

# A FOOL'S TROVE IN ULFENKARN

In the Realm of Death, upon the storm-battered cliffs of Szargorond Island, lies the cursed city of Ulfenkarn. Here is a fell place that few mortals dare to tread, and those unfortunates who reside here are condemned to a dark and terrible fate. Ulfenkarn is the forsaken domain of the Vampire Lord Radukar, who rules from the looming Ebon Citadel and demands a relentless tithe of blood from the populace.

Lured by rumours of wealth unimaginable, your warband has come to the city and now searches for the grounds of the ruined Ven Silveren estate. To your disdain, you learn that three of your rivals pursue the same treasure, and so a desperate race begins, for when night falls in Ulfenkarn you do not wish to be out on the streets...

## NARRATIVE CAMPAIGN

This is a narrative campaign for 4 players, each player taking the role of a warband intent on being the first to locate the Ven Silveren estate amidst the dark streets of Ulfenkarn and seize the wealth rumoured to lie hidden in the household crypts. The campaign lasts for 4 battles in total, making for a perfect weekend of gaming. During the campaign, your warband will fight each of your rivals in turn before a final climactic battle is fought between all 4 players over the grounds of the Ven Silveren estate itself.

This campaign explores the setting of *Warhammer Quest: Cursed City* and its theme is one of horror: as such, you will find your fighters are much more likely to be slain (or worse, turned into shambling Deadwalker Zombies), and with no way to add reinforcements by the end of the campaign the warbands are likely to be of a reduced size. In addition, at a certain point during each battle nightfall will descend. When this happens the restless undead will begin to rise from their graves and

attack any foolish enough to cross their path!

During the first 3 battles a record will be kept of each warband's progress towards locating the quickest route to the Ven Silveren estate. In the final battle, the players will be ranked from first to last based on how much progress each has made, and those who made more will gain bonuses to aid them in that final battle. The winner of the final battle is crowned the overall winner of the campaign.

## GETTING READY

Each player musters a warband under the following guidelines:

1. Players can muster a warband of any faction (it's up to the player to decide for what reason they wish to rob the Ven Silveren estate!)
2. 1000 points' worth of fighters can be added to the warband.

In addition to mustering a warband, the players will also need a collection

of models to represent the restless undead of Ulfenkarn. If a player has *Warhammer Quest: Cursed City* this will include ample for the campaign. Otherwise, a player might have a collection of Skeleton Warriors or Deadwalker Zombies that can be used. 10 of each will be sufficient.

## FIGHTING CAMPAIGN BATTLES

Once the above steps are completed, the campaign is ready to begin. For the first 3 battles, each warband battles against each other warband once. The players can decide the order. Fight each of these campaign battles as follows:

1. Battle groups are assigned as normal.
2. A player rolls on the victory table opposite to determine which victory card is in play.
3. A player sets up the terrain: we recommend ruins and mausoleums to resemble the dark streets of Ulfenkarn.

4. 3 deployment cards are drawn. Each player discards 1 of them, starting with the player who did not set up the terrain. The remaining card is the one that is used. The player who did not set up the terrain chooses which player uses which deployment points and orientates the deployment card.

5. Any instructions on the victory card are carried out.

6. The twist of the battle is Nightfall (pg xx).

7. The battle begins.

D6	VICTORY TABLE
1	No Mercy
2	Cut Off the Head
3	Drawn and Quartered
4	No Quarter
5	Raze
6	Vantage Point

## SPENDING THE NIGHT IN ULFENKARN

In the aftermath of battle the warbands find respite among the ruined buildings of Ulfenkarn to spend the night away from the horrors that lurk beyond, all the time wondering if their rivals are daring to continue the search for the Ven Silveren estate while they do not! Perhaps you should send one of your warriors out into the darkness to scout ahead?

The players use a different aftermath sequence as follows:

1. Players do not earn glory. Instead each player records their progress. To do so, the player that won the battle rolls a D6, and the player that lost rolls a D3. Each player adds their score to their progress.
2. Once both players have recorded their progress, each must decide if they are going to send a fighter out into the night, starting with the player who won the battle. If they decide to do so, the player picks a fighter from their warband that is

not their leader and that was not taken down in the battle. They then roll on the table below to determine the outcome.

3. Injury Rolls are made as normal but are made on the table below (note that fighters with the Leader runemark (★) still treat rolls of 'Slain' as 'Lost Favour' instead):

D3	INJURY TABLE
1	Slain
2	Lost Favour
3	Full Recovery

4. The players make destiny rolls as normal.

5. The players make 1 search roll each on the lesser artefacts table.

6. No other steps are taken, including adding and removing fighters for a player's warband. If a fighter is slain, the warband must continue with 1 fewer warrior at their disposal: there's no time to muster reinforcements!

## THE FINAL BATTLE

The fourth battle of the campaign is fought between all 4 players and uses the 'The Crypt of Ven Silveren' battleplan (see below). This is the final battle of the campaign and its outcome will determine who is declared the winner.

D6	OUT INTO THE NIGHT...
1	<b>Never Seen Again:</b> <i>You hear an blood-curdling scream call out from the darkness beyond. Your warrior is never seen again.</i> The fighter is slain.
2	<b>Battle in the Darkness:</b> <i>The clash of steel rings out in the night, your warrior has become the prey of a foul creature!</i> Roll a dice. On a 1-3, the fighter is slain. On a 4-6, the fighter gains a destiny level.
3	<b>Return Empty Handed:</b> <i>Your warrior was unable to find anything of worth.</i> This result has no effect.
4	<b>A Small Treasure:</b> <i>Your warrior returns with a relic found amidst the ruins.</i> You can make 1 additional search roll this aftermath sequence.
5	<b>A Minor Find:</b> <i>Your warrior has gleaned something about the Ven Silveren estate whilst venturing forth.</i> Roll a D3 and add the score to your progress.
6	<b>A Major Find:</b> <i>Your warrior returns with valuable news...</i> Roll a D6 and add the score to your progress.

# NIGHTFALL

The twist used in each battle of the campaign is Nightfall, which works as follows. At the start of the battle a player rolls a D3. This determines how many battle rounds of daylight remain. Once all the battle rounds with daylight have been played, nightfall lasts for the remainder of the battle (for example, if a 2 was rolled there would be 2 battle rounds of daylight and nightfall would begin at the start of the third battle round). Once nightfall begins, the Dead of Night and Restless Undead rules take effect:

## DEAD OF NIGHT

No ability or attack action can be used to target an enemy fighter more than 3" away.

## RESTLESS UNDEAD

At the start of each combat phase, before any fighters have been activated, the player with the initiative rolls a dice. This determines the amount of restless undead that can be set up on the battlefield this turn. On this page are 6 fighter cards with the **Restless Undead** faction runemark (☠). These fighters do not have points values – instead, each has a threat value between 1 and 4 (marked by the number in the top right of the card, framed on a skull). The player with the initiative picks a number of Restless Undead fighters with a combined threat value equal to or less than the roll. These fighters are then set up on the battlefield as a single group, each within 1" of at least 1 other fighter from the group and more than 5" from any fighters not from the group.

These fighters are subject to the Territorial Predators and Bestial Intellects rules from the Core Book in the same way as a chaotic beast. The only ability these fighters can use is the 'The Dead Rise' ability, shown below.

### RESTLESS UNDEAD ABILITIES



[Quad] **The Dead Rise:** Pick a visible enemy fighter within 1" of this fighter that does not have **Leader** runemark (★). This fighter makes a bonus attack action against that fighter. If that fighter is taken down by that attack action, that fighter is immediately slain and removed from the warband. If this happens, 1 new Deadwalker Zombie with the **Restless Dead** faction runemark (☠) is set up within 1" of this fighter.



# THE CRYPT OF VEN SILVEREN

Locked in a bitter race, four warbands converge upon the ruined Ven Silveren estate, each eager to claim the treasure within the household crypt. To open the crypt you will need to obtain the key and secure the entrance, but your rivals are not the only threat you face – the ruins of the estate are overrun with foul undead.

## FIRST TO THE GROUNDS

During the campaign, each warband has been accumulating progress which represents the warband scouting the city in an effort to beat their rivals and be first to arrive at the Ven Silveren estate. At the start of the battle, the players rank themselves from first to last in order of progress. If any players have made equal progress, those players roll off to determine who comes before whom in the order.

The players receive the bonuses listed below. Note that the player first in the order will receive 3 bonuses in total, and the player who is second will receive 2.



PROGRESS MADE	BONUS
Third, second and first	These warbands each place 1 <b>crypt entrance</b> .
Second and first	These warbands gain 1 additional wild dice at the start of the battle.
First	This warband places the <b>key</b> .

## TRIUMPH & TREACHERY

This battle uses the Triumph & Treachery rules from the Core Book (pg 57-61), with the exception of the battleplan rules. Rather than rolling to determine priority order, it matches the progress ranking.

## TERRAIN

The player last in the priority order sets up the terrain to resemble the Ven Silveren estate graveyard.

## DEPLOYMENT

See map. Each warband starts with 1 battle group on the battlefield and 2 battle groups in reserve. The battle group that starts on the battlefield

is determined randomly for each player: in priority order, each player chooses their deployment point colour and then rolls a D3. On a 1, their Dagger starts on the battlefield and is set up, on a 2, their Shield and on a 3, their Hammer.

## RESERVES

In each reserve phase, each player rolls a dice in initiative order. If the score of their roll was equal to or less than the number of the current battle round, they can pick 1 of their battle groups in reserve and set up its fighters within 3" of their battlefield edge.

## VICTORY

After warbands are set up, in reverse priority order, the players ranked first, second and third for progress each place 1 objective on the battlefield floor to represent a **crypt entrance**. Each of these objectives must be placed more than 5" from any fighters and the battlefield edge.

Then, the player who made the most progress places the **key**. This is a treasure token. It can be placed anywhere on the battlefield floor

more than 5" from any fighters, the objectives and the battlefield edge.

During the battle, the objectives will be removed until 1 remains.

At the end of the first battle round, a player rolls a D3 and removes an objective. On a 1, it is the westernmost objective, on a 2, the easternmost objective and on a 3, the remaining objective.

At the end of the second battle round, a player rolls a dice and removes an objective. On a 1-3, it is the westernmost objective and on a 4-6, it is the easternmost objective

At the end of the third or subsequent battle round, the battle ends and is won by a player if they control the remaining objective, they have a fighter carrying the key within 1" of the objective, and there are no enemy fighters within 3" of the objective.

## TWIST

There is 1 battle round of daylight, then **nightfall** descends.