

WARHAMMER
AGE OF SIGMAR
ROLEPLAY

SOULBOUND ULFENKARN

CITY AT THE EDGE OF DEATH

UNDERTAKE GRIM AND PERILOUS ADVENTURES IN THE CURSED CITY, WITH
THIS CITY GUIDE FEATURING NEW ARCHETYPES, ENEMIES, AND MORE!

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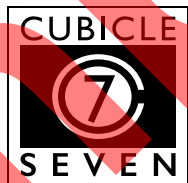
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CHAPTER 1

WELCOME TO ULFENKARN

‘Turn back, ye who cling to mortal souls. There is no hope here. Beyond these gates, the Wolf reigns.’

— Sign written in blood above the Vharngate

Deep in the inner heartlands of the Realm of the Dead, there lies a small misty isle by the name of Szargorond. It is a cold and barren rock, marked by tall cliffs that crumble and fall into the impossible void of the Shyish Nadir — an ever-expanding vortex of death called forth by the Undying King. Perched atop those crumbling cliffs sits the cursed city of Ulfenkarn. Once named Mournhold, a proud metropolis where the living and the noble dead coexisted in relative peace, now it is little more than a skeletal corpse of a city, haunted by gaunt survivors and ruled by the tyrannical Vampire Lord — Radukar the Wolf.

None leave Ulfenkarn now. Every drop of blood is the Wolf's by right. His skeletal army polices the streets, enforcing his will and extracting the meagre lifeblood from the remaining populace as a tax to sustain the vampiric nobility's dark hunger. It all flows into the Ebon Citadel, Radukar's monolithic seat of power.

Hope has long been drained from the streets of Ulfenkarn; now only blood flows. All of that could change if a band of heroes rise to the challenge to slay the Wolf King and prevent him from enacting his ultimate plan. But those heroes have much work cut out for them beyond saving what remains of the innocent citizenry from the Wolf and the encroaching Shyish Nadir — Radukar's retinues of conniving monsters and undead beasts seek to control their own piece of the city.

Before time runs out and Szargorond is consumed by the Shyish Nadir, Ulfenkarn remains of interest to all factions beyond the island's cliffs. Those under the banner of Order may find ties to the city's living populace — descendants of the Azyrite families — and wish to save them from the Cursed City's monsters. Heroes of Death's houses may find themselves with an invitation to the Thirsting Court to revel in the end times of the city at the edge of the underworld, or act as Neferata's agents to root out the city's ancient mysteries. The forces of Chaos may still wish to assail the city to avenge or step over Slaughn's legacy, finishing the work that the Ravener once started. As for Destruction, Ulfenkarn is yet another crumbling landmark of the underworld to revel in.

USING THIS BOOK

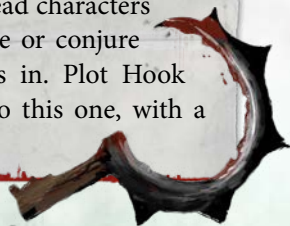
Everything you need to run adventures in *Ulfenkarn: City at the Edge of Death* is contained within this book and the *Warhammer Age of Sigmar: Soulbound* core rulebook. Other *Soulbound* supplements can be added and adapted to further aid the GM and enhance the players' experience.

Unlike most *Soulbound* adventure content, the city of Ulfenkarn is not intended to be played by a party of *Soulbound* individuals (or those presented in the *Champions of Chaos*, *Champions of Death*, and *Champions of Destruction* supplements). *Soulbound* characters and their ilk are fate-chosen, god-bound heroes capable of feats mere mortals can only dream of. However, the characters and archetypes presented in this book are simpler people who have found themselves in a horrific situation where all that stands between them and death is a shaking sword arm and whatever meagre scraps of luck fate decides to grant them. A new and updated ruleset for creating characters and running a 'Grim and Perilous' campaign is highlighted in **Chapter 2: Light in the Dark**.

The remaining pages of this chapter present an overview of Ulfenkarn, covering its history and how the city itself functions — critical information for GM and player alike. **Chapter 3: The Cursed City** outlines the city's major districts and includes a wealth of locations within, including plot hooks and NPCs to lure players towards perilous adventure. **Chapter 4: Ulfenkarn in Peril** contains advice for the GM and a collection of one-page adventures set within the city. Chapters 5 through 9 detail the city's major landmarks — its deadliest dungeons — ranging from the overgrown necropolis of the Corpse-gardens to the dark institute of necromancy known as Barrowmark, culminating with the iconic Ebon Citadel itself. **Chapter 10: Denizens of Darkness** contains a rogues' gallery of villains and monsters: all you'll need to run adventures in the Cursed City.

PLOT HOOKS!

Locations in later chapters of the book are accompanied by Plot Hooks. These are related plot points the GM can use to lead characters down new avenues of adventure or conjure as rumours to draw characters in. Plot Hook boxouts are marked similarly to this one, with a bloody sickle.



SPOILERS AHEAD!

Events presented in *Ulfenkarn* occur across three distinct time periods that happen in sequence. By default, locations, characters and narratives throughout the book align with the first time period, **Ulfenkarn in Peril**. This time is set long after the Necroquake, when Radukar and his retinue of undead comrades have become the status quo by seizing control of the city and eradicating the former ruling class of Mournhold.

The latter two time periods are known as **Night Unending** and **Radukar's Legacy**. The state of Ulfenkarn changes drastically during these times, so throughout all sections of the book, we have highlighted any content specific to these periods with the following tags to allow GMs to better collate this information and further ward against the gaze of any players who might be casually sifting through the book.

NIGHT UNENDING

RADUKAR'S LEGACY

Additionally, looking into Ulfenkarn's past, if you would like to experience events surrounding Radukar's coup d'état, the fall of Mournhold, and the full effect of the Necroquake, the adventure supplement *Vossheim's Holdouts* is a fantastic one-shot adventure that acts as a prologue to the material contained within this book, wherein five soldiers from the Mournhold military aim to survive the night in a haunted mansion beset by Radukar's new undead army.



HISTORY OF ULFENKARN

Like the catacombs beneath its streets, Ulfenkarn's history is deep, layered, and choked with the dead. Every tragedy in its sordid past uses the previous as its foundation. Starting as far back as the Age of Chaos, when daemonic fleets besieged the city walls, and leading all the way to the terrors of the Necroquake when Radukar put schemes he had planned for centuries into motion. At every juncture, those who cared for the city did what they thought best for it, but their struggles couldn't stop Mournhold's transformation into grim Ulfenkarn. In some cases, such efforts even sped it along. These days, survivors advise each other not to learn the city's past. After all, what hopeful fool can study Ulfenkarn through the ages and still believe they can reverse the trajectory of its decline? If history has anything to say, it's that life in the Cursed City only ever gets worse.

THE AGE OF MYTH

Shyish was not always so hostile to the living. During the days before Nagash conquered the afterlives, when underworlds still existed beyond his vindictive grasp, the houses ven Alten, Vossheim, and Gaunt descended from Azyr to build a home in the Amethyst Realm. These noble dynasties placed great faith in the sanctity of their lineages, and they came to the Prime Innerlands in search of a place where their august ancestors could advise them even beyond the grave. Eventually, they found such a place on the blustery cliffs of Szargorond, and they named their new home Mournhold.

What began as a single fortress surrounded by peasant shacks soon expanded into a full-fledged city, whose port saw commerce from across the gulf of the Cor Mortifus. People of all kinds walked its misty streets, while its population rarely dwindled, for those who died within the city were just beginning their tenure within its walls. Mournhold, like many Shyishan settlements of that age, was a place where the living coexisted in peace with the dead. Venerable nobles, long passed beyond the veil, governed the city alongside their still-breathing

descendants, and the Grand Princes of Mournhold gained a reputation for their firm rule, guided by the accumulated wisdom of countless generations.

But even during the halcyon days of the Age of Myth, Szargorond was a harsh land, and it raised tough people. Mournhold's early citizens commanded a formidable navy, with which they protected their interests in the surrounding waters, and its soldiers often tested their mettle against the protean monsters which haunted the realm during its early days. When the Age of Myth came to a close, this strength delayed the city's decline, even if it could not save it from destruction completely. For that, Mournhold needed outside help.

THE AGE OF CHAOS

Gods clashed, the skies cracked open, and the Age of Myth ended. Throughout Shyish, daemons fought against Nagash for control of the realm, and in response, the Great Necromancer unleashed all his cruel and twisted arts. The peaceful spirits which once governed Mournhold became rarer by the day, as Nagash used their souls as fuel for his necromancy or shackled them to serve as spectral soldiers, and the waters of the Cor Mortifus grew slimy with blood.

Mournhold played no grand role in the events that introduced Chaos to the realms, but like everything and everyone during that time, it felt the repercussions of these reality-sundering calamities. Many of Mournhold's citizens, who still proudly thought themselves more Azyrite than Shyishan, fled back to Sigmar's realm via a hidden realmgate beneath Mournhold, including the realmgate's steward, a noble named Duchard ven Alten. Before he left, Duchard entrusted his children with the location of the 'star-woven gate', but even this last hope failed when Sigmar closed the Realm of Heavens to all outsiders. The relic's existence became a guarded secret, lest any of Azyr's enemies seize it. Cut off from all allies, Mournhold had to face the coming wars alone.