

WARHAMMER QUEST

CURSED CITY



NIGHTWARS

QUEST BOOK

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INTRODUCTION

The sun no longer rises over Ulfenkarn. The city's shrouded districts have been claimed by nascent overlords who squabble over them like vermin over spoiled meat. It seems a dark fate awaits the survivors of Radukar's reign...

Welcome to Nightwars, the first campaign expansion for *Warhammer Quest: Cursed City*. This expansion allows you to play through the Nightwars – a battle between the living and undead for the heart and soul of the city of Ulfenkarn. It is set during a period of constant darkness brought on by the Curse of Night Unending, after the city's former ruler, Radukar the Wolf, was deposed by a group of daring heroes. Three ambitious vampire lords have taken control of Ulfenkarn; while they war amongst themselves, Ulfenkarn's citizens suffer.

USING THIS QUEST BOOK

This quest book provides all the information you need to undertake the Nightwars quest. It begins with a background section that describes the latest chapter of Ulfenkarn's troubled history, detailing the new threats ranged against the heroes, and the defiant efforts of the city's long-suffering citizens.

The rules, beginning on page 12, will tell you how all the components in this expansion work in conjunction with the contents of the *Cursed City* game. You'll find cards for the new hostiles you'll face, as well as new treasures, empowerments and powerful elite traits to give your heroes the best chance of overcoming the threats ranged against them. There are rules for visiting Haven, the survivors' settlement, and all the new tokens you'll need.

This quest book also contains three new journeys the heroes must undertake as they try to dislodge each vampire lord from their seat of power, as well as decapitation journeys to finally slay them once their grip on the city is broken. Each journey is set in an area of the city which has been slaved to the will of its new vampire master. These present very different tactical challenges to overcome, from thick mists that block all visibility, to the terrifying Abhorrent Swarm, a tidal wave of undead vermin.

A NEW CHAPTER

This quest is set after the Ulfenkarn in Peril quest – the rules that follow assume your heroes have completed the Ulfenkarn in Peril quest and played a few additional games to reach level 5 and improve their enhancements. If you do not have a full group of four level 5 heroes, and want to get stuck into the Nightwars quest, you can – you may find that the game more challenging as a result!

CATCHING UP

If you are still playing through the Ulfenkarn in Peril quest then you can, if you wish, use the new empowerments, treasure and realmstone cards from this pack in your remaining games, as well as the Fell Bats encounter cards and hostile reference cards. Simply shuffle these into the relevant decks and you'll add more variety to your final games during that quest.

To my benefactor.
Others might have judged our task in Ulfenkarn to be simple in nature, if not execution; slay the Wolf's lieutenants, thwart his stolen immortality, and put a bullet through his black heart. I did not share their optimism. Radukar would never be so easily vanquished. I have no doubt that he stalks the shadows still, driven rabid and wild by bloodlust. But he cannot skulk forever, and eventually he will find himself under my crosshairs once more.
Yet even setting Radukar aside, I am reminded of how tenaciously – how much like a leech – vampires will cling to power. Even as we raise a haven in this benighted city, drawing together those souls in whom the spark of defiance flickers, more of the Wolf's ilk look to pick over the carcass of his kingdom. Through dark artifice they have swathed Ulfenkarn in gloom, seeking to turn it into their stalking ground. And still I feel the hunger of the Nadir, gnawing at our hearts and souls.
We're in for a long night.

Jelsen Darrock, formerly of the Order of Azyr

Addendum: One of our quarry shares your mistress' tainted blood. Do not think I have not noticed.



COMPONENTS

In addition to this quest book, *Warhammer Quest: Cursed City - Nightwars* includes the following components.

COUNTERS, TOKENS, BOARD TILES AND LYCHGATES



2 blood points



4 lurk tokens - hostile groups



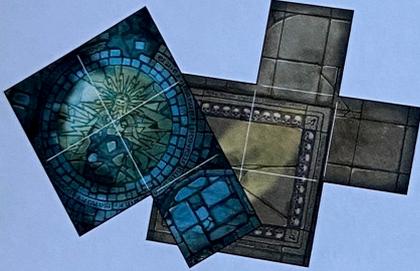
4 lurk tokens - mysterious objects



4 lurk tokens - familiars



3 hunted tokens



2 double sided board tiles



3 decapitation tokens



1 Abhorrent Swarm token



1 Twisted Sigil token



1 Amulet Right Half token



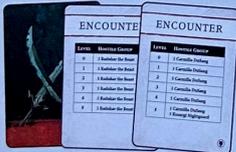
1 Runelock token



6 numbered lychgates

CARDS

All cards in this expansion have the  symbol, allowing you to identify them in your decks.



6 encounter cards



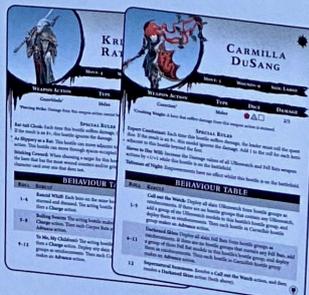
1 Nightwars quest card



20 discovery cards



8 Elite class trait cards



5 hostile reference cards



Level 1 vampiric power cards



4 empowerment cards



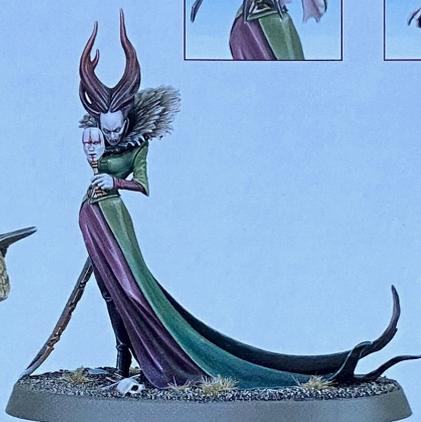
Vampiric power secret envelopes

NEW ENEMIES

In order to play through this expansion, you will need the following Citadel Miniatures. The Fell Bats and Radukar the Beast may appear at any point during your adventure, while the three vampire lords (Annika, Carmilla and Kritza) will only be encountered when you strike out at their domains (see pg 13), so you can begin playing before you have assembled all three of these miniatures.



Radukar the Beast



Lady Annika, the Thirsting Blade



Kritza, the Rat Prince



Carmilla DuSang

Fell Bats

THE WOLF'S LEGACY

A mortal raised on the heroic ballads of the realms, tales of knights and champions riding out to cast down evil, might have looked at the overthrow of Radukar as the dawn of a new age for Ulfenkarn. With the vampire's prime servants laid low, their grave-sand phylacteries shattered and the Wolf himself ousted from the Ebon Citadel, one could have argued that now was the time for the inhabitants of Ulfenkarn to reclaim their birthright. Perched on the precipice of the Shyish Nadir it may have been, but with sufficient hope and conviction, Ulfenkarn could once again become a bastion of the living and shake off the parasitic shadows that clung to it.

Such optimism would fundamentally misunderstand the reality of the Mortal Realms.

In truth, Radukar's fall changed little at first. Ulfenkarn's inhabitants had spent so many years being mentally and spiritually ground down by their undead oppressors; hope was viewed as nothing but a cruel jest. The streets were still haunted by shambling Deadwalkers and the clattering companies of the Ulfenwatch – though with Halgrim destroyed and his remains mysteriously

vanished, the skeletal watchmen now butchered seemingly at random. All that was to say nothing of those Blood-born vampires who persisted, now leaderless and left entirely to their crimson thirsts.

Yet gradually, treacherous hope eked its way back into Ulfenkarn. Many maudlin voices and even Radukar loyalists remained, their minds broken by years of terror, but a growing tide of defiance rose to meet them. Like-minded souls banded together, pooling their resources and looking to the future with a guarded optimism. The heroes of Ulfenkarn were instrumental in this; their continued striving against the undead brought precious space and time for the living to come together in number and present something of a united front. Around the good ship *Adamant* a community rose, a Haven – as its inhabitants named it – of light set amidst the blackness.

However, other powers lurked in the shadows, seeing in Radukar's absence an opportunity to claim glory for themselves. All the while, in the darkened catacombs beneath the city, the Wolf still prowled, his form made monstrous by his bitter rage.



RISING SHADOWS

Even as the heroes and citizens of Ulfenkarn worked to establish Haven, the forces of undeath were far from idle. With the Wolf deposed and the risen dead now rendered temporarily leaderless, the way was open for a new scion of the Midnight Aristocracy to take control. Had there been but one claimant to Radukar's throne, the hour would have been dire enough. Fortune, however, had a different plan for Ulfenkarn, for no less than three heirs presented themselves.

None of these undead nobles had been storied members of Radukar's Thirsting Court; none flaunted ownership of a grave-sand phylactery, and none had battled against the heroes of Ulfenkarn. While this had once placed them beyond the Wolf's inner circle – or, in the case of the vile Rat Prince Kritza, made them an outright pariah – it also saw them less affected by Radukar's defeat, and thus well-placed to capitalise upon the resulting power vacuum. These pretenders would not willingly share power, however; perhaps the one saving grace for mortalkind was that, once they had established their strongholds, the vampires would inevitably war against one another with the same vitriol they otherwise reserved for the city's living inhabitants.

Even as the three vampires staked their claims, the darkness descended. It is unknown which of them first summoned the impenetrable, shadowy pall that now blankets the cursed city. Perhaps it was a mutual effort to render Ulfenkarn a more fitting battleground, or simply an arcane phenomena vomited forth from the Shyish Nadir as Szargorond inched closer to that cthonic maw. Either way, the results were grave. The Curse of Night Unending lay over Ulfenkarn, casting every shadow long and sinister, and tugging away at the levers of mortal terror. In that darkness, the undead were hideously energised, their attacks growing ever more frequent and brutal. As the desperate people of Haven huddled around their remaining candles and lanterns, it seemed all hope would soon be extinguished.



'You cannot imagine the difficulty of locating a decent dressmaker these days. It is all "monstrosity" this, "unhallowed fiend" that. They should really know better, after the third one was staked out as a shrivelled husk. Now, forgive me; I find myself peckish all of a sudden.'

- Lady Annika

FELL BATS

As darkness enveloped Ulfenkarn, the skies were soon filled with the screeching of Fell Bat packs drawn to the city. These vicious, chiropteran predators have been infected with the Soulblight curse and consumed with a lust for fresh vitae. Many a hapless citizen has been carried away screaming by these aerial predators, never to be seen again.

However, Fell Bats are more than simple attack beasts. Through forbidden and precise necromantic incantations, Soulblight mages are able to utilise them as airborne eyes and ears. Fouler still, Fell Bats are able to hold blood as a liquid mass in their throats before returning to their master's lair, where their throats may be neatly cut and the gore drained for consumption at the vampire's leisure.

LADY ANNIKA, THE THIRSTING BLADE

Though Vyrkos by blood-curse, Lady Annika once showed little of the lust for rulership displayed by her peers. Her vice is consumption; even for one of the Soulblight nobility, her bloody yearnings are near overpowering. Once Mournhold's mistress of ceremonies, it was perhaps darkly fitting that Annika, renowned for her refined appetite, would be cursed with an insatiable haemovoric mania. She fights and feeds with the Blade Proboscian, an enchanted sword which drains the blood of its victims to succour its wielder, and even her fellow vampires have fallen to its thirsty touch. Her obsession was hidden behind a stately bearing and aristocratic bemoanings on the ennui of immortality – at least, so she believed. In private, many Vyrkos courtiers gossiped of Annika's predilections. It was even rumoured that the vampire ingested philtres of liquid Chamonite realmstone to further heighten her reactions and the speed with which she could feast, heedless of any side effects.

Annika had never been openly counted as being amongst Radukar's closest confidants, certainly not enough to be entrusted with a grave-sand phylactery, and during the storming of the Ebon Citadel she took pains to lose herself within the fortress' shadowed and winding innards. Yet all of a sudden, Annika's hunger seems to have intensified into a craving for power. From her lair amidst the Screaming Spires she bids the surviving Blood-born broodlings of Radukar bring her endless tribute of mortal chattel. So frenzied and vile are her red feasts that the Ebon Citadel now seems to glow a dark sanguine amidst the gloom, as if some terrible power thrums within its walls.



CARMILLA DUSANG

Alone of the vampires battling for control of night-shrouded Ulfenkarn, Carmilla DuSang is not of the Vyrkos brood. Though she hails from opulent Nulahmia, DuSang swore her allegiance to the Mortarch Mannfred von Carstein after being ousted from Neferata's court in apparent disgrace. She was rapidly forced to become adept at counter-espionage, unmasking assassins dispatched by her former Queen and annihilating them with displays of bone-crushing violence. It was this melding of cunning and brutality that saw Mannfred dispatch DuSang as his ambassador to Ulfenkarn. Scurrilous rumour, spread by distrustful courtiers, soon sprouted in her wake; secret dealings with the Wolf, or days spent wandering the intricate catacomb network beneath the city. Carmilla's only response to such claims was the employment of her mace Coercion against her staunchest critics.



'Darrock. I have heard that name before, through contacts in the Blood Court. How peculiar mortals are, that they will let themselves get wound in puppeteer's strings for but a chance to lash out. It is time mayhap to cut those strings, and let the puppet fall.'

- Carmilla DuSang

KRITZA, THE RAT PRINCE

Even in life the aristocratic Kritza was often compared to Ulfenkarn's many rodents, and not solely for his pinched features. He spent exorbitant amounts on rich Nulahmian fragrances, and no luxury was sweeter than that acquired by wheedling into another's confidence before betraying them for personal gain. When the Wolf took power, Kritza thought to play the double-agent, currying favour with Radukar while acquiring information with which to ingratiate himself to his would-be liberators. The vampire was not fooled and, in a bloody attack, savaged Kritza to the brink of oblivion. Kritza escaped only by hiding in a Corpse Cart and drinking the brackish blood of rodents. Upon being dumped in a sewer cistern, he discovered to his horror that the Vyrkos curse had been imparted unto him in distinctly verminous fashion. The Rat Prince was born.



*'The rats they creep and the rats they crawl,
Through the sewers and through the halls.
They're in the shadows and in the walls,
Laughing away as the kingdom falls.'*

- Folk song favoured by lowborn Ulfenkarni children

A CITY IN AGONY

Ulfenkarn was a miserable place even before the Curse of Night Unending. Much of the city is suffused in death magics, and even moving through these winding alleys is a test of courage beyond most mortals. Without Radukar and his court's direction, many of the city's undead have reverted to omnicidal instinct, dragging living captives to the corpse-gardens or Ulfenwatch outposts where they are butchered and 'recruited' into the ranks of the unliving.

The districts known as Wraith's End and Gheistgale are the lairs of the spectral dead, where wicked spirits eviscerate intruders with soul-chilling claws. Cannibal mordants have been spotted loping through the shadows, a dire symptom of the growing desperation within the city. Endless Spells roam the streets, hunting the living – one particularly sizeable Purple Sun, known as Leering Ra'houl, lingers near one of the corpse-gardens, transmuting its surroundings to a crater of amethyst crystal. It is even rumoured that at the boundaries of Ulfenkarn, streets have crumbled away into howling vortices of death magic – mirrors of the Nadir. Yet the truth is hard to ascertain, for none have ventured to these places and returned.

The territories of the vampires inevitably reflect their ruler. The claim of Kritza is a vista of rodent-infested slums clustered around those once-opulent buildings that remind the vampire of his lordly origins. The people of Haven have come to dread word of those districts clustered around the Ebon Citadel; known as 'Terror Town', they are a sprawl of blood farms and torture-parlours where Lady Annika's disciples slake their monstrous thirsts. Only screams issue from the mists that shroud Carmilla's holdings. To dislodge these vampires will be no easy task for the heroes – and even should they succeed, then that creature's rivals will no doubt be waiting to profit from their defeat.



 *The Ar-Vangulf Theatre – from which Kritza rules over the Teeming Warrens*

 *The Screaming Spires – Lady Annika's seat at the heart of Terror Town*

 *Vharngate – Carmilla's stronghold to the north of Betrayal's Way*

 *Haven – outpost of defiance*

 *Ven Alten Vaults – ancient storehouses of precious goods, now garrisoned by the Ulfenwatch*

 *The Great Pit – a vast sinkhole, its sides pocked by the tunnels of Ulfenkarn's catacombs*

 *Gheistgale – crumbling tenements inhabited only by murderous spirits*

 *The Clot – blood-caked lair of cannibal flesh-eaters*



THE BATTLE FOR ULFENKARN

The brutal vampire warlord Radukar has been cast from his throne in the Ebon Citadel, but Ulfenkarn is hardly any safer for it. Those responsible for the Curse of Night Unending must be brought to light, and to justice.

The task that now faces the heroes of Ulfenkarn is, if anything, even more daunting than their struggle against Radukar. Though the Wolf and his lieutenants made for fearsome adversaries, there was at least the reassurance that when one fell the strength of the whole was diminished. Now, the three vampires that lay claim on the city – proud Kritza, voracious Annika and ruthless Carmilla – must be dealt with one by one. For each that falls, their rivals will swell in power, their influence extending further over Ulfenkarn as they cannibalise now-masterless territory.

The threat presented by each of the rival vampires is reflective of their vile nature, and will only intensify as they grow in power and influence. Carmilla's network of informants and provocateurs slip through her mist-shrouded domains, undermining her adversaries through craft and guile and paving the way for the march of the dread Ulfenwatch. The gory cravings of Annika and her Blood-born minions are satiated through the mass quantities of living souls they seize, and as she comes to primacy the boundaries of her ghoulish 'Terror Town' will spread even further. Kritza, for all his vanity, would transform Ulfenkarn into a rodent-infested nightmare punctuated by outposts of finery, where he and his vile

disciples hold court over their despised underlings. His Abhorrant Swarm – a colossal swarm of rodents both living and dead, bound to the vampire's will through some uncanny hive mind – only grows in size and ferocity as his influence increases, overwhelming any defence in their path and stripping flesh from bone in a storm of sharp, yellowed incisors.

On top of all this, the heroes must look to the defence of Haven. Their past strivings will have ultimately been for naught if the inhabitants of Ulfenkarn are simply to meet their doom through a second, more drawn-out avenue. In many ways, their successes are set to found a vicious cycle. The more mortals that are drawn to Haven through tales of heroic exploits, the more tempting a target the borough is for the trio of vampire lords. Each would very much like to sack the nascent stronghold, draining its people down to the last drop of blood and snuffing out this final candle of defiance. Crueller, but perhaps wiser, minds argue that in committing to such a course the vampiric claimants also threaten to be pulled into the open where they can be targeted and, ultimately, eliminated. Many will perish in such an attack, but now is no time for kindness, and so desperate measures must be risked if Haven is to survive.

There was a song, about the rats,' said Emelda Braskov, her words echoing strangely against the crumbling stone walls of Ulfenkarn's catacombs. The former guard captain leant against one of those walls, running armoured fingers through hair matted with dried blood as she listened to the vermin scuttle about in the dark.

'The pauper children used to sing it. "The rats they creep, the rats they crawl" ...'

'Fascinating,' came Octren's withering rasp of a reply. Emelda could almost imagine the disdainful expression beneath his mask. The sepulchrest paused to mumble a litany of arcane catechisms as he crouched by a stack of grave goods, sifting through the refuse of decades to identify those artefacts laced with precious realmstone. 'The customs of this sinkhole city continue to be as enthralling as they were the day I arrived.'

'You're in a fouler mood than usual tonight, Glimscrey,' Emelda muttered, glancing at the hulking slab of muscle to her right. Even down in the dark – for the pervasive gloom that smothered Ulfenkarn reached even here – she could tell that Brutogg was unconcerned. The ogor grunted, scratching his backside and letting out a belch. Once, Emelda considered distantly, she would have sneered at that. Now it seemed one of the smaller indignities she must endure.

With a grimace, Emelda kicked a scattering of pebbles towards the corner of the chamber and the luminescent red eyes clustered there. The creatures did not so much as flinch. As Emelda's watched, two more pairs of eyes shone from the dark – then four, then eight, then fifteen. A grim carcass stink filled the chamber as more of the squeaking creatures wriggled from cracks in the stone. Face hardening, Emelda shared a glance with Brutogg before drawing her zweihander and sighing.

'Here we go again.'

The Curse of Night Unending is no mere carpet of blackness smothering Ulfenkarn. It is an assault on hope and light itself, an arcane manifestation of the endless darkness awaiting Szargorond in the Shyish Nadir. This, at least, is what the people of Haven already mutter into their cups; one can only imagine how dire their mood will become should the darkness continue indefinitely. Finding a way to break this curse is, therefore, another key goal of the heroes. If the vampire lords can be slain in a timely manner, then perhaps the hex may yet be lifted before mortal despair renders it self-perpetuating.

There is still much that is unknown about this phenomenon. Octren Glimsery believes that somewhere in the Barrowmark, the hall of morbid learning and foul experimentation once ruled by the Chamberlain Torgillius, there may be some leather-bound tome or musty scroll that contains the secrets necessary to break the curse's hold. To mount such an expedition would be easier said than done however, for a location as redolent in necromantic energy as the Barrowmark will surely

be a treasured and well-defended prize for whichever vampire can claim it; then there are the rumours brought back by wide-eyed scouts, tales of fell and malformed things discarded by Torgillius that roam the Barrowmark once more.

All the while, as they strike at the source of the vampires' power and seek to provoke them into a costly mistake, the heroes ought keep a weather eye on the shadows. Though few yet realise it, Radukar survives – after a fashion. Following his defeat at the Ebon Citadel the Wolf's fury, for so long shackled behind a lordly facade, has consumed him entirely. In Haven folk whisper of a hulking beast-king that prowls the shadows, attacking without warning and tearing apart entire militia patrols before retreating once more. There is no way to tell where Radukar makes his lair, or when he will seek revenge on the heroes who laid him low. All that is sure is that he is now more monstrous and terrible than ever before – and if a glimmer of intelligence is seen in those bestial eyes, then it is surely only a trick of the torchlight...



HAVEN

Haven's name reflects the desperate optimism of its inhabitants. Less a township than a ramshackle militant outpost nestled at Ulfenkarn's withered heart, this borough is the city's last bastion of the living. Haven grew around the old Sigmarite church in which the *Adamant* is berthed, for through the patronage of the heroes and some vestige of the God-King's divine power it stood a chance against that which haunts the night. Many of the temple's blessed statues have been stationed around Haven's slowly expanding perimeter, marked with celestial wards and interspersed amongst traditional barricades in an effort to repel the dead. Haven is criss-crossed by strings of stuttering tallow-lanterns, a solitary source of illumination amidst the Curse of Night Unending. In this wan half-light, the nascent community attempts to set down roots and strengthen itself – though mortal corruption and criminality are as commonplace here as anywhere, despite the dire circumstance.



THE NIGHTWARS

THE NIGHTWARS QUEST

The Nightwars quest is the second quest in the story of the city of Ulfenkarn. Radukar has been reduced to a mindless, instinct-driven predator, and the heroes' next task is to destroy the three vampire lords warring over control of the city in Radukar's absence. This trio are responsible for the Curse of Night Unending, which has shrouded the city in darkness, making life even harder for Ulfenkarn's mortal population. However, as each vampire falls, the others will absorb their territory and grow in power, making the heroes' task increasingly difficult.

STARTING THE QUEST

You must have completed the Ulfenkarn in Peril quest before starting the Nightwars quest. Heroes keep their level, traits, any empowerments and treasures gained during the previous quest, and any item in their carried item slot.

SUCCEEDING AT THE QUEST

When the heroes have slain the three vampire lords, they will be told to undertake the Final Showdown Decapitation journey (pg 46). If they are successful in this journey, they will have succeeded at the Nightwars quest.

FAILING THE QUEST

If any of the following occur, the players lose.

- ◆ A doom counter of value 7 would be placed on the Nightwars quest card.
- ◆ There are five or more dead heroes.

GETTING READY TO PLAY

When getting ready to play a journey during the Nightwars quest, follow the steps from page 16 of the Cursed City rulebook, with the following changes.

STEP 2 – PICK JOURNEY

During this step the leader must pick one of the three journey types to undertake (see opposite), which will determine which vampire lord they are attacking. Take that vampire's hunted token and place it on the Nightwars quest card. While a vampire's hunted token is on the quest card, all journeys the heroes undertake in the Nightwars quest must be of that type.



Hunted tokens for Annika, Carmilla and Kritza.

Vampiric Power

Each vampire lord exerts a powerful influence over their domain and the forces they control. When one is slain, the others will absorb their rival's territory and strength.

Each vampire lord begins the Nightwars quest with a vampiric power of 1. Place the level 1 vampiric power card for the vampire lord whose hunted marker is on the quest card within reach of at least one player.

Each vampiric power has an effect on journeys within that vampire's territory, as shown on the card. When one vampire is slain, the others will increase in vampiric power – these effects are cumulative, so if Kritza the Rat Prince had a vampiric power of 3, each journey in his territory would be affected by the rules on his level 1, level 2 and level 3 vampiric power cards.

STEP 5 – SET UP THE SKYVESSEL BOARD

Each journey in the Nightwars quest takes place at night. As a result, all hostiles are empowered during those journeys. The nightfall token is used in Purge and Sabotage journeys to track other effects, and so should be placed following the rules in the Cursed City rulebook. The nightfall token is not used in Pillage journeys.

The quest token is placed on the space marked '0' as usual.

STEP 6 – SET UP THE QUEST CARD

Use the Nightwars quest card during this quest, instead of the Ulfenkarn in Peril quest card. Fear and influence counters are not used in this quest.

STEP 7 – BUILD THE DISCOVERY DECK

To build the discovery deck for Nightwars journeys, take all of the discovery cards from the core game (excluding any treasure cards possessed by heroes), add the discovery cards from this pack, and shuffle them together.

STEP 8 – PLACE THE COMBAT TRACK AND CARDS

Add the Fell Bats and Radukar the Beast encounter cards from this expansion to the encounter deck before you shuffle it, as well as the encounter card for the vampire lord you are attacking.

NIGHTWARS JOURNEYS

The three journey types the heroes can undertake in the Nightwars quest – Sabotage, Purge and Pillage – are described below. Each of these journeys takes place in a different vampire’s territory and is undertaken in order to advance the defeat of a targeted vampire lord.

PURGE (PG 20)

The minions of the self-proclaimed ruler of Terror Town, Annika the Thirsting Blade, bring a constant train of kidnapped citizens to her dining table to be feasted upon. If the heroes can purge her minions wholesale, her ready supply of citizens will cease and her hunger pangs will drive her forth to attack the heroes.

SABOTAGE (PG 22)

Carmilla DuSang’s holdings are known as Betrayer’s Way and are easy to find but impossible to navigate, wrapped as they are in an impenetrably dense fog. These mists prevent any who would conspire against her from even meeting, let alone rebelling. Her information network keeps her abreast of those brave fools who would yet dare to rise up against her, and it is this which the heroes must dismantle if they wish to wrest the streets of Betrayer’s Way from her control and force her into the open.

PILLAGE (PG 25)

Kritzta the Rat Prince and his ‘children’ rule the Teeming Warrens – a rancid breeding-ground for hundreds of thousands of Corpse Rats. While travel between the rat-infested streets is difficult, the heroes must find those places precious to the Duke of Vermin and raze them to the ground, enraging the prideful prince enough that he risks attacking the heroes directly.

OTHER JOURNEYS

Note that journeys from the Ulfenkarn in Peril quest cannot be chosen during the Nightwars quest.

VICTORY

When the heroes first succeed at a Purge, Sabotage or Pillage journey, place a victory counter of value 1 on the Nightwars quest card. When the heroes next succeed and a victory counter is added to the quest card, remove the previous counter and place a victory counter of value 2 on the quest card, and so on.



For victory counters, use the influence counters from the Cursed City base game.

DECAPITATION

Once a victory counter of value 3 is placed on the quest card, the heroes have destabilised their chosen target’s power base to such an extent that the vampire has no choice but to attack the heroes. The next journey the heroes undertake must be the Decapitation journey for the vampire whose hunted token (see opposite) is on the Nightwars quest card. The rules for Decapitation journeys can be found on page 26.

DEFEATED ENEMIES

It is up to the heroes to drive the three vampire pretenders from their lairs and force them to fight, in the hopes of putting them to the sword. Once each of these evil villains has been dispatched, the Curse of Night Unending ought to cease, but as the heroes have learned through bitter experience, nothing in this blighted city is guaranteed...

The three vampire lords – Annika the Thirsting Blade, Kritzta the Rat Prince and Carmilla DuSang – are referred to as villains, and are listed on the quest card. When the rules call for it, place the decapitation token for that named villain in the relevant space on the card. That villain can play no further part in the quest.

Note that the defeated enemies from the Ulfenkarn in Peril quest (Torgillius the Chamberlain, Gorslav the Gravekeeper, Radukar the Wolf and so on) remain defeated during the Nightwars Quest and the defeated enemies rules apply to them as well.

FAILURE

When the heroes fail a journey during the Nightwars quest (including a Decapitation journey) place a doom counter of value 1 on the Nightwars quest card. The next doom counter to be placed would be value 2, and so on.



For doom counters, use the fear counters from the Cursed City base game.

NIGHTWARS CRISES

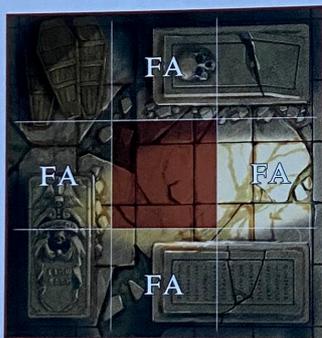
When a crisis is generated during a Nightwars journey, use the crises tables on page 48 instead of the ones in the Ulfenkarn in Peril quest book.

NEW RULES

HUGE HOSTILES

The Nightwars quest introduces a new size of hostile – huge. The size of a hostile is listed on its hostile reference card. Huge hostiles have models whose bases fit into two spaces instead of one. The following rules apply to huge hostiles, in addition to the rules for hostiles found in the Cursed City rulebook. Where rules here contradict those presented for hostiles in the rulebook, the rules here take precedence.

Placement: Huge hostiles must be placed on the battlefield in two spaces which are 'fully adjacent'. Fully adjacent spaces are ones which are connected by a whole, single side. A space that only touches another space's corner, or is adjacent via a gateway, is not considered to be fully adjacent. In the example below, the spaces fully adjacent to the centre space (coloured red) are marked 'FA'.



A huge hostile is considered to occupy both spaces. No other model can enter a space that contains a huge hostile.

If a huge hostile would be placed on the battlefield in specific spaces but cannot be due to the presence of another model, that model is moved to the nearest space it could move to that the huge hostile will not be moving to – they are considered to be hurled aside by the power of the huge hostile!

If by being placed a huge hostile would cause either a hero or a hostile to move, the huge hostile must be placed so that the hostile is moved instead of the hero.

MOVING HUGE HOSTILES

While a huge hostile is making a **Move** action, it only counts as occupying a single space. When this happens, the space the huge hostile is moving from is called the starting space, and the space it is moving to is called the destination space.

The starting space is the space occupied by the huge hostile, which is also nearest to the destination space.

The destination space is the space that the rules require the huge hostile to move to. This might be a space which is 'adjacent to the nearest hero' or 'adjacent to the nearest lychgate', and so on.

Distances for a **Move** action are counted from the starting space to the destination space. When a huge hostile ends a **Move** action, one of the spaces it occupies must be the destination space (remember to use the placement rules to the left when placing a huge hostile).

Diagram A, below, shows Kritza the Rat Prince (a huge hostile) before he makes an **Advance** action. While he is moving, Kritza counts as occupying a single space; his starting space is highlighted in red. He moves by the shortest route to the nearest hero, which is Octren Glimsery, so he must be moved as shown in Diagram B. When he reaches the destination space (highlighted in blue), Kritza must be placed on two fully adjacent spaces, so the Ulfenwatch is moved to the nearest empty space to make room for him.

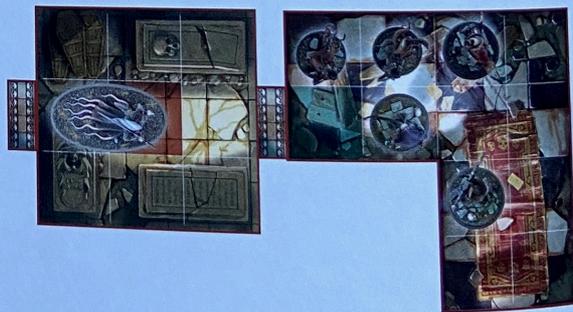


Diagram A

The spaces the Ulfenwatch could be moved to are also shown in Diagram B – both spaces are equidistant from the space it was moved from. It is up to the leader to decide which one suits the heroes best.

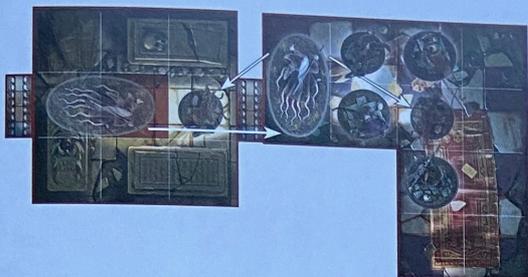


Diagram B

GIANT HOSTILES

Some hostiles – specifically Radukar the Beast – are even bigger than huge hostiles. These hostiles are classified as giant hostiles and the following additional rules apply to them, in addition to the ones for huge hostiles. Where rules here contradict those presented for huge hostiles the rules here take precedent.

Giant: Giant hostiles must be placed on the battlefield in four spaces which are adjacent to each other and in which each of those spaces is fully adjacent to at least two other spaces.

A giant hostile is considered to occupy all four spaces. No other model can enter a space that contains a giant hostile. If a giant hostile would end a move such that it would be on two separate board tiles, it is placed so that it is entirely on the board tile which contains the destination space for that **Move** action.

If a giant hostile would be placed on the battlefield in specific spaces but cannot be due to the presence of other models, those models are moved in leader order to the nearest empty space that the giant hostile will not be moving to – they are considered to be battered aside by the power of the giant hostile!

NEW CHAMPIONS

Radukar the Beast, Lady Annika the Thirsting Blade, Kritza the Rat Prince and Carmilla DuSang are 'Champion' hostiles for all rules purposes.

TIMINGS

Some abilities or actions may occur at the same time – often for class traits which happen immediately after an action, such as a critical defence roll or a hostile **Move** action. Where this is the case, the player controlling the hero whose activation it is chooses what order the actions or abilities occur in. If it is not a hero's activation, the leader chooses what order the actions or abilities occur in.

CLOSED GATEWAYS

Closed gateways cannot be moved through by heroes and spaces touching them on different board tiles are not considered to be adjacent to each other. A hero that is next to a closed gateway that is touching two or more board tiles can make the **Open (4+)** action.

Open (4+): Pick a closed gateway that is next to this hero. Turn that closed gateway over to an open gateway.

HOSTILES AND CLOSED GATEWAYS

While moving, Hostiles treat closed gateways as open gateways. Hostiles cannot draw line of sight through a closed gateway unless a hero is in a space that is touching that gateway.

ADJACENT BOARD TILES

Two or more board tiles which touch the same gateway are considered to be adjacent to each other.

JOURNEY'S END

Use the following changes to the Journey's End sequence when ending Nightwars journeys.

EXTRACTION EVENT

Use the extraction event table below instead of the one in the Cursed City rulebook. If a Purge or Sabotage journey ends while the nightfall token is in a daytime space (see pg 20 and 22), add one to the extraction event table roll as you would for a journey ending during the daytime – now more than ever, it's wise to complete your journeys promptly!

EXTRACTION EVENT TABLE

RESULT	EVENT	EFFECT
1	<i>The Adamant runs afoul of a storm caused by a rogue endless spell, and magic is drained from the group's arcane items.</i>	Each player must roll the quest dice for each empowerment that a hero they control has. On a roll of 1 that empowerment is discarded.
2	<i>The Adamant is badly damaged and is forced to crash-land, temporarily demolishing a small portion of Haven.</i>	Subtract 1 from all quest dice rolls (to a minimum of 1) made when a hero visits a location in Haven, until the heroes undertake a new journey.
3	<i>Emergency repairs to the Adamant leave little time for the heroes to recover in Haven.</i>	The heroes cannot visit Haven in the next Journey's End sequence.
4	<i>The heroes return to find Haven aflame. A great deal of damage has been done to the town, and repairs will take some time.</i>	Treat the quest card as having 1 less decapitation token (to a minimum of 0) when determining what locations are available for the following Haven step.
5	<i>While the heroes were absent from Haven, ugly rumours were spread about their loyalties.</i>	Each hero can visit one fewer location (to a minimum of 0) during the following Haven step.
6	<i>The Adamant extracts with little difficulty.</i>	No effect – the heroes have escaped further calamity.
7	<i>Kolgo Nugsson has scrounged some spare resources from the Adamant.</i>	Lower the cost of the first empowerment the heroes purchase during the following Spend Realmstone step by 1, to a minimum of 1.
8	<i>The Adamant has picked up an opportunistic merchant willing to trade a few precious shards of realmstone – for a fair price, of course.</i>	Each hero can discard any treasure cards they have. For each treasure card discarded in this way that hero gains a realmstone card of value 1, if there is one available – if there is not one available, there is no effect.
9	<i>Haven's grateful citizens take heart at the sight of the returning Adamant, reminded of the heroes that fight for their sake.</i>	Add 1 to all quest dice rolls (to a maximum of 12) made when the heroes visit locations in Haven, until the heroes undertake a new journey.
10	<i>Word of the heroes' glorious successes spreads through Haven, and they are greeted with hearty welcomes wherever they go.</i>	Each hero starts the next journey with 1 inspiration point, instead of 0. Place an inspiration point in each hero's bag to remind you, and remove them after the next journey starts.
11	<i>The heroes return to find Haven in good order, giving them more time to visit the township's sellers should they need to.</i>	Each hero can visit up to one additional location during the following Haven step.
12	<i>A grateful mystic has been rescued by the crew of the Adamant and offers to scry a hoard of potential treasures for the heroes to investigate.</i>	Each player must roll the quest dice for each hero they control. On a 6+, that hero can take 1 realmstone card of value 1 or value 2 from the discovery deck, or one treasure card of their choice.

RESOLVE CONSEQUENCES

Having defeated Radukar the Wolf, the heroes have already proved themselves to be mighty warriors, but their future battles in the Nightwars will undoubtedly hone their instincts and skills to a razor's edge. The following rules cover how experience works during the Nightwars quest.

IMPROVING YOUR HEROES – ELITE CLASSES

Each hero can gain a new class to level up through in the Nightwars quest – these are called elite classes. Elite classes are only available to level 5 heroes with a veteran token that gain experience. When this happens, the veteran token is discarded and the player controlling that hero must choose one of two elite classes for the hero to gain. The elite class available to a hero is based on that hero's class, as shown on the table below.

Note that once this choice is made it cannot be undone – so be sure to choose carefully which elite class you think suits both the hero you have chosen and what you as a player enjoy doing the most during combat.

CLASS	ELITE CLASSES
Loremaster	Oracle
	Scholar
Stalwart	Primus
	Maximal
Blade	Blademaster
	Warlord
Executioner	Reaper
	Shadowstalker

Once this elite class is chosen, the hero gains level 1 of that elite class and is granted the listed trait. That player takes the trait card for that class. Any further levels that hero gains will be in the same elite class.

A hero that gains an elite class retains the levels and traits from their other class (referred to in these rules as a base class) and is still treated as having that base class and their level in that base class for all crises and other rules. This includes encounter cards – the hero is still considered to be level 5 of their base class, so hostiles are generated using the level 5 section of those cards.

THROUGH ADVERSITY, STRENGTH

Once a hero gains a level in an elite class, that hero can no longer gain experience until the heroes have been successful at a Decapitation journey from the Nightwars quest they have not already been successful at. However, if a hero would gain a level in an elite class as a result of gaining experience directly after succeeding at a Decapitation journey, this rule does not apply for that experience gain.

HAVEN

After resolving step 5 of the Journey's End sequence, before spending realmstone and picking a new journey, the heroes can spend some time visiting the nascent borough of Haven, making full use of the ramshackle but practical facilities available there. As the heroes despatch more vampire lords, and word of their might spreads, Haven will expand as more citizens arrive and set up additional locations for the heroes to visit.

The table below shows which locations are available at Haven at the start of the Nightwars quest, and which additional ones become available as the borough expands.

DECAPITATION TOKENS ON THE QUEST CARD	AVAILABLE LOCATIONS
0+ Decapitation tokens	The Tawny Owl, Noblegrave, Grinner's Surgical Clinic
1+ Decapitation tokens	Goldtooth's Gambling Den, The Houses of Worship, Fizzlefuse's Alchemical Wares
2+ Decapitation tokens	Garn Holdfast's Honest Hammary, Bragg 'Knuckles' Brokentoath's Pit of Fame and Fortune, Madam Mortula, Oracle of the Divine Futures

The number of times each hero can visit Haven after each journey also depends on how many vampire lords have been eliminated. While there are no decapitation tokens on the quest card, each hero can visit Haven once after each journey. While there is one decapitation token on the quest card, each hero can visit Haven twice after each journey, and while there are two or more decapitation tokens on the quest card, each hero can visit Haven three times after each journey.

A hero can only visit each location in Haven once during this step.



THE TAWNY OWL

The Tawny Owl is the Haven's premier tavern, boasting two intact and relatively clean rooms and the ability to produce food that isn't just boiled rat on a skewer. Heroes are always welcome, and are treated to free drinks for their efforts. This has been known to lead to over-indulgence.

Roll the quest dice. On a 3+, the hero visiting this location starts the next journey with one inspiration point, instead of none. Place 1 additional inspiration point counter in that hero's bag to remind you, and remove it after the next journey that hero undertakes begins. On a roll of 1, during the next journey that hero undertakes, before making their first activation roll, that hero suffers 1 damage. Place a wound counter in that hero's bag to remind you, and remove it after the next journey that hero undertakes begins.

NOBLEGRAVE

Haven's marketplace, known as Noblegrave, is a sobering sight. Though there are street vendors and stalls by the dozen, its name comes from the starving noble families desperately hawking their treasured heirlooms – for, while valuable, these cannot be eaten.

Roll the quest dice. On a roll of 7+, take all the treasure and realmstone cards from the discovery deck, shuffle them face-down and deal three in front of you, face up. The hero visiting this location can swap any treasure cards they have for any of the face up treasure or realmstone cards. Once they have, shuffle the three treasure or realmstone cards back into the discovery deck.

GRINNER'S SURGICAL CLINIC

Delia Grinner, a macabre mortician with a penchant for amputation, serves as Haven's physician. Though not all who visit her 'clinic' are cured in full, her skills with a needle and thread are seen as reason enough to tolerate her eccentricities. She also encourages the healthy to attend her; the dangers of Ulfenkarn mean there is always more work than she can manage herself, and she pays well for helping hands.

Roll the quest dice. On a roll of 3+, remove one wound counter or diseased token from the bag of the hero visiting this location. If there is no wound counter or diseased token in that hero's bag, the hero can take one realmstone card with a value of 1 from the discovery deck instead. On a roll of 1, during the next journey that hero undertakes, before making their first activation roll, that hero suffers 1 damage. Place a wound counter in that hero's bag to remind you, and remove it after the next journey that hero undertakes begins.

GOLDTOOTH'S GAMBLING DEN

There are several gambling dens in Haven, maintaining the aeons-old tradition of parting fools from their hard-earned gains and entertaining those with money to spare. The heroes, being formidable warriors, are less likely to be cheated of their wares, and are even offered a certain amount of credit, but in the end, the house always wins.

Roll the quest dice. On a roll of 6+, the hero visiting this location can take a realmstone card of value 1 from the discovery deck (if there are no such cards in the deck, nothing happens). On a 12, the hero can take a realmstone card of value 2 from the discovery deck (if there are no such cards in the deck, nothing happens). On a roll of 1, the hero must discard one of their realmstone cards. If they have no realmstone cards, then during the next journey that hero undertakes, before making their first activation roll, that hero suffers 1 damage. Place a wound counter in that hero's bag to remind you, and remove it after the next journey that hero undertakes begins.

THE HOUSES OF WORSHIP

The church of Sigmar in which the Adamant berths was one of many defiled holy sites in Ulfenkarn. The church has been reconsecrated, and the varied citizens of the former free city have set up shrines to every deity imaginable. Beware though – all gods demand sacrifice, and in the Mortal Realms, you can never be too sure which are listening...

Roll the quest dice. On a roll of 10+, the hero visiting this location gains experience.

On a roll of 1, the hero must do one of the following: discard a novice experience token or discard a veteran experience token and take a novice experience token. If the hero cannot do either of the above (because they do not have a novice or veteran experience token) turn their trait card face down – their traits have no effect in the next journey this hero takes part in. Place two cursed tokens in that hero's bag to remind you, and remove them after the next journey that hero undertakes begins.

FIZZLEFUSE'S ALCHEMICAL WARES

As Haven grows, more learned people arrive to practice their arts in safety. Alchemists in particular are in great demand, being able to transmute unwanted magical artefacts into valuable realmstone, or at the very least exchange them for a tidy sum. This does not always go according to plan – a single slip could see the alchemist render a magical item into a pile of useless sludge.

The hero visiting this location can discard one treasure card. If they do roll the quest dice. On the roll of 1, nothing happens. On a roll of 2-7 the hero can take one realmstone card with a value of 1 from the discovery deck. On a roll of 8-11 the hero can take one realmstone card with a value of 2 from the discovery deck. On a

roll of 12 the hero can take one realmstone card with a value of 3 from the discovery deck. If there are no such realmstone cards available in the discovery deck, the hero can take any realmstone card of a lower value than the score of their roll would allow them to take. If there are no such realmstone cards available when they do so, nothing happens (the treasure card remains discarded).

GARN HOLDFAST'S HONEST HAMMERY

The ring of smiths' hammers and the glow of forges now offsets the oppressive darkness that surrounds Haven. The metal-workers are of variable skill and honesty, however, and Garn Holdfast is one of the more trustworthy. His ability to discern quality metal from scrap could be vital if the hero hopes to gain a technological advantage to take to their battles in Ulfenkarn.

Roll a quest dice. On a roll of 5 to 11 the hero visiting this location can reduce the cost of the next empowerment they buy during the next Spend Realmstone step by 1. On a roll of 12 the hero can reduce the cost of the next empowerment they buy during the next Spend Realmstone step by 3.

BRAGG 'KNUCKLES' BROKENTOOTH'S PIT OF FAME AND FORTUNE

Nothing screams civilisation like an organised way for duels to be fought between insulted nobles, hungry peasants and professional fighters alike. A well-managed fighting pit is essential for the survival of Haven – it provides entertainment to the downtrodden, and a non-lethal method for those with conflicts to resolve their differences, all of which the owner, a gnarly pit fighter known as 'Knuckles', profits from immeasurably.

Roll a quest dice. On a roll of 7+, the hero visiting this location begins the next game Inspired. Place an influence counter in that hero's bag to remind you, and remove it after the next journey that hero undertakes begins.

MADAM MORTULA, ORACLE OF THE DIVINE FUTURES

In the nights before Radukar unleashed his minions to attack the city, most of Ulfenkarn's soothsayers were slaughtered in their beds or publicly ridiculed at the behest of his agents. Of the survivors, Madam Mortula, self-proclaimed 'Oracle of the Divine Futures', is mercenary enough to part with some future truths for protection, and of course, a few promissory notes to keep her in supplies.

Roll the quest dice. On a roll of 5+, each time the hero visiting this location rolls the quest dice while visiting another location in Haven, they can re-roll the dice once. This effect ends when the next step in the Journey's End sequence begins.

SPEND REALMSTONE

The Price of Resistance rule from page 36 of the Cursed City rulebook is not in effect during the Nightwars quest. The heroes that are not taking part in any given journey are no longer confined to the safety of the *Adamant* and are able to find realmstone in other parts of the city to keep the vessel running.

Instead, heroes can keep their realmstone cards between journeys, making it easier to save up for their chosen empowerments.

Finally there are additional empowerments in this expansion – these are purchased using the normal rules.

Each of these empowerments can be used by one hero at most – two heroes cannot both have the same empowerment from this expansion.

OUT WITH THE OLD, IN WITH THE NEW

The existence of Haven is not just a boon to the heroes – the Kharadron Overlords aboard the *Adamant* can now create better empowerments, and even recover some materials from previous empowerments to further aid the heroes.

During the Spend Realmstone step, the player controlling a hero can choose to discard one or more empowerments that hero has. If they do, for that Spend Realmstone step, they are considered to have additional Realmstone cards equal to half of the value (rounding up) of the discarded empowerments.



PURGE JOURNEYS

The heroes launch a crusade against the undead minions of Lady Annika, hoping to crush her supply chains. With her minions dead, she will no longer be brought a ready supplied of captured victims and her hunger will grow to the point where she is forced to hunt down her persecutors and deal with them for good. This greedy mistress leaves little for her minions, however, and it will not be long before hordes of starving creatures swarm over the heroes.

GETTING READY TO PLAY

When you are getting ready to play, in the Prepare the Combat Map step, the leader rolls a destiny dice and compares the score to the table below. This lists a combat map shown opposite. Set up the combat map as shown.

PURGE COMBAT MAP TABLE

1	Bloodbottle Close
2	Corpsefall Passages
3	Crowfields Estate
4	Mortex Leaze
5-6	The leader chooses one of the above maps.

JOURNEY RULES

When setting up the combat map, all gateways, except for those touching the drop zone, are closed gateways. Place the nightfall token on the first available daytime space on the skyvessel board. Note that despite this, the game still takes place at night!

Do not deploy hostiles or mysterious objects. Instead the leader takes the lurk tokens, removes the familiar lurk tokens and places them back in the game box. They take the remaining eight lurk tokens, shuffle them face down and then place a lurk token face down in each space marked ● on the map. Each Purge journey has four hostile groups. Encounter cards are placed face down on the combat track instead of face up, and all four hostile group initiative cards are included in the initiative deck.

During a Purge journey, each time the last model in a hostile group is slain as a result of a hero's weapon action or unique ability, that hostile group is purged. When a hostile group is purged, move the quest token one space clockwise on the quest tracker. A hostile group which is driven off is not purged.

NIGHTFALL STEP STARVING VERMIN

In the nightfall step, the leader moves the nightfall token clockwise one space. When the nightfall token is moved to the space with the night symbol, the starving vermin have arrived. At the end of a nightfall step in which the nightfall token is in the space with the night symbol, each hero on the battlefield suffers 2 damage.

LURKING

When a hostile group activates, that hostile group might be Lurking. A hostile group is Lurking if their encounter card is face down on the combat track and that hostile group's lurk token is face down on the battlefield.

When a hostile group activates, if it is Lurking, nothing happens. If the hostile group is not Lurking it acts as normal.

REVEALING LURK TOKENS

After a hero opens a gateway, if a lurk token is visible to a hero, it is revealed. A lurk token becomes visible in the same way as a hostile model, as described on page 26 of the Cursed City rulebook (note that it is not a hostile model). When a lurk token is revealed the leader turns it over. The symbol on the reverse indicates what is placed on the battlefield.

HOSTILE GROUP SYMBOL AND NUMBER

Turn over the encounter card for the hostile group indicated. The leader takes the hostiles listed on that encounter card and deploys them one at a time in the nearest empty spaces to their lurk token, even if that places the model on a board tile that only touches closed gateways. They cannot be placed on another lurk token. Then the leader rolls the quest dice. On a roll of 6+, immediately make a behaviour roll for that hostile group. If a behaviour roll is made in this way during a hero's activation, that hero's activation ends before the behaviour roll and any of that hero's remaining activation dice become reaction dice (subtracting 1 from the value of each dice as normal).

After following these instructions, the leader removes the lurk token from the battlefield and places it face up next to its corresponding encounter card on the combat track. When the corresponding hostile group for that lurk token is driven off or purged, and its encounter card is replaced by a new face-down encounter card on the combat track, place that lurk token face down on that new encounter card. This will help remind you to follow the reinforcement rules opposite when that hostile group next activates.

MYSTERIOUS OBJECT

Replace the lurk token with a mysterious object. Remove that lurk token – it will not be used again during this journey.

REINFORCEMENTS

When a hostile group activates, but that hostile group's encounter card is face down and its lurk token is not on the battlefield, the leader rolls the quest dice and checks the lychgate whose number matches the score on the quest dice, as shown on the combat map.

If that lychgate is touching a board tile which only touches closed gateways that hostile group is not deployed as reinforcements. Instead the leader takes that hostile group's lurk token and places it face down in the centre-most space of that board tile – that hostile group is now Lurking again. If there is not enough room on that board tile for a lurk token, roll the quest dice again repeat this process.

If that lychgate is touching a board tile which touches an open gateway, the hostile group is deployed as reinforcements as explained on page 31 of the Cursed City rulebook, but replace step 3 with the following:

- 3 The leader deploys that hostile model in a space touching the lychgate that matches the score on the quest dice, as shown on the combat map.

VICTORY CONDITIONS

At the start of the event phase, if all the heroes are dead or out of action, or if every hero that is not dead or out of action is in the extraction zone, the journey ends.

If the journey ends while there is at least one hero not out of action, and 10 or more hostile groups have been purged, the heroes are successful. Any other result is a failure.

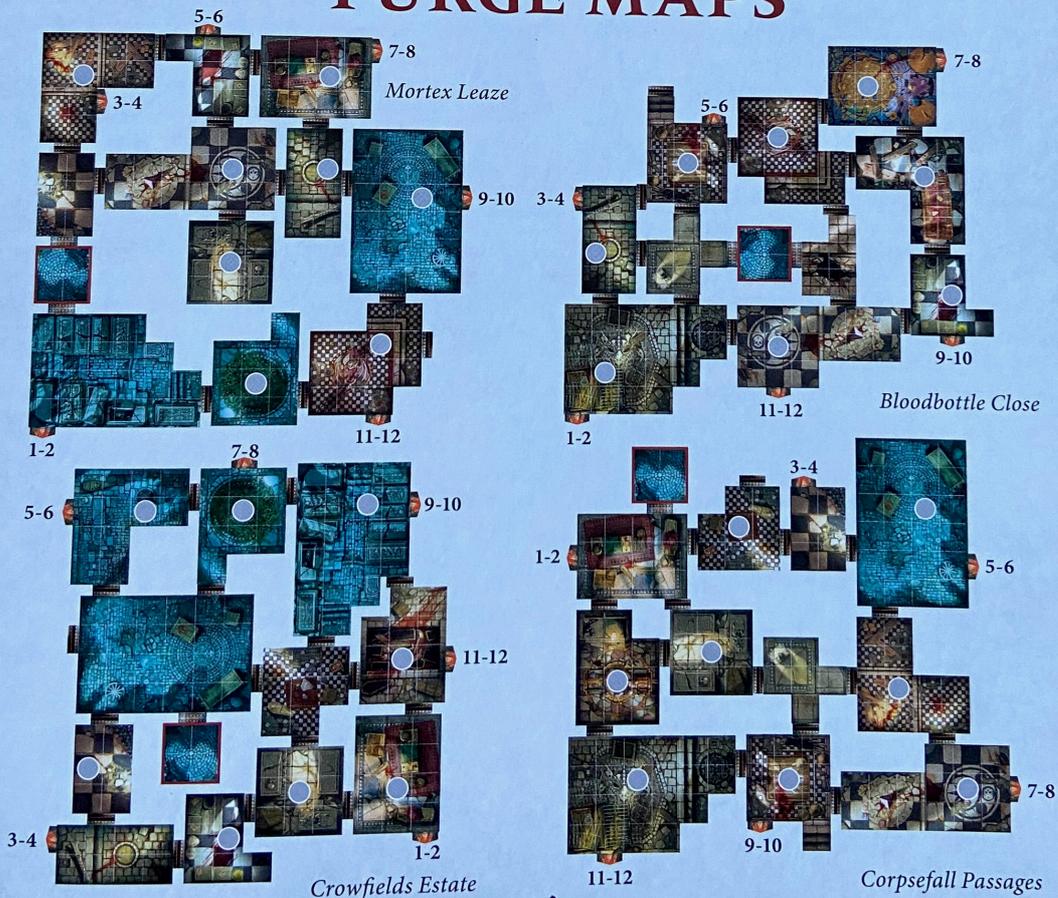
CONSEQUENCES

If the heroes are successful, they each gain experience (see page 34 of the Cursed City rulebook). Add 1 victory counter to the Nightwars quest card.

If the heroes fail this journey, add 1 doom counter to the Nightwars quest card.



PURGE MAPS



SABOTAGE JOURNEYS

The heroes enter Carmilla DuSang's territory, intent on disabling her information network and giving the citizens trapped in Betrayal's Way a chance to rise up against her. Her messages are delivered by Diregoyles and Gnawbone Strays, and it is these creatures that the heroes must destroy if they wish to succeed. However, their efforts will be hampered by a dense magical fog which makes it near impossible to see what lies around the next corner.

GETTING READY TO PLAY

When you are getting ready to play, in the Prepare the Combat Map step, the leader rolls a destiny dice and compares the score to the table below. This lists a combat map shown overleaf. Set up the combat map as shown.

SABOTAGE COMBAT MAP TABLE

1	Tallyman's Lodge
2	The Deadnooks
3	The Knucklebone Tolls
4	The Tombwrack Laurels
5-6	The leader chooses one of the above maps.

JOURNEY RULES

When setting up the combat map, all gateways, except for those touching the drop zone, are closed gateways.

In addition, do not deploy hostiles or mysterious objects. Instead the leader takes all of the lurk tokens, shuffles them face down and then places a lurk token face down in each space marked ● on the map. Each Sabotage journey has four hostile groups. Encounter cards are placed face down on the combat track instead of face up, and all four hostile group initiative cards are included in the initiative deck.

Place the nightfall token on the first available daytime space on the skyvessel board. Note that despite this, the game still takes place at night!

During a Sabotage journey, each time a Diregoyle or Gnawbone Stray 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.

NIGHTFALL STEP

CLOYING MIST

In the nightfall step, the leader moves the nightfall token clockwise one space. When the nightfall token is moved to the space with the night symbol, the mist has become so dense that it makes accurate fighting all but impossible. While the nightfall token is on the space with the night symbol, after the action dice for a weapon action made by a hero are rolled, and after any re-rolls, change all successes on those dice to failures, and change all critical successes to successes.

QUEST STEP

MOVE GNAWBONE STRAYS AND DIREGOYLES

If there are Gnawbone Stray or Diregoyle models on the battlefield, the leader picks one and rolls the quest dice. The model moves half the score (rounded up) in spaces towards the nearest lychgate to that model, by the shortest route. These models can be moved through hero and hostile models. Each is considered to be a small hostile for the purposes of what space it can end this move in. When a Gnawbone Stray or a Diregoyle model reaches a space that is touching a lychgate, remove that model from the battlefield.

The leader repeats this once for each Gnawbone Stray and Diregoyle model on the battlefield.

REVEALING LURK TOKENS

If a lurk token is visible to a hero after that hero has been moved or placed or after that lurk token has moved or been placed, that lurk token is revealed. A lurk token becomes visible in the same way as a hostile model (note that it is not a hostile model). When a lurk token is revealed, the leader turns it over. The symbol on the reverse indicates what is placed on the battlefield.

After following the instructions below, the leader removes the lurk token from the battlefield and places it to one side, face up, with any other lurk tokens that have been revealed.

FAMILIAR

Place a Diregoyle or Gnawbone Stray on the same space as the lurk token. Then the leader rolls the quest dice. The model moves half the score (rounded up) in spaces towards the lychgate that matches the score of the roll, by the shortest route. These models can be moved through hero and hostile models. They are considered to be a small hostile for the purposes of which space they can end this move in. When a Gnawbone Stray or a Diregoyle model reaches a space that is touching a lychgate, remove that model from the battlefield.

MYSTERIOUS OBJECT

Replace the lurk token with a mysterious object.

HOSTILE GROUP SYMBOL AND NUMBER

Turn over the encounter card for the hostile group indicated. The leader takes the hostiles listed on that encounter card and deploys them one at a time in the nearest empty spaces to their lurk token, even if that places the model on a board tile that only touches closed gateways. They cannot be placed on another lurk token. Then the leader rolls the quest dice. On a roll of 6+, immediately make a behaviour roll for that hostile group. If a behaviour roll is made in this way during a hero's activation, that hero's activation ends before the behaviour roll and any of that hero's remaining activation dice become reaction dice (subtracting 1 from the value of each dice as normal).

REVEALING MULTIPLE LURK TOKENS

If multiple lurk tokens would be revealed at the same time, the leader turns all of those lurk tokens face-up first, and then deploys the revealed models using the above rules in the following order:

First: All Gnawbone Strays or Diregoyles.

Second: All mysterious objects.

Third: All hostile groups. Note that hostile groups are deployed one at a time. After a hostile group is deployed, roll the quest dice to see if a behaviour roll is made for it before deploying the next hostile group.

LURKING

When a hostile group activates, that hostile group might be Lurking. A hostile group is Lurking if their encounter card is face down on the combat track and that hostile group's lurk token is face down on the battlefield. If the hostile group is not Lurking it acts as normal.

ACTIVATING LURKING HOSTILE GROUPS

When a hostile group activates, if it is Lurking, that hostile group does not activate. Instead, the leader picks one lurk token on the battlefield and rolls the quest dice. On a roll of 1-4 nothing happens. On a roll of 5+ that lurk token may move to an adjacent board tile.

If the score was an even number (6, 8, 10, 12) then the lurk token moves to a board tile that is visible to, or contains, a hero. If the score was odd (5, 7, 9, 11) then the lurk token moves to a board tile that is not visible to a hero. In both cases, if there are multiple ways the lurk token could move, the leader picks which of these ways it moves. If the lurk token cannot be moved in such a way, it does not move.

Placing Lurk Tokens

When a lurk token is moved to an adjacent board tile, it is placed in an empty space that is equidistant to each gateway touching that board tile. If there are already one or more lurk tokens on that board tile, the leader instead places the lurk token adjacent to another lurk token. If a lurk token would ever be placed on a hostile or hero model, place it in the nearest empty space to that model.

SLAYING DIREGOYLES AND GNAWBONE STRAYS

Treat Diregoyles and Gnawbone Strays as hostiles with a Wounds value of 1. Remember that hostiles can move through closed gateways. The following rules apply to all Diregoyles and Gnawbone strays during this journey:

Tiny: Gnawbone Strays and Diregoyles cannot be chosen as the target of a weapon action while another hostile that is not a Gnawbone Stray or a Diregoyle is visible to the attacking hero.

Impossible to Hit: Roll the quest dice each time a Gnawbone Stray or Diregoyle suffers damage – on a 5+ the damage suffered is ignored.

EVENT PHASE

Before the leader makes the event roll, they take the lurk tokens that are not on the battlefield, whose corresponding models are also not on the battlefield. The leader then place these tokens face down and shuffles them. Then they place each lurk token on the battlefield. To do this the leader rolls the quest dice. The leader then places that lurk token on the board tile that is touching the lychgate whose number matches the score on the quest dice, as shown on the combat map. Lurk tokens are placed following the rules opposite for when a lurk token is moved to an adjacent board tile.

After a lurk token is placed, if it is visible to one or more heroes, that lurk token is immediately revealed following the Revealing Lurk Tokens rules opposite.

VICTORY CONDITIONS

At the start of the event phase, if all the heroes are dead or out of action, or if every hero that is not dead or out of action is in the extraction zone, the journey ends.

If the journey ends while there is at least one hero not out of action, and ten or more Diregoyles and/or Gnawbone Strays 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 Cursed City rulebook). Add 1 victory counter to the Nightwars quest card.

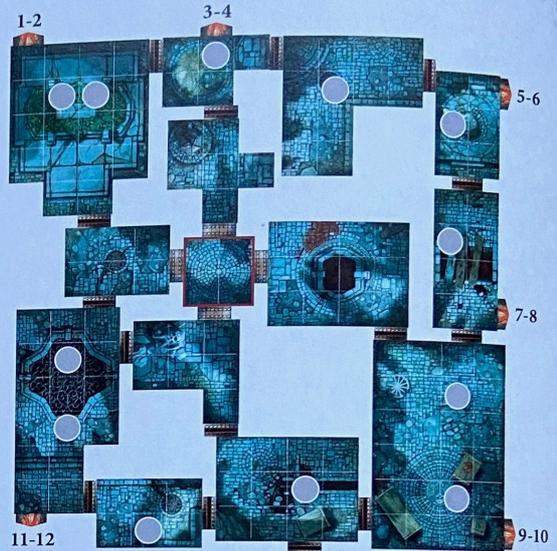
If the heroes fail this journey, add 1 doom counter to the Nightwars quest card.



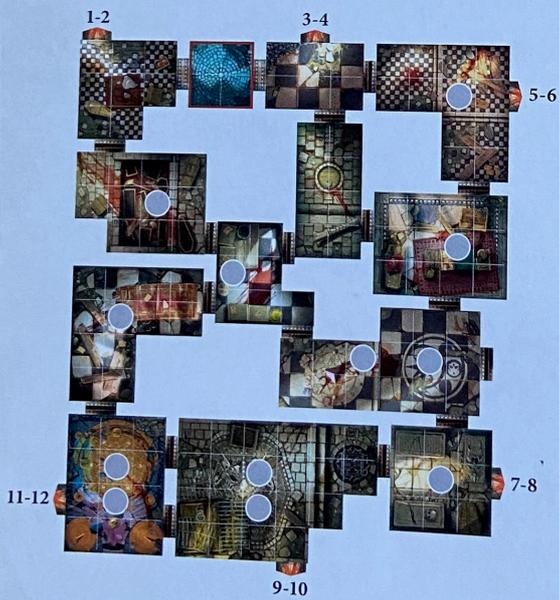
SABOTAGE MAPS



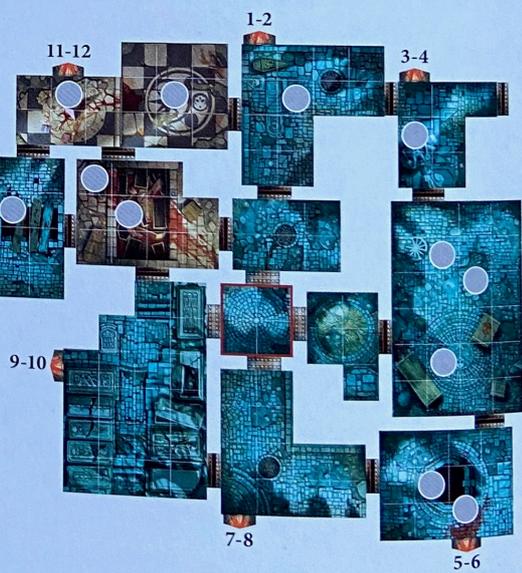
The Deadnooks



The Knucklebone Tolls



Tallyman's Lodge



The Tombwrack Laurels

PILLAGE JOURNEYS

The heroes launch an attack into Kritza the Rat Prince's vermin-infested holdings, seeking out his princely properties that they might raze them to the ground. By attacking the last few buildings and streets Kritza has claimed as his personal holdings, and kept free of the filth carried by his followers, the heroes believe they will leave the Duke of Vermin little choice but to strike at them in return, before the last of his vermin-free properties and safe havens are burnt to cinders.

JOURNEY RULES

Use the rules for Deliverance journeys from page 37-39 of the Cursed City rulebook to set up and play through a Pillage journey (note that the rules for Deliverance journeys from the Ulfenkarn in Peril quest book are not used).

NO MORE CARDS

This rule replaces the 'no more cards' rule on page 38 of the Cursed City rulebook. If there are no more exploration cards in the exploration deck when one must be drawn, shuffle the exploration cards face down and make a fresh exploration deck from which exploration cards can now be drawn.

The nightfall token is not used in Pillage journeys; the entire game takes place at night. If an event roll result or another rule asks you to move the nightfall token, ignore that rule.

RAZING

Heroes that are undertaking a Pillage journey can make the **Raze (5+)** and the **Explore (4+)** actions.

Raze (5+): A hero can make this action if they are adjacent to a space that contains a mysterious object, there are no hostiles adjacent to the hero, and that mysterious object is on a board tile whose exploration card has the  symbol. If they do, remove that mysterious object from the battlefield – a princely property has been razed – and move the quest token one space clockwise on the quest tracker.

THE ABHORRENT SWARM

The Abhorrent Swarm is less a pack of rats and more a thousand-strong gestalt entity whose reins of control lie firmly in Kritza's unevenly manicured hands. While for the most part he allows the Abhorrent Swarm to aimlessly wreak havoc on the Teeming Warrens, he is willing to exert his control over it for two reasons – to seek out and annihilate any intruders in his territories and to guide the swarm away from the last few properties he considers to be of any worth. After all, one cannot hold court in a squalid building covered in diseased rat faeces. The heroes

must race ahead of this horrid furry tidal wave, the sheer stench of which is enough to knock an ogor off its feet.

At the end of the first event phase, place the Abhorrent Swarm token on the drop zone.

At the end of each subsequent event phase, the leader moves the Abhorrent Swarm token to an adjacent board tile and removes the board tile the Abhorrent Swarm token was on from the battlefield, in addition to any mysterious objects, lychgates and gateways connected to that board tile.

Any hostiles that were on that board tile are slain. 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 Abhorrent Swarm token, and then suffer 3 damage against which they can make a Defence roll as if they had suffered damage from a weapon action.

If no spaces are available, the hero is taken out of action. Any remaining models, counters or tokens on that board tile are removed.

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

VICTORY CONDITIONS

At the start of the event phase, if all the heroes are dead or out of action, or if every hero that is not dead or out of action is in the extraction zone, the journey ends.

If the journey ends while there is at least one hero not out of action, and 10 or more princely properties have been razed, 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 Cursed City rulebook). Add 1 victory counter to the Nightwars quest card.

If the heroes fail this journey, add 1 doom counter to the Nightwars quest card.



DECAPITATION JOURNEYS

Having wrought havoc in one of the vampire lords' domains, the heroes have succeeded in attracting the attention of that foul creature. Their first indication of their target's ire is a sudden assault upon the heroes' adopted home of Haven. If the group can save the beleaguered township from the vampire's forces, they will be able to track it back to its lair and do their best to put it to the sword.

There are four different Decapitation journeys in the Nightwars quest. Each has its own rules, found on the following pages.

- Carmilla's Doom** (Carmilla Dusang) (pg 40)
- Thirst Awakened** (Lady Annika) (pg 42)
- Desperate Frenzy** (Kritza the Rat Prince) (pg 44)
- The Final Showdown** (pg 46)

JOURNEY STAGES

In the same manner as during the Ulfenkarn in Peril quest, each Nightwars Decapitation journey is made up of two journeys that are played in sequence. Stage 1 is always a Haven Defence, which will change based on which vampire lord the heroes have provoked into attacking them. Should the heroes succeed at Stage 1, Stage 2 represents the heroes tracking that vampire lord back to the heart of their own territory, and bringing them to battle once more in an attempt to finally kill them for good.

To set up stage 1, follow the rules for Haven Defence opposite.

If the heroes fulfil the Haven Defence victory conditions, they do not return to the *Adamant*. Instead, each hero can make one free **Recuperate** (1+) action or remove one ailment 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.

Set up stage 2 as if you were playing through a Hunt journey, following the rules in the Cursed City rulebook, but use the combat map, victory conditions and unique rules for the Decapitation journey you are undertaking. A Decapitation journey will also specify which hostiles to use and how they are deployed and reinforced. Decapitation Journeys each have a unique event table which is used instead of the table in the Cursed City rulebook during this stage of the journey.

If the heroes complete the victory conditions for the Decapitation journey they are undertaking, they have succeeded at that journey. Whether they are successful or not, once stage 2 is over, consult the Journey's End section (pg 16).

Note that each hostile group in both stages has a number assigned to it. Use the initiative card with the matching number to determine that hostile group's order during combat.

THE FINAL SHOWDOWN

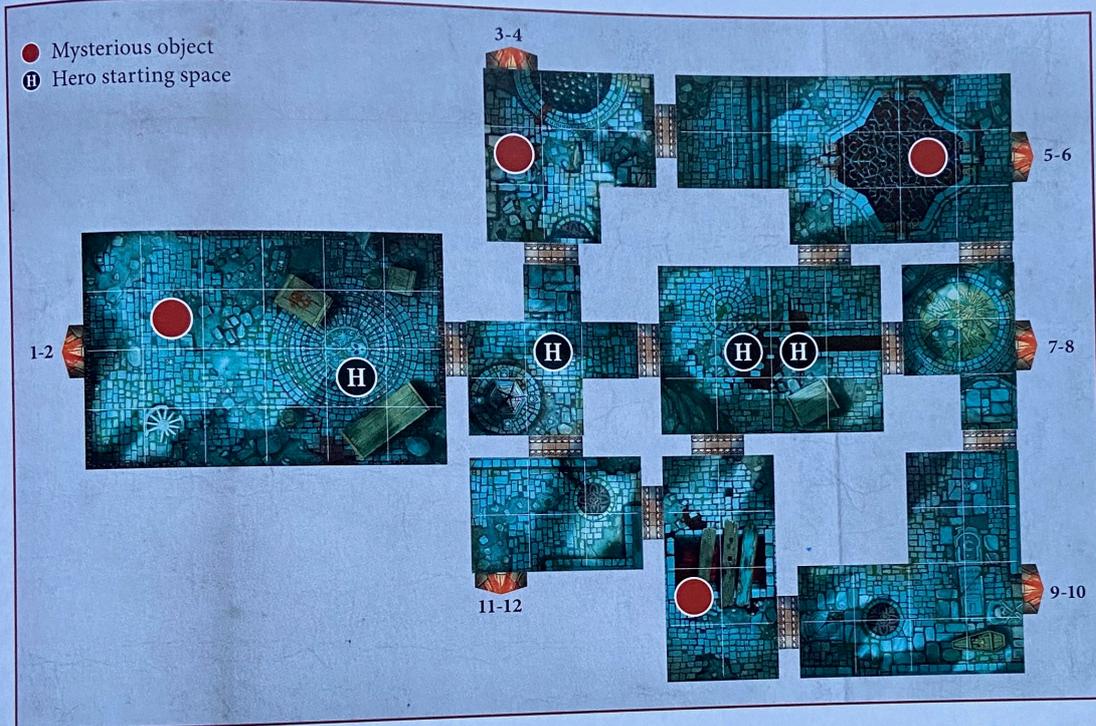
There is no Haven Defence (Stage 1) to the Final Showdown Decapitation journey; there is only a Stage 2. Set up that journey using the maps, rules and hostile groups on page 46.



STAGE 1: HAVEN DEFENCE

When a vampire lord has been sufficiently provoked, as an apex predator their first act will be to attack their enemies directly – and the free borough of Haven is too tempting a target to resist.

Unlike other journeys, a Haven Defence journey always takes place on the same combat map, representing the heart of Haven itself. Set up and play through a Hunt journey, but use the victory condition, map, and special rules below for this stage of the journey.



HOME TURF

When the heroes are set up, instead of placing them on a space in the Drop Zone, place each hero on an empty space marked with the letter H on the map above.

THE VAMPIRE LORDS

Each vampire attacks Haven in their own cruel fashion, and leads their own forces to the slaughter. Over the page you will find details of which hostile groups are present when each vampire lord attacks, what special rules (if any) will be in use, and what the heroes must achieve to succeed in defending Haven against each vampire lord.

EVENTS

When an event roll is made during a Haven Defence journey, use the Haven Defence event table over the page.

ON THE ATTACK

To set up the hostile groups, the leader picks a hostile group and a mysterious object. Set up each hostile in the group adjacent to that mysterious object. Each mysterious object can only be chosen once.

REINFORCEMENTS

The hostile groups in Haven Defence journeys do not have encounter cards that are placed on the combat track, nor can they be driven off. Instead, when a hostile group activates, 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 as shown on the Haven Defence map, following the rules for deploying reinforcements. If the roll is a critical success, deploy two slain hostiles from that hostile group instead. In addition, treat the quest dice roll as the behaviour roll for that hostile group.



THE VAMPIRE LORDS

Each vampire lord brings their own personal brand of evil to Haven, and will unleash different horrors upon the living populace when they have finally decided that enough is enough.

CARMILLA DUSANG

The notorious Carmilla has long planned her assault on Haven. Her agents have slowly but surely poisoned every well in the place bar a precious remaining few. Her final assault now sees her minions attacking the weakened townstead in an attempt to destroy their last pure water supply and end the rebellion against her rule once and for all.

When the heroes embark on the 'Carmilla's Doom' Decapitation journey, use the following rules in Stage 1.

HOSTILE GROUPS

- ◆ **Group 1:** 5 Ulfenwatch
- ◆ **Group 2:** 6 Bat Swarms
- ◆ **Group 3:** 5 Ulfenwatch
- ◆ **Group 4:** 3 Fell Bats

SPECIAL RULES

Tainted Water Supply: Each hero starts this journey diseased.

Destroy the Wells: Hostiles treat each mysterious object as a hero during this journey. When a mysterious object has suffered a total of 12 or more damage it is destroyed and removed from the battlefield. The wells have no Defence value, do not activate and are ignored for the 'Carried Off' result on the Fell Bats' behaviour table.

Just Hold Out a Little Longer: In the nightfall step, the leader moves the quest token one space clockwise.

VICTORY CONDITION

During the event phase, when determining if the journey ends, the journey ends if the quest token is on the space marked '6' on the quest tracker. If, when the journey ends, three or more wells have been destroyed or all of the heroes are out of action, the heroes are unsuccessful. If, when the journey ends, there are 3 or more wells remaining, and at least one hero is not out of action, the heroes are successful.

Consequences

If the heroes are successful, they can progress to stage 2 (pg 40). If the heroes are not successful, place 1 doom counter on the Nightwars quest card.

Use the following event table in all Haven Defence journeys.

HAVEN DEFENCE EVENT TABLE

RESULT	EVENT
1	A Destiny Denied: Do not make a destiny roll at the start of the next turn.
2-4	Town Militia: Pick one hostile on the battlefield and roll Δ . On a success or critical success, deal 1 damage to that hostile. This damage cannot be ignored or reduced.
5-6	Citizen's Gift: Draw the top card of the discovery deck. If it is a treasure card or realmstone card, the leader can pick a hero on the battlefield – give that discovery card to that hero. Otherwise, that card has no effect.
7-8	Terror of the Endless Dark: The leader picks one hero. That hero must discard 1 inspiration point. If they do not have any inspiration points and were inspired, they are no longer inspired – turn their character card over to its Path to Glory side. If the hero does not have any inspiration points and were not inspired, that hero suffers 1 damage.
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.

LADY ANNIKA, THE THIRSTING BLADE

Starved beyond sanity by the heroes' efforts, Annika leads an attack on the largest collection of mortals her minions can find – Haven. As cries of pain echo in the night, the heroes make their way towards the sounds of violence.

When the heroes embark on the 'Thirst Awakened' Decapitation journey, use the following rules in Stage 1.

HOSTILE GROUPS

- ◆ **Group 1:** 1 Lady Annika, The Thirsting Blade
- ◆ **Group 2:** 3 Vyrkos Blood-born
- ◆ **Group 3:** 1 Vargskyr
- ◆ **Group 4:** 3 Fell Bats

SPECIAL RULES

Gorged on Innocents: Lady Annika, the Thirsting Blade starts with two blood points and cannot lose blood points during this journey.

VICTORY CONDITION

Each time Lady Annika the Thirsting Blade is slain, move the quest token one space clockwise on the quest tracker. If, at the start of the event phase, the quest token is on the third space of the quest tracker and at least one hero is not out of action, Lady Annika has been driven from Haven – the journey ends and the heroes are successful.

Consequences

If the heroes are successful, they can progress to stage 2 (pg 42). If the heroes are not successful, place 1 doom counter on the Nightwars quest card.

KRITZA THE RAT PRINCE

Enraged over the loss of his precious holdings, the Rat Prince sends his greatest weapon to devour Haven – the Abhorrent Swarm. Facing a tidal wave of chisel teeth and stinking fur, the heroes prepare themselves for a desperate battle.

When the heroes embark on the 'Desperate Frenzy' Decapitation journey, use the following rules in Stage 1.

HOSTILE GROUPS

- ◆ **Group 1:** 1 Vargskyr
- ◆ **Group 2:** 6 Corpse Rats
- ◆ **Group 3:** 6 Deadwalker Zombies
- ◆ **Group 4:** The Abhorrent Swarm

SPECIAL RULES

The Abhorrent Swarm: Treat the Abhorrent Swarm as a hostile with a Wounds value of 15. Each time the Abhorrent Swarm is slain, remove the Abhorrent Swarm token from the battlefield and move the quest token one space clockwise on the quest tracker.

For the purposes of targeting the Abhorrent Swarm with weapon actions and abilities, treat each empty space on the board tile that the Abhorrent Swarm token is in (including any spaces covered by the token itself) as containing a single Abhorrent Swarm hostile model.

Note that this allows heroes with specific abilities (such as Cleona Zeitengale's Celestial Devastation) or treasure cards (such as the Soulscour Locket) to potentially deal damage to the Abhorrent Swarm multiple times. In the case of Cleona Zeitengale's Celestial Devastation, the player would roll once for each space affected by the ability that the Abhorrent Swarm was treated as having a model in, and deal the appropriate damage to the Abhorrent Swarm after each roll.

When a hero or hostile is placed on a space in a board tile that contains the Abhorrent Swarm, treat that hero or hostile as having a Move value of 1 until they leave that board tile.

Activating the Abhorrent Swarm: When the Abhorrent Swarm's hostile group would activate, if the Abhorrent Swarm token is not on the battlefield, the leader must roll the quest dice and place the Abhorrent Swarm token in the board tile touching the lychgate whose number matches the score on the quest dice, after which the Abhorrent Swarm's hostile group's activation ends. If the Abhorrent Swarm token will not fit on that board tile, place the token next to that board tile instead. When the Abhorrent Swarm's hostile group would activate, if the Abhorrent Swarm token is on the battlefield, but is not on a board tile that contains a hero, move the Abhorrent Swarm token to an adjacent board tile. It must move to a board tile that contains a hero, unless that is impossible, in which case it must move to a board tile that is closer to a hero. If it could move to two or more board tiles following these rules, the leader chooses which of these board tiles the Abhorrent Swarm moves to.

Caught by the Abhorrent Swarm: During the event phase, before determining if the journey ends, any hero in the same board tile as the Abhorrent Swarm suffers 2 damage, and any hero in an adjacent board suffers 1 damage.

VICTORY CONDITION

During the event phase, if the Abhorrent Swarm has been slain 4 or more times and at least one hero is not out of action, the journey ends and the heroes are successful.

Consequences

If the heroes are successful, they can progress to stage 2 (pg 44). If the heroes are not successful, place 1 doom counter on the Nightwars quest card.

CRISES

1 – Ethereal Murderers

With a resounding crack, paving stones split as the street is torn apart by ghostly tendrils which wrap around nearby citizens' necks and pull them to the ground. Panicked, choking cries alert the hero to their plight.

The acting hero must choose to attack the tendrils or leave before they are caught.

- ◆ If they choose to attack the tendrils, turn to entry 52 (pg 34).
- ◆ If they choose to leave, turn to entry 91 (pg 38).

2 – Fell Kidnapping

A Fell Bat's powerful wings carry a screaming citizen off to an unknown fate. If the hero is quick they might kill it – but then they must catch the hapless victim!

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 Ranged or Dual weapon action (if they do not have such a weapon action, they must throw an improvised weapon – roll instead). Re-roll failed attack rolls if the acting hero is an Executioner. If the roll is a failure the acting hero becomes fatigued and the crisis ends. If the roll is successful, the Fell Bat is hit and the acting hero must make an Agility roll to catch the falling victim. Re-roll failed Agility rolls if the acting hero is a Stalwart. If the Agility roll is successful the acting hero gains 2 inspiration points and the crisis ends. If the Agility roll is failed the acting hero loses 1 inspiration point and the crisis ends. If the Agility roll is failed and the acting hero is Brutogg Corpse-Eater then the acting hero can make 1 free **Recuperate** (1+) action before the crisis ends – waste not want not, after all.

3 – Gnawing Terrors

A vast swarm of Corpse Rats are chewing through the wall of a nearby house. The occupants are trying to sneak out through a window while one heroically stays to distract the rats.

The acting hero must choose to help the citizens leave quietly or take over distracting the rats.

- ◆ If they choose to help the citizens leave, turn to entry 95 (pg 38).
- ◆ If they choose to distract the rats, turn to entry 74 (pg 36).

4 – Fear of the Dark

A citizen has finally snapped under the psychological pressure of the endless night, and lies wide-eyed in the middle of a street, praying for the light to return.

The acting hero must choose to help get the citizen somewhere safe and well-lit, or leave them to their fate.

- ◆ If they choose to help the citizen, turn to entry 58 (pg 35).
- ◆ If they choose to ignore them, turn to entry 68 (pg 36).

5 – Extortion Racket

A wily merchant is selling candles at extortionate prices. It would appear that sheer greed can see opportunities even in circumstances such as these.

The acting hero must choose to either ignore this situation, take the law into their own hands, or buy a few candles for those who need them most.

- ◆ If they choose to ignore this situation, turn to entry 79 (pg 37).
- ◆ If they choose to take the law into their own hands, turn to entry 63 (pg 35).
- ◆ If they choose to buy a few candles, turn to entry 93 (pg 38).

6 – Descent Into Darkness

Without warning the ground collapses beneath the hero's feet, and they plummet into darkness. Picking themselves up, they identify a series of lightless tunnels, possibly an old sewer network. They can explore these tunnels, or attempt to climb back up.

The acting hero must choose to explore the tunnels to find an exit, or try to climb out.

- ◆ If they choose to explore, turn to entry 50 (pg 34).
- ◆ If they choose to climb out, turn to entry 83 (pg 37).

7 – Collapsing Building

Nearby, the heroes hear the violent collapse of a nearby building. Upon investigation, they realise the structure has vanished into a giant sinkhole. Faint screams echo from the gaping void.

The acting hero must choose to climb down to rescue survivors, or ignore the cries for aid.

- ◆ If they choose to climb down, turn to entry 107 (pg 39).
- ◆ If they choose to ignore the cries, turn to entry 111 (pg 39).

8 – Furred Avalanche

A nearby manhole cover is hurled into the air as hundreds of Corpse Rats boil out from the sewers. One hero must carve their way through the throng and seal the sewer shut, lest the rodents' numbers overwhelm the group.

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

The acting hero makes four free Melee or Dual weapon actions. Re-roll failed attack rolls if the acting hero is a Stalwart or Reaper. If at least three of those Melee weapon actions are successful, the hero seals the sewer entrance, stemming the tide – the acting hero suffers 1 damage and becomes diseased, and the crisis ends. If two or more of the Melee weapon actions fail, each hero on the battlefield suffers 2 damage and is diseased, and the crisis ends.

9 – Ominous Signs

A hero notes unusual gatherings of ravens, rats and gnawbone strays in the shadows, all staring directly at the heroes with gimlet eyes...

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

The acting hero rolls ▲▲. Roll ●● instead if they are a Loremaster.

- ◆ If the roll contains two critical successes, turn to entry 80 (pg 37).
- ◆ Otherwise, if the roll contains only successes and critical successes, turn to entry 40 (pg 33).
- ◆ If the roll contains one or more failures, turn to entry 89 (pg 37).

10 – A Desperate Request

A cry for help leads the hero into the deeper shadows of a nearby alleyway. A robed figure with a cowed head limps through a broken arch, trailing blood on the floor. He presses a cloth bag into a hero's hand, and begs the hero to keep it safe before collapsing in their arms. Howls in the distance signal the approach of some nasty pursuers...

The acting hero must choose to leave the man and keep the bag, or try to see off his pursuers.

- ◆ If they choose to leave him, turn to entry 99 (pg 38).
- ◆ If they choose to see off his pursuers, turn to entry 82 (pg 37).

11 – Animated Offal

A swarm of warm and oozing innards drops from a rooftop with seemingly malign intelligence, wraps itself around a hero's neck and begins to throttle them. The hero must tear this magically animated offal from their throat before they black out.

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

Roll the quest dice for each hero, re-rolling any ties. The hero with the lowest score is the acting hero, instead of one chosen by the leader. The acting hero must make a Defence roll. If the Defence roll is failed the acting hero suffers 1 damage; the acting hero must make another Defence roll, and increase the damage by 1 for each failed Defence roll they previously made. Continue making Defence rolls in this way until

the acting hero makes a successful Defence roll or is taken out of action, after which the crisis ends.

12 – A Curious Occurrence

A stairway of bone rattles together, assembling itself from on high to descend in a spiral in front of one hero. It could lead anywhere, but only the adventurous will find out exactly where...

The acting hero must choose to ascend the staircase or destroy it.

- ◆ If they choose to ascend the stairs, turn to entry 96 (pg 38).
- ◆ If they choose to destroy them, turn to entry 84 (pg 37).

13 – The Purple Sun of Shyish

A magical predator, the Purple Sun is the enervating energy of Shyish given murderous form. As the rays from this baleful orb strike those nearby, their souls are torn from their body and their bodies turned into amethyst crystal. The hero rushes to see if there are any victims left to save but there are none, save a macabre series of screaming amethyst statues. The hero sees some skeletons breaking the statues apart for their master, as the amethyst is a potent mystical resource.

The acting hero must choose to either attack the skeletons or leave them to their grim harvest.

- ◆ If they choose to attack them, turn to entry 88 (pg 37).
- ◆ If they choose to leave them, turn to entry 106 (pg 39).

14 – Horrific Transformation

A group of citizens howl nearby, clutching their heads while they scream in pain. Many have already begun to suffer the full effects of their curse, their skeletons tearing their way free of their fleshy frames in an agonising transformation.

The acting hero must choose to try to save the citizens from their magical curse, or put them down before they are fully affected.

- ◆ If they choose to save them, turn to entry 110 (pg 39).
- ◆ If they choose to put them down, turn to entry 109 (pg 39).

15 – Fervent Doomsayer

A madman walks the streets in the dead of night, blind and barefoot, raving about 'the coming of the Great Collapse'. If he cannot be silenced, he will surely drag more to madness or worse.

The acting hero must choose to silence the doomsayer with force, or to try to convince them of their error.

- ◆ If they choose to silence them with force, turn to entry 48 (pg 34).
- ◆ If they choose to convince them, turn to entry 59 (pg 35).

16 – Aerial Support

The Adamant, now better equipped to aid the heroes during their missions, descends out of the gloom, guns blazing. If the heroes can remember the signals they have been taught, they can direct the Adamant to lay waste to their preferred enemies.

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

Until all the instructions here are followed, the players are not allowed to communicate. Each player picks a hostile group number in secret. Then, at the same time, the players reveal which hostile group they have picked (either by declaring it out loud, raising the appropriate number of fingers or by indicating the hostile group's initiative card). If each player chose the same hostile group, each hostile in that hostile group suffers 2 damage. Then the crisis ends.

17 – Devouring Abyss

As the hero investigates a loud grinding noise, they discover the street they are on is collapsing into the sewers beneath them! They must flee in order to not fall to an almost certain death.

The acting hero must make 4 Agility rolls. If they fail three or more of those Agility rolls, they fall into the murky depths – turn to entry 50 (pg 34). Otherwise they escape and the crisis ends.

18 – The Suffocating Gravetide

A Suffocating Gravetide, now free of Radukar's control, rushes through the battlefield, enveloping all in its path in a roaring tide of spirits and churned earth.

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

Randomly determine a lychgate. Place the Suffocating Gravetide token in the board tile that is touching that lychgate. Now make a note of the lychgate that is furthest from that board tile – this is the target lychgate. If there is more than one, the leader chooses which one is the target lychgate. At the end of each journey phase, move the Suffocating Gravetide token to a board tile that is nearer to the target lychgate. The board tile it is moved to must be connected to the board tile it is currently on by either an open or closed gateway. At the beginning of the event phase, if the Suffocating Gravetide token is on the board tile touching the target lychgate, remove it from the battlefield.

If a hero starts their activation in the same board tile as the Suffocating Gravetide token, that hero suffers 2 damage. When the Suffocating Gravetide token is removed from the battlefield, this crisis ends.

19 – A Cry for Help

A cloud of bats envelops a battling fighter who bellows for aid – all that can be seen of them is their blade, which occasionally bursts from the swarm.

The acting hero must choose to help the fighter or leave them.

- ◆ If they choose to help them, turn to entry 105 (pg 39).
- ◆ If they choose to leave them, to entry 62 (pg 35).

20 – Gaze Not into the Nadir

As battle rages, the hero catches sight of the Nadir, the great magical vortex that dominates Shyish's Prime Innerlands. Caught by the terrible inevitability of its lightless magnificence, the hero continues to stare. Looking long enough might reveal wondrous insights usually hidden to mortals – or drive them completely insane...

The acting hero must choose to stare into the Nadir for insight or try to break away.

- ◆ If they choose to stare, turn to entry 102 (pg 38).
- ◆ If they choose to break away, turn to entry 41 (pg 34).

21 – Devouring Vitae

The hero sees a pool of what appears to be animated blood slowly oozing through a window into a nearby building. Moments later, a man staggers out, collapsing as the vitae covers him from head to foot. He is left as a desiccated corpse when the pool moves on, seemingly a little bigger...

The acting hero must choose to attack the creature or ignore it.

- ◆ If they choose to attack, turn to entry 56 (pg 35).
- ◆ If they choose to ignore it, turn to entry 38 (pg 33).

22 – Foreboding Events

The hero hears an Ulfenwatch patrol marching nearby. Intrigued, they see a dozen skeletons march into a large open sewer with uncanny precision. This may be worth investigating.

The acting hero must choose to follow the Ulfenwatch or leave.

- ◆ If they choose to follow, turn to entry 67 (pg 36).
- ◆ If they choose to leave, turn to entry 43 (pg 34).

23 – Violent Liberation

The hero discovers an armed citizen's militia fending off a group of Ulfenwatch. They appear to be fighting over a group of chained prisoners, presumably victims of the skeleton guards.

The acting hero must choose to attack the Ulfenwatch or leave.

- ◆ If they choose to attack, turn to entry 87 (pg 37).
- ◆ If they choose to leave, turn to entry 85 (pg 37).

24 – Greed Conquers All

The hero finds a caravan of goods being transported across the city under heavy guard. Full of edibles, it holds little interest to the lords of the undead but it would feed hundreds in Haven for a few days at least. However, upon inquiry the merchant refuses to sell, claiming that the few mortal nobles left in the city have promised him a better price. With an armed guard present, the hero has little choice but to haggle or leave.

The acting hero must choose to haggle with the merchant or leave.

- ◆ If they choose to haggle, turn to entry 42 (pg 34).
- ◆ If they choose to leave, turn to entry 103 (pg 38).

25 – Lights in the Dark

The hero spots some bobbing lights in the distant darkness. A possible opportunity, or dangerous bait?

The acting hero must choose to investigate the lights or ignore them.

- ◆ If they choose to investigate, turn to entry 86 (pg 37).
- ◆ If they choose to ignore them, turn to entry 45 (pg 34).

26 – Foul Play

The hero discovers a murdered duardin sewerjack. The smell is appalling, but clutched in the duardin's hand is a crumpled note.

The acting hero must choose to investigate the corpse or leave before catching something.

- ◆ If they choose to investigate, turn to entry 55 (pg 35).
- ◆ If they choose to leave, turn to entry 39 (pg 33).

27 – Lost in the Dark

A sharp wind blows out the hero's only light. They head towards their comrades in the pitch dark, but where they arrive is perhaps not where they hoped.

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

Choose a random lychgate and place the acting hero in the nearest empty space to that lychgate. Then the crisis ends.

28 – Darkness Closes In

A smothering darkness descends as each hero's source of light is snuffed out! Until they can be re-lit, blocking enemies' blows becomes near impossible.

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

Add 1 to the Damage values of all weapon actions until the beginning of the next event phase. Place a wound counter on the quest token to remind you.

29 – A Suspicious Meal

A bubbling cauldron sits in a square nearby, brimming with a simmering red liquid. It smells pleasant, but who left it here, and to what end, is impossible to say. Dare the hero risk a quick taste? Good food is a vanishingly rare commodity in Ulfenkarn these nights...

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

The acting hero can choose to eat from the cauldron, or leave it be.

- ◆ If they choose to eat, turn to entry 46 (pg 34).
- ◆ If they choose to leave, turn to entry 51 (pg 34).

30 – Empty Home

A richly appointed house looms nearby. What makes this one stand out is the lack of damage – normally windows and doors would be smashed to splinters by looters looking to gain entry, but those the hero can see remain intact.

The acting hero can choose to investigate the empty house, or leave.

- ◆ If they choose to investigate, turn to entry 65 (pg 35).
- ◆ If they choose to leave, turn to entry 90 (pg 37).

31 – Gnawbone Stray

A Gnawbone Stray prowls out of the darkness and tugs at the hero's boot, then walks down an alley. It seems to be waiting. Does the hero follow?

The acting hero can choose to follow, or ignore the wretched creature.

- ◆ If they choose to follow it, turn to entry 72 (pg 36).
- ◆ If they choose to ignore it, turn to entry 101 (pg 38).

32 – A Glowing Rune

The hero comes across a runic talisman on the floor which glows with an evil light. They cannot determine its provenance, nor its purpose.

The acting hero can choose to pick up the rune, or leave it on the ground.

- ◆ If they choose to pick it up, turn to entry 75 (pg 36).
- ◆ If they choose to leave it alone, turn to entry 100 (pg 38).

33 – A Sundered God

The hero finds a shattered shrine to an unknown god, tucked away in the corner of a square. Resting on its top is an amulet which appears to be one half of a whole. Perhaps it has some value?

The acting hero can choose to take the amulet, or leave it on the shrine.

- ◆ If they choose to take it, turn to entry 76 (pg 36).
- ◆ If they choose to leave it alone, turn to entry 69 (pg 36).

34 – A Broken Soul

The hero finds a man rocking gently backwards and forwards on the ground. The hero recognises them as a one-time ally, who hid them from Radukar's patrols in times past. The man's mind has been damaged by one of the Wolf's torturers as a punishment for his crime of defiance.

The acting hero can choose to try to break the hold of the curse on their ally's mind, or leave them to their fate.

- ◆ If they choose to help, turn to entry 78 (pg 37).
- ◆ If they choose to leave, turn to entry 49 (pg 34).

35 – A Final Request

The hero discovers a sight rarely seen in the Mortal Realms – a Stormcast Eternal, sorely wounded but not returned to Azyr as is usual for their kind. The mighty warrior's broken form lies atop the bodies of two Vargskyr, a testament to their heavenly might. In a cracked voice, the scion of Sigmar requests that the hero end their life, that they might return to their liege's war.

The acting hero can choose to finish off the Stormcast Eternal, or leave.

- ◆ If they choose to kill the Stormcast Eternal, turn to entry 73 (pg 36).
- ◆ If they choose to leave, turn to entry 97 (pg 38).

36 – Raving Lunatics

A mob of citizens screams and howls their way down a thoroughfare, scourging themselves and calling out for salvation whilst attacking anything in their path. With the right rhetoric, they might be swayed to attack the heroes' enemies.

The acting hero can choose to try to sway the flagellants, or leave.

- ◆ If they choose to attempt a speech, turn to entry 92 (pg 38).
- ◆ If they choose to leave, turn to entry 64 (pg 35).

37

Carmilla's broken body slumps to the ground, black blood streaming from her many wounds. Before the final blow can be dealt, dozens of Fell Bats assault the heroes and her battered form is carried off into the sky. She no longer rules Betrayers' Way, but only time will tell if she is gone forever...

Replace Carmilla's hunted token on the quest card with Carmilla's decapitation token. You may no longer undertake Sabotage journeys.

If Carmilla's is the first decapitation token on the quest card, open the 'Level 2 Vampiric Powers' envelope – this contains new power cards for the remaining vampire lords. If there are now two decapitation tokens on the quest card, open the 'Level 3 Vampiric Powers' envelope – this contains a new power card for whichever of the three vampire lords has not been slain. If all three decapitation tokens are now on the quest card, turn to entry 54 (pg 35).

38

The hero assumes that someone else will deal with the blood, and gets back to the job of saving the city, one dead vampire at a time.

The crisis ends.

39

The hero leaves, no more interested in this corpse than in any of the hundred others in the city.

The crisis ends.

40

The hero furrows their brow but cannot determine the meaning of these ominous portents. There is surely a connection to their past, but the hero cannot fathom what effect it might have on them in the future. Nonetheless, the hero is aware that something follows them in the darkness, and this will make them harder to ambush, if a little more paranoid.

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

41

The hero tries to look away, knowing that gazing too long into that stygian darkness will lead to nothing but misery and death.

The acting hero rolls \blacktriangle . Roll \blacklozenge instead if the acting hero is a Stalwart.

If the roll is a success the hero averts their gaze before the worst can happen. The acting hero gains 1 inspiration point and the crisis ends. If the roll is a failure, the acting hero is cursed and fatigued and the crisis ends.

42

The hero offers the merchant permanent residence in Haven, and a position of importance – chief quartermaster – in addition to a heavy tax incentive to grease his wheels.

The acting hero rolls \square . Roll \blacktriangle instead if the acting hero is a Blade. Roll \blacklozenge instead if the acting hero is Dagnai Holdenstock.

If the roll is a success the hero convinces the merchant to change course and go to Haven – the acting hero gains 1 inspiration point and the crisis ends.

If the roll is failed the merchant leaves – the acting hero loses 1 inspiration point and the crisis ends.

43

The hero cares not why a patrol of Ulfenwatch would march into the sewers – they can stay there for all the hero cares.

The crisis ends.

44

The man screams at the sight of the hero and claws at their face in agony. The hero walks away with a saddened heart, sorry to see an unsung hero of the city meet with such a base fate.

The acting hero loses all their inspiration points and turns their character card to the Path to Glory side. Then the crisis ends.

45

The hero is no fool – if only all in the city were so cautious...

The crisis ends.

46

The hero is brave. Will their courage be rewarded?

The acting player rolls the quest dice and turns to the corresponding entry.

- ◆ 1-4 entry 81 (pg 37)
- ◆ 5-8 entry 94 (pg 38)
- ◆ 9-12 entry 57 (pg 35)

47

The mob listens briefly, but it soon becomes obvious that in their delusion they cannot comprehend the hero's speech. They cheer and proceed on their way, emboldened by whatever they heard. There has been little gain, but it could have been a far worse result.

The crisis ends.

48

The hero understands what needs to be done. They draw their weapon.

The acting hero rolls \square . Roll \blacklozenge instead if they are Stalwart or an Executioner. If the roll is successful, they quickly and quietly silence the doomsayer, gain 1 inspiration point and the crisis ends. Otherwise the doomsayer scurries off into the twisted streets, screeching about how that hero is the cause of all the city's troubles – the acting hero loses 1 inspiration point and the crisis ends.

49

One look into the man's crazed eyes tells the hero all they need to know – he is too far gone to help. The best they can do is work to destroy those responsible for his cruel fate.

The acting hero loses 2 inspiration points and the crisis ends.

50

The hero has no way to navigate the rocky tunnels and their torch eventually begins to gutter – before long they are hopelessly lost. They must pray to their gods and try to recall their route if they wish to escape alive – for the darkness beneath Ulfenkarn is deep and hungry...

The acting player places the quest dice in front of them with value 1 facing up and rolls \blacklozenge \blacklozenge . For each failure, the acting hero suffers 1 damage. Re-roll failures if the acting hero is a Loremaster. For each success, increase the value on the quest dice by 1. For each critical success, increase the value on the quest dice by 2. Once an action

dice shows a critical success after it has been rolled, place it to one side and replace it with another action dice of any type. Continue to roll action dice in the above fashion until the acting hero is taken out of action or the value on the quest dice is increased to 12 or greater. If the value on the quest dice reaches 12, the acting hero safely escapes and the crisis ends.

51

The hero derides any who would eat from such an obviously suspicious cauldron. They kick it over for good measure, to ensure no dullards are caught by the trap.

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

52

The hero attacks the tendrils, chopping at them while their victims scabble desperately on the ground.

The acting hero makes one free weapon action. Re-roll failed attack rolls if the weapon action has the Melee type and the acting hero is a Blade. If the roll is a success, the acting hero saves a few lives and the crisis ends. If the roll is a critical success the acting hero frees all of the victims and gains 1 inspiration point and the crisis ends. If the roll is a failure, the acting hero fails to save the victims – they suffer 2 damage and the crisis ends.

53

With a final high-pitched squeal, Kritza is cut down and collapses into a pile of scurrying vermin, which flee into the darkness. The Teeming Warrens are free of his malign influence, but his rivals for rule of Ulfenkarn will only grow more powerful.

Replace Kritza's hunted token on the quest card with Kritza's decapitation token. You may no longer undertake Pillage journeys.

If Kritza's is the first decapitation token on the quest card, open the 'Level 2 Vampiric Powers' envelope – this contains new power cards for the remaining vampire lords. If there are now two decapitation tokens on the quest card, open the 'Level 3 Vampiric Powers' envelope – this contains a new power card for whichever of the three vampire lords has not been slain. If all three decapitation tokens are now on the quest card, turn to entry 54 (pg 35).

67

The hero finds it easy enough to follow the Ulfenwatch as they march noisily through the sewers. Before long they enter a large cavern within which the hero sees hundreds of skeleton guardsmen, all standing to attention and staring lifelessly at a small throne made of bone. In it sits a skeletal figure in a cloak; an ancient looking sword and halberd lean against a nearby pillar. The figure seems inert, and is missing its skull. The Ulfenwatch, however, become aware of the intruder in their midst, and slowly turn to face the hero, an eerie wychlight glowing in their eyes.

The acting hero gains 1 inspiration point for their discovery but must flee – there are too many Ulfenwatch to fight. Turn to entry 50 (pg 34).

68

The hero callously walks away – they have a city to save, and they cannot do it chasing one doomed soul after another.

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

69

Why disturb something that offers no obvious gain? The hero has no wish to be cursed by whatever foul spirit might be watching over this shrine. A wise choice.

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

70

The hero shrewdly offers to lead the citizens to a place of safety, aiming to get to the bottom of who is telling the truth. The militia confer amongst themselves briefly – then things turn ugly as they move to attack the hero!

The acting hero makes a free Melee, Dual or Ranged weapon action as if their target were visible to them. If the attack roll is failed, the acting hero suffers 1 damage, against which they can make a Defence roll as if they had suffered damage from a weapon action. Continue to make weapon actions in this way until the acting hero makes a total of two successful weapon actions or is taken out of action. If the acting hero is taken out of action, the crisis ends. If the acting hero made a total of two successful weapon actions, they see off the militia, free the citizens and gain experience. Then the crisis ends.

71

The mob hangs on the hero's every word, their anger and wailing growing more violent with every passing second. At the crescendo of a speech that details the long list of woes the undead have inflicted on the city, the hero demands the mob go forth and destroy all who should already lie in the grave! Without hesitation the flagellants surge forward, eager to rend and tear.

Each hostile on the battlefield suffers 2 damage. This damage cannot be reduced or ignored. Then the crisis ends.

72

The hero follows the gnawbone stray to a nearby street. Eventually it collapses outside a hovel, whatever power that animated it gone. A plaintive cry for help emerges from the darkened doorway.

The acting hero can choose to go inside, or leave such an obvious ambush.

- ◆ If they choose to go inside, turn to entry 61 (pg 35).
- ◆ If they choose to leave, turn to entry 101 (pg 38).

73

The hero readies their weapon and ends the Stormcast's life with a precise blow. Azyrite energy rockets towards the heavens, and the hero feels cleansed and reinvigorated by the act – Sigmar has sent agents to the city, and perhaps has plans to reconquer it before the end. A slim hope perhaps, but a powerful one nonetheless.

The acting hero gains 4 inspiration points and the crisis ends.

74

The hero shoves the citizen towards the window and begins hollering and smashing. The rats soon chew through the door and the stone walls of the house, and cover the hero from head to foot in rancid fur and teeth.

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 2 damage, against which they can make a Defence roll as if they had suffered damage from a weapon action, and becomes diseased.

If three or more of the weapon actions are successful, the Corpse Rats are driven off. If the Corpse Rats are driven off, the acting hero gains 3 inspiration points and the crisis ends.

If the Corpse Rats are not driven off, the acting hero can try again – repeat the process above until either the Corpse Rats are driven off or the acting hero is taken out of action.

If the acting hero is taken out of action, the crisis ends.

75

The rune feels warm to the touch, and is lighter than it looks. It does not appear to have any obvious function... yet.

Place the Runelock token on the carried item space of the acting hero's character card. The crisis ends.

76

The amulet does not depict any divinity the hero recognises – perhaps it is one from a bygone age, long since devoured by Nagash. Though plain and of no great value, the amulet could be useful later.

Place the Amulet Right Half token on the carried item space of the acting hero's character card. The acting hero is cursed and the crisis ends.

77

The hero starts to dig out who they can find, but must be careful not to collapse the building further.

The acting hero must make four Agility rolls. For each Agility roll that is successful, a survivor is rescued without being crushed. If any survivors are rescued, the acting hero rolls for each – for each successful roll, the acting hero gains 1 inspiration point, and then the crisis ends. If the acting hero fails to rescue any survivors, they lose all their inspiration points and have their character card turned to the Path to Glory side and the crisis ends.

78

The hero attempts to dispel the magic keeping the man's mind in flux.

The acting hero rolls ▲▲. Roll ●● instead if they are a Loremaster.

If the roll contains any successes, turn to entry 60 (pg 35).

If the roll contains only failures, turn to entry 44 (pg 34).

79

The hero pays no heed – merchants gouging citizens, even in times of need, is hardly a new phenomenon, and will continue regardless of whether Ulfenkarn is saved.

The crisis ends.

80

The hero begins to connect these strange animal occurrences. They are reminded of a threat long dead – a master of necromancy who used macabre spies such as these to gain information. Is it possible the foul creature survived? Forewarned, the hero resolves to take nothing for granted in the coming weeks.

The acting hero gains 4 inspiration points and the crisis ends.

81

The hero's guts roil and churn as the food tears through them like acid. Not even an ogor would consider this a feast.

The acting hero suffers 2 damage and is diseased and fatigued, then the crisis ends.

82

The hero discovers to their horror that the pursuer is a Vargskyr – not a creature they could hope to slay alone! The hero tips the contents of the bag, a gnarled sigil, into a pocket, picks the man up and flees towards their party with the Vargskyr in pursuit.

Place the Twisted Sigil token on the acting hero's carried item slot. The acting hero is fatigued and 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 Vargskyr, unless there is already a Vargskyr on the battlefield, in which case when it is slain it immediately reinforces after being slain. Immediately after that Vargskyr is slain, turn to entry number 98 (pg 38).

83

The hero begins to climb up as best they can.

The acting hero must make Agility rolls until they have succeeded at three, at which point they climb out and the crisis ends. For each failed Agility roll the acting hero suffers 1 damage. The acting hero can choose to stop climbing at any time and explore the tunnels to find an exit instead – turn to entry 50 (pg 34) if they do.

84

The hero attacks without hesitation, knowing that no possible good can come of this macabre creation. The stairway shudders like a living thing and retreats upwards, shards of bone falling to the ground in its wake. Perhaps the hero has saved a future life from the misfortune of such a tempting decision.

The crisis ends. Roll ●. If the roll is successful, the acting hero gains 1 inspiration point.

85

Difficult choices are the heroes' stock-in-trade – as is dealing with the guilt that inevitably follows. The sounds of battle recede into the distance.

The acting hero is fatigued and the crisis ends.

86

The hero discovers that the lights are lanterns that have been nailed to Deadwalker Zombies. Judging by the captives they are dragging, the Zombies have been set loose in the city to attract desperate citizens and seize them. To what end, the hero is unsure, but it can't be good. The hero quickly attacks.

The acting hero makes a free Melee, Dual or Ranged weapon action as if their target were visible to them. If the attack roll is failed, the acting hero suffers 2 damage, against which they can make a Defence roll as if they had suffered damage from a weapon action. Continue to make weapon actions in this way until the acting hero makes a total of five successful weapon actions or is taken out of action. If the acting hero is taken out of action, the crisis ends. If the acting hero makes a total of five successful weapon actions, they set the captives free and gain 2 inspiration points, and the crisis ends.

87

The hero wades into the Ulfenwatch.

The acting hero makes a free Melee, Dual or Ranged weapon action as if their target were visible to them. If the attack roll is failed, the acting hero suffers 1 damage, against which they can make a Defence roll as if they had suffered damage from a weapon action. Continue to make weapon actions in this way until the acting hero makes a total of four successful weapon actions or is taken out of action. If the acting hero is taken out of action, the crisis ends. If the acting hero makes a total of four successful weapon actions, turn to entry 108 (pg 39).

88

The hero draws their weapon and attacks, eager to gain vengeance for the dead and the living alike.

The acting hero makes a free Melee or Dual weapon action as if their target were visible and adjacent to them. If the attack roll is failed, the acting hero suffers 1 damage, against which they can make a Defence roll as if they had suffered damage from a weapon action. Continue to make weapon actions in this way until the acting hero makes a total of four successful weapon actions or is taken out of action. If the acting hero is taken out of action, the crisis ends. If the acting hero makes a total of four successful weapon actions, the acting hero gains 3 inspiration points and the crisis ends.

89

A feeling of cold dread creeps over the hero. Who is sending these things after them? What foul power lurks in the dark, waiting only for them to slip before pouncing on them? The hero's caution grows into outright paranoia, and they become skittish at even the most harmless of occurrences.

The acting hero becomes fatigued and the crisis ends. In addition, each time a crisis is generated during this journey, this hero becomes fatigued. Place a fatigued token on their character card's portrait to remind you.

90

The place is probably cursed, haunted or worse. The hero leaves, safe in the knowledge that they have avoided a nasty end.

The crisis ends.



91

The hero leaves and the pleas for help are swiftly silenced. Onlookers, safe behind locked doors and barricaded windows, are swift to judge and spread word.

The acting hero loses 1 inspiration point and must subtract 2 from all quest dice rolls (to a minimum of 1) when they next visit a location in Haven – place two fatigued tokens on their character card's portrait to remind you. The crisis ends.

92

The hero incites the mob, pointing at the undead as the source of all their woes.

The acting hero rolls $\triangle\triangle$. Roll $\heartsuit\heartsuit$ instead if they are a Blade.

If the roll contains two critical successes, turn to entry 71 (pg 36).

If the roll contains one or more successes and one or more critical success, or two successes, turn to entry 47 (pg 34).

If the roll contains one or more failures, turn to entry 104 (pg 38).

93

The hero trades what they have for as many candles as they can afford – not many, given the merchant's prices. The merchant's mirth is loathsome, but many in Haven will have light tonight.

The acting hero must discard any treasure cards they have. If they have no treasure cards they must discard one realmstone card of any value. If they do, the acting hero gains 1 inspiration point and the crisis ends. If they cannot, then are laughed at by the merchant for having nothing to trade and sent on their way, and the crisis ends.

94

The food is quite bland, but at least the hero will have a full belly for a few hours, so that's something.

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

95

The hero quickly helps the citizens to escape, before following themselves. Seconds later the rats chew through the wall, and the martyr who stayed behind.

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

96

The hero follows the stairs upwards to a small balcony and a set of ornate doors. Within, the hero finds a lady's boudoir, but instead of flowing lace and silken sheets, they see curtains of torn skin and furniture of carved bone. Staring in horror, they fail to notice the stairway reassembling itself behind them into a skeletal nightmare of sharpened bone and blood-slick blades. It steps forward with a clicking gait, eager to add the hero to the room's furnishings.

The acting hero makes a free Melee or Dual weapon action as if their target were visible and adjacent to them. If the attack roll is failed, the acting hero suffers 2 damage, against which they can make a Defence roll as if they had suffered damage from a weapon action. Continue to make weapon actions in this way until the acting hero is taken out of action or makes a total of two successful weapon actions. If the acting hero is taken out of action they are dead (see pg 34 of the Cursed City rulebook for what happens when a hero dies) and the crisis ends. Otherwise, the hero is more determined than ever to stop Radukar's horror; the acting hero is inspired and the crisis ends. If they were already inspired, they gain 3 inspiration points.

97

The hero sees no need to end the warrior's suffering. Let them feel a measure of the pain the citizens of Ulfenkarn have felt since being abandoned by the 'God-King', and perhaps they might bring that story to his attention. The Stormcast's brow furrows and they spit a curse, damning the hero for their cowardice. The hero barely listens, content to deal with the more terrestrial concerns of mortalkind.

The acting hero gains 3 inspiration points, is cursed and the crisis ends.

98

The hero quickly sees to the man's wounds while the battle rages. He smiles, and says, 'One such as you is truly deserving of the key. I have been its keeper long enough'. He limps away into the darkness without a further word. Though puzzled, the hero is glad to have done a good deed.

The hero with the Twisted Sigil token gains 2 inspiration points. If they discarded the Twisted Sigil token nothing happens.

99

The hero promises to keep the bag safe, and leaves the man. Upon inspecting the contents of the bag, they discover a twisted sigil. Its purpose remains unknown... for now.

Place the Twisted Sigil token on the acting hero's carried item slot. Then the crisis ends.

100

The rune is clearly imbued with some darksome energy and is not worth taking. It could be a magical tracking device, or a method to turn off Haven's defences should some irksome fool bring it inside. The risk is clearly not worth an unknown gain.

The crisis ends.

101

A more obvious ambush could not exist in all the realms. The hero scoffs at such a paltry attempt and turns on their heel.

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

102

The hero drinks in the sight of the all-devouring Nadir, doing their best to avoid being drawn too far in...

The acting hero rolls \square . Roll \heartsuit instead if they are a Loremaster. If the roll is a success the hero sees a vision of Nagash's inevitable future – a sterile, lifeless, perfectly ordered cosmos. The acting hero gains 4 inspiration points, is cursed and fatigued, and the crisis ends. Otherwise they are driven more than a little mad by the experience – the acting hero suffers 2 damage and is cursed and fatigued, and the crisis ends.

103

The merchant briefly hesitates and then calls the hero back – they were bluffing in order to get a better price! The hero chastises the merchant and tells them to take their wares to Haven post-haste.

The acting hero gains experience and the crisis ends.

104

The mob bays for the hero's blood and swarms over them, biting, kicking and thrashing. The hero breaks free but not before suffering terrible wounds.

The acting hero suffers 4 damage and the crisis ends.

105

The hero must try to hit the bats without hurting the fighter they surround. Precision and speed will be needed here.

The acting hero makes a free Melee, Dual or Ranged weapon action. If the attack roll is failed, the fighter suffers 1 damage – place wound counters in front of the acting hero's player to keep track of the damage the fighter has suffered. If the fighter would suffer a fourth point of damage they are slain. Continue to make weapon actions in this way until the acting hero makes a total of four successful weapon actions or the fighter is slain. If the fighter is slain, the crisis ends. If the acting hero makes a total of four successful weapon actions, the acting hero gains 1 inspiration point and the grateful fighter gifts them with what little they have – 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.

106

The skeletons labour away, caring nothing for the hero, slaved as they are to their task. The hero takes advantage to gather what valuables they can from the wreckage around them.

The acting hero loses 1 inspiration point 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 crises cards) are shuffled back into the discovery deck after the treasure or realmstone card is found, after which the crisis ends.

107

The hero swiftly descends into the pitch darkness of the hole to rescue who they can. When they reach the bottom they see some survivors being carried off into a winding web of sewer tunnels beneath the city, while others remain trapped in the rubble.

The acting hero must choose to either help those who are trapped or chase after the kidnapped victims.

- ◆ If they choose to help those in the rubble, turn to entry 77 (pg 36).
- ◆ If they choose to chase, turn to entry 50 (pg 34).

108

As the last of the Ulfenwatch are destroyed, the chained citizens begin sobbing gently. They claim that they had been slaves of the militia and were attempting to escape Haven when they were caught by the Ulfenwatch. In response, the militia insist that they were simply trying to rescue the citizens, and now intend to bring them to safety.

The acting hero must choose to side with the militia or the citizens.

- ◆ If they choose the militia, turn to entry 66 (pg 35)
- ◆ If they choose the citizens, turn to entry 70 (pg 36)

109

Only a final mercy can save these souls now. There may even be something to salvage from this grim and horrid event by looting the bodies of the fallen.

The acting hero rolls Roll instead if they are a Stalwart, Blade or Executioner. If the roll is successful, they destroy the citizens and any recently made skeletons. The acting hero loses all their inspiration points, turns their character card to its Path to Glory side, 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 crises cards) are shuffled back into the discovery deck after the treasure or realmstone card is found. Then the crisis ends.

Otherwise, the acting hero loses 1 inspiration point and the crisis ends.

110

The hero quickly tries to remember some way to reverse the cruel spell.

The acting hero rolls Roll instead if they are a Loremaster. If the roll is successful, they reverse the curse and save many grateful citizens from an awful end. The acting hero gains 1 inspiration point 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 crises cards) are shuffled back into the discovery deck after the treasure or realmstone card is found. Then the crisis ends.

Otherwise, the acting hero loses 1 inspiration point and the crisis ends.

111

The hero walks away, deaf to the distant cries for help.

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

112

Unable to sate her bloodlust and bearing terrible wounds, Annika begins to wilt and wither before the heroes' eyes. Sensing weakness, her starving minions drag her away, anticipating a grisly feast. Annika's hold on Terror Town is broken, and the heroes prepare themselves for their next challenge.

Replace Annika's hunted token on the quest card with Annika's decapitation token. You may no longer undertake Purge journeys.

If Annika's is the first decapitation token on the quest card, open the 'Level 2 Vampiric Powers' envelope – this contains new power cards for the remaining vampire lords. If there are now two decapitation tokens on the quest card, open the 'Level 3 Vampiric Powers' envelope – this contains a new power card for whichever of the three vampire lords has not been slain. If all three decapitation tokens are now on the quest card, turn to entry 54 (pg 35).

113

One by one, the vampiric claimants are driven back to the gloom of the Ulfenkarni crypts. As you rain fury down upon them, they are forced to divert their energies to their own preservation; the air pulses with penumbral magic as the Curse of Night Unending unravels thread by thread.

The wychlight flares brighter, to reveal a monstrous presence crouched atop the grandest of the noble tombs; Radukar, bestial but unbroken, surrounded by his court. The madness that previously filled the Wolf's gaze is gone – if it ever truly existed. With a sneering chuckle, the Wolf speaks. He mockingly applauds your efforts in disrupting the schemes of his vampiric kin, for in failing, each of them was forced to renew their allegiance to him. The Curse of Night Unending has served its purpose, cloaking his movements as he enacted a plan which will see Ulfenkarn undone, and his power increased a thousandfold. Wounded as they are, the vampires slink into the shadows, believing their victory assured. They may well be right – one way or another, Ulfenkarn is damned.

CARMILLA'S DOOM

Carmilla DuSang is a morally bankrupt creature of honourless strategy, ruthless cunning and dark impulse. Her rule over Betrayer's Way has been broken, and in response she has launched a spiteful terror attack on Haven. Fell Bats flit through the streets, carrying off struggling citizens and swiftly vanishing into the gloom of night. Blood and torn body parts rain down out of the darkness shortly afterwards, or the victim is simply released, their growing screams heralding their swift and terminal return to the cobbled streets of Haven. The heroes must deal with the attack and then bring the fight to Carmilla, who has been drawn from her lair to direct the assault and bask in the terror she is causing.

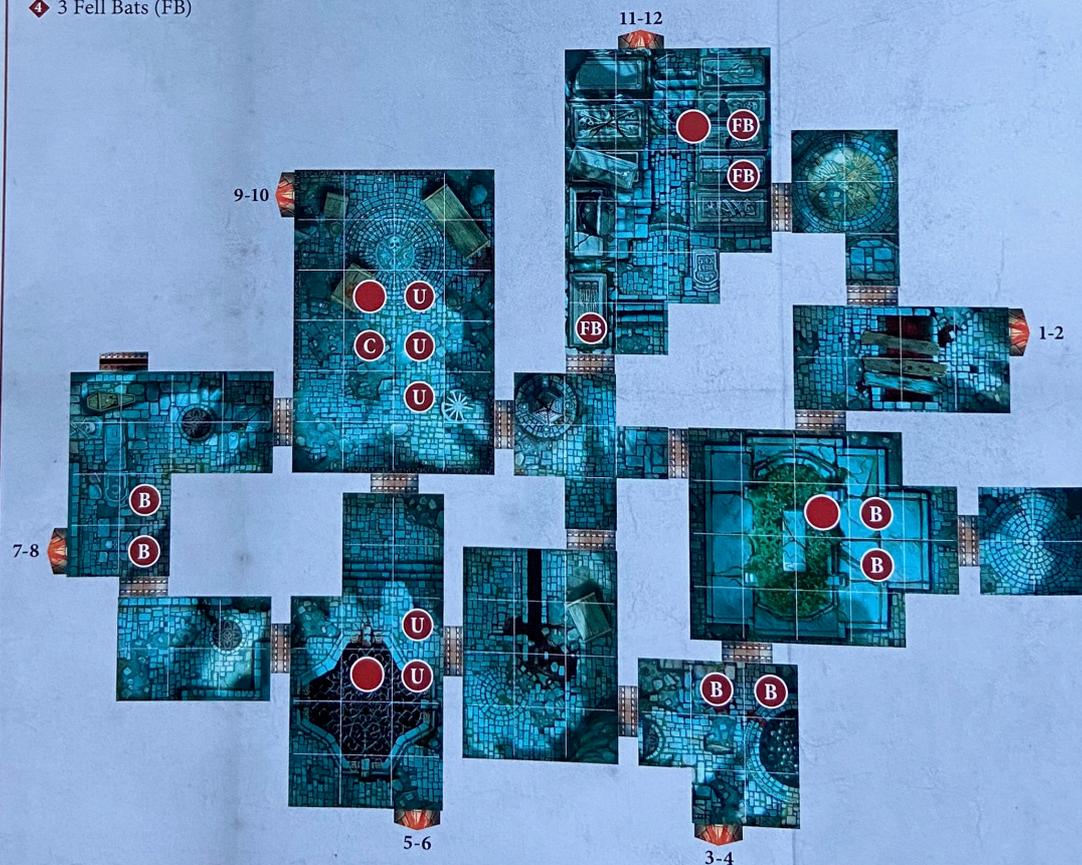
STAGE 1: HAVEN DEFENCE

Play through the Haven Defence using the rules on page 27.

STAGE 2: CARMILLA'S LAST STAND

HOSTILE GROUPS

- ◆ 1 Carmilla DuSang (C)
- ◆ 6 Bat Swarms (B)
- ◆ 5 Ulfenwatch (U)
- ◆ 3 Fell Bats (FB)



CARMILLA'S LAST STAND RULES

Desperate Defence: Carmilla DuSang cannot be stunned during this journey.

Silent Bodyguards: A hero cannot chose Carmilla DuSang as the target of a weapon action while there is an Ulfenwatch visible to that hero.



To Me, My Minions! 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, when a hostile group activates, 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 gateway whose number matches the score on the quest dice, as shown on the map opposite, following the rules for deploying reinforcements. If the roll is a critical success, deploy two slain hostiles from that hostile group instead. Treat the quest dice roll as the behaviour roll for that hostile group. Note that Carmilla DuSang cannot be deployed as reinforcements after she is slain.

CARMILLA'S LAST STAND EVENT TABLE

RESULT	EVENT
1	A Destiny Denied: Do not make a destiny roll at the start of the next turn.
2-4	Malicious Curse: The leader picks one hero. That hero suffers 1 damage.
5-6	Underhanded Tactics: All heroes must discard all their inspiration points.
7-8	Terror of the Endless Dark: The leader picks one hero. That hero must discard 1 inspiration point. If they do not have any inspiration points and were inspired, they are no longer inspired – turn their character card over to its Path to Glory side. If the hero does not have any inspiration points and was not inspired, that hero suffers 1 damage.
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, at the start of the event phase, Carmilla DuSang is slain, and at least one hero is not out of action, the journey ends and the heroes are successful.

CONSEQUENCES

If the heroes are successful, they gain experience. Turn to page 33 and read entry 37 aloud before completing the Journey's End steps.

If the heroes are not successful, place 1 doom counter on the Nightwars quest card.

THIRST AWAKENED

With her minions no longer bringing her a constant supply of victims to drain, Lady Annika's hunger has grown to truly epic levels. Driven by her unconquerable thirst, she summons her hunting packs and descends on Haven in a frenzy, screeching at them to drag citizens from their homes to fill her larder. This is the moment the heroes have been waiting for. Their prey is enraged and therefore vulnerable – once Haven is secured, they will chase their foe down and deal with her once and for all.

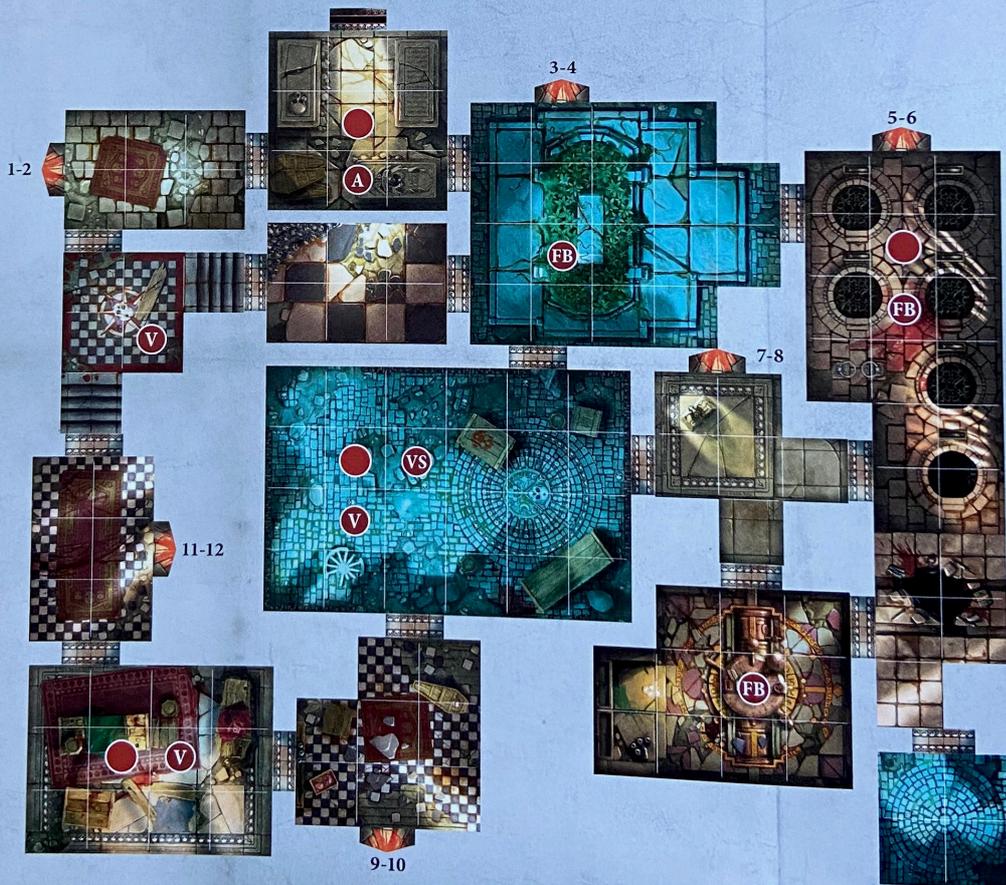
STAGE 1: HAVEN DEFENCE

Play through the Haven Defence using the rules on page 27.

STAGE 2: A THIRST SLAKED

HOSTILE GROUPS

- ◆ 1 Lady Annika, The Thirsting Blade (A)
- ◆ 3 Vyrkos Blood-born (V)
- ◆ 1 Vargskyr (VS)
- ◆ 3 Fell Bats (FB)



A THIRST SLAKED RULES

Thirst-fuelled Frenzy: Lady Annika, the Thirsting Blade, cannot be stunned during this journey.

Slake my Hunger!: When Lady Annika would be slain, the leader removes her from the battlefield and places her in an empty space adjacent to at least one Vyrkos Blood-born (if there are multiple Vyrkos Blood-born the leader chooses which one). If this is impossible, place her in an empty space adjacent to a Vargskyr. If this is impossible, she is slain. If she was placed next to one or more Vyrkos Blood-born, one of those Vyrkos Blood-born is slain. If she was placed next to a Vargskyr, that Vargskyr suffers 6 damage (which cannot be reduced). In either case, remove all wound counters next to Lady Annika and give her 2 blood points, following the rules on her hostile reference card.

Starved Sycophants: 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, when a hostile group activates, 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 gateway whose number matches the score on the quest dice as shown on the map opposite, following the rules for deploying reinforcements. If the roll is a critical success, deploy two slain hostiles from that hostile group instead. Treat the quest dice roll as the behaviour roll for that hostile group. Note that Lady Annika cannot be deployed as reinforcements after she is slain.

A THIRST SLAKED EVENT TABLE

RESULT	EVENT
1	A Destiny Denied: Do not make a destiny roll at the start of the next turn.
2-4	Gorge: If Lady Annika has 2 blood points next to her, remove one wound or grievous wound counter from next to her. If Lady Annika has 1 or 0 blood points, she makes a Charge action.
5-6	Driven by Hunger: The leader must pick one hostile on the battlefield that is not Lady Annika. That hostile makes a Charge action.
7-8	Terror of the Endless Dark: The leader picks one hero. That hero must discard 1 inspiration point. If they do not have any inspiration points and were inspired, they are no longer inspired – turn their character card over to its Path to Glory side. If the hero does not have any inspiration points and were not inspired, that hero suffers 1 damage.
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, at the start of the event phase, Lady Annika is slain, and at least one hero is not out of action, the journey ends and the heroes are successful.

CONSEQUENCES

If the heroes are successful, they gain experience. Turn to page 39 and read entry 112 aloud before completing the Journey's End steps.

If the heroes are not successful, place 1 doom counter on the Nightwars quest card.

DESPERATE FRENZY

The Rat Prince may well be Radukar's unintended offspring, but what power he has is all his – none of it was gifted, or presented as his birthright. Indeed, his outcast beginnings make him all the more dangerous a foe when brought to battle. Unable to swallow the base insults levelled at him by the heroes, Kritza has driven the Abhorrent Swarm to seek out and annihilate the heroes in their entirety – and if they should swarm over and lay waste to Haven, so much the better. The heroes must defeat this entity once and for all, for without it Kritza will be shorn of his greatest weapon, and his defeat will be all but assured.

STAGE 1: HAVEN DEFENCE

Play through the Haven Defence using the rules on page 27.

STAGE 2: A CORNERED RAT

HOSTILE GROUPS

- ◆ 1 Kritza the Rat Prince (K)
- ◆ 6 Deadwalker Zombies (D)
- ◆ 6 Corpse Rats models (CR)
- ◆ 1 Vargskyr (VS)



A CORNERED RAT RULES

Stay Away From Me! Kritza the Rat Prince cannot be stunned during this journey. In addition, each time he is moved, he must be moved closer to the space touching the lychgate that is furthest from any hero. If, while making a **Move** action, he enters a space adjacent to a hero, that **Move** action is paused and Kritza the Rat Prince makes one weapon action that targets that hero. After the weapon action is resolved, the **Move** action is unpaused and completed.

Defend your Prince, Loyal Minions! 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, when a hostile group activates, roll the quest dice. If the  roll is a success, deploy one slain hostile from that hostile group in a space adjacent to the gateway whose number matches the score on the quest

dice as shown on the map opposite, following the rules for deploying reinforcements. If the roll is a critical success, deploy two slain hostiles from that hostile group instead. Treat the quest dice roll as the behaviour roll for that hostile group. Note that Kritza the Rat Prince cannot be deployed as reinforcements after he is slain.

Collapsing Into a Swarm of Rats: Each time Kritza the Rat Prince suffers damage, remove him from the battlefield; the leader must roll the quest dice. Place Kritza the Rat Prince in the nearest empty space to the lychgate that corresponds to the number rolled on the quest dice.

Seeking an Exit: At the start of each event phase, during the nightfall step, move the quest token one space clockwise along the quest tracker.

A CORNERED RAT EVENT TABLE

RESULT	EVENT
1	A Destiny Denied: Do not make a destiny roll at the start of the next turn.
2-4	Skittish: Make a behaviour roll for Kritza the Rat Prince.
5-6	The Rat Prince's Curse: The leader must pick a hero. That hero is cursed and stunned.
7-8	Terror of the Endless Dark: The leader picks one hero. That hero must discard 1 inspiration point. If they do not have any inspiration points and were inspired, they are no longer inspired – turn their character card over to its Path to Glory side. If the hero does not have any inspiration points and were not inspired, that hero suffers 1 damage.
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, at the start of the event phase, Kritza the Rat Prince is slain, and at least one hero is not out of action, the journey ends and the heroes are successful. If, at the start of the event phase, Kritza the Rat Prince is not slain and the quest token is on the space marked 6 on the quest tracker, the journey ends and the heroes are not successful.

CONSEQUENCES

If the heroes are successful, they gain experience. Turn to page 34 and read entry 53 aloud before completing the Journey's End steps.

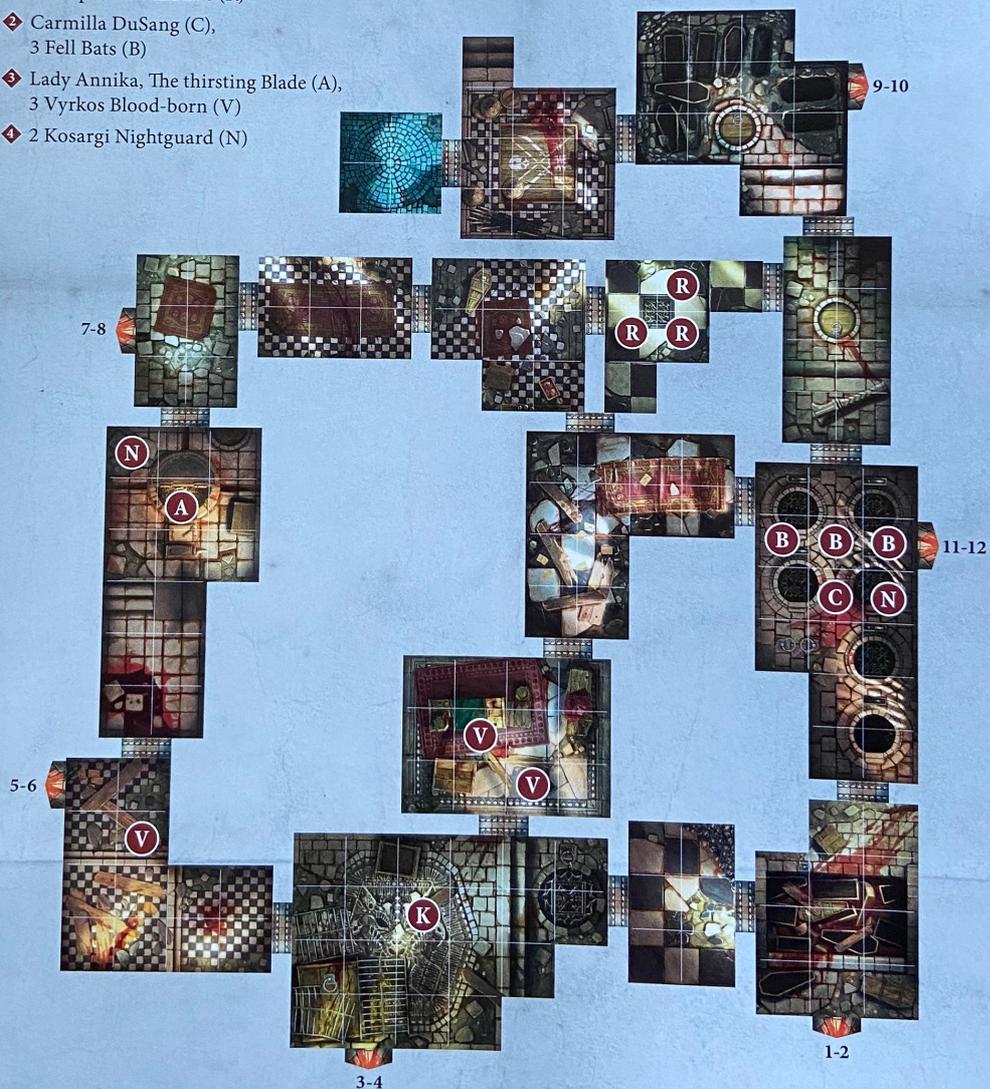
If the heroes are not successful, place 1 doom counter on the Nightwars quest card.

THE FINAL SHOWDOWN

The vampire lords, resurrected by their shadowy master, have made temporary cause deep in the under-caverns of Ulfenkarn. Though each despises the other, the fury and violence of the heroes have seen each of them fall in turn – only by uniting can they hope to rid themselves of the merciless champions of Haven. Once the heroes are dealt with, there is little doubt two of the vampiric trio will fall upon whichever of their number is weakest, but first they must finally defeat the group of warriors who have dared to oppose them.

HOSTILE GROUPS

- ◆ Kritza the Rat Prince (K),
3 Corpse Rats models (R)
- ◆ Carmilla DuSang (C),
3 Fell Bats (B)
- ◆ Lady Annika, The thirsting Blade (A),
3 Vyrkos Blood-born (V)
- ◆ 2 Kosargi Nightguard (N)



THE FINAL SHOWDOWN RULES

Vampire Lords: Kritza the Rat Prince, Carmilla DuSang and Lady Annika, the Thirsting Blade cannot be stunned during this journey.

Endless Waves: 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, when a hostile group activates, roll  and the quest dice. If the  roll is a success, deploy two slain hostiles from that hostile group in a space adjacent to the gateway whose number matches the score on the quest dice, following the rules for

deploying reinforcements. If the roll is a critical success, deploy three slain hostiles from that hostile group instead. Treat the quest dice roll as the behaviour roll for that hostile group. Note that none of the Vampire Lords can be deployed as reinforcements after they are slain.



THE FINAL SHOWDOWN EVENT TABLE

RESULT	EVENT
1	A Destiny Denied: Do not make a destiny roll at the start of the next turn.
2-4	Evil Overlords: Randomly determine a Vampire Lord. That Vampire Lord activates.
5-6	Drain the Curse of Night Unending: Remove 1 wound or grievous wound counter from the Vampire lord who has the most wound or grievous wound counters next to them.
7-8	Terror of the Endless Dark: The leader picks one hero. That hero must discard 1 inspiration point. If they do not have any inspiration points and were inspired, they are no longer inspired – turn their character card over to its Path to Glory side. If the hero does not have any inspiration points and was not inspired, that hero suffers 1 damage.
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, at the start of the event phase, Kritza the Rat Prince, Carmilla DuSang and Lady Annika, the Thirsting Blade, are all slain, and at least one hero is not out of action, the journey ends and the heroes are successful.

CONSEQUENCES

If the heroes are not successful, place 1 doom counter on the Nightwars quest card. The next journey the heroes must attempt is this journey.

If the heroes are successful, you have completed the Nightwars quest – congratulations! The heroes gain experience. Turn to page 39 and read entry 113 aloud before completing the Journey's End steps.

The Curse of Night Unending has been lifted, and journeys now begin during the day – ignore the changes on page 12 to Step 5: Set up the Skyvessel Board when setting up future journeys (see below).

Remove all doom counters from Nightwars quest card. All Vampiric Power Levels are set to 0.

The heroes have dealt with the vampire lords (for now) but they remain a threat to the city, and Radukar continues to prowl the streets. The heroes can continue to make the following journeys. They must use the set up rules in this quest book (pg 12), and will only gain experience if they successfully complete a Purge journey.

- ◆ Purge (see page 20)
- ◆ Scavenge (see the Ulfenkarn in Peril quest book)
- ◆ Hunt (see the Ulfenkarn in Peril quest book)

NIGHTWARS CRISES

To generate a crisis during the Nightwars quest, follow the steps on page 32 of the Cursed City rulebook with the following change:

Replace step 2 with the following: The leader rolls the quest dice, and looks up the result on crisis table 1 below, then rolls the quest dice again and consults the table they have been directed to to see which crisis has been generated. Then they proceed to step 3 of the crisis sequence.

CRISES TABLE 1

Quest Dice	Result
1-4	A
5-8	B
9-12	C

CRISES TABLE A

Quest Dice Result	Entry Number	Page and Entry Name
1	1	Ethereal Murders (pg 30)
2	2	Fell Kidnapping (pg 30)
3	3	Gnawing Terrors (pg 30)
4	4	Fear of the Dark (pg 30)
5	5	Extortion Racket (pg 30)
6	6	Descent into Darkness (pg 30)
7	7	Collapsing Building (pg 30)
8	8	Furred Avalanche (pg 30)
9	9	Ominous Signs (pg 31)
10	10	A Desperate Request (pg 31)
11	11	Animated Offal (pg 31)
12	12	A Curious Occurrence (pg 31)

CRISES TABLE B

Quest Dice Result	Entry Number	Page and Entry Name
1	13	The Purple Sun of Shyish (pg 31)
2	14	Horrific Transformation (pg 31)
3	15	Fervent Doomsayer (pg 31)
4	16	Aerial Support (pg 31)
5	17	Devouring Abyss (pg 31)
6	18	The Suffocating Gravetide (pg 32)
7	19	A Cry for Help (pg 32)
8	20	Gaze Not into the Nadir (pg 32)
9	21	Devouring Vitae (pg 32)
10	22	Foreboding Events (pg 32)
11	23	Violent Liberation (pg 32)
12	24	Greed Conquers All (pg 32)

CRISES TABLE C

Quest Dice Result	Entry Number	Page and Entry Name
1	25	Lights in the Dark (pg 32)
2	26	Foul Play (pg 32)
3	27	Lost in the Dark (pg 32)
4	28	Darkness Closes In (pg 32)
5	29	A Suspicious Meal (pg 33)
6	30	Empty Home (pg 33)
7	31	Gnawbone Stray (pg 33)
8	32	A Glowing Rune (pg 33)
9	33	A Sundered God (pg 33)
10	34	A Broken Soul (pg 33)
11	35	A Final Request (pg 33)
12	36	Raving Lunatics (pg 33)