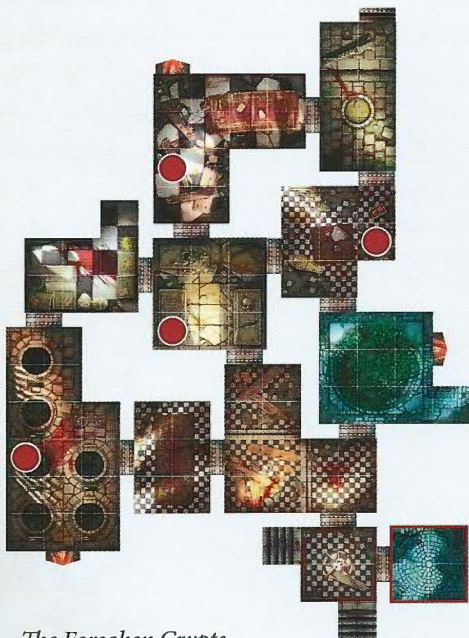
Punishment Row



Square of Bones



The Bloodways



The Forsaken Crypts



The Hunting Grounds

SCAVENGE JOURNEYS

The heroes delve into the city to locate magical realmstone with which they can empower their armour and weapons to give them a better chance of surviving future journeys. However, while the heroes scabble for forgotten riches, the populace's fear and Radukar's influence in the city will both rise as the Wolf's rule goes unchallenged.

GETTING READY TO PLAY

When you are getting ready to play, include the realmstone cards of the following values in the discovery deck, instead of placing them in the game box: two of value 1, three of value 2 and two of value 3.

In the Prepare the Combat Map step, the leader rolls the quest dice and compares the result to the table below. This lists a combat map and the page it can be found on. Set up the combat map as shown on that page.

SCAVENGE COMBAT MAP TABLE	
1	Abandoned Marketplace (pg 24)
2	Wraith's End (pg 24)
3	Gravelight Boulevard (pg 24)
4	Ven Alten Estate (pg 24)
5	Abattoir Alley (pg 25)
6	Derelict Mansion (pg 25)
7	Gheistlight Square (pg 25)
8	The Black Streets (pg 25)
9+	The leader chooses one of the above.

JOURNEY RULES

When setting up the combat map, place one mysterious object in each of the spaces marked with 1 on the combat map.

AREAS OF INTEREST

When a mysterious object is removed from the battlefield as a result of a **Search (4+)** action, move the quest token one space clockwise on the quest tracker. The player controlling the hero that made the **Search (4+)** action looks at the symbol on the combat map that corresponds to the mysterious object they removed and consults the following table to determine where the next area of interest will be.

1	Place the mysterious object in the space marked with the 2 that is furthest from any hero.
2	Place the mysterious object in the space marked with the 3 that is furthest from any hero.
3	Do not replace the mysterious object on the battlefield.

When a mysterious object is moved as described above, if there is a model in the space it ought to be placed in (including another mysterious object), place the mysterious object in the nearest empty space to that space.

VICTORY CONDITIONS

If the journey ends while there is at least one hero not out of action, and the quest token has reached the tenth space on the quest tracker, the heroes are successful. Any other result is a failure.

CONSEQUENCES

If the heroes are successful, they each gain experience (see page 34 of the rulebook).

If the heroes fail this journey, there are no additional penalties.

After this journey, grow fear and influence by 1. In addition, the leader must take any remaining realmstone cards that were added to the discovery deck when getting ready to play and return them to the game box.

Would that I had a company of Azyrite shieldbearers at my side, golden and grim-faced, ready to stand against the Wolf King's filth and risk their souls for the innocent. Instead I find myself making common cause with cut-throats and scoundrels. A wine-soaked scion of ven Alten, who cares for nothing he cannot drink or steal or lust after. A sky-duardin who would not lift a finger to save his grandmarnzel unless there was some measure of profit in it. Even a corpse-chewing ogor, of all the thrice-cursed things. And yet, their desire to see the Usurper dragged from his throne and put to the sword is no less than mine. Greed may drive them, or hatred and revenge. It matters not. Sigmar teaches that all weapons must be used in the struggle against the dark.

- From the journal of Emelda Braskov

CRISES

When a crisis occurs during a Scavenge journey, roll the quest dice and consult the table below to determine which entry the leader must read aloud.

SCAVENGE CRISES TABLE			
DAY		NIGHT	
Dice Roll	Page and Entry Number	Dice Roll	Page and Entry Number
1	pg 32, 37	1-2	pg 33, 49
2	pg 32, 38	3-4	pg 33, 50
3	pg 32, 39	5-6	pg 33, 51
4	pg 32, 40	7-8	pg 33, 52
5	pg 32, 41	9-10	pg 33, 53
6	pg 32, 42	11-12	pg 33, 54
7	pg 32, 43		
8	pg 32, 44		
9	pg 32, 45		
10	pg 33, 46		
11	pg 33, 47		
12	pg 33, 48		

SCAVENGE MAPS



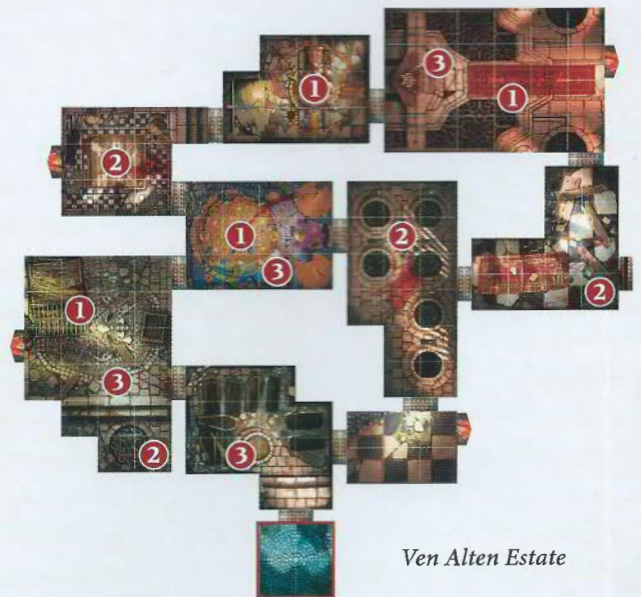
Abandoned Marketplace



Wraith's End



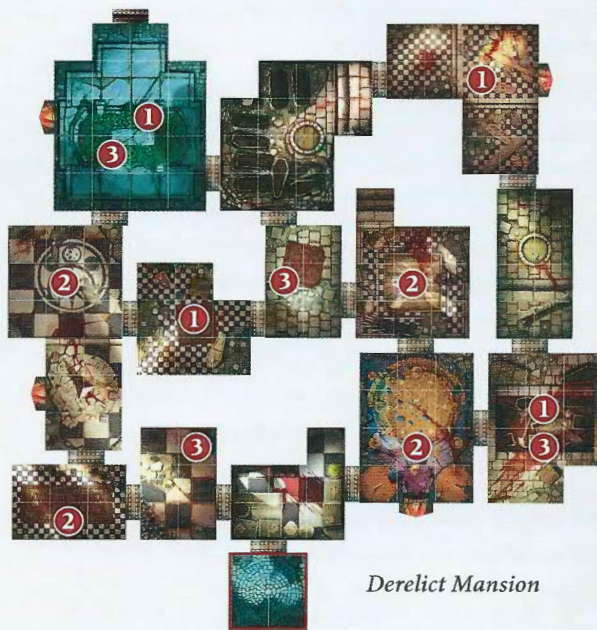
Gravelight Boulevard



Ven Alten Estate



Abattoir Alley



Derelict Mansion



Gheistlight Square



The Black Streets

DELIVERANCE JOURNEYS

The heroes try to help the citizenry escape the path of a Suffocating Gravetide – an endless spell that roams the streets, protecting the Wolf's bastions and keeping the people of Ulfenkarn in check. As lives are saved, hope returns to the city and fear will shrink. However, Radukar's minions will be left to grow his influence elsewhere.

GETTING READY TO PLAY

Instead of preparing a combat map, the leader builds an exploration deck as explained on page 37 of the rulebook.

JOURNEY RULES

When an exploration card is drawn with the  on it, there are citizens nearby that need to be warned of the approach of the Suffocating Gravetide. A hero on a board tile whose exploration card is face up and has the  symbol can make the **Warn (6+)** action if there are no hostiles on that board tile. If they do, turn the exploration card face down and advance the quest token clockwise one space on the quest tracker.

THE SUFFOCATING GRAVETIDE

The Suffocating Gravetide is an endless spell – a near-sentient magical entity that prowls the city, devouring all in its path. The heroes must keep ahead of this wave of churning earth, cobblestones and wailing spirits, while warning people of its approach.

When the nightfall token reaches the third space on the nightfall tracker, which is marked in dark blue (see below), place the Suffocating Gravetide token on the drop zone during that turn's quest step, or, if it is the event phase, the next turn's quest step. If the nightfall token reaches this space a second time during the same journey, this rule does not apply and the Suffocating Gravetide token is unaffected.



In each subsequent quest step, check to see if any hostiles or heroes are on a board tile with the Suffocating Gravetide token. Any hostiles on that board tile are slain



Suffocating Gravetide token

and any heroes on that board tile are placed on the nearest empty space on an adjacent board tile to the board tile that contains the Suffocating Gravetide token, and then suffer 2 damage. If no spaces are available, or a hero is buried when they would be removed, the hero is taken out of action. Any remaining models or tokens on that board tile are removed. The leader then moves

the Suffocating Gravetide token to an adjacent board tile and removes the board tile the Suffocating Gravetide token was on from the battlefield, in addition to any mysterious objects, lychgates and gateways connected to that board tile.

When a board tile is removed from the battlefield, place it back in the game box with the other unused board tiles.

VICTORY CONDITIONS

If the journey ends while there is at least one hero **not out of action**, and at least eight **Warn (6+)** actions have been made, the heroes will be successful. Any other result is a failure.

CONSEQUENCES

If the heroes are successful, they each gain experience (see page 34 of the rulebook). In addition, shrink fear by 2.

If the heroes fail this journey, there are no additional penalties.

After this journey, grow influence by 1.

CRISES

When a crisis occurs during a Deliverance journey, roll the quest dice and consult the table below to determine which entry the leader must read aloud.

DELIVERANCE CRISES TABLE

DAY		NIGHT	
Dice Roll	Page and Entry Number	Dice Roll	Page and Entry Number
1	pg 30, 19	1-2	pg 31, 31
2	pg 30, 20	3-4	pg 31, 32
3	pg 30, 21	5-6	pg 31, 33
4	pg 30, 22	7-8	pg 31, 34
5	pg 30, 23	9-10	pg 31, 35
6	pg 30, 24	11-12	pg 32, 36
7	pg 30, 25		
8	pg 30, 26		
9	pg 31, 27		
10	pg 31, 28		
11	pg 31, 29		
12	pg 31, 30		

DECAPITATION JOURNEYS

The heroes attempt to deal a powerful blow to the Wolf King's plans for the city by permanently destroying one of his most powerful followers. However, if they should fail, they will have enraged a powerful undead creature that will vent its ire upon the populace, growing fear and Radukar's influence both.

There are six different Decapitation journeys in the Ulfenkarn in Peril quest. Each has its own rules, found on the following pages.

Decapitation Journey Name	Prerequisite Level
The Fell Guardian (pg 44)	Level 1
Captain of the Damned (pg 46)	Level 2
Shuffling Horrors (pg 48)	Level 2
Whispers in the Dark (pg 50)	Level 3
Family Ties (pg 52)	Level 3
The Final Assault (pg 54)	Level 4

During the Pick Heroes step, if a Decapitation journey has been picked by the leader, the players must pick heroes that have reached the prerequisite level for that journey, as presented above. If there are not four heroes of that level available, the leader must pick a different journey.

Once the heroes have successfully completed a Decapitation journey, that journey can not be chosen again.

JOURNEY STAGES

Each Decapitation journey is a combination of a special type of Deliverance journey followed by a special type of Hunt journey. Use the following rules to play through these two stages.

Stage 1 – Escape the Suffocating Gravetide

- 1 Set up as if you were playing through a Deliverance journey (see pages 37-39 of the rulebook), with the changes below.
- 2 When setting up the discovery deck, remove all the crisis cards and put them back in the game box. The heroes cannot make **Warn (6+)** actions during this journey, and there are different victory conditions in the rules for the Decapitation journey you are undertaking.
- 3 If the heroes fulfil the Escape the Suffocating Gravetide victory conditions, they do not return to the *Adamant*. Instead, each hero can make one free **Recuperate (1+)** action (see page 25 of the rulebook) or remove one ailment (see page 33 of the rulebook) from their character card – other ailments remain. They also remain inspired, keep any inspiration points they have, and any wound or grievous wound counters remain on their character cards. If a hero was out of action, they are no longer out of action. In addition, Qulathis the Exile does not regain any used oaken arrow counters.
- 4 When setting up stage 2, the nightfall token remains in the same space as at the end of this Deliverance journey, and the discovery deck remains the same as it was at the end of stage 1.

If the heroes do not meet the victory conditions of the Deliverance journey, the Decapitation journey is over – consult the Journey's End section on pages 34-36 of the rulebook.

Stage 2 – The Villain's Lair

- 1 Then set up as if you were playing through a Hunt journey, but use the combat map, victory conditions and unique rules for the Decapitation journey you are undertaking. Usually, a Decapitation journey will also specify which hostiles to use and how they are deployed and reinforced, rather than encounter cards being used. Some also feature a unique event table which is used instead of the table in the rulebook during this stage of the journey.
- 2 If the heroes complete the victory conditions for that Hunt journey, they succeed at the Decapitation journey. Whether they are successful or not, once stage 2 is over, consult the Journey's End section on pages 34-36 of the rulebook.

PAUSING A DECAPITATION JOURNEY

It is possible to pause a Decapitation journey after finishing stage 1, if you do not have time to play stage 2 right away. To do so, before beginning stage 2, pack the game away as you would when pausing a quest (see page 36 of the rulebook), but put any wound or grievous wound counters a hero has in the bag with their character card, with the appropriate sides facing out. You will also need to include any carried item tokens, ailment tokens, inspiration point counters and remaining oaken arrow counters, with the appropriate side facing out. In addition, if a hero was inspired, place them into the bag with the Inspired side of their card facing out; otherwise, place them into the bag with the Path to Glory side of their card facing out.

At the start of the next session, set up the game normally, but use the same heroes as the previous session. Then place the wounds the heroes have suffered on their character cards, along with any ailments, and then lay out any empowerment cards, treasure cards, inspiration point counters and so on until you are ready to set up the battlefield and continue playing.

Then place the nightfall token on the nightfall space of the skyvessel board – the heroes have dallied and night has fallen!

Finally, do not pick a journey – instead set up and play through stage 2 of the Decapitation journey being undertaken.

CRISES

1 – Victim of the Times

A sympathiser of Radukar's crushing rule lies bleeding in a gutter. They claim to have been forced to serve the Wolf against their will.

The acting hero must choose to bind their wounds or let them die.

- ◆ If they choose to bind their wounds, turn to entry 146 (pg 42).
- ◆ If they choose to let them die, turn to entry 124 (pg 40).

2 – Burn the Traitor!

Cries of 'Burn them! Burn them!' echo around the heroes as a mob rallies nearby, carrying a citizen that is chained up from head to foot.

The acting hero must choose to intervene and help the citizen or ignore their plight.

- ◆ If they choose to intervene, turn to entry 80 (pg 35).
- ◆ If they choose to ignore their plight, turn to entry 145 (pg 42).

3 – Opportunity Knocks

The heroes spy a vampire slinking into a nearby crypt. This may be a perfect opportunity to slay it.

The acting hero must choose to try to kill the vampire or ignore it.

- ◆ If they choose to try to kill the vampire, turn to entry 150 (pg 43).
- ◆ If they choose to ignore it, turn to entry 68 (pg 35).

4 – Hidden Puppetmaster

A mob of citizens are dragging people from their homes, though to what purpose is unclear. The mob's vacant stares suggest they may be in thrall to a vampiric master.

The acting hero must choose to ignore what is happening, hunt the vampire or try to break the vampire's hold over the crowd.

- ◆ If they choose to ignore it, turn to entry 125 (pg 40).

- ◆ If they choose to hunt the vampire, turn to entry 119 (pg 39).
- ◆ If they choose to break the vampire's hold over the crowd, turn to entry 130 (pg 40).

5 – Help! Help!

The heroes notice a group of terrified citizens trapped in a nearby house, surrounded by Deadwalker Zombies. The hapless victims cry out for help.

The acting hero must choose to help the citizens or ignore their cries for help.

- ◆ If they choose to help, turn to entry 117 (pg 39).
- ◆ If they choose to ignore the cries, turn to entry 152 (pg 43).

6 – Thieving Diregoyle

A mischievous Diregoyle flits from the shadows and steals a valuable item from one of the heroes' belts. After stashing it in a small chest, it flaps its wings and begins to escape. The hero must either abandon their valuables or give chase!

When resolving this crisis, skip steps 5, 6, 7 and 8 – instead unpause the game and follow the instructions below.

Place a Diregoyle model in the nearest empty space to the acting hero. If the acting hero has any unused treasure cards, one of them, chosen by the leader, cannot be used or discarded until the Diregoyle is slain, after which the crisis ends. Place the second Diregoyle model on top of that card to remind you.

If the acting hero has no treasure cards, an item of significant personal value is taken – the acting hero cannot gain or spend inspiration points while the Diregoyle is on the battlefield. Place the second Diregoyle model on top of that hero's character card to remind you.

The Diregoyle is treated as a small hostile with a Wounds value of 1.

The Diregoyle's capering makes it annoyingly difficult to land a blow on it. Roll the quest dice each time it suffers damage – on a 4+ the damage suffered is ignored.

After hostile group 1 activates, remove the Diregoyle model from the battlefield and place it in an empty space three spaces closer to the nearest lychgate. If the Diregoyle is placed in a space adjacent to a lychgate, it is removed from the battlefield and escapes.

If the Diregoyle escapes, the crisis ends and the acting hero must discard the treasure card with the Diregoyle model on it. If they cannot, they must discard all their inspiration points. If they cannot discard any inspiration points, that hero is cursed and fatigued, and if they are inspired, turn their character card over to its Path to Glory side.

If this crisis occurs and the Diregoyle model is already on the battlefield, re-roll the quest dice to determine a new crisis.

7 – Dangers Unnoticed

A hero spots a group of citizens moving noisily under a dark bridge. They appear to be unaware of the sleeping Direbats directly overhead...

The acting hero must choose to ignore the citizens, approach them, or try to warn them from afar.

- ◆ If they choose to ignore the citizens, turn to entry 114 (pg 39).
- ◆ If they choose to approach the citizens, turn to entry 134 (pg 41).
- ◆ If they choose to warn them from afar, turn to entry 83 (pg 36).

8 – Let Sleeping Rats Lie

A hero sees a gargantuan Corpse Rat slumbering at the side of a street, surrounded by human offal.

The acting hero must choose to ignore the giant Corpse Rat, scare it off, or attempt to slay it.

- ◆ If they choose to ignore it, turn to entry 58 (pg 34).
- ◆ If they choose to scare it off, turn to entry 56 (pg 34).
- ◆ If they choose to attempt to slay it, turn to entry 147 (pg 42).

9 – Familiars of the Chamberlain

A hero spies a group of rats following the group. It is known that Torgillius spies through such vermin. The hero could destroy them, but perhaps they could be used to feed the Chamberlain false information?

The acting hero must choose to ignore the familiars, destroy them, or attempt to send misleading information.

- ◆ If they choose to ignore them, turn to entry 63 (pg 34).
- ◆ If they choose to destroy the familiars, turn to entry 94 (pg 37).
- ◆ If they choose to attempt to send false information, turn to entry 70 (pg 35).

10 – A Terrifying Attack

Bat-winged leeches descend from the skies, attaching fanged maws to exposed skin. Their bodies pulse a deep crimson, and dark veins are visible throughout as blood is drawn from their victim.

When resolving this crisis, skip steps 4-8 – instead unpause the game and follow the instructions below.

The nearest hero to a lychgate is the acting hero. The acting hero suffers 1 damage four times – they can make a Defence roll each time as if they had suffered the damage from a weapon action. If the acting hero is not taken out of action, they gain 1 inspiration point, the crisis ends.

Otherwise the crisis ends.

11 – Dubious Claims

A citizen staggers from a nearby alley, blood leaking from a wound in their neck. They claim to have been bitten by a bat.

The acting hero must decide if they will allow this potential Blood-born to go free, or if they will enact summary justice for the greater good of the city.

- ◆ If they choose to allow the citizen to go free, turn to entry 69 (pg 35).
- ◆ If they choose to kill the citizen, turn to entry 159 (pg 43).

12 – The Wrath of Azyr

Clad in gleaming white sigmarite armour, a legendary warrior of the Stormcast Eternals appears. Ignoring the heroes' calls, she marches towards a small man selling sweetmeats from a tray. As she reaches the vendor, she makes to strike him down.

The acting hero must choose to save the vendor or stand aside.

- ◆ If they choose to save the vendor, turn to entry 92 (pg 37).
- ◆ If they choose to stand aside, turn to entry 123 (pg 40).

13 – An Unholy Crop

A rogue endless spell flits above a graveyard, and with a low moan, Deadwalker Zombies begin to rise. With a sharp blade and a strong arm, many of them could be put down before they have clawed their way free.

The acting hero must choose to try to destroy the Deadwalker Zombies or allow them to rise.

- ◆ If they choose to try to destroy the Deadwalker Zombies, turn to entry 96 (pg 37).
- ◆ If they choose to allow the Deadwalker Zombies to rise, turn to entry 76 (pg 35).

14 – Verminous Tide

A frenzied swarm of rats pick at a mangled corpse. Amidst the furry pile, a hero spots something shiny.

The acting hero must choose to clear away the rats and claim the hidden prize, or leave well enough alone.

- ◆ If they choose to clear away the rats, turn to entry 129 (pg 40).
- ◆ If they choose to ignore the trinket, turn to entry 121 (pg 40).

15 – Release the Slaves

A group of chained-up citizens are being herded to the slaughter, a cruel Vyrkos Blood-born standing guard.

The acting hero must choose to try to release the slaves, or let the procession pass by.

- ◆ If they choose to try to release the slaves, turn to entry 132 (pg 41).
- ◆ If they choose to let the procession pass by, turn to entry 67 (pg 35).

16 – Unruly Row

A pair of Gnawbone Strays begin to fight, causing a racket that serves to draw more undead to the area.

When resolving this crisis, skip steps 4-8 – instead unpause the game and follow the instructions below.

If there are no Gnawbone Stray models on the battlefield, place two Gnawbone Stray models in one empty space furthest from any hero – this cannot be adjacent to a lychgate.

If there is one Gnawbone Stray model on the battlefield, place a second Gnawbone Stray model in the same space. Hostiles and heroes cannot end their move in a space that contains one or more Gnawbone Strays.

While any Gnawbone Stray models are on the battlefield, treat the level of the encounter card as one higher when deploying hostiles.

When a hero ends a **Move (1+)** or **Run (3+)** action adjacent to one or more Gnawbone Stray models, immediately remove those Gnawbone Stray models from the battlefield.

When there are no Gnawbone Stray models on the battlefield, the crisis ends.

17 – Corpse-garden Crops

Gorslav the Gravekeeper, the tender of the corpse-gardens, buries citizens alive to ensure a steady 'harvest' of Deadwalker Zombies for his dark master. Nearby is some freshly turned earth, from under which a muffled shouting and banging can be heard...

The acting hero must try to unearth as many buried citizens as possible before any enemies return. The acting hero rolls **d6**. If the roll is successful the citizens are freed and are sent away, terrified but unharmed. The acting hero gains 1 inspiration point and the crisis ends.

Otherwise, enemies return too quickly for the hero to save everyone. The crisis ends. Replace all the models listed on the encounter card for the next hostile group to be added to the battlefield with 1 Gorslav the Gravekeeper. If he is part of a hostile group already and is slain, return him to the battlefield as if he were reinforcements instead. If he is on the battlefield already, or if his decapitation token is already on the quest card, replace all the models listed on the encounter card for the next hostile group to be added to the battlefield with 6 Deadwalker Zombies instead.

18 – The Red Blade of Kingship

A grotesque fusion of corpses, forced together in a final agonising embrace, form a podium. In the centre of the morbid tableau is an unmarked body, impaled through the chest by a glistening red blade.

The acting hero must choose to take the sword or leave it for someone else to find.

- ◆ If they choose to take the sword, turn to entry 103 (pg 38).
- ◆ If they choose to leave it for someone else to find, turn to entry 155 (pg 43).

19 – Hapless and Helpless

A group of emaciated beggars, too starved to care about the dangers present in the city, lie at the side of a street.

The acting hero must choose if they wish to help the beggars or not.

- ◆ If they choose to help, turn to entry 84 (pg 36).
- ◆ If they choose not to help, turn to entry 60 (pg 34).

20 – Vengeance from Beyond

An old man is being throttled by the skeleton of a long-dead criminal, trapped in a gibbet but now animated by the foul will of the Wolf King.

The acting hero must choose if they wish to help the old man or not.

- ◆ If they choose to help, turn to entry 62 (pg 34).
- ◆ If they choose to ignore the old man's plight, turn to entry 72 (pg 35).

21 – Unholy Defilement

A sacred site that is anathema to the undead of Ulfenkarn is being desecrated. Safeguarding it will be no easy feat.

The acting hero must choose if they wish to protect the holy site or allow it to be destroyed.

- ◆ If they choose to protect the site, turn to entry 136 (pg 41).
- ◆ If they choose to let the site be destroyed, turn to entry 61 (pg 34).

22 – A Plague Most Foul

A blood plague grips this part of the city. A quarantine prevents any from leaving, and those who try to escape are cut down by the Ulfenwatch. Cries for help echo down the street – many of those trapped there are not sick, and they beg for release.

The acting hero must choose if they wish to help the citizens break free of the quarantine, or do nothing.

- ◆ If they choose to help the citizens, turn to entry 143 (pg 42).
- ◆ If they choose to do nothing, turn to entry 95 (pg 37).

23 – Aid or Ambush?

A cry for help issuing from a dark alleyway catches the heroes' attention. The alley's shadows could hide an ambush, or worse...

The acting hero must choose if they wish to enter the alleyway to help, or if they will move on.

- ◆ If they choose to help, turn to entry 90 (pg 36).
- ◆ If they choose to move on, turn to entry 77 (pg 35).

24 – Local Fiend

The heroes see a gheist that has been haunting this area. Perhaps this is an opportunity to put it down for good!

The acting hero must choose if they wish to hunt the spectre, or leave well enough alone.

- ◆ If they choose to hunt the spectre, turn to entry 106 (pg 38).
- ◆ If they choose to leave well enough alone, turn to entry 101 (pg 37).

25 – The Rack

A lawbreaker lies atop a bleedrack, an awful device designed to slowly kill by exsanguination.

The acting hero must choose to get the criminal down from the rack, or leave them there.

- ◆ If they choose to get them down, turn to entry 81 (pg 36).
- ◆ If they choose to leave them there, turn to entry 71 (pg 35).

26 – Blacksand Quagmire

A voice cries out for help and the hero discovers a man up to his waist in a sickening black quicksand, which is slowly dragging him down.

If the acting hero is Dagnai Holdenstock, he uses his harpoon gun to easily rescue the poor man. He gains 2 inspiration points and the crisis ends.

Otherwise the acting hero must choose to rescue the man or leave him. If they choose to leave him, they lose all their inspiration points and the crisis ends. If they choose to rescue him, they must roll **d6**. Roll **d6** instead

if they are a Stalwart. If the roll is successful, the man is dragged free. The acting hero gains 1 inspiration point and the crisis ends.

If the roll is a failure, the acting hero must make a Vitality roll or Agility roll to avoid being dragged into the quicksand along with the victim. If the roll is successful, the acting hero escapes without harm but can no longer help the man and the crisis ends. If the roll is a failure, the acting hero is taken out of action and the crisis ends.

27 – A Terrible Curse

A man leans against a wall, his left arm necrotising from the fingertips as the hero watches. Clearly the victim of a ghastly curse, it will take magical prowess or a clean blow to help him.

The acting hero must choose to cut off the arm, or try to dispel the curse.

- ◆ If they choose to cut off the arm, turn to entry 133 (pg 41).
- ◆ If they choose to dispel the curse, turn to entry 73 (pg 35).

28 – Skull Familiar

A bat-winged skull detaches itself from where it has been feeding on an unconscious citizen. A well-placed shot should take care of it, or failing that, a quick sprint and leaping swing.

When resolving this crisis, skip steps 5, 6, 7 and 8 – instead unpause the game and follow the instructions below.

The acting hero makes one free weapon action. Re-roll failed attack rolls if the weapon action has the Ranged or Dual type and the acting hero is an Executioner. Re-roll failed attack rolls if the weapon action has the Melee type and the acting hero is a Blade. If the roll is successful, the familiar is destroyed and the crisis ends. If the roll is a failure, grow fear by 1, to a maximum of 7, and the crisis ends.

29 – Carriage of the Damned

A Black Coach screams down a street nearby, seeking sites of slaughter so that the remains of the creature inside can feed upon the energies of death. It must be dealt with lest it wreak havoc on the heroes.

The acting hero must choose to confront the coach, lead it on a chase or ignore it for now.

- ◆ If they choose to lead it on a chase, turn to entry 59 (pg 34).
- ◆ If they choose to confront it, turn to entry 137 (pg 41).
- ◆ If they choose to ignore it for now, turn to entry 156 (pg 43).

30 – Free the Victim

A citizen screams in terror as he is snatched up by a predatory Blood-born. Carrying him, the creature scales a nearby wall – the hero must act before both are out of sight.

When resolving this crisis, skip steps 5, 6, 7 and 8 – instead unpause the game and follow the instructions below.

The acting hero makes one free weapon action. Re-roll failed attack rolls if the weapon has the Melee or Dual type and the acting hero is an Executioner. Re-roll failed attack rolls if the weapon has the Melee type and the acting hero is a Blade. If the roll is successful, the vampire is destroyed, the acting hero gains 1 inspiration point and the crisis ends. If the roll is a failure, each hero loses 1 inspiration point and the crisis ends.

31 – A Grisly Hunt

A citizen emerges from an alley, falling over themselves in panic. They are fleeing a vicious pack of Vyrkos Blood-born.

The acting hero must choose to ignore their plight, try to save the victim, or alternatively use them as bait to attack the Blood-born.

- ◆ If they choose to ignore the quarry, turn to entry 157 (pg 43).
- ◆ If they choose to try to save the quarry, turn to entry 153 (pg 43).
- ◆ If they choose to use the quarry as bait, turn to entry 105 (pg 38).

32 – Valour Beyond Measure

A brave citizen armed with a rusty pitchfork is desperately battling a Blood-born to protect their lover.

The acting hero must choose to help the brave citizen or leave the area.

- ◆ If they choose to help, turn to entry 110 (pg 38).
- ◆ If they choose to leave, turn to entry 97 (pg 37).

33 – Spy of the Wolf King

A shadow passes overhead, and a hero moves off to investigate. Climbing a nearby stair, they see a figure escaping via the cluttered rooftops. A well-placed shot will bring the spy down...

The acting hero can make a free Dual or Ranged type weapon action as if the target was visible. Re-roll failed attack rolls if the acting hero is an Executioner. If the roll is successful, the spy is shot. The acting hero gains 1 inspiration point and the crisis ends. Otherwise grow influence by 1, to a maximum of 7, and the crisis ends.

34 – A Victim or a Trap?

A locked, baroque coffin hangs from a nearby wall, and a muffled banging can be heard from the inside. Dare the hero open it?

The acting hero must choose to ignore the muffled banging, open the coffin, or drive a weapon through it.

- ◆ If they choose to ignore the muffled banging, turn to entry 158 (pg 43).
- ◆ If they choose to open the coffin, turn to entry 120 (pg 40).
- ◆ If they choose to drive a weapon through it, turn to entry 99 (pg 37).

35 – Innocent Until Proven Guilty?

Locked away for crimes unknown, a wizened man calls to the heroes to release him from a hanging cage.

The acting hero must choose to release the old man or ignore him.

- ◆ If they choose to release the old man, turn to entry 65 (pg 34).
- ◆ If they choose to ignore him, turn to entry 78 (pg 35).

36 – Blossoms of Blood

A series of cries for help are heard nearby. Investigation reveals a citizen entangled in a cruel briar bush. Barbed thorns pierce his skin all down his arms and legs. As his blood flows, black roses begin to blossom.

The acting hero must choose to hack at the bush or allow the roses to bloom.

- ◆ If they choose to hack at the bush, turn to entry 82 (pg 36).
- ◆ If they choose to let the roses bloom, turn to entry 79 (pg 35).

37 – Ruined Smithy

As the hero searches a ruined smithy, a glint buried deep beneath a precarious tower of rubble catches their eye.

The acting hero makes an Agility roll. If the roll is successful, the acting hero draws cards from the discovery deck until they draw a treasure card or realmstone card. Other cards that are drawn (such as traps or crises cards) are shuffled back into the discovery deck after the treasure or realmstone card is found. Then the crisis ends. Otherwise they suffer 1 damage and the crisis ends.

38 – Destroyed Alchemy Lab

An alchemy lab lies in tatters, with broken beakers and alembics scattered about the floor. The hero must be careful – few substances found here will be anything less than toxic, and many may be explosive.

The acting hero must choose if they wish to try to make a thorough search or just take a fleeting glance.

- ◆ If they choose to make a thorough search, turn to entry 108 (pg 38).
- ◆ If they choose to make a quick search, turn to entry 116 (pg 39).

39 – Foolish Merchant

A vendor that has little left to lose is desperately trying to hawk a few gewgaws and baubles. The fool is drawing a lot of attention...

The acting hero must choose if they wish to try to convince the merchant to leave, threaten them, or trade.

- ◆ If they choose to try to convince the merchant to leave, turn to entry 112 (pg 38).
- ◆ If they choose to trade with the merchant, turn to entry 118 (pg 39). The acting hero must have a treasure card if they wish to choose this option.
- ◆ If they choose to threaten them, turn to entry 128 (pg 40).

40 – Take from the Dead to Give to the Living

Dozens of Ulfenwatch are travelling through the city, carrying a large treasure chest between them. Surely this is a good time for a hero to return these riches to those more deserving?

The acting hero must choose to leave or try to take the chest.

- ◆ If they choose to leave, turn to entry 154 (pg 43).
- ◆ If they choose to try to take the chest, turn to entry 160 (pg 43).

41 – A Macabre Harlequin

A dancing fool, clad in dark-hued motley, capers about nearby, making absurd insinuations about the Wolf King's lineage, intelligence and appearance. Surely this prancing harlequin is unaware of the risk they are taking?

The acting hero must choose to warn the fool of the danger they are in, or leave them to their fate.

- ◆ If they choose to warn the fool, turn to entry 89 (pg 36).
- ◆ If they choose to ignore them, turn to entry 93 (pg 37).

42 – History Aflame

One hero notices some peasants gathering rich fabrics to burn for warmth. Amongst them are valuable tapestries that detail histories that might be lost forever – surely they are worth protecting?

The acting hero must choose to save the tapestries, or allow the peasants their brief comforts.

- ◆ If they choose to save the tapestries, turn to entry 75 (pg 35).
- ◆ If they choose to leave the peasants alone, turn to entry 151 (pg 43).

43 – A Curious Piper

A jaunty tune hangs in the air, completely at odds with the grim surroundings. As one hero considers investigating the source, they notice a group of citizens walking towards it, as well as vermin of all kinds...

The acting hero must choose to leave or continue to the source.

- ◆ If they choose to leave, turn to entry 88 (pg 36).
- ◆ If they choose to continue to the source, turn to entry 131 (pg 41).

44 – Unjust Proceedings

Four citizens await hanging for minor crimes. Made from murderers' hair, the 'hangwretch' noose's magic traps the victim's soul in their corpse, leaving them ever gasping for breath they can never take. Surely this awful parody of justice must be stopped.

The acting hero must choose to allow the hangings to continue, storm the gallows or shoot the hangwretch nooses from afar. They can only choose to shoot the hangwretch nooses if they have a weapon action with the Dual or Ranged type.

- ◆ If they choose to allow this horrendous parody of law and order to continue, turn to entry 111 (pg 38).
- ◆ If they choose to storm the gallows, turn to entry 144 (pg 42).
- ◆ If they choose to shoot the hangwretch nooses, turn to entry 64 (pg 34).

45 – The Page Eater

A curator stands outside one of the city's great libraries, begging for help. A knowledge-devouring spell is consuming some of the library's most precious tomes! It takes the form of a purple creature with no eyes, multiple arms and an assortment of mouths, into which it shoves book after book.

The acting hero must choose to attack the magical horror or to wait.

- ◆ If they choose to attack, turn to entry 141 (pg 42).
- ◆ If they choose to wait, turn to entry 126 (pg 40).

46 – Civil Unrest

A hero overhears a fight between two mobs. They are accusing each other of treachery, and there are signs of a burgeoning riot. That would draw Radukar's gaze to this area of the city, which the heroes could do without. Then again, a large enough ruckus could prove a useful distraction...

The acting hero must choose to do nothing, calm the crowd or incite the crowd.

- ◆ If they do nothing, grow fear by 1 and the crisis ends.
- ◆ If they choose to calm the crowd, turn to entry 135 (pg 41).
- ◆ If they choose to incite the crowd, turn to entry 107 (pg 38).

47 – Off the Back of a Cart

An overturned food cart nearby offers a tempting source of food. The produce looks in good shape, and no hero can run for long on an empty stomach.

The acting hero makes a Vitality roll. Re-roll failed Vitality rolls if the acting hero is a Stalwart. If the Vitality roll is successful, remove 1 wound or grievous wound counter from the acting hero's character card and the crisis ends. If the Vitality roll is failed, the acting hero is diseased and the crisis ends.

48 – Seeking a Rose

A Soulblight vampire, dressed in the finest of silks and bearing weapons of great antiquity, gracefully picks their way through the broken streets of Ulfenkarn. They glance at the heroes, as if searching for something.

If a hero has the Black Rose token, they must be the acting hero – turn to entry 55 (pg 34). Otherwise the vampire leaves as quickly as it appeared with an indifferent sniff and the crisis ends.

49 – A Noble Sot

A foolish noble, clearly having drunk too much wine, staggers down a nearby street. One less fool in the world is of little note, but the hero spies an expensive-looking amulet hanging around the noble's neck...

The acting hero must choose to save the noble, rob them or ignore them.

- ◆ If they choose to save the noble, turn to entry 142 (pg 42).
- ◆ If they choose to rob the noble, turn to entry 127 (pg 40).
- ◆ If they choose to ignore the noble, turn to entry 98 (pg 37).

50 – Yowling Horror

A Gnawbone Stray emerges from a shadowed corner. Its eye sockets glow as it turns its skinless head towards the heroes, and it begins a nightmarish caterwauling.

When resolving this crisis, skip steps 4-8 – instead unpause the game and follow the instructions below.

If there are no Gnawbone Stray models on the battlefield, place a Gnawbone Stray model on an empty space furthest from any hero – this cannot be adjacent to a lychgate. If there is 1 Gnawbone Stray model on the battlefield, place another Gnawbone Stray model on the empty space furthest from any other Gnawbone Stray model. Hostiles and heroes cannot end their move in a space that contains one or more Gnawbone Strays.

When a Gnawbone Stray model is placed on the battlefield, each hero is fatigued. Fatigue tokens cannot be removed while a Gnawbone Stray is on the battlefield.

When a hero ends a **Move (1+)** or **Run (3+)** action adjacent to one or more Gnawbone Stray models, immediately remove those Gnawbone Stray models from the battlefield.

When there are no Gnawbone Stray models on the battlefield, the crisis ends.

51 – A Grim Facade

A statue of the lord of Shyish, Nagash, looms tall nearby. Its destruction would send a message of resistance. The statue is also richly adorned, so a daring thief might do better to pillage the statue instead. Either way, the wrath of Nagash is sure to fall on any who defile his sacred image.

The acting hero must choose to leave the statue alone, destroy it or pillage it.

- ◆ If they choose to ignore it, turn to entry 161 (pg 43).
- ◆ If they choose to destroy it, turn to entry 148 (pg 42).
- ◆ If they choose to pillage it, turn to entry 104 (pg 38).

52 – Bone-swarm

A rolling tide of bone, full of gnashing skulls and stabbing fingers, rolls down the street. All of the heroes risk being swept up in the osseous maelstrom.

When resolving this crisis, skip steps 4-8 – instead follow the instructions below. Each hero on the battlefield makes an Agility or Defence roll. If the roll made for a hero is failed, that hero suffers 1 damage. After these rolls, the crisis ends.

53 – On a Pale Horse

A large white destrier stalks down the street, fanged mouth dripping blood. Astride the creature is a Soulblight vampire clad in baroque red armour. It appears unarmed.

If a hero has the Red Blade token, they must be the acting hero – turn to entry 149 (pg 43). Otherwise, the acting hero must choose to attack the creature or let it pass by.

- ◆ If they choose to attack, turn to entry 113 (pg 39).
- ◆ If they choose to let it pass by, turn to entry 109 (pg 38).

54 – Escaping Knowledge

A scholar flees some Deadwalker Zombies nearby, her tapestry-like robes nearly tripping her as she runs.

The acting hero must choose to ignore the scholar, attack the Deadwalker Zombies or lead the scholar to safety.

- ◆ If they choose to ignore what is happening, turn to entry 57 (pg 34).
- ◆ If they choose to attack the Deadwalker Zombies, turn to entry 122 (pg 40).
- ◆ If they choose to lead the scholar to safety, turn to entry 102 (pg 37).

55

'I see that you too appreciate the finer things in existence,' they say with a delighted clap of their hands. 'I did wonder if my beautiful bloodthorns had bloomed – this is wondrous news, won't you let me reward you?' The creature's willpower overwhelms the hero, locking them in place. The black rose is plucked from their belongings and replaced with a small pouch. Questions linger, but what cannot be questioned is the value of the gift the hero has been left with.

Remove the Black Rose token from the acting hero's character card. The acting hero searches the discovery deck for a realmstone or treasure card of their choice and takes it. They then shuffle the discovery deck and replace it face down. Then the crisis ends.

56

One pale, milky orb blinks open as the giant Corpse Rat awakes. It unleashes a terrifying screech, summoning hundreds of its fellow vermin to defend it. The hero must flee!

The acting hero must try to escape by rolling . If the roll is successful, they escape unharmed and the crisis ends. Otherwise they suffer 3 damage and the crisis ends.

57

The scholar's screams echo into the night. The hero will not easily forget the outcome of their decision.

The acting hero loses 1 inspiration point and the crisis ends.

58

Some horrors are best left alone. Someone else will have to deal with this problem in the future.

Grow fear by 1, to a maximum of 7. The crisis ends.

59

It is impossible to outpace a flying carriage that can move through solid matter – who would even try? The only hope is to sprint around tight corners where the coach's driver might lose sight of you.

The acting hero makes three Agility rolls. Re-roll failed Agility rolls if the acting hero is an Executioner. If all three rolls are successful, the acting hero gains 1 inspiration point and the crisis ends.

Otherwise, each hero other than the acting hero suffers 1 damage as the coach passes through the battlefield. Then the crisis ends.

60

The heroes pass by with a heavy heart, and for their part, the beggars barely notice.

The acting hero loses 1 inspiration point and the crisis ends.

61

The site is destroyed, and even though the heroes are not there to witness it, the locals are forced to abandon the area as they seek new protections.

Grow fear by 1, to a maximum of 8, and the crisis ends.

62

The acting hero rolls and looks up the result below.

Failure: *The old man grins as the hero prises the skeleton's bony fingers from around his neck. Sudden horror dawns in the eyes of the heroes as the necromancer they are freeing spits a curse at the hero, then flees the battlefield.*

The acting hero is cursed and the crisis ends.

Success or Critical Success: *The man gasps lungfuls of air as the hero prises the skeleton's bony fingers from around his neck. The grateful survivor offers what he can to help.*

The acting hero draws cards from the discovery deck until they draw a treasure card or realmstone card. Other cards that are drawn (such as traps or crisis cards) are shuffled back into the discovery deck after the treasure or realmstone card is found. Then the crisis ends.

63

Attempting to outwit a master of lies is like entering a dung-throwing contest with an orruk – you end up as dirty as your opponent. The hero knows better.

Grow influence by 1, to a maximum of 7, and the crisis ends.

64

It is safer to shoot from afar, but it is more difficult. The hero takes careful aim.

There are four citizens to save. The acting hero makes four free Ranged or Dual type weapon actions as if the target was visible. Re-roll attack rolls that are not critical successes if the acting hero is an Executioner. For each critical success rolled, a citizen is saved.

For each citizen saved, the acting hero gains 1 inspiration point. If the acting hero fails to save three or more citizens, they are fatigued. Then the crisis ends.

65

A few blows on the rusty lock are all that is needed to release the old man. He has some knowledge of magic, and mutters a few benedictions before limping away.

Remove one ailment or wound counter from each hero and the crisis ends.

66

The dead Corpse Rat lolls to one side. Seconds later, a tidal wave of tankard-sized maggots with gnashing maws burst forth from the body.

The acting hero rolls . Roll instead if they are a Stalwart. If the roll is successful, they smash the maggots to a pulp. The acting hero gains 1 inspiration point and the crisis ends.

Otherwise they suffer 2 damage and the crisis ends.

67

One of the victims notices the hero leaving the scene, and curses their cowardice, despite how impossible freeing the slaves would be.

The acting hero is cursed and the crisis ends.

68

Without the death of Radukar, slaying this menace will achieve nothing in the long run. The hero moves on.

The acting hero loses 1 inspiration point and the crisis ends.

69

Though the citizen was just a victim of their time, the hero knows deep down that the salve for their conscience could mean the doom of many.

Grow influence by 1, to a maximum of 7, and the crisis ends.

70

Fooling a master of misdirection will not be easy.

The acting hero rolls . Roll  instead if they are a Loremaster. If the roll is critically successful, shrink influence by 2, to a minimum of 5, and the crisis ends. Otherwise, grow influence by 1, to a maximum of 7, and the crisis ends.

71

Freeing the victim would draw far too much attention.

Grow fear by 1, to a maximum of 7, and the crisis ends.

72

The acting player rolls  and look up the result below.

Failure: *The hero cannot shake the gruesome image from their mind.*

The acting hero is fatigued and the crisis ends.

Success or Critical Success: *Sacrifices are necessary to save the city. The horror of what they have seen reminds the hero of their purpose.*

The acting hero makes a free **Recuperate (1+)** action and the crisis ends.

73

If the hero is successful, not only will the man's life be saved, but he will maintain the use of his arm.

The acting hero must roll . Roll  instead if they are a Loremaster. If the roll is successful, the curse is dispelled. The acting hero gains 1 inspiration point and the crisis ends. Otherwise the acting hero loses 1 inspiration point and the crisis ends.

74

The last ven Alten thrashes wildly as blood fountains from their wounds. As their will crumbles, the curse of the Vyrkos lurking within their blood is allowed to take full hold. Meat and gristle twist and grow in an explosive transformation.

Replace the final ven Alten model with a Vargskyr model. The Vargskyr is part of the same hostile group as the triplet it replaced. It cannot be stunned during this journey and cannot be deployed as reinforcements after it is slain. If you roll an event that mentions any of the triplets, it affects the Vargskyr as if it were that triplet.

75

The peasants are no match for the hero and grumpily leave the tapestries alone.

Place the Tapestry of Ages token in the carried item space on the acting hero's character card. Then the crisis ends.

76

The Deadwalker Zombies claw their way free of the damp earth and begin to search for victims. The hero stops them surrounding the area, cutting down any that draw near. Though the hero suffers terrible wounds in the process, the others are kept safe.

The acting hero suffers 3 damage and gains 2 inspiration points, and the crisis ends.

77

Suspecting an ambush, or worse, the hero moves on, ignoring the terrible sounds and the abrupt end to the screaming.

Each hero loses 1 inspiration point and the crisis ends.

78

The old man rattles his cage and yells in anger as the hero turns their back on him. He screams in an ancient tongue and the hero feels a deep sense of unease fall on their shoulders.

The acting hero is cursed and the crisis ends.

79

The citizen is clearly too far gone to save. The hero takes a single black rose, the better to remember them.

Place the Black Rose token on the carried item space of the acting hero's character card. Then the crisis ends.

80

The hero intervenes, for who would watch an innocent burn in the name of fear alone?

If the acting hero is a Stalwart or a Loremaster, they use their impressive stature or excellent reasoning skills to prevent the mob from enacting summary 'justice' upon their victim. Shrink fear by 1. The acting hero gains 1 inspiration point and the crisis ends.

If the acting hero is a Blade or an Executioner then they need to get rough to get the job done. The acting hero makes one free weapon action, as if the target was adjacent and visible. If the result is a critical success, the crowd are threatened enough to release their victim – the acting hero gains 1 inspiration point and the crisis ends.

Otherwise, the acting hero is forced to thrash a few citizens before they see the error of their ways. Grow fear by 1, to a maximum of 7, and the crisis ends.

81

To extract anyone from these devices is delicate work – there are many sharp blades attached to this horrific machine, and any error could do the gruesome apparatus' work for it.

The acting hero makes an Agility roll. If the roll is successful, they free the criminal without doing any further harm. Shrink fear by 1, to a minimum of 6. The acting hero gains 1 inspiration point and the crisis ends.

Otherwise the criminal dies as the acting hero tries to free them, and the crisis ends.

82

The bush, though clearly mysterious in origin, is still just a plant. The hero easily frees the tired citizen, who is none the worse for their ordeal.

The acting hero gains 1 inspiration point and the crisis ends.

83

The hero attempts to silently warn the citizens of the danger above them. This is not as easy as they would like – hopefully the citizens will not misinterpret the warning signals...

The acting hero rolls . Roll  instead if they are a Loremaster or Blade. If the roll is successful, the citizens understand the warning and quietly make their way out from under the bridge. The acting hero gains 1 inspiration point and the crisis ends.

If the roll is a failure, the citizens completely misread the hero's intentions and begin to wave back, calling out for the hero to approach. They are devoured shortly afterwards. The crisis ends.

84

The hero offers a valuable trinket and some rations, which the beggars accept gratefully. After eating, the beggars are able to give the hero advice about surviving on the streets after dark – they are well practised, having had no other choice.

The acting hero must choose to discard one treasure or realmstone card they have. If they do, they gain 1 inspiration point and the crisis ends. Otherwise the crisis ends.

85

The hero walks away and tries their best to ignore the screams. This is far easier said than done.

The acting hero loses all their inspiration points and each other hero loses 1 inspiration point. Then the crisis ends.

86

The scholar turns to thank the hero, but her eyes bulge when she sees the tapestry. She begs to trade realmstone far in excess of its worth for it.

The acting hero draws cards from the discovery deck until they draw two realmstone cards. Other cards that are drawn (such as traps or crisis cards) are shuffled back into the discovery deck after the realmstone cards are found. If there is only one realmstone card in the discovery deck, the acting hero does not receive the other card. Then the crisis ends.

87

The exhausted heroes are injured but triumphant. After slaying the Vargskyr, they discovered what it was protecting – a grave-sand hourglass, engraved with necromantic runes. Octren Glimscry's notes reveal that if the owner of such an artefact is slain, another soul in the Mortal Realms dies in their stead! So long as Radukar and his minions are protected by these phylacteries, their defeat is impossible. The heroes resolve to locate and deal with each of the Wolf's lieutenants in turn, destroying any phylacteries they might have in order to ensure the evil vassal's permanent destruction. Then the final assault on Radukar's keep can begin and his reign be brought to an end.

88

As the hero turns to leave, the music becomes more intense. This rouses their curiosity. Surely it wouldn't be much trouble just to look...

The acting hero makes a Defence roll. Re-roll failed Defence rolls if the acting hero is a Stalwart.

- ◆ If the roll is successful, the hero ignores the music and returns to the other heroes. The crisis ends.
- ◆ If the roll is failed, turn to entry 131 (pg 41).

89

As the hero grows near, they see the fool's face up close. A fanged maw reveals that the dissident rhetoric was simply a lure to draw out malcontents and slay them in the name of Radukar.

The acting hero must choose to fight the fool, or flee.

- ◆ If the acting hero chooses to fight the fool, turn to entry 115 (pg 39).
- ◆ If they choose to flee, turn to entry 138 (pg 41).

90

A veritable sea of Corpse Rats carpet the end of an alleyway where a skinny young man stands atop a barrel, watching in terror as his temporary perch is slowly chewed through by the swarm. If they wish to save him, the hero must make their way to the luckless man by balancing on what detritus they can.

The acting hero must choose if they wish to continue helping, or if they will give up.

- ◆ If they choose to continue helping, turn to entry 140 (pg 42).
- ◆ If they choose to give up, turn to entry 85 (pg 36).

91

The hero draws their weapon despite their wounds. The knight turns its steed to face them. 'Courageous, but foolish,' utters the armoured figure as it swings the Red Blade, eyes burning. The blade sinks deep into the hero's flesh and oblivion soon follows.

The acting hero is taken out of action.
Then the crisis ends.

92

With a shout the hero slams into the Stormcast Eternal, marring her aim just enough that the vendor sees their tray of goods scattered on the ground. Blinking, the vendor sprints away down a side street. The Stormcast Eternal curses loudly and turns to the hero before gesturing to the scattered tray of goods. In seconds, each piece of meat bursts into a small, brown-green maggot. All around, citizens begin vomiting and writhing in agony on the floor. For some, a greenish tinge colours their skin and a single horn bursts from their forehead. A hollow voice intones from deep within the Stormcast Eternal's armour. 'Leave. Now. Do not interfere again.'

The hero leaves and the crisis ends.

93

The hero has no time to save idiots from themselves. As they leave, however, they cannot shift the feeling that there was more to the capering idiot than first met the eye. Perhaps by allowing a voice of reason in the city to die, they have caused far greater problems later down the line.

Grow fear by 1, to a maximum of 7.
Then the crisis ends.

94

Destroying these creatures will be no easy act, as they move with uncanny cunning and intelligence – only a true tracker will have much of a chance of cornering them before they escape down a sewer drain or darkened alley.

The acting hero rolls . Roll  instead if they are an Executioner. If the roll is critically successful, they corner the rats and destroy them before they can escape. Shrink influence by 1, to a minimum of 7. The acting hero gains 1 inspiration point and the crisis ends.

Otherwise grow influence by 1, to a maximum of 7, and the crisis ends.

95

Though clearly the correct choice, and taken for the good of all, the decision does not sit well with many heroes. How many more innocents must they sacrifice to save the city?

Each hero loses 1 inspiration point and the crisis ends.

96

The hero draws their weapon and moves to attack.

The acting hero rolls     .

Place any dice that rolled critical successes aside. Once four dice have been put aside, the Deadwalker Zombies are put down. If the Deadwalker Zombies are not put down, the acting player can roll any action dice that have not been put to one side again, but before they do so they must pick one of those action dice. That dice is no longer available to roll.

Repeat this process until the Deadwalker Zombies are put down as described above or there are no more action dice available, at which point the Deadwalker Zombies rise.

If the Deadwalker Zombies are put down, the acting hero gains 1 inspiration point and the crisis ends. If the Deadwalker Zombies rise, the acting hero suffers 3 damage and the crisis ends.

97

Fearful of injury, the heroes leave the couple to their fate, not knowing that the Blood-born sought not to feed but to create fresh horrors of its own....

The crisis ends. Replace all the models listed on the encounter card for the next hostile group to be added to the battlefield with 3 Vyrkos Blood-born.

98

Turning their backs on the foppish idiot, the heroes ignore the fool's drunken singing and, after a few minutes have passed by, his strangled scream as the inevitable happens.

Grow influence by 1, to a maximum of 7. Then the crisis ends.

99

The hero is taking no chances as they ram their weapon through the coffin. Fair or foul, either a lingering death has been prevented, or a lurking horror has been slain.

The acting hero gains 1 inspiration point and the crisis ends.

100

There is no failure in acknowledging a threat far beyond one's capability. The knight leaves, and the hero considers themselves fortunate for surviving all that has led them to this point.

The acting hero is now inspired, if they were not already. The acting hero gains 3 inspiration points and the crisis ends.

101

The heroes dearly wish to deal with the threat, but there are greater concerns for now. They move on, each promising silently to return and deal with the spectre at a later date.

The acting hero loses 1 inspiration point and the crisis ends.

102

Outpacing Deadwalker Zombies is easy, but staying ahead of them with a civilian is altogether more difficult. Eventually the hero is left with no choice but to carry the scholar.

The acting hero makes a Vitality roll. Re-roll failed Vitality rolls if the acting hero is a Stalwart. If the roll is successful, the scholar and hero escape and the acting hero gains 1 inspiration point. Additionally, if the acting hero has the Tapestry of Ages token, turn to entry 86 (pg 36). If the acting hero does not have the Tapestry of Ages token, the crisis ends.

103

The hero ascends the disgusting podium and draws forth the blade. The bodies that once held the sword collapse in a sigh, muttering a name the hero doesn't recognise. Suddenly the blade twitches in the hero's hands, and a dark desire to bury it in their own flesh begins to rise. Before it can become too powerful, the hero grabs a discarded scabbard and rams the blade home in it, tying it in so that it cannot escape or be easily drawn. Hopefully a way can be found to remove whatever curse is on the blade before the worst happens.

Place the Red Blade token on the carried item space of the acting hero's character card. Then the crisis ends.

104

After stealing the most valuable parts of the statue, the hero leaves. As they do so a heavy curse follows them, punishment for daring to defile the image of the Great Necromancer.

The acting hero is cursed and draws cards from the discovery deck until they draw a treasure card or realmstone card. Other cards that are drawn (such as traps or crisis cards) are shuffled back into the discovery deck after the treasure or realmstone card is found. Then the crisis ends.

105

The hero tracks the hunting party for a few minutes. Before long the Blood-born fall upon their quarry. Taking advantage of the creatures' frenzy, the hero charges them from behind.

Roll ▲. Roll ● instead if the acting hero is an Executioner. If the roll is successful, the Blood-born are slain. The acting hero gains 1 inspiration point and the crisis ends.

If the roll is a failure, most of the Blood-born flee after the first few are cut down, too surprised and bloated to put up any kind of a fight. Grow fear by 1, to maximum of 7, and the crisis ends.

106

The hero enters a bloodstained crypt. Before long the shrieking gheist emerges from its lair and attacks.

The acting hero makes one free weapon action, as if the target was adjacent and visible. Re-roll failed attack rolls if the acting hero is an Executioner. Place wound counters in front of the acting player to record the total damage dealt. If the target has suffered a total of 3 or more damage, the gheist is slain. Otherwise, the acting hero suffers 2 damage, against which they can make a Defence roll as if they had suffered damage from a weapon action. Repeat this process until the gheist is slain or the acting hero is taken out of action.

If the gheist is slain, the acting hero gains 2 inspiration points and the crisis ends. If the acting hero is taken out of action, the crisis ends.

107

By yelling encouragement and supporting particularly choice accusations, the hero helps to cause a riot. They take advantage of the chaos to help themselves to a few trinkets from distracted storekeepers and pedestrians.

Grow fear by 2, to a maximum of 7. The acting hero draws cards from the discovery deck until they draw a treasure card or realmstone card. Other cards that are drawn (such as traps or crisis cards) are shuffled back into the discovery deck after the treasure or realmstone card is found. If the acting hero is a Blade, they lose all their inspiration points. Then the crisis ends.

108

The hero has a good rummage, heedless of the beakers of dangerous substances liberally scattered around.

The acting hero rolls ▲. If the acting hero is a Loremaster, roll ● instead. If the roll is a failure, the acting hero suffers 3 damage and the crisis ends. If the roll is successful, the acting hero draws cards from the discovery deck until they draw a treasure card or realmstone card. Other cards that are drawn (such as traps or crisis cards) are shuffled back into the discovery deck after the treasure or realmstone card is found. Then the crisis ends.

109

The revenant passes by, and the hero notices that the nightmare's hooves make no sound as they strike the ground. It was wise to avoid confrontation here.

The acting hero gains 1 inspiration point. Then the crisis ends.

110

Stirred by the sight of such courage in the face of pure evil, the hero moves to deliver a savage blow to the Blood-born before it can kill its prey.

The acting hero makes one free weapon action, as if the target was adjacent and visible. Re-roll failed attack rolls if the acting hero is a Blade. If the roll is successful, the Blood-born is slain or driven off – the acting hero gains 1 inspiration point and the crisis ends.

Otherwise the acting hero suffers 2 damage and loses 1 inspiration point as the Blood-born quickly slashes at them before rushing off into the night to seek easier prey. Then the crisis ends.

111

The horrors the hero has seen have hardened their heart – they move on.

The acting hero loses all their inspiration points.

112

The merchant is oblivious to the danger they are in. The hero quickly explains their dire situation.

The acting hero rolls ▲. If they are a Blade, roll ●. If the result is successful, they convince the vendor to leave before the obvious consequences of yelling out loud in the street catch up to them. In their hurry they abandon their 'wares', which the hero can quickly pick through. The acting hero draws 1 discovery card and the crisis ends.

Otherwise the leader must pick one hostile group that has slain models. Deploy all the slain models from that hostile group on the battlefield. If there are no slain hostile models in any hostile group, there is no effect. Then the crisis ends.

113

The hero attacks, but their blows strike nothing but scattered mist as the image of the armoured revenant dissipates before reforming. The hero is left to wonder what could explain this strange phenomenon...

The crisis ends.

114

Despite the danger to innocent lives, the hero is reluctant to draw the attention of such a dire flock. The citizens proceed unwarned, and thankfully their deaths are swift – if painful.

The acting hero loses 1 inspiration point and the crisis ends.

115

Luckily, the vampire is abroad while the light of Hysh is high in the sky. Regardless, this will be a difficult battle.

The acting hero makes one free weapon action, as if the target was adjacent and visible. Re-roll failed attack rolls if the acting hero is a Blade. Place wound counters in front of the acting player to record the total damage dealt. If the target has suffered a total of 6 or more damage, the vampire is slain. Otherwise, the acting hero suffers 2 damage, against which they can make a Defence roll as if they had suffered damage from a weapon action. Repeat this process until the vampire is slain or the acting hero is taken out of action.

If the vampire is slain, the acting hero gains 1 inspiration point and the crisis ends. If the acting hero is taken out of action, the crisis ends.

116

The hero grabs something they think is of value. This is dangerous – only learned minds can differentiate a helpful potion from a beaker of acid...

If the acting hero is a Loremaster, they draw cards from the discovery deck until they draw a treasure card or realmstone card. Other cards that are drawn (such as traps or crises cards) are shuffled back into the discovery deck after the treasure or realmstone card is found. Then the crisis ends.

If the acting hero is not a Loremaster, roll $\blacktriangle$. If the roll is successful, the acting hero suffers 2 damage and the crisis ends. If the roll is a failure, the acting hero suffers 4 damage and the crisis ends.

117

The hero races to the citizens' aid, hacking at the Deadwalker Zombies.

The acting hero makes four free weapon actions, as if the target was adjacent and visible. Re-roll failed attack rolls if the acting hero is a Stalwart.

For each weapon action that is not successful, the acting hero suffers 1 damage, against which they can make a Defence roll as if they had suffered damage from a weapon action. If the acting hero would be taken out of action, do not apply any damage points that would take them out of action – it is assumed that they flee.

If two or more of the weapon actions are successful, the Deadwalker Zombies are driven off. If the Deadwalker Zombies are driven off, the acting hero gains 2 inspiration points and the crisis ends.

If the Deadwalker Zombies are not driven off, the acting hero can try again – repeat the process above until either the Deadwalker Zombies are driven off or the acting hero flees.

If the acting hero flees, each hero loses 1 inspiration point and the crisis ends.

118

The merchant's eyes light up as they quickly agree to leave in order to get their grubby hands on the hero's magical artefact. For the sake of pride, however, the merchant insists the hero take their pick from the gaudy trinkets and worthless curios on offer before they go. The hero dejectedly grabs a handful of bric-a-brac from the vendor's cart and sends them on their way as quickly as they can.

The acting hero must discard one treasure card and roll $\square$. Roll $\blacktriangle$ instead if the acting hero is a Loremaster. If the roll is successful, the merchant had something of value to trade and the acting hero draws cards from the discovery deck until they draw a treasure card or realmstone card. Other cards that are drawn (such as traps or crisis cards) are shuffled back into the discovery deck after the treasure or realmstone card is found. Then the crisis ends. Otherwise the crisis ends.

119

The hero attempts to find the vampire through stealth, so that they can quickly slay it while it focuses on maintaining its control over the crowd.

Make an Agility roll for the acting hero. If the acting hero is an Executioner, they can re-roll this Agility roll. If the roll is successful, the acting hero finds the vampire and slays it – shrink influence by 1 and the crisis ends.

If the roll is a failure, the vampire ambushes the hero before fleeing – the acting hero suffers 1 damage, against which they can make a Defence roll as if they had suffered damage from a weapon action, and the crisis ends.

120

Radukar is a vicious monster, and is as likely to have trapped an innocent in the coffin as he is to have punished a minion with incarceration. No hero worthy of the name would leave someone to rot or allow any hidden monster a chance of survival.

The acting player rolls ▲. If the roll is a failure, an undead horror attacks from within the coffin. The acting hero suffers 1 damage, against which they can make a Defence roll as if they had suffered damage from a weapon action. Then the acting hero makes one free weapon action, as if the target was adjacent and visible. If the attack roll is successful, the horror is slain – the acting hero gains 2 inspiration points and the crisis ends. Otherwise the horror escapes and the crisis ends – grow fear by 1, to a maximum of 7.

If the roll is successful, the acting hero releases a grateful citizen. The acting hero gains 1 inspiration point and the crisis ends.

121

The corpse is soon picked clean, but the trinket is broken beyond repair.

The crisis ends.

122

The hero lays into the Deadwalker Zombies. If they cannot be slain quickly, the scholar is doomed.

The acting hero makes two free weapon actions. Re-roll failed attack rolls. If either attack is failed the crisis ends.

Otherwise, the scholar is saved and the acting hero gains 1 inspiration point. If the acting hero has the Tapestry of Ages token, turn to entry 86 (pg 36). If the acting hero does not have the Tapestry of Ages token, the crisis ends.

123

The Stormcast Eternal's sword cleaves the vendor in two. Instead of blood, writhing maggots spill out on to the floor. With a shout to the heavens, the scion of Sigmar brings her weapon down on the cobbled street. Stones and dirt explode outwards as lightning fills the area, incinerating the maggots and several luckless citizens. Only the hero's quick reactions keep them alive, as they hurl themselves aside. A deep voice emanates from the Stormcast Eternal's helmet. 'Five years I have hunted that creature. Now it is over. It was for the best that you did not interfere.' The warrior leaves without further comment.

The acting hero loses all their inspiration points and the crisis ends.

124

The hero ignores the pleas of the sympathiser – such scum have earned their just reward.

The acting hero gains 1 inspiration point and the crisis ends.

125

Despite the nature of the scene in front of them, the hero turns away. Saving a handful of lives now will not topple Radukar from his bloody throne, nor prevent future lives being lost.

Grow fear by 1, to a maximum of 7, and the crisis ends.

126

Moments after consuming a particularly large tome, the spell becomes quiescent. The hero has no difficulty destroying it while it slumbers. Alas, their victory is bittersweet – the library has been almost completely devoured and the curator weeps over the knowledge forever destroyed.

The acting hero loses 1 inspiration point. If the acting hero is a Loremaster, they lose all their inspiration points, and if they were inspired, are no longer inspired – flip their character card over to its Path to Glory side. Then the crisis ends.

127

Stealing the amulet will require quick hands and deft fingers.

The acting hero makes an Agility roll. If the roll is successful, the hero successfully robs the noble. The acting hero draws cards from the discovery deck until they draw a treasure card or realmstone card. Other cards that are drawn (such as traps or crisis cards) are shuffled back into the discovery deck after the treasure or realmstone card is found. Then the crisis ends.

Otherwise the noble notices and attacks the hero before leaving. The acting hero suffers 1 damage, against which they can make a Defence roll as if they had suffered damage from a weapon action. Then the crisis ends.

128

A raised weapon sees the merchant sent on their way. The knowledge of having saved a life, even at the cost of a little honour, is some comfort.

The acting hero gains 1 inspiration point and the crisis ends.

129

The hero attempts to kill as many rats as possible without damaging the relic.

The acting hero must make a Defence or Agility roll. If the roll is successful, the acting hero draws cards from the discovery deck until they draw a treasure card or realmstone card. Other cards that are drawn (such as traps or crisis cards) are shuffled back into the discovery deck after the treasure or realmstone card is found. Then the crisis ends.

Otherwise the acting hero is diseased and the crisis ends.

130

The hero attempts to break the vampire's control with a few well-placed slaps and some heavy shaking.

Roll ▲▲. If the acting hero is a Blade, they can re-roll one of the dice. If the results are identical, the crisis ends. If they are not, grow fear by 1, to a maximum of 7, and the crisis ends.

131

The hero makes their way to a small square full of citizens, Deadwalker Zombies, Corpse Rats and more, all swaying gently to the music. Without warning, the tune suddenly stops. Carnage ensues.

The acting hero makes five free weapon actions, as if the target was adjacent and visible. For each failed attack roll, they suffer 1 damage, against which they can make a Defence roll as if they had suffered damage from a weapon action.

If the acting hero is not taken out of action, they escape the vicious brawl, helping where they can and seizing a fallen valuable. The acting hero draws cards from the discovery deck until they draw a treasure card or realmstone card. Other cards that are drawn (such as traps or crisis cards) are shuffled back into the discovery deck after the treasure or realmstone card is found. Then the crisis ends.

132

The hero charges the Blood-born, hoping to cut it down and release the citizens.

The acting hero makes one free weapon action, as if the target was adjacent and visible. Re-roll failed attack rolls if the acting hero is a Blade. Place wound counters in front of the acting player to record the total damage dealt. If the target suffers a total of 6 or more damage, the vampire is slain and the slaves are released. Otherwise, the acting hero suffers 2 damage, against which they can make a Defence roll as if they had suffered damage from a weapon action. If the acting hero would be taken out of action, do not apply any damage points that would take them out of action – it is assumed that they flee. Repeat this process until the vampire is slain, or the acting hero flees. The acting hero can choose to flee at any time – if they do, they are fatigued and the crisis ends.

If the vampire is slain, the acting hero gains 2 inspiration points and the crisis ends.

133

It takes an unflinching character to lop off the limb with one stroke.

Roll ▲ for the acting hero. Roll ● instead if they are a Stalwart. If the roll is successful, the arm is severed neatly and the wound quickly cauterised and bound. The acting hero gains 1 inspiration point and the crisis ends. Otherwise the acting hero loses 1 inspiration point and the crisis ends.

134

The hero creeps towards the citizens, desperately trying to avoid drawing the bats' attention. With sufficient skill, the hero can make it there quickly and quietly enough to prevent a massacre.

The acting hero makes an Agility roll. If the roll is successful, they manage to avoid waking up the bats and warn the group of the dangers. The acting hero gains 1 inspiration point and the crisis ends.

Otherwise the hero wakes up the bats and the citizens are attacked and slain to the last. The acting hero suffers 2 damage, against which they can make a Defence roll as if they had suffered damage from a weapon action, and loses 1 inspiration point. Then the crisis ends.

135

A few choice words, uttered at the right time and at the right volume, should help quell the masses.

The acting hero rolls ▲. Roll ● instead if the acting hero is a Stalwart. If the roll is successful, the crowd are calmed and the crisis ends. Otherwise grow fear by 1, to a maximum of 7, and the acting hero suffers 3 damage. Then the crisis ends.

136

This holy site weakens nearby undead. If the hero has the necessary knowledge of ritual, they can enhance this effect. A tactically minded hero could instead use the phenomenon to their advantage in the site's defence.

If the acting hero is a Loremaster or Blade, roll ●. Otherwise roll ▲.

If the roll is successful, the hero uses cunning, strategy and the mystical power of the holy site itself to drive back the undead horde. The acting hero gains 2 inspiration points and the crisis ends.

If the roll is a failure, the hero cannot contend with the sheer volume of undead assaulting the holy site. They are forced to retreat and the site is defiled. The acting hero loses 1 inspiration point and the crisis ends.

137

Facing a Black Coach is not for the faint of heart. One needs to avoid the driver's swinging scythe, and the heavy frame of the coach itself.

The acting hero makes three Defence rolls. Re-roll failed Defence rolls if the acting hero is a Blade. If all three rolls are successful, the acting hero gains 1 inspiration point and the crisis ends.

Otherwise, the acting hero suffers 4 damage and the crisis ends.

138

This vampire is too quick to simply outrun. The hero must use all their cunning if they wish to escape.

The acting hero makes an Agility roll. If the roll is a critical success, the acting hero escapes. If the roll is a success, the vampire stays close but cannot attack. If the roll is a failure, the acting hero is attacked and suffers 2 damage, against which they can make a Defence roll as if they had suffered damage from a weapon action. Keep making Agility rolls until the acting hero escapes or is taken out of action.

If the acting hero escapes, they gain 1 inspiration point and the crisis ends. If the acting hero is taken out of action, the crisis ends.

139

The hero stands no chance alone – they are struck down. In a rasping voice the knight speaks. 'I am grateful that you have lifted my curse, but attack me again and my courtesy shall end, along with your life.'

The acting hero suffers 4 damage. If the acting hero would be taken out of action, do not apply any damage points that would take them out of action.

The acting hero must choose to attack the knight or watch them leave.

- ◆ If they choose to attack, turn to entry 91 (pg 37).
- ◆ If they choose to watch the knight leave, turn to entry 109 (pg 38).

140

The balancing act required of the hero is no mean feat.

The acting player has 15 seconds to balance six action dice on top of one another in a single stack. If they succeed, they gain 2 inspiration points and the crisis ends.

Otherwise the rescue is more difficult than anticipated – the acting hero suffers 2 damage and the crisis ends.

141

The spell screeches and attacks back. Its grip is unnaturally strong, and flames spill from its twisting fingertips – clearly, this will be no easy fight.

The acting hero makes one free weapon action, as if the target was adjacent and visible. Re-roll failed attack rolls if the acting hero is a Loremaster. Place wound counters in front of the acting player to record the total damage dealt. If the target suffers a total of 6 or more damage, the spell is destroyed. Otherwise, the acting hero suffers 1 damage, against which they can make a Defence roll as if they had suffered damage from a weapon action, and becomes cursed. If they are already cursed they suffer 2 damage instead. Repeat this process until the spell is destroyed or the acting hero is taken out of action.

If the acting hero is taken out of action, the crisis ends. If the spell is destroyed, the grateful librarian tells the acting hero many secrets about the city. The acting hero gains 3 inspiration points and the crisis ends.

142

Convincing the drunken noble is not difficult, and before long the hero leaves the aristocrat asleep on a pile of straw in an unused shack.

The acting hero gains 1 inspiration point and the crisis ends.

143

The hero surprises the guards and creates a gap in the cordon large enough for a few citizens to escape. Many are clearly free of any illness, but a few hunched figures garbed in heavy robes also make good use of the panic to escape into the city.

Grow fear by 1, the acting hero gains 1 inspiration point and the crisis ends.

144

The hero storms the gallows, smashing aside skeleton guards and desperately hacking at the nooses. In moments, the criminals will drop to their deaths.

There are four citizens to save. The acting hero makes four free weapon actions, as if the target was adjacent and visible. Re-roll failed attack rolls if the acting hero is a Stalwart. For each successful attack roll, a citizen is saved. For each failed attack roll, the acting hero suffers 1 damage, against which they can make a Defence roll as if they had suffered damage from a weapon action.

For each citizen saved, the acting hero gains 1 inspiration point. If the acting hero fails to save three or more citizens, they are fatigued. Then the crisis ends.

145

The hero can waste no time on such criminals. Better that an innocent burn than any further rot take root.

If the acting hero is a Blade, they lose 1 inspiration point. Then the crisis ends.

146

Dealing with the wounds takes little time, and the heroes are amply rewarded by the sympathiser.

The acting player draws cards from the discovery deck until they draw a treasure card or realmstone card. Other cards that are drawn (such as traps or crises cards) are shuffled back into the discovery deck after the treasure or realmstone card is found.

Grow influence by 1 unless the acting hero is a Loremaster, and the crisis ends.

147

Where a rat this size is concerned, the blow will need to be clean in order to avoid any unpleasant consequences.

The acting hero rolls ▲. Roll ◆ instead if they are an Executioner. If the roll is successful, they slay the Corpse Rat – turn to entry 66 (pg 34).

Otherwise the Corpse Rat is not slain and summons a chittering horde to slay the attacker. The acting hero must try to escape by rolling ▲. If the roll is successful, they escape unharmed and the crisis ends. If the roll is a failure they suffer 2 damage instead and the crisis ends.

148

It takes a great effort, but in the end the statue topples over. As it crashes to the ground the hero's mind is assaulted with visions of woe, betrayal and anger, as the dormant magic in the statue lashes out.

The acting hero is cursed and fatigued. Shrink fear and influence by 1. Then the crisis ends.

149

The armoured rider's head snaps up as the hero draws near. It extends its arm and the Red Blade is wrenched from the hero's grasp to fly into the knight's open hand. As the creature laughs, its eyes and the blade begin to glow with a dull red light. The rider nods once to the hero, then turns its steed around to leave.

The acting hero must choose to attack the rider, or let them leave.

- ◆ If they choose to attack the rider, turn to entry 139 (pg 42).
- ◆ If they choose to let them leave, turn to entry 100 (pg 37).

150

It's a trap! The vampire waits in ambush, and falls upon the hero as they follow it into the crypt.

The acting hero makes one free weapon action, as if the target was adjacent and visible. Place wound counters in front of the acting player to record the total damage dealt. If the target suffers a total of 4 or more damage, the acting hero escapes. Otherwise, the acting hero suffers 2 damage, against which they can make a Defence roll as if they had suffered damage from a weapon action. Repeat this process until the acting hero escapes or is taken out of action. Then the crisis ends.

151

Priceless knowledge and lore go up in flames, but the hero feels justified in their choice – the needs of innocents must come before the preservation of fusty artefacts.

The acting hero gains 1 inspiration point. Then the crisis ends.

152

In these dark times, the greater good must prevail, even if it comes at a heavy cost.

The acting hero becomes fatigued and the crisis ends.

153

The hero draws their weapon to protect the fleeing quarry as the pack advances upon their prey.

The hunters attack the quarry three times. Each time they attack, the acting player rolls Δ . If the acting hero is a Stalwart, roll $\bullet$ instead. If the roll is a success, the acting hero successfully defends the quarry from that attack. If the acting hero fails to protect the quarry from two or more attacks, the quarry is slain and the crisis ends. Otherwise the acting hero gains 2 inspiration points and the crisis ends.

154

No amount of riches is worth taking on that many foes – such an assault represents almost certain death.

The crisis ends.

155

The hero can recognise a cursed object at any distance. They leave, hoping none are stupid enough to touch it.

Grow fear by 1, to a maximum of 7, and the crisis ends.

156

The Black Coach scythes through the heroes, not pausing in its relentless journey.

Each hero suffers 1 damage and the crisis ends.

157

The scourge of the Blood-born will not stop until Radukar is slain. The hunt represents a distraction the heroes can ill afford, even if their objectivity costs the quarry his life.

The acting hero loses all their inspiration points and their character card is flipped to its Path to Glory side, if it was not already. Then the crisis ends.

158

Expecting a trap, the hero turns their back on the coffin, though they cannot help but wonder whether an innocent was bound within.

The acting hero loses 1 inspiration point and the crisis ends.

159

The hero draws their blade and quickly slays the citizen. As the citizen falls, the hero sees lengthened fangs – this judgement was a good one.

Shrink influence by 1, to a minimum of 5, and the crisis ends.

160

Stealing the chest will not be easy.

The acting hero makes an Agility roll. If the roll is successful, they make a Defence roll. If both rolls are successful, the hero steals the chest successfully. The acting hero draws cards from the discovery deck until they draw any combination of two treasure or realmstone cards (they can still only keep one treasure card – the other is discarded). Other cards that are drawn (such as traps or crisis cards) are shuffled back into the discovery deck after the treasure or realmstone cards are found. In addition, shrink fear by 1.

If either roll is failed, the hero is discovered before they can get near the chest – they are attacked and forced to flee. The crisis ends.

161

Nothing is worth drawing Nagash's attention, for any reason, good or ill.

The crisis ends.

THE FELL GUARDIAN

Word reaches the heroes of a Vargskyr that has been sighted guarding the ruins of an ancient mausoleum in the ven Alten crypt-halls. Only the will of Radukar could keep such a beast tied to a single location for so long. Why the Wolf would do this is a mystery, but the answers may lie somewhere within the beast's lair. The *Adamant* drops the heroes close to where the Vargskyr was last seen, but before they can begin their search they hear screams in the distance, and the churning roar of an approaching Suffocating Gravetide. Is this coincidence, or further evidence that the Wolf King has hidden something nearby?

STAGE 1: ESCAPE THE SUFFOCATING GRAVETIDE

Set up a Deliverance journey following the rules on page 37 of the rulebook. If 10 exploration cards have already been drawn when a hero makes an **Explore (4+)** action, the heroes have reached the lair of the villain and the hero must make an **Extract (4+)** action instead.

VICTORY CONDITIONS

If the journey ends after the heroes have reached the villain's lair and there is at least one hero not out of action, the heroes are successful. Any other result is a failure.

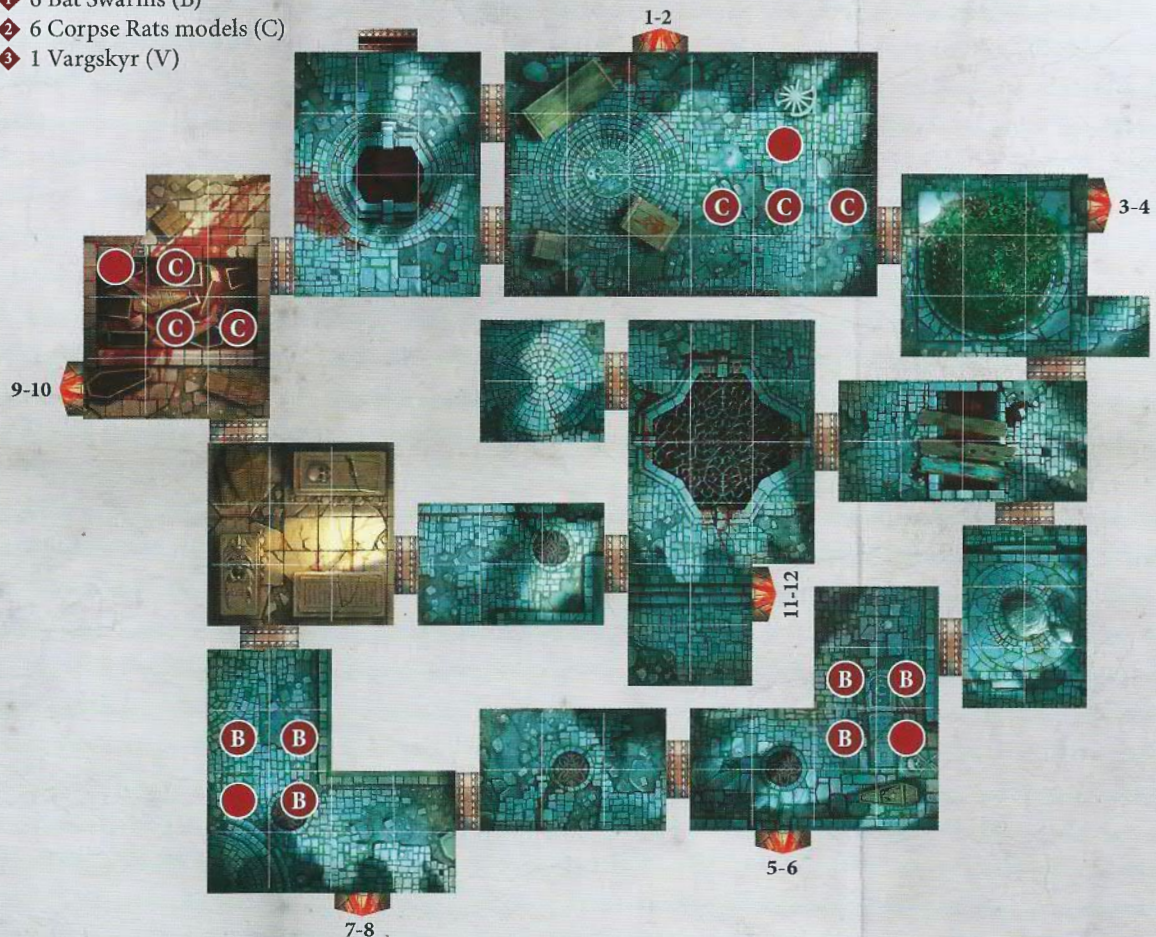
CONSEQUENCES

If the heroes are successful, they can progress to stage 2.
If the heroes fail, grow fear and influence by 1 each.

STAGE 2: HUNTING THE GUARDIAN

HOSTILE GROUPS

- ❖ 6 Bat Swarms (B)
- ❖ 6 Corpse Rats models (C)
- ❖ 1 Vargskyr (V)



HUNTING THE GUARDIAN RULES

Hunted From the Shadows: When the Vargskyr's hostile group activates, if the Vargskyr is neither slain nor on the battlefield, the leader randomly determines a lychgate by rolling the quest dice and comparing the result to the numbers shown next to each lychgate on the map. The hero nearest to that lychgate suffers 1 damage.

Vermin-filled Lair: The hostile groups in this journey do not have encounter cards that are placed on the combat track, nor can they be driven off. Instead, after a hostile group has activated, roll  and the quest dice. If the  roll is a success, deploy one slain hostile from that hostile group next to the lychgate whose number matches the score on the quest dice, following the rules for deploying reinforcements (see page 31 of the rulebook). If the roll is a critical success, deploy two slain hostiles from that hostile group instead.

The Vargskyr cannot be deployed as reinforcements after it is slain.

Overwhelming Bloodlust: The Vargskyr cannot be stunned during this journey.

Tasked to Protect: After a mysterious object is removed from the battlefield, if the Vargskyr has not been slain, pause the hero's activation. Then deploy the Vargskyr in a space as near as possible to that hero. Then activate the Vargskyr. This activation does not prevent the Vargskyr activating later in the turn. After resolving the activation, resume the hero's activation.

Retreat to Darkness: After the Vargskyr suffers damage from a weapon action, if there are one or more mysterious objects on the battlefield, immediately remove the Vargskyr from the battlefield but keep it within easy reach. Any wound and grievous wound counters next to the Vargskyr are kept next to it when it is removed. Remove all ailments from the Vargskyr when this happens.

HUNTING THE GUARDIAN EVENT TABLE

RESULT	EVENT
1	A Destiny Denied: Do not make a destiny roll at the start of the next turn.
2-4	Relentless Predator: If the Vargskyr has been slain, nothing happens. Otherwise, the leader removes either 1 wound or grievous wound counter next to the Vargskyr. If there are no wound or grievous wound counters next to the Vargskyr and it is on the battlefield, it makes the Advance action.
5-6	Attack From the Shadows: If the Vargskyr has been slain, nothing happens. Otherwise, if the Vargskyr is not on the battlefield, the leader shuffles the hero initiative cards face down and draws one at random. The hero with the matching initiative token suffers 2 damage as if they had suffered damage from a weapon action. If the Vargskyr is on the battlefield, make a behaviour roll for the Vargskyr.
7-8	Terrifying Howls: If the Vargskyr has been slain, nothing happens. Otherwise, if there are any heroes adjacent to the Vargskyr, those heroes lose 1 inspiration point each. If there are no heroes adjacent to the Vargskyr, or the Vargskyr is not on the battlefield, the leader must pick one hero. That hero loses 1 inspiration point. If a hero would lose an inspiration point in this way and they have none, they suffer 1 damage instead.
9-10	Born Hero: The leader picks one hero that is out of action. Deploy that hero to the battlefield in an empty space that is adjacent to one or more heroes. Then make a free Recuperate (1+) action for that hero, or remove one ailment from that hero. If there is no hero out of action, the leader picks one hero on the battlefield. Make a free Recuperate (1+) action for that hero or remove one ailment from that hero.
11	Inspiring Effort: The leader picks a hero. That hero gains 1 inspiration point.
12	A Destiny Fulfilled: After the destiny roll is made, move all discarded destiny dice to the available destiny dice section of the skyvessel board.

VICTORY CONDITIONS

If, when the journey ends, the Vargskyr is slain, the heroes are successful. Any other result is a failure.

CONSEQUENCES

If the heroes are successful, they can now gain experience past level 1, to a maximum of 2. In addition, they gain experience, and the leader turns to page 36 and reads out entry 87. If the heroes are not successful, grow fear and influence by 1 each.

CAPTAIN OF THE DAMNED

Watch Captain Halgrim was a traitor and a coward who was betrayed in turn and devoured alive by Corpse Rats. Resurrected by necromancy, he now patrols the city as a wight, his Ulfenwatch enforcing Radukar the Wolf's brutal rule. The Watch Captain's destruction would weaken Radukar's power base immensely, and finally put to rest an evil that has plagued the city for too long. However, he is protected not only by the power of grave-sand phylacteries, but by the Suffocating Gravetides that patrol everywhere that the lieutenants of Radukar have made their lairs.

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Set up a Deliverance journey following the rules on page 37 of the rulebook. If 10 exploration cards have already been drawn when a hero makes an **Explore (4+)** action, the heroes have reached the lair of the villain and the hero must make an **Extract (4+)** action instead.

VICTORY CONDITIONS

If the journey ends after the heroes have reached the villain's lair and there is at least one hero not out of action, the heroes are successful. Any other result is a failure.

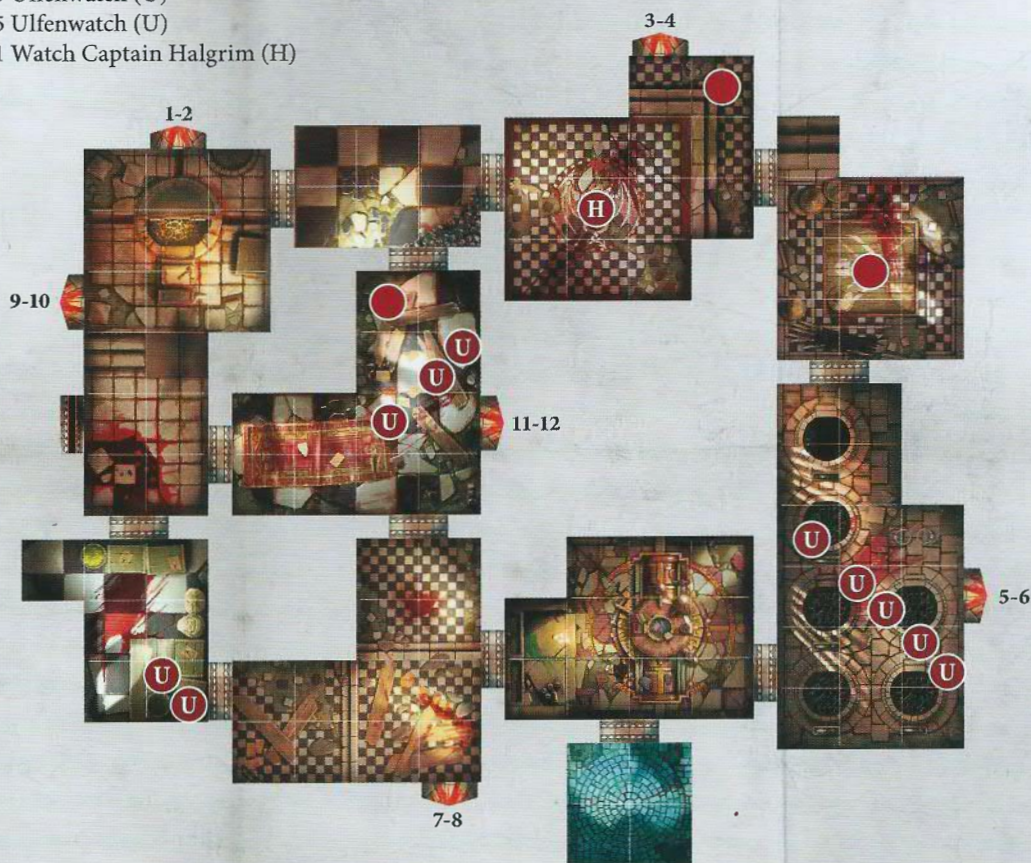
CONSEQUENCES

If the heroes are successful, they can progress to stage 2.
If the heroes fail, grow fear and influence by 1 each.

STAGE 2: THE DAMNED WATCH

HOSTILE GROUPS

- ❖ 5 Ulfenwatch (U)
- ❖ 5 Ulfenwatch (U)
- ❖ 1 Watch Captain Halgrim (H)



THE DAMNED WATCH RULES

Shatter the Phylactery: When a **Search (4+)** action is made next to a mysterious object, the hero finds and shatters a grave-sand phylactery instead of drawing a discovery card (the mysterious object is still removed).

Shielded From Doom: When Watch Captain Halgrim is slain, if there are any mysterious objects on the battlefield, he is not slain. Instead, remove the mysterious object that is nearest to a hero from the battlefield and then remove all wound and grievous wound counters next to Watch Captain Halgrim.

Unending Duty: Watch Captain Halgrim cannot be stunned during this journey.

Ulfenwatch Reinforcements: The hostile groups in this journey do not have encounter cards that are placed on the combat track, nor can they be driven off. Instead, after a hostile group has activated, roll   and the quest dice. If the   roll is a success, deploy one slain hostile from that hostile group in a space adjacent to the lychgate whose number matches the score on the quest dice, following the rules for deploying reinforcements. If the   roll is a critical success, deploy two slain hostiles from that hostile group instead.

Watch Captain Halgrim cannot be deployed as reinforcements after he is slain.

THE DAMNED WATCH EVENT TABLE

RESULT	EVENT
1	A Destiny Denied: Do not make a destiny roll at the start of the next turn.
2-4	Summoned Bodyguard: The leader takes two slain Ulfenwatch and places them both in the same empty space that is as near to Watch Captain Halgrim as possible. If Watch Captain Halgrim is slain, nothing happens.
5-6	Ulfenwatch Discipline: All Ulfenwatch on the battlefield make one Move action.
7-8	Call out the Guard: Return all slain Ulfenwatch to the battlefield. Deploy the Ulfenwatch one at a time following the Ulfenwatch Reinforcements rule, rolling the quest dice for each model.
9-10	Born Hero: The leader picks one hero that is out of action. Deploy that hero to the battlefield in an empty space that is adjacent to one or more heroes. Then make a free Recuperate (1+) action for that hero, or remove one ailment from that hero. If there is no hero out of action, the leader picks one hero on the battlefield. Make a free Recuperate (1+) action for that hero or remove one ailment from that hero.
11	Inspiring Effort: The leader picks a hero. That hero gains 1 inspiration point.
12	A Destiny Fulfilled: After the destiny roll is made, move all discarded destiny dice to the available destiny dice section of the skyvessel board.

VICTORY CONDITIONS

If, when the journey ends, Watch Captain Halgrim is slain, the heroes are successful. Any other result is a failure.

CONSEQUENCES

If the heroes are successful, place Watch Captain Halgrim's decapitation token on the quest card. If Gorslav the Gravekeeper's decapitation token is also on the quest card, the heroes can now gain experience past level 2, to a maximum of 3. In addition, they gain experience. If the heroes are not successful, grow fear and influence by 1 each.

SHUFFLING HORRORS

Gorslav maintains the city's Deadwalker Zombie population by burying alive unfortunates who cross his path and dragging their magic-soaked corpses out of the ground to serve forever in his master's army. Corpse-gardens surround his lair, and it is to this foul place that the heroes must venture. However, the Suffocating Gravetide seems to hunt those who would do harm to the Wolf King's best, devouring all who try to seek out their strongholds in the city.

STAGE 1: ESCAPE THE SUFFOCATING GRAVETIDE

Set up a Deliverance journey following the rules on page 37 of the rulebook. If 10 exploration cards have already been drawn when a hero makes an **Explore (4+)** action, the heroes have reached the lair of the villain and the hero must make an **Extract (4+)** action instead.

VICTORY CONDITIONS

If the journey ends after the heroes have reached the villain's lair and there is at least one hero not out of action, the heroes are successful. Any other result is a failure.

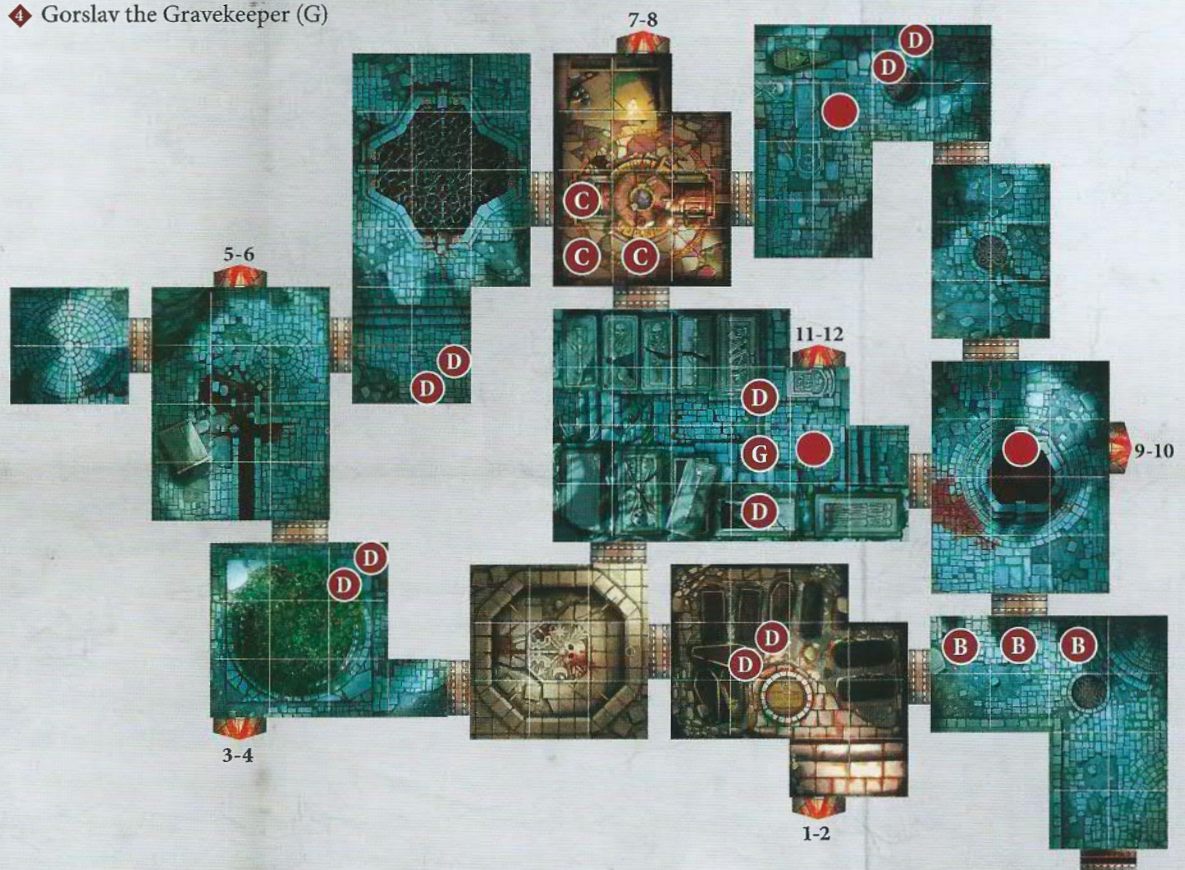
CONSEQUENCES

If the heroes are successful, they can progress to stage 2.
If the heroes fail, grow fear and influence by 1 each.

STAGE 2: THE CORPSE-GARDEN

HOSTILE GROUPS

- ❖ 3 Corpse Rats models (C)
- ❖ 3 Bat Swarms (B)
- ❖ 10 Deadwalker Zombies (D)
- ❖ Gorslav the Gravekeeper (G)



THE CORPSE-GARDEN RULES

Shatter the Phylacteries: When a **Search (4+)** action is made next to a mysterious object, the hero finds and shatters a grave-sand phylactery instead of drawing a discovery card (the mysterious object is still removed).

Shielded From Doom: When Gorslav the Gravekeeper is slain, if there are any mysterious objects on the battlefield, he is not slain. Instead, remove the mysterious object that is nearest to a hero from the battlefield and then remove all wound and grievous wound counters next to Gorslav the Gravekeeper.

Protect the Dark Harvest: Gorslav the Gravekeeper cannot be stunned during this journey.

Corpse-gardens: The hostile groups in this journey do not have encounter cards that are placed on the combat track, nor can they be driven off. Instead, after a hostile group has activated, roll  and the quest dice. If the  roll is a success, deploy one slain hostile from that hostile group in a space adjacent to the lychgate whose number matches the score on the quest dice, following the rules for deploying reinforcements. If the  roll is a critical success, deploy two slain hostiles from that hostile group instead.

Gorslav the Gravekeeper cannot be deployed as reinforcements after he is slain.

THE CORPSE-GARDEN EVENT TABLE

RESULT	EVENT
1	A Destiny Denied: Do not make a destiny roll at the start of the next turn.
2-4	The Will of the Gravekeeper: Place one available Deadwalker Zombie in an empty space next to each gravestone model on the battlefield.
5-6	Dragged Under: The leader shuffles the hero initiative cards face down and draws one at random. The hero with the matching initiative token is buried (see page 33 of the rulebook).
7-8	Shuffling Horrors: Each Deadwalker Zombie on the battlefield makes one Move action.
9-10	Born Hero: The leader picks one hero that is out of action. Deploy that hero to the battlefield in an empty space that is adjacent to one or more heroes. Then make a free Recuperate (1+) action for that hero, or remove one ailment from that hero. If there is no hero out of action, the leader picks one hero on the battlefield. Make a free Recuperate (1+) action for that hero or remove one ailment from that hero.
11	Inspiring Effort: The leader picks a hero. That hero gains 1 inspiration point.
12	A Destiny Fulfilled: After the destiny roll is made, move all discarded destiny dice to the available destiny dice section of the skyvessel board.

VICTORY CONDITIONS

If, when the journey ends, Gorslav the Gravekeeper is slain, the heroes are successful. Any other result is a failure.

CONSEQUENCES

If the heroes are successful, place Gorslav the Gravekeeper's decapitation token on the quest card. If Watch Captain Halgrim's decapitation token is also on the quest card, the heroes can now gain experience past level 2, to a maximum of 3. In addition, they gain experience. If the heroes are not successful, grow fear and influence by 1 each.

WHISPERS IN THE DARK

The bloodless corpses of hundreds of would-be rebels line the walkway to the Ebon Citadel, a visual reminder to all of the Chamberlain's ability to find – and deal with – those who would dare challenge Radukar's rule. So effective has he been over the years, that in these dark nights none dare so much as whisper words of rebellion or regicide, as no plot, however secret, has ever escaped the eyes and ears of the spymaster's verminous minions. If that were the extent of his crimes, then Torgillius' death would be a welcome act of justice – however, as the victims of his many experiments would attest, his death has been long awaited by many, their souls trapped forever in the walls of Barrowmark, constantly crying out for release.

STAGE 1: ESCAPE THE SUFFOCATING GRAVETIDE

Set up a Deliverance journey following the rules on page 37 of the rulebook. If 10 exploration cards have already been drawn when a hero makes an **Explore (4+)** action, the heroes have reached the lair of the villain and the hero must make an **Extract (4+)** action instead.

VICTORY CONDITIONS

If the journey ends after the heroes have reached the villain's lair and there is at least one hero not out of action, the heroes are successful. Any other result is a failure.

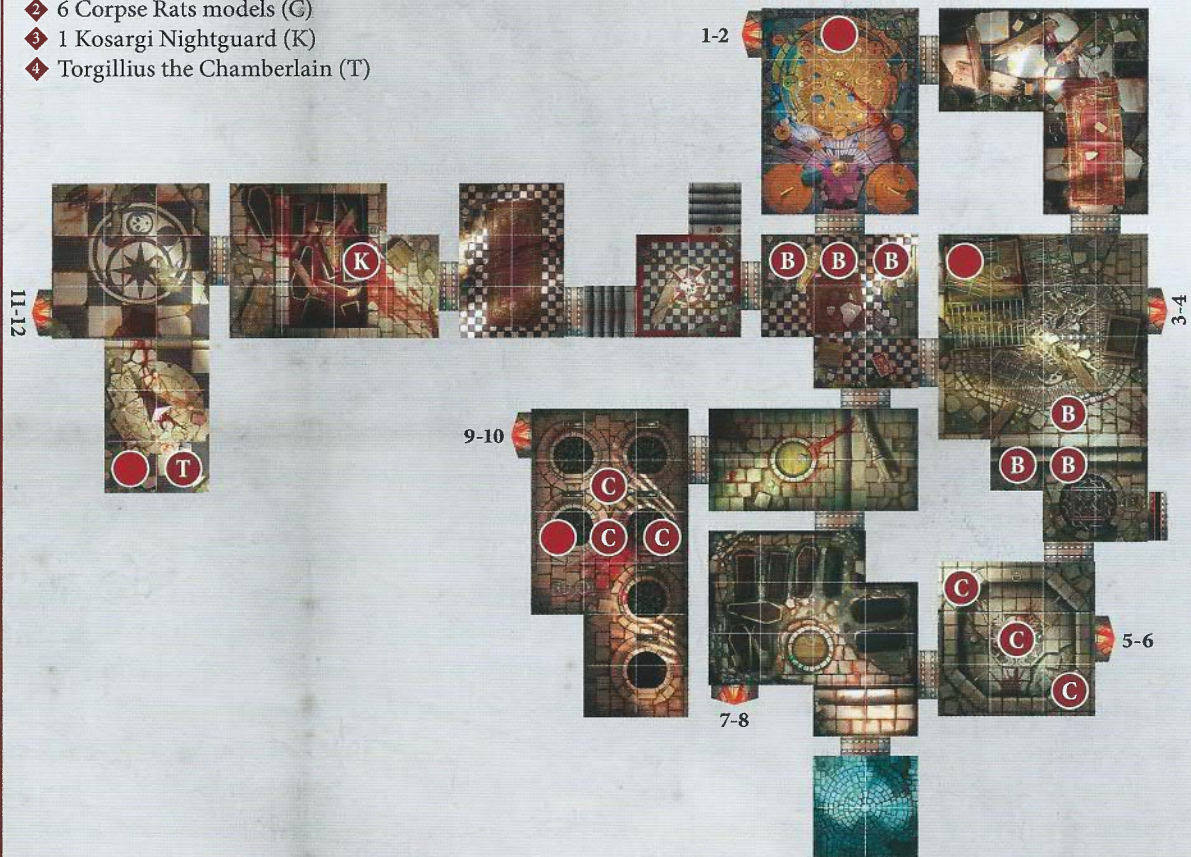
CONSEQUENCES

If the heroes are successful, they can progress to stage 2.
If the heroes fail, grow fear and influence by 1 each.

STAGE 2: THE CHAMBER OF WHISPERS

HOSTILE GROUPS

- ◆ 6 Bat Swarms (B)
- ◆ 6 Corpse Rats models (C)
- ◆ 1 Kosargi Nightguard (K)
- ◆ Torgillius the Chamberlain (T)



THE CHAMBER OF WHISPERS RULES

Shatter the Phylacteries: When a **Search (4+)** action is made next to a mysterious object, the hero finds and shatters a grave-sand phylactery instead of drawing a discovery card (the mysterious object is still removed).

Shielded From Doom: When Torgillius the Chamberlain is slain, if there are any mysterious objects on the battlefield, he is not slain. Instead, remove the mysterious object that is nearest to a hero from the battlefield and then remove all wound and grievous wound counters next to Torgillius the Chamberlain.

Master Necromancer: Torgillius the Chamberlain cannot be stunned during this journey.

Unpredictable Agents: While Torgillius the Chamberlain is on the battlefield, after the initiative step, remove all hostile group initiative cards from the combat track, shuffle them face down, and then replace them one at a time face down in the earliest empty space under the combat track. When a hostile group's initiative card is reached, turn it face up and activate that hostile group.

Plans Within Plans: While Torgillius the Chamberlain is on the battlefield, do not make a destiny roll during the destiny phase.

A Spider in a Web: Torgillius the Chamberlain will not make **Move** actions until he has suffered damage or has been activated with one or more heroes visible to him.

Kosargi Bodyguard: The Kosargi Nightguard will not make **Move** actions or weapon actions until it has suffered damage or has been activated with one or more heroes visible to it – this does not apply to any Kosargi Nightguard that arrive as reinforcements.

The Chamber of Whispers: The hostile groups in this journey do not have encounter cards that are placed on the combat track, nor can they be driven off. Instead, after a hostile group has activated, roll  and the quest dice. If the  roll is a success, deploy one slain hostile from that hostile group in a space adjacent to the lychgate whose number matches the score on the quest dice, following the rules for deploying reinforcements. If the  roll is a critical success, deploy two slain hostiles from that hostile group instead.

Torgillius the Chamberlain cannot be deployed as reinforcements after he is slain.

THE CHAMBER OF WHISPERS EVENT TABLE

RESULT	EVENT
1	Halls of Horror: The leader must roll the quest dice. Place one slain hostile from each hostile group next to the lychgate whose number matches the score on the quest dice, but not on the battlefield. Those hostiles are deployed as reinforcements from that lychgate the next time their hostile group activates.
2-4	Necrogrammatic Hex Wards: Until the start of the next event phase, each hero is cursed.
5-6	The Withering: The leader must pick one hero. Until the next event phase, subtract 1 from all damage that hero deals (to a minimum of 0).
7-8	The Screaming Walls: The leader must pick one hero that has inspiration points or is inspired. That hero loses all their inspiration points. If they have no inspiration points then they must flip their character card to its Path to Glory side. If there is no hero that has inspiration points or is inspired, there is no effect.
9-10	Born Hero: The leader picks one hero that is out of action. Deploy that hero to the battlefield in an empty space that is adjacent to one or more heroes. Then make a free Recuperate (1+) action for that hero, or remove one ailment from that hero. If there is no hero out of action, the leader picks one hero on the battlefield. Make a free Recuperate (1+) action for that hero or remove one ailment from that hero.
11	Inspiring Effort: The leader picks a hero. That hero gains 1 inspiration point.
12	Plans Overturned: The Plans Within Plans rule has no effect in the next destiny phase.

VICTORY CONDITIONS

If, when the journey ends, Torgillius the Chamberlain is slain, the heroes are successful. Any other result is a failure.

CONSEQUENCES

If the heroes are successful, place Torgillius the Chamberlain's decapitation token on the quest card. If the ven Alten triplets' decapitation token is also on the quest card, the heroes can now gain experience past level 3, to a maximum of 4. In addition, they gain experience. If the heroes are not successful, grow fear and influence by 1 each.

FAMILY TIES

Few groups of nobles are as twisted and malicious as the ven Alten triplets Loria, Janus and Holrik. In life, each was pitiless and cruel, but their evils were masked by genteel behaviours, power in court and the roguish good looks common to all of that line. Their abuses of status were legendary, but none of the accusations brought against them ever bore fruit, no matter how highly placed the accuser. Only the Wolf saw what few others could perceive – here was a group of gifted and savvy murderers, just waiting for the chance to be unleashed. After his coup he granted each the power of undeath and a grave-sand phylactery in exchange for their servitude.

STAGE 1: ESCAPE THE SUFFOCATING GRAVETIDE

Set up a Deliverance journey following the rules on page 37 of the rulebook. If 10 exploration cards have already been drawn when a hero makes an **Explore** (4+) action, the heroes have reached the lair of the villain and the hero must make an **Extract** (4+) action instead.

VICTORY CONDITIONS

If the journey ends after the heroes have reached the villain's lair and there is at least one hero not out of action, the heroes are successful. Any other result is a failure.

CONSEQUENCES

If the heroes are successful, they can progress to stage 2.
If the heroes fail, grow fear and influence by 1 each.

STAGE 2: THE SCREAMING SPIRES

HOSTILE GROUPS

- ❖ Loria ven Alten (L)
- ❖ Janus ven Alten (J)
- ❖ Holrik ven Alten (H)
- ❖ 9 Deadwalker Zombies (D)



Loria ven Alten



Janus ven Alten



Holrik ven Alten



THE SCREAMING SPIRES RULES

Dark Curse: Each of the ven Alten triplets is a Vyrkos Blood-born. They are represented in this journey by specific models, as shown to the left.

Shatter the Phylacteries: When a **Search (4+)** action is made next to a mysterious object, the hero finds and shatters a grave-sand phylactery instead of drawing a discovery card (the mysterious object is still removed).

Grave-sand Phylacteries: When a ven Alten triplet is slain, and the mysterious object marked with that triplet's letters on the combat map is on the battlefield, they are not slain. Instead, that mysterious object is removed from the battlefield and placed on that triplet's hostile group number above the combat track. In addition, all wound and grievous wound counters next to that ven Alten triplet are removed. When a ven Alten triplet would be slain, if there is a mysterious object on that triplet's hostile group number above the combat track, they are slain.

Blood-crazed Madness: The ven Alten triplets cannot be stunned during this journey.

Feeding Frenzy: A ven Alten Triplet will not make **Move** actions or weapon actions until it has suffered damage or has been activated with one or more heroes visible to it.

Shared Instinct: When the first ven Alten triplet is slain, the Feeding Frenzy rule ceases to apply.

Horrific Secrets: When the last ven Alten triplet would be slain, turn to entry 74 on page 35 of this book.

The Ven Alten Dynasty: The hostile groups in this journey do not have encounter cards that are placed on the combat track, nor can they be driven off. Instead, after a hostile group has activated, roll  and the quest dice. If the  roll is a success, deploy one slain hostile from that hostile group in a space adjacent to the lychgate whose number matches the score on the quest dice, following the rules for deploying reinforcements. If the roll is a critical success, deploy two slain hostiles from that hostile group instead.

The ven Alten triplets cannot be deployed as reinforcements after they are slain.

THE SCREAMING SPIRES EVENT TABLE

RESULT	EVENT
1	A Destiny Denied: Do not make a destiny roll at the start of the next turn.
2-4	Blood Frenzy: Increase the Damage value of all weapon actions made by Loria ven Alten until the start of the next event phase by 1. If Loria ven Alten has been slain, each other ven Alten makes the Advance action.
5-6	Martial Skill: Re-roll failed attack rolls for Janus ven Alten until the start of the next event phase. If Janus ven Alten has been slain, each other ven Alten makes the Advance action.
7-8	Faster Than Death: Add 2 to Holrik ven Alten's Move value until the start of the next event phase. If Holrik ven Alten has been slain, each other ven Alten makes the Advance action.
9-10	Born Hero: The leader picks one hero that is out of action. Deploy that hero to the battlefield in an empty space that is adjacent to one or more heroes. Then make a free Recuperate (1+) action for that hero, or remove one ailment from that hero. If there is no hero out of action, the leader picks one hero on the battlefield. Make a free Recuperate (1+) action for that hero or remove one ailment from that hero.
11	Inspiring Effort: The leader picks a hero. That hero gains 1 inspiration point.
12	A Destiny Fulfilled: After the destiny roll is made, move all discarded destiny dice to the available destiny dice section of the skyvessel board.

VICTORY CONDITIONS

If, when the journey ends, all three of the ven Alten triplets are slain, the heroes are successful. Any other result is a failure.

CONSEQUENCES

If the heroes are successful, place the ven Alten triplets' decapitation token on the quest card. If Torgillius the Chamberlain's decapitation token is also on the quest card, the heroes can now gain experience past level 3, to a maximum of 4. In addition, they gain experience. If the heroes are not successful, grow fear and influence by 1 each. Note that the ven Alten triplets are just three of the Vyrkos Blood-born in the city (albeit more powerful ones) and do not prevent further Vyrkos Blood-born appearing during other journeys, as the other decapitation tokens do.

THE FINAL ASSAULT

The hour is nigh. Radukar stands alone, his vassals defeated and his power base as ruined as the city he sought to subjugate. Despite the failure of his creations the Wolf is still a formidable foe. Eager to avoid a direct confrontation until Radukar's powerful protections are gone, the heroes make their way to his castle, intending to infiltrate it and locate the majority of his grave-sand phylacteries through divination and sorcery. They know that as soon as they begin destroying these precious relics the Wolf will become aware of their presence, but provided they can escape the Suffocating Gravetide in good order they will have the advantage of surprise. Can the heroes cast the Wolf down and save the city, or will they be crushed by Radukar's blood-soaked hands?

STAGE 1: ESCAPE THE SUFFOCATING GRAVETIDE

Set up a Deliverance journey following the rules on page 37 of the rulebook. If 10 exploration cards have already been drawn when a hero makes an **Explore (4+)** action, the heroes have reached the lair of the villain and the hero must make an **Extract (4+)** action instead.

VICTORY CONDITIONS

If the journey ends after the heroes have reached the villain's lair and there is at least one hero not out of action, the heroes are successful. Any other result is a failure.

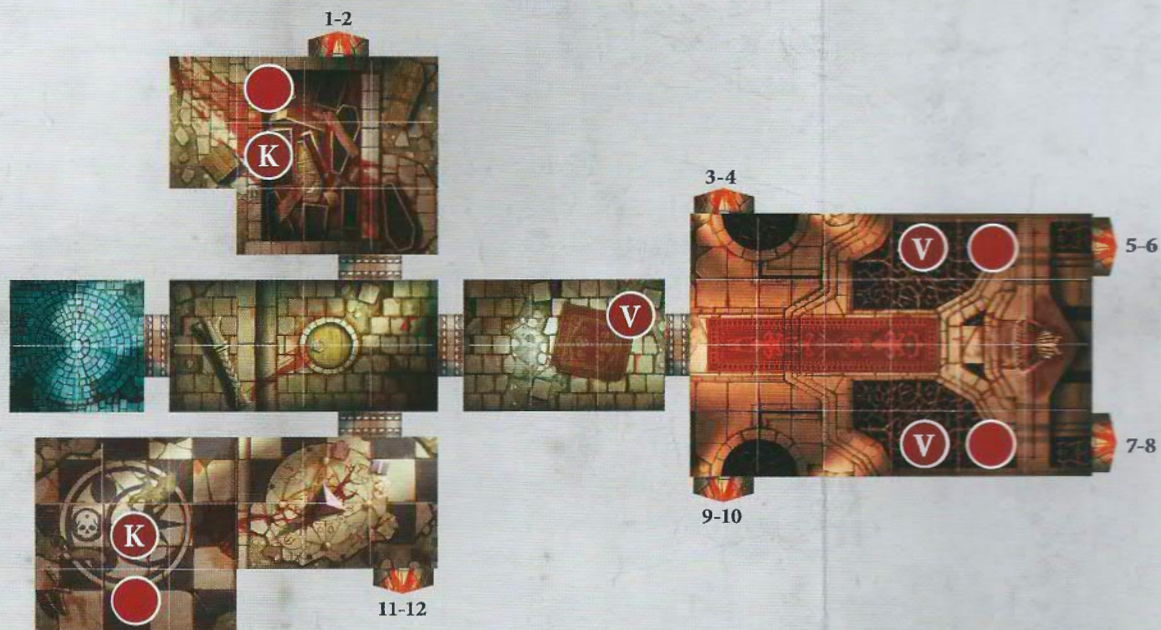
CONSEQUENCES

If the heroes are successful, they can progress to stage 2.
If the heroes fail, grow fear and influence by 1 each.

STAGE 2: THE EBON CITADEL

HOSTILE GROUPS

- 1 2 Kosargi Nightguard (K)
- 2 3 Vyrkos Blood-born (V)
- 3 Radukar the Wolf (R)



REFERENCE

CRISES

During a journey crises can occur, each of which must be resolved (for good or for ill). While the heroes are resolving a crisis, the game is paused. Then play through the following steps. After the crisis ends, the game is unpaused.

- 1 If there is only one hero on the battlefield, the crisis does not occur – the heroes have enough to deal with! The game is unpaused and continues. Otherwise, go to step 2.
- 2 The leader turns to the page in the quest book for the journey the group are undertaking, rolls the quest dice, and looks up the result on the crises table for that journey. If night has fallen (page 22 of the rulebook), roll on the Night column of the table for that journey instead.
- 3 The table will give a page number in the quest book and an entry number. The leader turns to the relevant page and reads aloud the relevant entry.
- 4 The leader then picks one hero to resolve that crisis. The player controlling that hero is the acting player and that hero is the acting hero until the crisis ends.
- 5 Remove the acting hero from the battlefield (they leave to deal with the crisis).
- 6 Then the acting player follows the instructions listed in the entry for that crisis.
- 7 After the crisis ends, the game is unpaused. The acting hero is returned to the battlefield when they would next activate. When the acting hero returns to the battlefield, they are deployed in an empty space as close as possible to another hero on the battlefield.
- 8 Once the acting hero is deployed, that hero is then activated as normal.

SPENDING INSPIRATION POINTS

COST	EFFECT
3	If that hero's character card is showing its Path to Glory side, flip the card to its Inspired side. This is called 'inspiring'. A hero must spend 3 inspiration points to inspire immediately upon reaching a total of 3 inspiration points. If a hero would gain 2 or more inspiration points, and while gaining them reaches 3, those 3 points are spent, the hero is inspired and then any remaining points are gained.
3	During that hero's activation, make a Search (4+) action when not adjacent to a mysterious object (the Search action still costs a 4+ activation dice and the hero cannot be adjacent to any hostiles). This does not remove any mysterious objects from the battlefield.
2	That hero can attempt a gambit without spending an activation dice.
1	Re-roll one action dice from a roll made by or for that hero.



BASIC HERO ACTIONS

See page 25 of the rulebook for the full rules for these actions.

Move (1+): When a hero makes this action, they can be moved up to as many spaces as the first number of their Move value on their character card.

Run (3+): When a hero makes this action, they make a **Move** action, but can move a number of spaces equal to the second number of the Move value on their character card.

Recuperate (1+): Make a Vitality roll. If the roll is a success, remove one wound counter from their

character card, or turn one grievous wound counter over. If the roll is a critical success, remove two wound counters, or one grievous wound counter.

Search (4+): A hero can make this action if they are adjacent to a mysterious object and there are no hostiles adjacent to them. Draw the top card from the discovery deck.

Extract (4+): A hero can make this action if they are in a space touching a closed gateway and there are no hostiles adjacent to them. Place the extraction zone tile so that at least one space on it is touching the closed gateway and flip the closed gateway to its open side.