





forbidden psalm

Compatible with
**MURK
BORNS**

Miniature gaming at the end of the world

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THE MAD WIZARD HIDES IN HIS CASTLE, ONLY
APPEARING FOR THOSE WILLING TO
UNDERTAKE HIS BIDDING



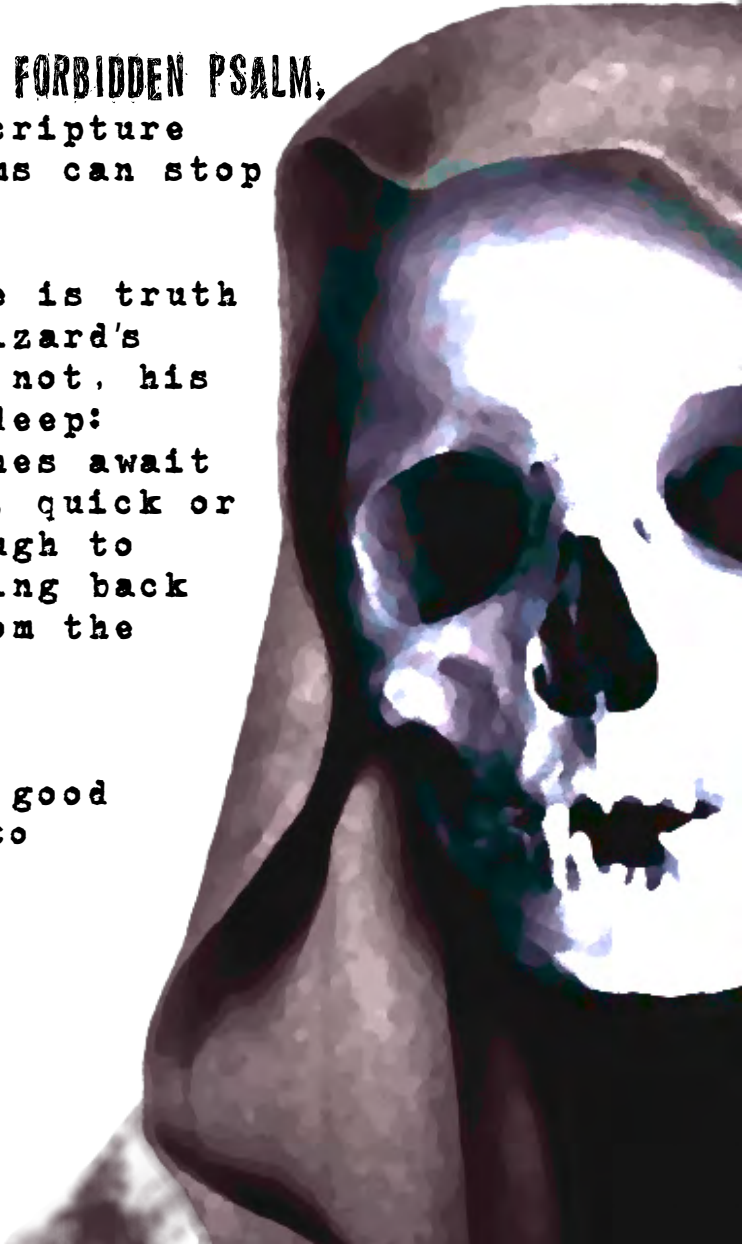
VRIPIX THE MAD WIZARD

bids the desperate, brave and foolish
to venture into the ruins of Kergus.

He seeks the **FORBIDDEN PSALM**,
A Nameless Scripture
Vriprix claims can stop
the **DARKNESS**

Whether there is truth
to the Mad Wizard's
ramblings or not, his
coffers run deep:
promised riches await
those strong, quick or
cowardly enough to
survive bearing back
treasures from the
lost ages.

And in these
bleak times, good
coin is hard to
come by.



MINIATURES

Forbidden Psalm is a 28mm miniatures agnostic game. You can use any miniatures you already own or build custom minis for this game.

Grab some dice, some miniatures, a tape measure, a 2ft by 2ft table and you are ready to play.

MEASURING

Measurements are in inches. Sorry metric heathens. You can convert 1 inch to 2.5cm. You can premeasure.

DICE ROLLS

Dice Rolls, abbreviated DR, used to determine the outcome of an action you take. In the text when a number appears after the abbreviation it means you must roll at least that number to succeed. **Tests in Forbidden Psalm are generally DR12 on a D20**, meaning you must roll at least 12 to succeed with all modifiers taken into account.

MODIFIERS

Stats, Feats, Flaws and weapons will tell you to add a modifier to the result of the dice roll. Modifiers in this game stack.



READING THE RULES

CREATING A WARBAND

To explore the ruins of Kergus you will need a warband of desperate souls, consisting of 5 miniatures. Follow these steps:

1. Select 5 models to use
2. Assign each model a name page 7
3. Allocate stats page 8
4. Roll a Flaw for each model page 10
5. Roll a Feat for each model page 12
6. Spend your 50 gold on equipment page 14
7. Select a spellcaster and roll for scrolls page 16

Warband record page 78



BOOK OF NAMES

- | | | | |
|----------------------|----------------|----------------|--------------|
| 1. Danbert | 26. Toomas | 51. Rizzen | 76. Artanaro |
| 2. Nifehl | 27. Marek | 52. De'ath | 77. Severina |
| 3. Doodplex | 28. Mottokrosh | 53. Winter | 78. Storm |
| 4. El Bobo | 29. Gorand | 54. Ariana | 79. Reed |
| 5. Hald | 30. Higgins | 55. Uaqoh | 80. Steve |
| 6. Pannoyed | 31. Rory | 56. Eisenquish | 81. Nohr |
| 7. Dugnut | 32. Skinny | 57. Haunsakhuz | 82. Ramses |
| 8. Tauk | 33. Marc | 58. Nakus | 83. Wolfram |
| 9. Kvali | 34. Lain | 59. Chenu | 84. Pookie |
| 10. Gride | 35. Andy | 60. Suszi | 85. Pew |
| 11. Dug | 36. Uri Moti | 61. Ocejos | 86. Sand |
| 12. Saint | 37. David | 62. Egesh | 87. Cold |
| 13. Andrew | 38. Bob | 63. Ocei | 88. Rain |
| 14. Tim | 39. Daryl | 64. Thaxeq | 89. Wolf |
| 15. Vlan Bator | 40. Donatella | 65. Uqoniq | 90. Marxillo |
| 16. Esheg | 41. Xigah | 66. Nishet | 91. Flem |
| 17. Abathur | 42. Azathoth | 67. Maag | 92. Shorty |
| 18. John Eternal | 43. Ada | 68. Steven | 93. Breadman |
| 19. Jack | 44. Cora | 69. Turner | 94. Bungle |
| 20. Hawksmoor | 45. Yslen | 70. Toranako | 95. Ocelt |
| 21. [not applicable] | 46. Getri | 71. Illiax | 96. Celt |
| 22. Thomas | 47. Fairy | 72. Graleth | 97. Lolph |
| 23. Skinflint | 48. Krust | 73. Argon | 98. Quix |
| 24. Sven | 49. Dwarf'o | 74. Shandri | 99. Satan |
| 25. Anja | 50. Daniel | 75. Mikkaeus | 100. Mad |

- | | | | |
|-----------------------|----------------------|----------------------|----------------------|
| 1. The Saint | 27. Grande | 53. The Hermit also | 78. The Ranger |
| 2. The Bloodless | 28. The Sometimes | known as... Dave | 79. The Grave Cleric |
| 3. The Monster | 29. The Loud | 54. The Sad | 80. The Firewizard |
| 4. The Fiendish | 30. The Duplicate | 55. The Night-Child | 81. The Lost |
| 5. The Contessa's | 31. The Duplicate | 56. The Demonslayer | 82. The Scared |
| Handmaid | 32. The Saintly | 57. The Thyme | 83. I don't |
| 6. The Neither | 33. The Nocrumpet | Master | understand |
| 7. The Unbuttered | 34. The Unholy | 58. The Namtabandy | 84. The Pantsless |
| 8. The Blind Idiot | 35. The Driven | 59. The Boil-Pincher | 85. The Baby legs |
| God | 36. The Desperate | 60. The Neophyte | 86. The Fast |
| 9. The Smoothest | 37. The Wiles | 61. The Depraved | 87. The Furious |
| 10. The False Bastard | 38. The Witchmonger | 62. The Last-Fated | 88. The Artist |
| 11. The Prodigal | 39. The Cacorro | 63. The Monkeybutt | 89. The King of the |
| 12. The High Elf | 40. The Cloven- | 64. The Snail | Wastes |
| 13. The Avaricious | Hoofed | 65. The Too-Many- | 90. The Forgiven |
| 14. The Hermit | 41. The Silver | Eyed | 91. The Percipient |
| 15. The Lost | Tongued | 66. The Sorrowful | 92. The Pew Pew |
| 16. The Broken | 42. The Horrible | 67. The Juhelees | 93. The Father |
| 17. The Strange | 43. The Everliving | 68. Grande | 94. The Mother |
| 18. The Moist | 44. [not applicable] | 69. The Blacken | 95. The Dead |
| 19. The Deadly | 45. The Terrible | 70. The Sly | 96. The Slime |
| 20. The Smelly | 46. The Forsworn | 71. The Empty | 97. The Mortis |
| 21. The Pallid | 47. The Raider | 72. The Possum | 98. The Evil Beats |
| 22. The Distressed | 48. The Patron | 73. The Collector | 99. The Doctor |
| 23. The Biggest | 49. The Dirge | 74. The Toothsayer | 100. The One Most |
| 24. The Loudest | 50. The Thankless | 75. The Great Wyrn | Foul |
| 25. The Loyal | 51. The Saltmonger | 76. The Occult | |
| 26. The One Most | 52. The Prophet | Herbmaster | |
| Likely to Die | Mime | 77. The Knight | |

NAME

TITLE



STATS

TO GENERATE EACH OF YOUR MODELS' STATS, TAKE ONE OF THE FOLLOWING STAT LINES

+3, +1, 0, -3

OR

+2, +2, -1, -2

AND ASSIGN TO EACH MODEL ACROSS THEIR FOUR STATS AS YOU SEE FIT.

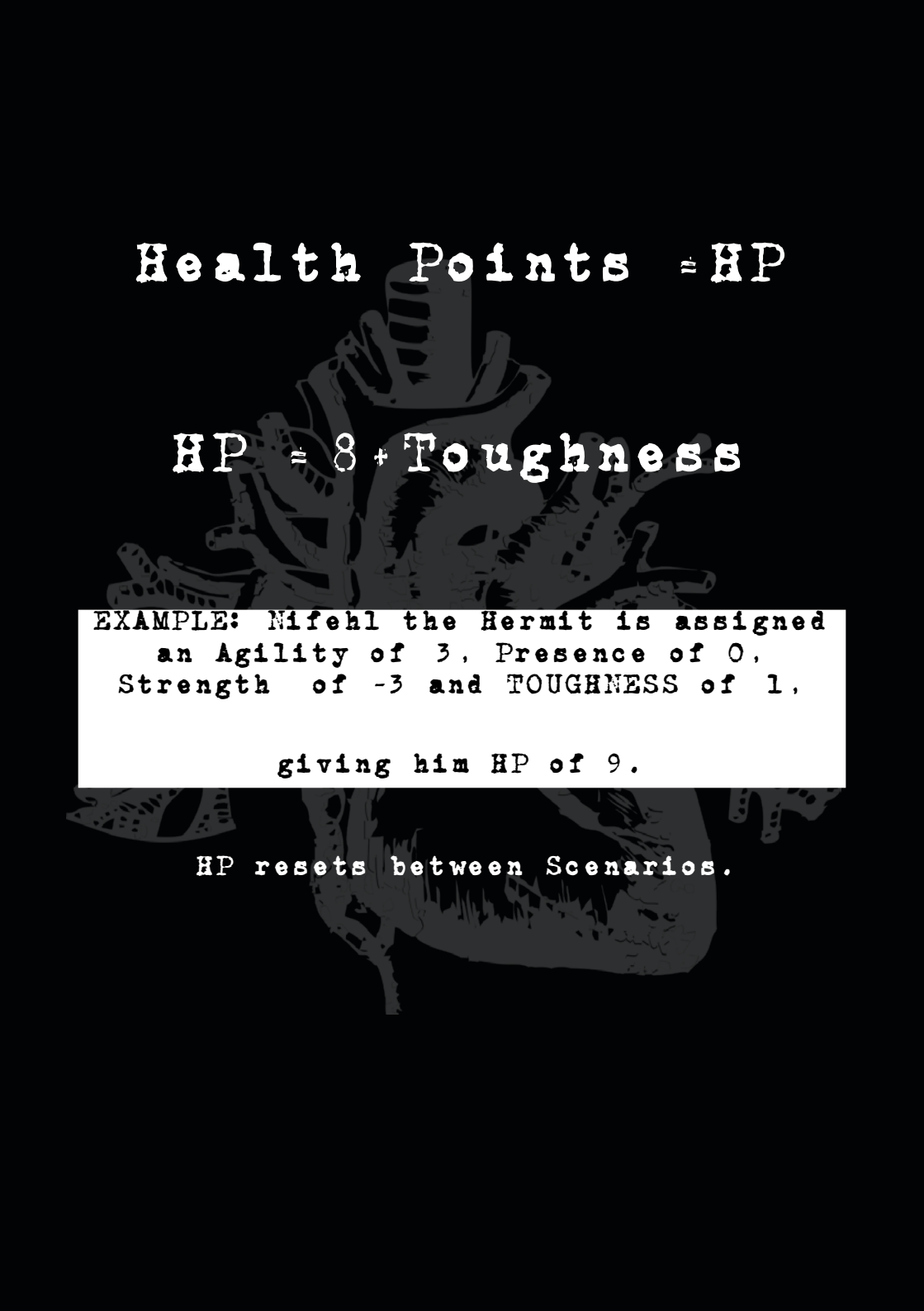
AGILITY

PRESENCE

STRENGTH

TOUGHNESS





Health Points = HP

HP = 8 + Toughness

EXAMPLE: Nifehl the Hermit is assigned
an Agility of 3, Presence of 0,
Strength of -3 and TOUGHNESS of 1,

giving him HP of 9.

HP resets between Scenarios.

THE LAWS D20

1. **CURSED:** roll two more times and apply all results.

2. **Gummy foot:** Suffer -1 to movement.

3. **Brittle bones:** +1 to damage when hit.

4. **PUTRID SMELL:** All models within 3 inches suffer -1 to Presence tests.

5. **WEAK HANDS:** can only wield one handed weapons
model cannot use shield or torch and hold a weapon!

6. **Greasy hands:**
Suffer -1 to Agility tests.

7. **ONE EYED:** suffer -1 on all ranged attacks and all spells.

8. **MALNUTRITION:**
-1 on Strength based tests.

9. **Scared of heights:** cannot climb or jump.

10. **ANGRY:** If a nonfriendly model is within line of sight you must move towards them and make an attack if possible.

11. **VACANT MIND:** Uncaring for the real world, they never collect treasure or items from the battlefield.

12. Weak bodied: -1HP.

13. ALLERGIC TO METAL: Cannot wear Armor.

14. SQUEAMISH: -1 dmg dealt to others.

15. SLOW LEARNER: +1 xp required to level up.

16. Loner: -1 on all tests when within 2 inches of a friendly model.

17. SCARED OF MONSTERS: -1 to attack monsters and beasts.

18. REALIST: model cannot use **OMENS.**

19. Poor

morale:

Whenever they take damage they make a morale roll.

20. NEWBIE: Do not pick a Feat for this model.



DEATH EATS

1. **INTIMIDATING PRESENCE:** A single enemy model you can see within 6 inches must make a Presence test. If failed, you may make a full move with that model as if it was yours or drop one of its weapons.
2. **SLIPPERY WHEN WET:** Model can always leave combat.
3. **COWARDLY:** Model gets a -1 on all morale tests but gains +1 Agility.
4. **MEATHEAD:** Model is stronger than they are smart, +2 Strength -1 Presence.
5. **MIND OVER MATTER:** Model can make a Presence test to ignore D4 damage each time they are hit.
6. **THROUGH GRITTED TEETH:** Model can make a Presence test to avoid being downed **once** per encounter, they remain standing on 1 HP.
7. **REVOLTING APPEARANCE:** Enemies suffer -1 to hit this model.
8. **WHAT WE DO IN THE SHADOWS:** Model can heal by drinking blood of others. Make a melee attack and heal damage dealt. Gain *Teeth:D4:Agility based: Cruel*. Model cannot be healed by any other means.
9. **HARD TO SEE:** Model cannot be targeted by enemy ranged attacks, and can not make ranged attacks itself. Spells work as normal.
10. **TOUGH AS NAILS:** +2 HP, -1 Agility.

11. SCAVENGER: Roll twice on treasure tables when searching and take both, if they have sufficient equipment slots free. Extra items are placed on ground as per treasure rules.

12. BARKSKIN: +1 armor from tough skin -1 Agility.

13. CLAWED NAILS : Replace Fists with Claws.
Claws: D6:Agility Based

14. SWINDLER : At the end of the Scenario, if they survive, gain one free roll on the treasure table.

15. MEDIC : Can make a Presence test to heal one downed model, model is restored on 1 HP and returns to the fight.

16. IMPROVISED FIGHTER : Model can make a makeshift one handed weapon when out in the field

17. SHIELD BASH Model equipped with a shield deals an additional 2 damage in melee.

18. LUCKY GOBLIN FOOT: Model can reroll 1 dice roll per Scenario but has -1 equipment slot.

19: CHARGE Model can move twice its movement value but must end within an inch of an enemy.

20. FEINT/DISARM: Instead of making an attack during a close combat attack, make an Agility test to feint the enemy's attack, preventing a successful hit. If the enemy also fails to hit they are considered to have dropped their weapon and are disarmed.

EQUIPMENT AND WEAPONS

Models have 5 equipment slots plus their Strength.

For example Nifehl the Hermit has a Strength of -3 so can only have 2 item slots.

Costs are given in gold as the ~~FIAD ELIZARD RIPRIX~~ only pays in gold.

To convert items from MÖRK BORG and supplements: 1 gold = 10 silver rounding up.

Each item below takes up 1 slot.

Items

1.	Bandages - Used to stop bleeding condition	1 gold
2.	Lantern - required for models to see in the dark	3 gold
3.	Torch - as a lantern but only lasts 3 rounds, can be used as a one handed makeshift weapon	1 gold
4.	Backpack - counts as 1 equipment slot, but provides 2 additional slots	1 gold
5.	Potion - heals D6: Toughness test or become dazed.	6 gold
6.	Ammo - 5 shots	1 gold

ARMOR

To convert armor from MÖRK BORG, take the average result on the Armor Dice and round down, for example light armor has a d2 damage reduction in MÖRK BORG. In Forbidden Psalm this translates to 1.

Type	Armor value	Special	Cost
1. Light	1	-	2 gold
2. Medium	2	-	10 gold
3. Heavy	3	Takes up two slots	20 gold
4. Helm	0	Cannot be dazed by an attack	5 gold
5. Shield		Can be destroyed to ignore one attack after all rolls	2 gold

Warbands start with 50 golds worth of equipment. You can spend this as you see fit. Remember recruiting a spellcaster costs 5 gold see scrolls page 16. All characters have fists that deal 1 damage.

Weapon	Damage	Special	Modifier	Cost
1. One Handed Makeshift Weapon	D4	<i>could be a piece of bone, debris or rock</i>	Strength	Free
2. Staff	D4		Strength	1 gold
3. Shortsword	D6		Agility	2 gold
4. Dagger	D4	<i>thrown</i>	Agility	1 gold
5. Warhammer	D6	<i>critical causes dazed</i>	Strength	4 gold
6. Sword	D6		Strength	3 gold
7. Rapier	D6	<i>critical disarms enemy</i>	Agility	4 gold
8. Fists	1	<i>fumble: you take 1 damage, takes up 0 slots</i>	Strength	Free
9. Hand Axe	D8	<i>thrown</i>	Strength	3 gold
10. Ulfberht Sword	D8	<i>critical causes bleeding</i>	Strength	5 gold
11. Morning star	D8	<i>cruel and critical causes dazed</i>	Strength	7 gold
12. Horseman's Pick	D6	<i>cruel</i>	Strength	4 gold
13. Flail	D8	<i>critical causes bleeding</i>	Strength	5 gold

All Weapons below take 2 equipment slots and take both hands to use

14. Two Handed Makeshift Weapon	D6	<i>could be a piece of bone, debris or rock</i>	Strength	Free
15. Bow	D6	<i>comes with 5 arrows - ranged</i>	Presence	5 gold
16. Crossbow	D6	<i>comes with 5 bolts - reload- cruel - ranged</i>	Presence	8 gold
17. Bastard Sword	D10	<i>on critical can choose to destroy enemies weapon</i>	Strength	10 gold
18. Great Axe	D10	<i>critical breaks enemy shield and damages</i>	Strength	10 gold
19. Glaive	D8	<i>reach</i>	Strength	8 gold
20. Spear	D6	<i>reach and thrown</i>	Agility	8 gold

Cruel - always deals at least 1 damage, regardless of armor

Reach - attack enemy 2" away without provoking enemy attack back

Thrown - weapon can be thrown without penalty, 6" range

Reload - to reload, model gives up movement but then can take an action

Bleeding - 1 damage per activation until healed (ignores armor)

Dazed- must make a Presence test to activate: on a failure, the model can only move, on a success the model is not dazed anymore

Blinded - model cannot make ranged attacks and gets a -3 to all attacks

SCROLLS

When creating a warband you can select one model to be a caster. Scrolls count towards equipment. Recruiting a caster costs 5 gold and they come equipped with 2 random scrolls, 1 Clean and 1 **UNCLEAN**. You can also buy them additional items. **All spells have a limited range of 12 inches.**

You cannot use scrolls with shields or heavy armor.

Models that find scrolls can use them as per spellcasting rules.

CLEAN SCROLLS

1. HOPES LAST BREATH

Heal D6 HP on one model you are within 1 inch of. Does not work on downed models.

2. WILL OF THE OPTIMISTIC

Target model adds an extra D6 to next test they make.

3. NOT DEAD YET

A dead model is awakened with 1 HP and a new Flaw.

4. SECOND WIND

Target creature gains 1D6 extra HP until the end of the Scenario, Reduce casters HP by 2 each time its cast. Does not work on downed models or caster.

5. VISIONS OF TOMORROW

Target model must flee as per morale rules.

6. SHIELD OF FAITHLESS

Model cannot be targeted by ranged attacks for 1 round.

7. FALSE DAWN

Target model produces light as if they had a lantern, lasts 5 rounds.

8. MIND BLAST

Target model must pass a Presence test or is dazed for 1 round.

9. GOLDEN FLARE

Target model must pass a Presence test or is blinded for 1 round.

10. OBEY

Target creature must obey one command, taking one action or movement. The action must be one the target can complete. On a failure the caster instead performs the command if it can, but under the control of the other player. Speak the command before rolling the dice.

UNCLEAN SCROLLS = HEATHEN MAGIC

1. FLAMING HANDS OF ST VILMAREX

Caster hurls a ball of fire at an enemy it can see dealing D6 damage - cruel.

2. MINDLESS EYES

Target creature becomes deranged and must make a Presence test or attack the nearest model.

3. INVISIBLE HANDS

Can move an object (dropped weapon or treasure) D12 inches.

4. UNGROUNDED 5. BREATH OF THE UNDYING

Target creature can hover for 1 round, ignores all terrain features and moves at twice normal speed.

Target creature begins to suffocate and takes D4 damage when activated. Must make a Presence test as an action to remove effect.

6. ONE EYED KING

Target creature becomes invisible and cannot be targeted by any attack or spell, Target is ignored by monsters. Lasts until creature makes a test of any kind.

7. BONES, THEM DAMN BONES

A skeleton (page 31) appears at a target point on the table, it always fights the nearest model but never attacks the caster. On a failure to cast it still appears but always moves towards and attacks the caster. If caster dies it leaves.

8. HIDE THE LIGHTING

Caster produces lightning and strikes a target within 12 inches. Deals D6 damage. Ignores armor.

9. ETERNAL SLEEP

Target creature makes a Presence test and falls asleep on a failure. Wakes up if they take any damage. Friendly models can wake them up as an action when within 1 inch.

10. DOOM

All models and creatures within 12 inches, including allies and the caster, must make a Presence test, on failure take D10 damage, ignoring armor. Any failure to cast this scroll is considered a

FUMBLE.



PLAYING THE GAME

Setup

1. Pick a Scenario (page 37)
2. Set up table (page 38)
3. Determine conditions (page 44)
4. Deploy per Scenario
5. Determine who goes first (see Initiative)

Each Game Round

1. Determine Initiative for that round
2. Take it in turns to activate a single model
3. Activate monsters, if any in play
4. End game round

Activating a model

When you select a model to activate it can perform a **movement** and then an **action**. Each model gets a single activation per round. If a model wishes to **move**, it must move before it performs an **action**. If it has performed an **action** its activation ends.

If a Feat, status or other rule triggers when a model is activated you must trigger the effect at the start of the activation before you **move**.

Actions:

Make a **Ranged Attack**.

Make a **Melee attack**.

Use a piece of **Equipment** or **Feat**.

Use a **Scroll** to cast a spell (and likely die).

Pickup and/or drop any number of items off the ground or dead/downed models within 1 inch of you.

Interact with **Treasure** or **Scenario** items within 1 inch of you.

Make a second move as an action.



Deployment

Before the first round of the game, roll Initiative to determine who places a model first. Then alternate between players, placing a model one at a time until all models are placed. Models must be placed within 6 inches of a board edge or based on Scenario rules.

Initiative

Roll a D20, highest number selects a model to activate first.

Making tests

All tests unless specified otherwise are DR12. This means you roll a D20, add the relevant modifiers and check the result. If with the modifiers you reach at least a 12, you pass.

EXAMPLE

Nifehl the Hermit wants to jump over a gap, he rolls a D20 plus his Agility, which in this case is +3. He rolls a 10, which adding his +3 Agility gives him a result of 13. Enough to pass the test.

He lands within 1 inch of an enemy and hits him with his sword. On this test he adds his Strength, a -3. He rolls a D20 and gets a 14, however his -3 Strength takes the result to an 11 and he fails to hit.

Rolling a 1 before applying modifiers is always a **failure** and is called a

FUMBLE

Rolling a 20 before applying modifiers is a

CRITICAL

Movement

Models can move a number of inches equal to 5+ their Agility.

You can move in any direction or combination of directions up to the maximum movement of the model.

Terrain smaller than 1 inch can be moved over for free.

Terrain over 1 inch must be climbed. Models have a climb speed of 1/2 their movement speed and must end their movement on a flat surface.

Models can jump gaps 3 inches or less but must pass an Agility test DR12 to do so. On a failure they fall and take 1 damage per inch they fall, rounded down. On a Fumble they also gain a new injury.

Models that move off of a board edge are treated as survived and no longer participate in the Scenario.

EXAMPLE

Nifehl the Hermit has an Agility of +3. So has a movement of 8 inches. Nifehl the Hermit makes a jump but rolls a 3 and fails his jump falling 3 inches and taking 3 damage, reduced by 2 for his armor, to 1 damage.



COMBAT

1. Check range
2. Check stat modifier to apply based on weapon
3. Roll attacks
4. Apply damage if hits are successful

Close Combat

To perform a close combat attack your model must be within 1 inch of another model. Pick one weapon.

You make a DR12 test using the appropriate modifier that is determined by the weapon (see weapons page 15).

However, close combat is risky, and your opponent can also attack you back at the same time, but at -3 to their roll. Both roll to hit, and then roll for damage for any successful hits either model achieved.

This -3 is negated in close combat if another friendly model is also within 1 inch of the enemy attacker. **On a Fumble you drop your weapon.**

If the target of the attack survives and has not activated it is still eligible for activation that round.

Ranged Attacks

Ranged weapons have a max range of 12 inches.

To perform a ranged attack your model must be able to see the target model. Models in close combat cannot make ranged attacks.

If a model is in any way obscured you apply a -3 to the to hit roll.

You roll a DR12 test, plus relevant modifiers, to see if you hit and mark 1 ammo off of your total ammo. On a success you roll the weapon's damage.

You can throw any weapon up to 6 inches, but you suffer a -3 to the roll and it is placed on the ground next to your target, regardless of if you hit or miss.

Ranged weapons count as One Handed Makeshift weapons in combat.

Damage

When you successfully hit with a weapon you roll the weapon's damage dice.

Deduct the model's armor value from the result.

Armor always reduces damage unless otherwise stated.

Reduce the wounded model's HP by the damage amount remaining.

EXAMPLE

Nifehl the Hermit has Armor of 2 and gets hit by a short sword for D6 damage. His opponent rolls a 4. Minus the 2 for his Armor he takes 2 damage.

CRITICALS ALWAYS CAUSE MAX DAMAGE

Armor is still applied.

Leaving Combat

Models within 1 inch are in combat.

If a model wishes to leave combat your opponent can decide to stop you, monsters always try to stop you. The opponent rolls Agility against DR12.

On a pass your model does not move. On a failure your model moves up to their movement value and then takes no further action. If they Fumble you can move and take an action. On a Critical they make an attack against you. Models can freely move off of a board edge to leave the Scenario.

Morale

When a model rolls for morale take a Presence test. On a failure they flee the fight, immediately moving their max movement towards the nearest board edge.

On their next activation they retake the test. On a pass they act as normal, on a failure they continue to move off of the board. They retake this test every round until they pass or leave the battlefield.

Fleeing combat due to morale does not trigger an enemy attack.

Models must make a morale test when

- they are Critically hit.
- they strike a downed enemy.

When a model's HP is equal to or less than 0 it is considered **downed**. Lay it face up.

If a **downed model** takes any more damage it is immediately killed. Lay them face down.

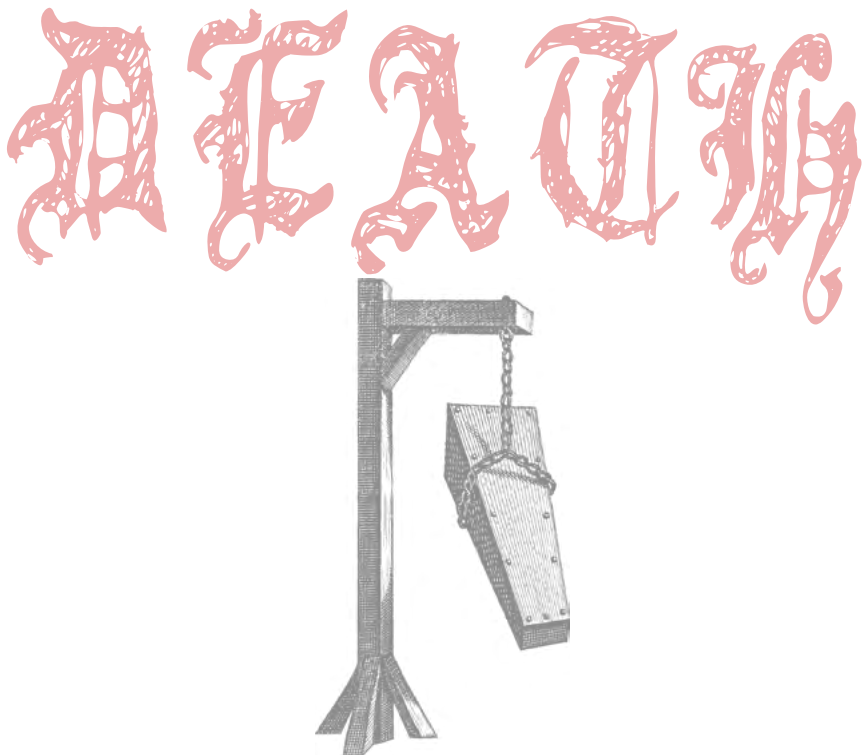
Downed models must pass a **death save** at the end of the Scenario to determine if they died during the session or managed to crawl their way off the field, bloodied and broken.

The save is a **Toughness** test against a DR6.

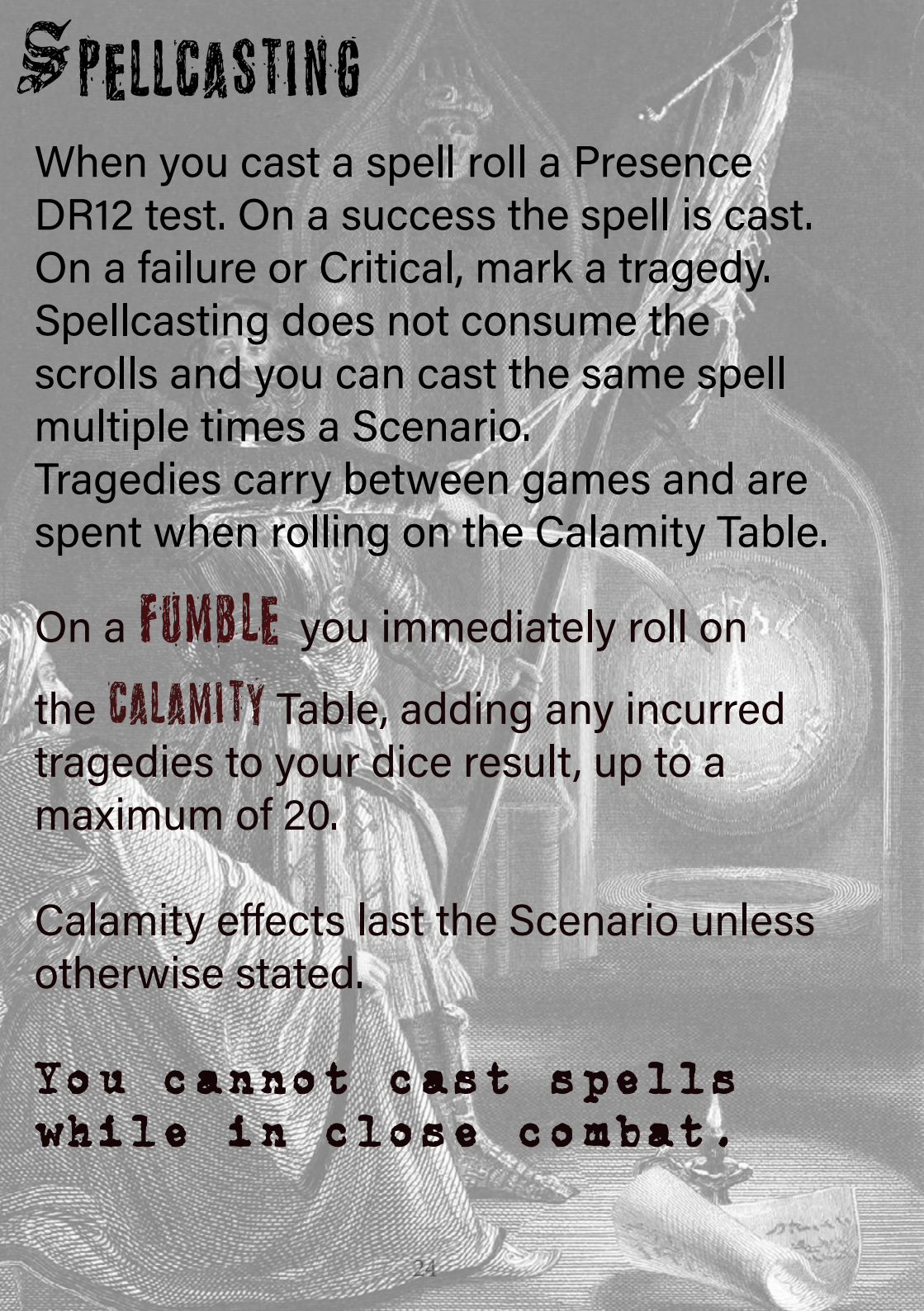
On a fail they are dead.

On a pass they are wounded; roll on the **injury table** (page 68).

On a **Critical** they learned something new. Roll on the injury table and assign them a new **Feat**.



SPELLCASTING



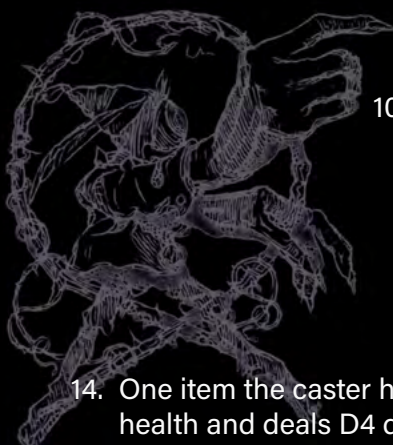
When you cast a spell roll a Presence DR12 test. On a success the spell is cast. On a failure or Critical, mark a tragedy. Spellcasting does not consume the scrolls and you can cast the same spell multiple times a Scenario. Tragedies carry between games and are spent when rolling on the Calamity Table.

On a **FUMBLE** you immediately roll on the **CALAMITY** Table, adding any incurred tragedies to your dice result, up to a maximum of 20.

Calamity effects last the Scenario unless otherwise stated.

You cannot cast spells while in close combat.

1. **Blood** spills from the caster's eyes - caster is Blinded.
2. The caster begins to glow an eerie green colour, when attacked opponents get a +3 to hit the caster.
3. The caster's fingers split open and they gain the **bleeding** condition
4. A **Death** bell rings, if the caster is downed this Scenario they are considered dead and do not get a death save.
5. Amnesia. Caster forgets what is happening around them and their actions trigger no XP in the Scenario.
6. Caster's hands begin to glow with **hellfire**. Caster takes D4 damage and drops any held weapons. Damage ignores armor.
7. Dissonant whispers plague the caster's mind, paranoid they can only flee the battlefield.
8. You feel fine, it's fine. Every time caster activates roll a D20 on a 7 the caster explodes, dying instantly.
9. The ground boils around the caster and they sink into the mud, must pass a Strength test in order to escape or caster is stuck in place.
10. Time slows, tick tocking away. Caster is always last to activate for that player.
11. The Scroll bursts into flame and is lost forever.
12. The caster vanishes as they fall into Refva. They return at the end of the next round taking D4 damage.
13. A Sock Goblin monster appears next to the caster and immediately attacks them.
14. One item the caster has on them awakens and attacks them, it has D4 health and deals D4 damage. Item is lost.
15. The caster is transformed into a blind penguin for D4 rounds, cannot cast spells, all attacks are changed to a beak attack, D4 damage.
16. The caster's arm becomes hostile towards them forever, immediately making an attack against them (fists). Repeat attack each round. A caster can, as an action, remove their own arm gaining the injury lost limb.
17. The spell works but instead targets the caster.
18. Caster must make a Presence test. On a fail they melt into a puddle on the ground, while technically alive they are considered dead for warband composition. As they are not dead they can not be brought back.
19. He appears, devours the caster and any other model in 3 inches. Anyone devoured dies.
20. Roll twice and take both results. This result stacks.



☞ CALAMITY TABLE



Most gods throw dice, but Fate plays chess, and you don't find out 'til too late that he's been playing with two queens all along. - SIR TP

OMENS



At the start of a Scenario players gain the following six **Omens** each. They can spend these once and only once per Scenario **at any time, including after a roll** for the following effects.

- Devastation: Deal maximum damage with an attack
- Fate: Reroll any dice, yours or someone else's
- Grace: Remove a downed model from play, it auto passes its death save
- Banality: Cancel one **CRITICAL** or **FUMBLE**
- Greed: Reroll on the treasure table
- Confidence: Automatically pass one test i.e. jumping, morale or combat

MONSTERS

After all models have been activated by all players, monsters are then activated. If there is more than 1 monster to activate randomise them with a dice roll.

Monster Behaviour - follow these steps when activating a monster

1. Check monster's special rules.
2. Check to see if the monster model can see any other model that is not the same type as it. Monsters can attack other monsters!
3. If it cannot, most monsters, unless specified, remain still and do not activate.
4. If a monster can see another model that is not the same as itself it moves 2D6 towards that model.
5. If a monster can see more than a single model it always goes towards the closer model. On a tie, roll a dice to determine which way it moves.
6. If the monster makes it within 1 inch of a model, not of its same type, it immediately attacks as per the close combat rules. Randomise if there are more than 1 model within 1 inch.

Monsters make all tests at DR12 with no modifiers unless specified. This includes if they are attacked or targeted by any spells.

This is also for all abilities unless otherwise specified. Monsters do not prioritise downed models unless otherwise

stated.

EXAMPLE

A Feasting Púca sees Nifehl the Hermit and rolls 2D6 to see how far it moves. It rolls a 5 which is enough to reach Nifehl the Hermit. When it reaches him it then immediately attacks and Nifehl attacks back at the same time at a -3.

Jotna the Unholy on his turn then decides to join the fray and charges into the combat attacking the Púca. However, unlike player controlled models, the Púca does not get a -3 to attack back, as monsters always roll against a target of DR12.

MONSTER MORALE

If a monster is Critically hit it takes a morale roll. Roll 2D6. If you roll above its morale it flees the field, moving 2D6 a round until it leaves the field or is killed, If monster morale is '-' they ignore morale rules.



READING A MONSTER ENTRY

How much HP the monster has. When it reaches 0 HP it dies.

Monster Type

Armor value for monster. Damage dealt to monster is reduced by this amount.

Monster's weapon/s and damage it deals on successful hits.

PuCa

HP 22 Morale 9 Claws D6 Armor 2

Special: Whenever the Feasting Puca downs someone, it immediately begins to feast on them for 2 rounds. If it finishes its feast, they rise 1 round later as another Feasting Puca. Will always perform feast action if possible, even if other models are within 1 inch.



Monster's Special attacks and abilities.

Monster's Morale. When a monster takes a Critical hit roll above this on 2D6 to make the monster flee the battle.

SKELETON

HP 6 Morale - Sword D6 Armor 1

Special: 1 in 4 skeletons are also armed with bows(roll a D4; on a one the skeleton has a bow and 10 arrows). Will shoot arrows at closest target it can see within 12 inches.

Ignores darkness.



PÚCA

HP 22 Morale 9 Claws D6 Armor 2

Special: Whenever the Púca downs a model, it immediately begins to feast on them for 2 rounds. If it finishes its feast, they rise 1 round later as another Púca. Will always perform feast action if possible, even if other models are within 1 inch.



MORKA=PORKA

HP 10 Morale 5 Gore D8 Armor 1

Special: Large wild hogs that can be tamed. To tame one, you must feed it your flesh and pass a Presence test DR12 when within 1 inch.

On a success you gain the lost limb injury, but now have A Morka-Porka as a mount. Your movement is increased by 3" and you gain a gore attack (D8). On a fail it attacks you.



ANIMAL CULTIST

by Cora Rahman aged 12

HP 3 Morale * Bite D4 Armor -

Special:

Animal cultists are never alone, always in packs of 1D8+2

Animal cultists do not move towards enemies, instead moving towards another Animal Cultist.

If more than 2 Animal Cultists are within 3 inches of each other they begin to perform a cult ritual. Summoning another monster at the end of the monster phase if they remain within 3 inches.

The creature they summon depends on the number of Animal Cultists.

2 = Another Animal Cultist

3 = Morka-Porka

4-5 = Disembowelled Ghoul

6-9 = Feasting Puca

10 = The Basilisks: the world ends.

Morale = 1 + number of Animal cultists alive

Animal Cultists in combat do not count towards rituals.



DISEMBOWELLED GHOUL

HP 8 Morale 9 Strangle D6 Armor 2

Special: Strangles opponent with its intestines. You cannot leave combat with a Disembowelled Ghoul.



GREAT MAW

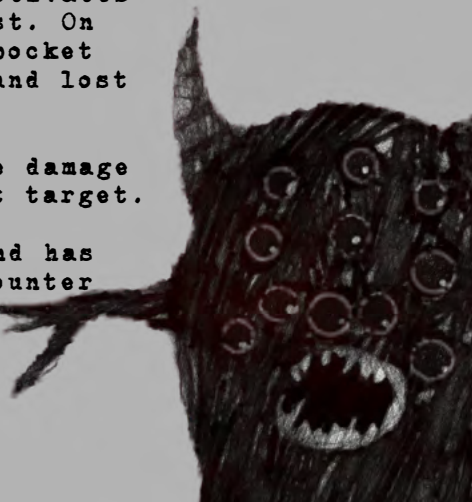
by Ada Rahman aged 8

HP 10 Morale 9 Bite D6 Armor 3

Special: When the Great Maw attacks it attempts to swallow a target. The target makes a DR12 Agility or Strength test. On a failure they are swallowed into the Maw. The next time the target activates it must make a DR12 Presence test. On a Failure it is taken into the pocket dimension inside the Great Maw and lost forever.

If the Great Maw takes 5 or more damage before this happens it spits out target.

If the Great Maw takes damage and has not swallowed a target this encounter there is a 10% chance it already contains a monster. Roll 1D10 and on a 1 it contains a random monster. Ignores darkness.



CORPSE COLLECTOR

Art by @JohanNohr

HP 20 Morale - Slam D6 Armor 3

Special: When the Corpse Collector hits a target, it must make a DR12 Strength test. On a failure the collector picks the target up and places them onto a spike on its back, doing 2 damage. If they are still alive, they can make a Strength test to remove themselves from his back each round, taking 1 damage each round they fail. If they drop to 0 HP they die and are added to the

COLLECTION.



SIREN

by @kiddangerous117 aged 33

HP 8 Morale 9 Fangs D6 Armor 1

Special: Aquatic, gains +2 to attack a target in water.

Brainlust: as an action will kill a downed model within 1 inch of it and suck out the brains.



FANG

HP 21 Morale 10 Bite D10 Armor 2

Special: Only moves 1D6.

When attacking can attack two targets instead of 1, both can attack back.



SOCK STEALING GOBLIN

HP4 Morale 2 Claws 2 Armor -

Special - If a Sock Goblin ever succeeds on an attack, the target of the attack makes a Presence test DR12. On a fail they immediately gain broken bone injury (can only be gained once from a goblin).

Sock Goblins only steal odd socks. Will move onto a new target after a successful attack. Immediately move them after they attack successfully.



BLOOD RAGE VAMPIRE

HP10 Morale - Bite D6 Armor 2

Special - Heals an amount of HP equal to the damage it deals, to a maximum of 10 HP.

Does not need line of sight, always moves towards nearest target.

Targets downed by a blood rage vampire raise as a Blood Rage Vampire in 1D2 rounds at the start of monster activation.



Art by @jai_un_chapeau

RANDOM ENCOUNTERS

D20	NAME	HOW MANY TO SPAWN			BASE SIZE SUGGESTION
		COOP	SOLO PLAY	VERSUS	
1-4	Skeleton	1 D8	1 D6	1 D4	25 mm
5-6	Animal Cultist	1 D8	1 D6	1 D8	25 mm
7-9	Disembowelled Ghoul	1 D6	1 D6	1 D4	25 mm
10-12	Blood Rage Vampire	1 D4	1 D2	1 D2	25 mm
13-16	Sock Stealing Goblin	1 D8	1 D6	1 D6	25 mm
17	Great Maw	1	1	1	50 mm
18	Púca	2	1	1	32 mm
19	Morka-Porka	4	3	3	32 mm
20	Corpse Collector	1	1	1	50 mm

Spawn rates replace any given on monster descriptions.

Harvesting

Even at the end of it all, there are those that will pay well for **sweet meats**.

When a monster is killed, a model can take an action to harvest from the monster.

Models make a Presence test, DR12. On a success they gain an organ that they can sell for 5 gold at the end of the Scenario (remove monster corpse on a success).

Harvested organs take up an equipment slot.

On a failure they are disgusted by their actions and must make a morale save.

SCENARIOS

We are but dust and shadow. H

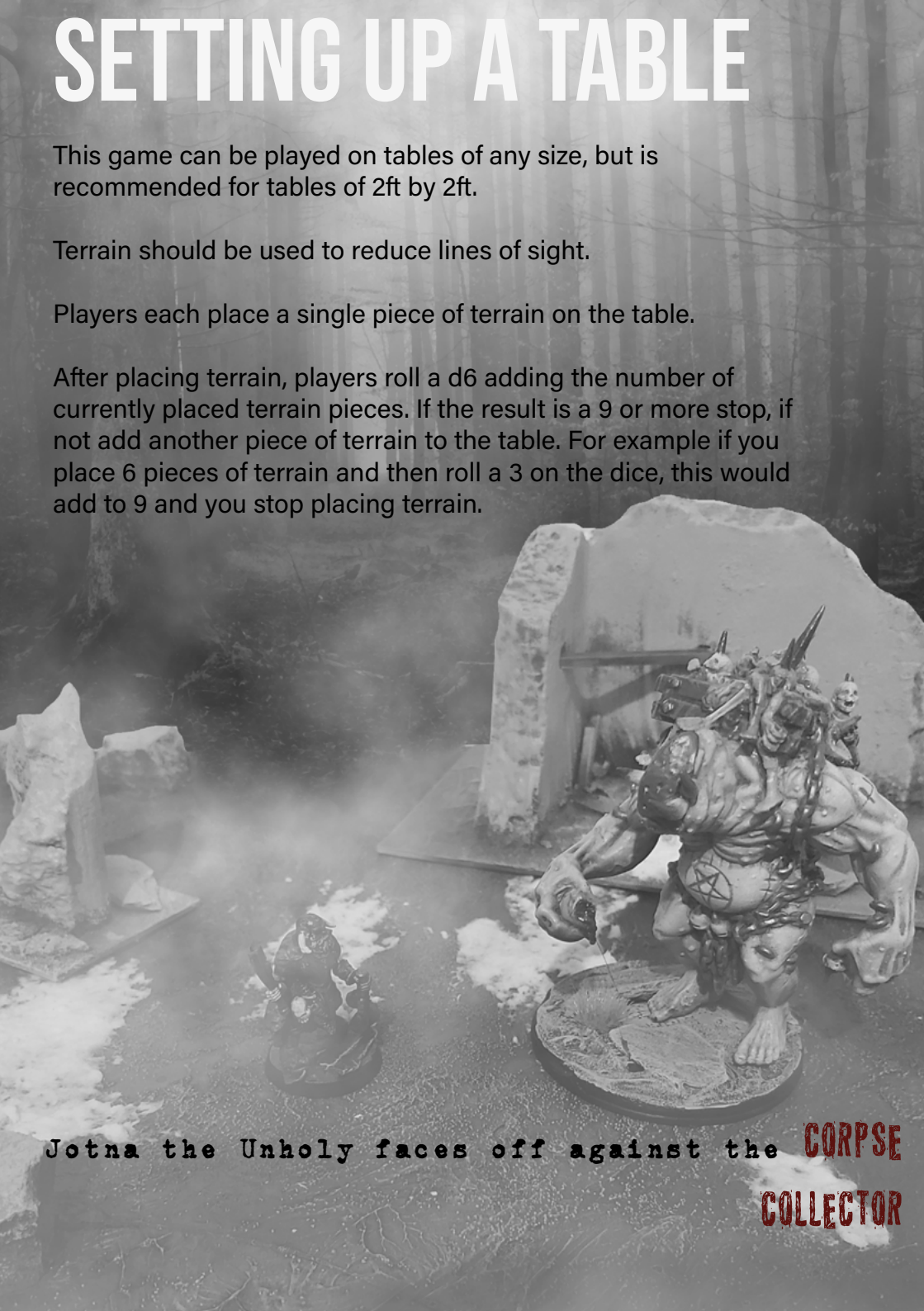
SETTING UP A TABLE

This game can be played on tables of any size, but is recommended for tables of 2ft by 2ft.

Terrain should be used to reduce lines of sight.

Players each place a single piece of terrain on the table.

After placing terrain, players roll a d6 adding the number of currently placed terrain pieces. If the result is a 9 or more stop, if not add another piece of terrain to the table. For example if you place 6 pieces of terrain and then roll a 3 on the dice, this would add to 9 and you stop placing terrain.



Jotna the Unholy faces off against the **CORPSE**
COLLECTOR

Scenarios are designed to be played over a max of 6 rounds, unless a Scenario states otherwise.

At the end of the 6 rounds your warband gets bored, will be dead or will flee in terror.

Any items left on the table at the end of round 6 are considered lost if they are on a model that died or dies as a result of a death save.

Some Scenarios have custom round lengths.

If you are playing on larger boards you may want to increase the amount of turns you are playing for.

Reading Scenarios

Ramblings of the Mad Wizard - What Vriprich has told you

Goal - What you are here to do

Reward - What the Mad Wizard is offering you

Setup and Treasure - how to setup the table

Deployment - Where you place your models before the game starts

Threats - What monsters are present

Solo Play - How to play the Scenario solo

Coop - How to play the Scenario as friends

End Game - How the game ends



Sections marked with the RPG symbol are only for use with the RPG and not to be used as part of Forbidden Psalm.

A purple-toned illustration of a treasure chest in a jungle. The chest is open, revealing a crown, a necklace, and a key. A large, gnarled tree trunk is on the left, and a large, gnarled tree trunk is on the right. The word "TREASURE" is written in a stylized, black, distressed font across the center of the image.

TREASURE

Scenarios indicate how and when to roll for treasure.

When a model makes a treasure roll they can search by rolling a Presence DR10 test.

On a failure they cut their hand on rusty nails and take **1 damage**.
Damage ignores armor.

On a pass they roll on the treasure table below.

The model then, if they have equipment slots free, picks up that item. If they do not have slots free the item is instead placed on the ground and can be picked up by another model. Coins do not take up equipment slots.



1. 1 gold
2. 2 gold
3. **PILE OF BONES** *(can be used as makeshift one handed weapon)*
4. **Human skull** *(1 gold when sold to Vriprix the mad Wizard)*
5. 3 gold
6. 4 gold
7. **A live snake** *(5 gold when sold to Vriprix the mad Wizard or can be turned into a potion with a Presence test after the Scenario)*
8. 5 gold
9. 2 gold and a **blood stained dagger**
10. 6 gold
11. 8 gold
12. Roll a random weapon on the weapon table *page 15*
13. 1 set of random armor *page 14*
14. 1 random clean scroll *page 16*
15. 1 random unclean scroll *page 17*
16. 10 gold
17. 15 gold
18. 1 random relic
19. One sentence from the Forbidden Psalm *(when you have all 5 you can sell them to Vriprix the mad Wizard and retire with 1000 gold)*
20. Roll twice and take both results



NO GREAT MIND HAS EVER EXISTED WITHOUT A TOUCH OF MADNESS.

THE SETTING

The Inn keeper had told you all to take the southern path past the decaying trees. Along the cold barren road you walked, until up ahead, beyond the trees, stood a twisted castle. The Inn keeper had told you of the wizard who lived here. A recluse who refused to show his face, but offered good coin for tasks completed.



For RPG have the players attacked by something out of the woods. A Mörka-Pörka or Skeleton of Kergus would make a good fight here.

You approach the large gate of the castle. The drawbridge down welcoming you, rusty chains draping off its sides.

Your knock echoes through the empty castle. After a moment you hear footsteps and then a small window opens in the door. A single beady eye looks out, wide and frantic.

'I am Vriprix the Mad Wizard, if you are here for work we can talk, otherwise be gone pests'



ROLEPLAYING VRIPRIX THE MAD WIZARD

A paranoid mad man.

Never shows his face and only communicates through the castle door.

Players who try to get into the castle find it protected by powerful magic.

Through a series of small slats in the main door, Vriprix will exchange gold for goods found in the ruins of Kergus. He is obsessed with the eighth Psalm of the Nameless Scriptures, believing it to be in the ruins of settlements that dot the landscape of Kergus. He is paranoid that someone is stealing his socks and believes deeply that the magic of Wizards accumulates in their socks.

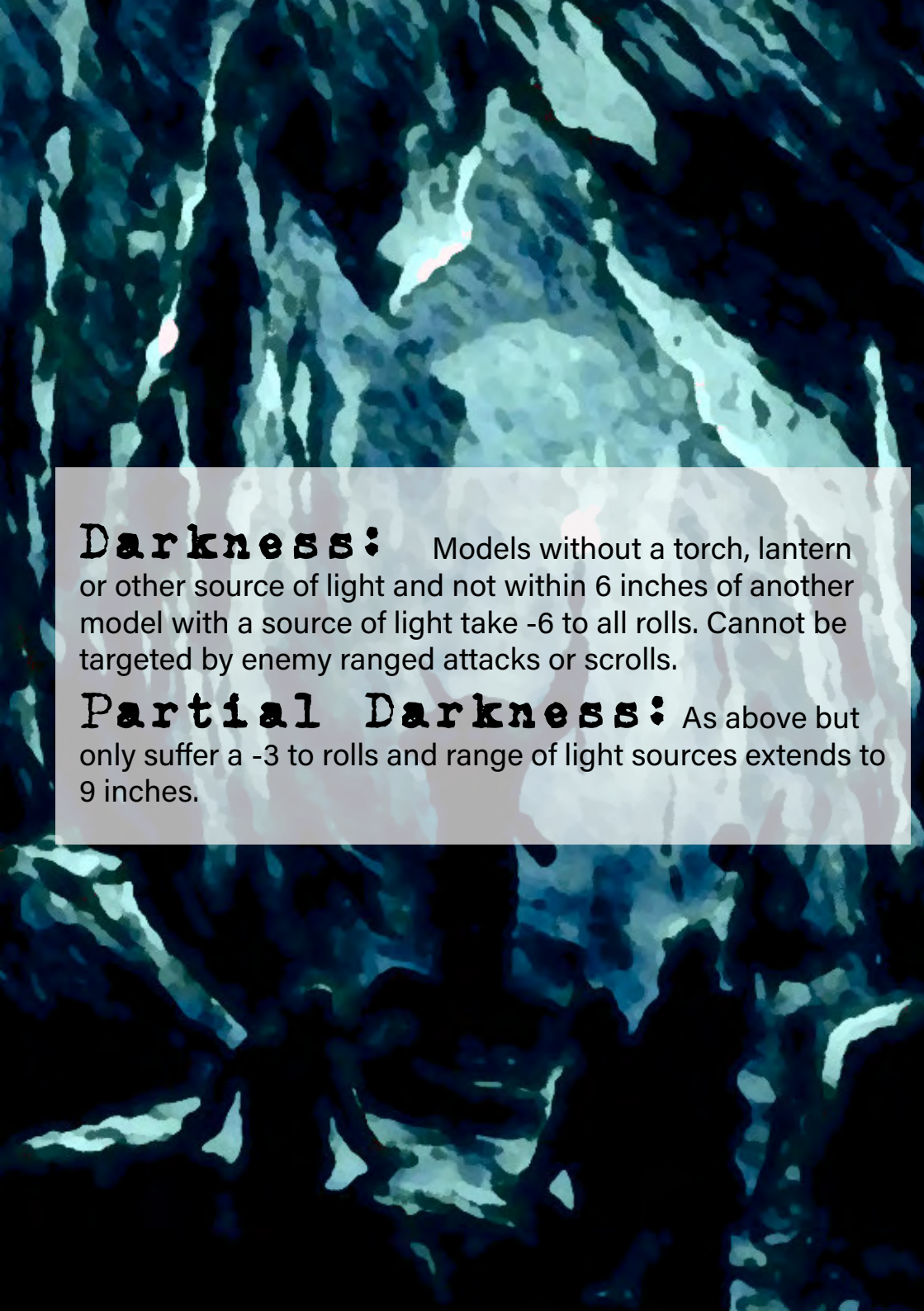
No one really knows if Vriprix the Mad Wizard is a Wizard or a mad man that found an abandoned castle full of gold. But as long as he pays does it really matter?

Optional rules

Roll on this table to determine the weather or conditions that apply to a Scenario.

D8

- | | |
|---------------------|---|
| 1. Rain: | all Agility tests are -1 |
| 2. Fog: | All ranges are reduced by 3" |
| 3. Fungi | All treasures are covered in fungi. Failed treasure rolls now deal 1D4 damage. |
| 4. Lightning | Each round roll a |
| D10 per | model. On |
| a 1 they take 2 | |
| damage. | |
| 5. Night | Darkness |
| 6. Dusk | Partial Darkness |
| 7. Bleak Sun | Models auto pass death saves this Scenario. |
| 8. Physic Hauntings | Any surviving models in this Scenario must make a Presence test at the end of the encounter. On a fail they are haunted by what they see and gain a new Flaw. |



Darkness: Models without a torch, lantern or other source of light and not within 6 inches of another model with a source of light take -6 to all rolls. Cannot be targeted by enemy ranged attacks or scrolls.

Partial Darkness: As above but only suffer a -3 to rolls and range of light sources extends to 9 inches.

1. THE MAD WIZARDS TEA

Vriprix does indeed have work for you. Not far from his castle you will find the ruins of an old house. Once vast, it spoke of its owners wealth and prestige. But they have been long dead. Vriprix informs you that this task is quite straight forward. He wishes for you to go get him some fungi he needs from these ruins. The mold only grows on corpses. You get the sense you are not the first he has sent on this task, and maybe if you are not careful, you won't be the last.

Goal

Find and return black spotted fungi. To find fungi perform a treasure roll on a corpse, in addition to any treasure you gain 1 black spotted fungi, which takes up an equipment slot. When successfully searched remove the corpse.

Reward

Each fungi is worth 2 gold when returned to the Mad Wizard.

Setup and Treasure

Players take it in turns to place 6 bodies within 10 inches of the centre of the board and at least 3 inches from other corpses. Use normal terrain rules (*page 38*).

Deployment

Versus and Coop - Players select a board edge and place models within 6 inches of their board edge.

Threats

1D4 Disembowelled Ghouls appear on round 2, attracted by the noise. Players take turns placing Ghouls within the areas indicated on the diagram, rolling a D6 to determine which edge each Ghoul appears on. When monsters activate Disembowelled Ghouls move 2D6 towards the centre of the board unless they can see a model, in which case follow normal monster movement rules.

Solo Play

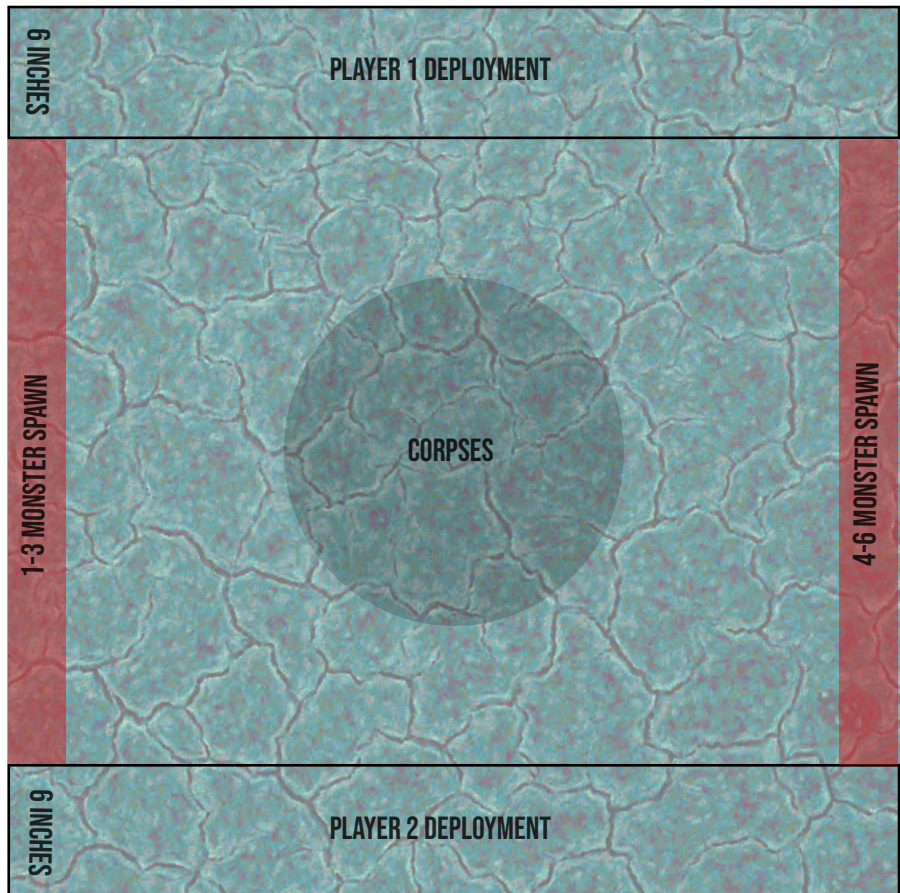
Disembowelled Ghouls do not appear until you search your first corpse! Every time you search a corpse 1 Disembowelled Ghoul appears. If you search the sixth and last corpse a Corpse Collector appears!

You can deploy models in Player 1 Deployment.

Coop

As Solo Play but 2 Disembowelled Ghouls appear each time a corpse is successfully searched.

Game ends on round 6.



When the players arrive read:

You see the ruins of what once was a manor house, its walls crumbling fragments of what once stood. From the overgrowth surrounding the area you hear the moans and groans of what can only be the dead.

When a player interacts with a black spotted fungi have them roll Toughness to avoid infection. Infection slowly spreads throughout the players body turning their flesh into fungi. Vriprix can make a tea with fungi recovered that cures the infection.

When players return to Vriprix read the following:

Vriprix extends a clawed hand through a small opening in the door and snatches the fungi from you. You hear him inhale deeply through the door. 'Mmmmm, so fresh, perfect for my tea.' He tosses the coin through the door in a small pouch and just before he slams the hatch shut he says, 'Come back tomorrow if you need more coin.'

2. MY HEART HAS JOINED THE THOUSAND

Vriprix tells you he has been watching them from his tower. The little critters of the world. They are plotting some great evil. He has seen it in their strange dances. They gather at midnight, go find out what they are doing and put an end to this madness.

Goal

Prevent the Animal Cult from calling forth the end of the world!

Reward

The world doesn't end! Vriprix pays 1 gold per Animal Cultist corpse. An animal corpse can be picked up to be sold to Vriprix, but takes up an equipment slot.

Setup and Treasure

Players take it in turns to deploy Animal Cultists at least 3 inches from the players deployment area and at least 4 inches from another Animal Cultist. Place 10 Animal Cultists in this manner. Each player chooses 2 Animal Cultists who are carrying treasure. When these Animal Cultists are killed they drop their treasure and it can be searched following the treasure rules.

Deployment

Versus and Coop - Players select a board edge and place models within 6 inches of their board edge.

Threats

If the Animal Cultists numbers drop below 5, 1D4 come onto the board each monster activation. Remember Animal Cultists move towards others to begin to perform a ritual (see page 32).

On round 4, 2 Morka-Porka arrive drawn by the scent of blood.

Solo Play

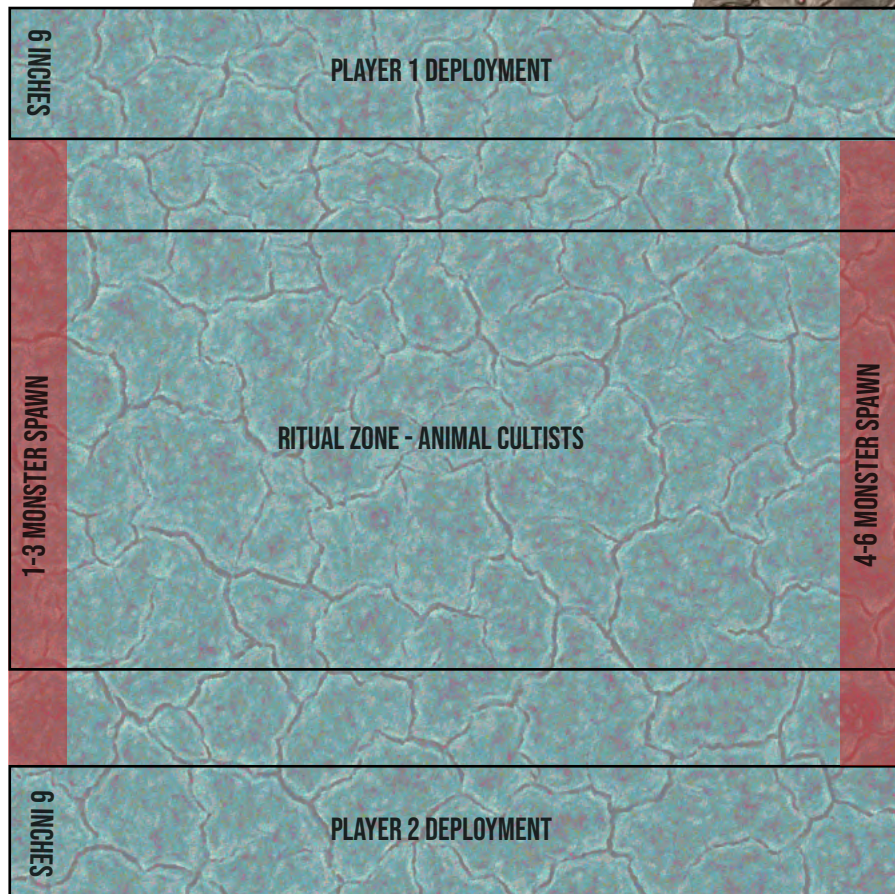
Deploy 6 Animal Cultists instead of 10 and 1 Morka-Porka on round 4 as above.

Coop

On round 4, 3 Morka-Porka arrive drawn by the scent of blood.

Game ends on round 6.





When the players arrive read:

You hear the chattering of small animals in the woods. They dart past you into a clearing, chittering away. Suddenly in their animal calls you begin to make out words and sounds. Its hard to make out, but phrases call out. 'All the world will be your enemy.' 'The field is covered in blood.'

With those words you realise that the Mad Wizard was right, these animals are up to something! You must put an end to it.

If the players fail to prevent the ritual **The Basilisk** is called forth and the world ends.

When players return to Vriprix read the following:

The Wizard looks out at you. One single beady eye. So you put an end to the madness of animals, I take it, give them here.' He holds out a hand through a small opening. 'They will make a fine stew.'

3. DASHED HOPE

Guest Scenario by
@kid_dangerous117

The bleak, foreboding coastline of Kergüs south of Allíans is known for being a treacherous route for sailors. The razor-sharp rocks protruding from the shallows like glass in a wound and thick cataracted mists are bad enough, without tribes of Sirens leading sailors to their doom. It is this route that the boastful Captain Mikhail attempted in order to deliver a prize to Blood-Countess **Anthelia** to win her favour and her hand in marriage. Vriprix believes this prize to be a relic of arcane beauty and colour– enough to sustain the Countess's insatiable chromatic hunger. This item would undoubtedly be of extraordinary value to Vriprix's studies, he needs you to retrieve it with utmost haste. Of course the Mad Wizard has many underlings at his disposal and sometimes multiple groups are granted the same quest. Retrieve this relic before your rivals do! But beware the hungry sirens.

Goal

Recover the **LAMBENT SCROLL**.

Reward

You may return the Lambent Scroll to Vriprix and be rewarded 5 gold and a Clean scroll.

or

*Deliver it to **Anthelia**: Rewarded with 10 gold and choose 1 model to make a DR12 Presence test. Success: gain 1D6 EXP. Failure: that model never returns from her court, but you still gain the gold .*

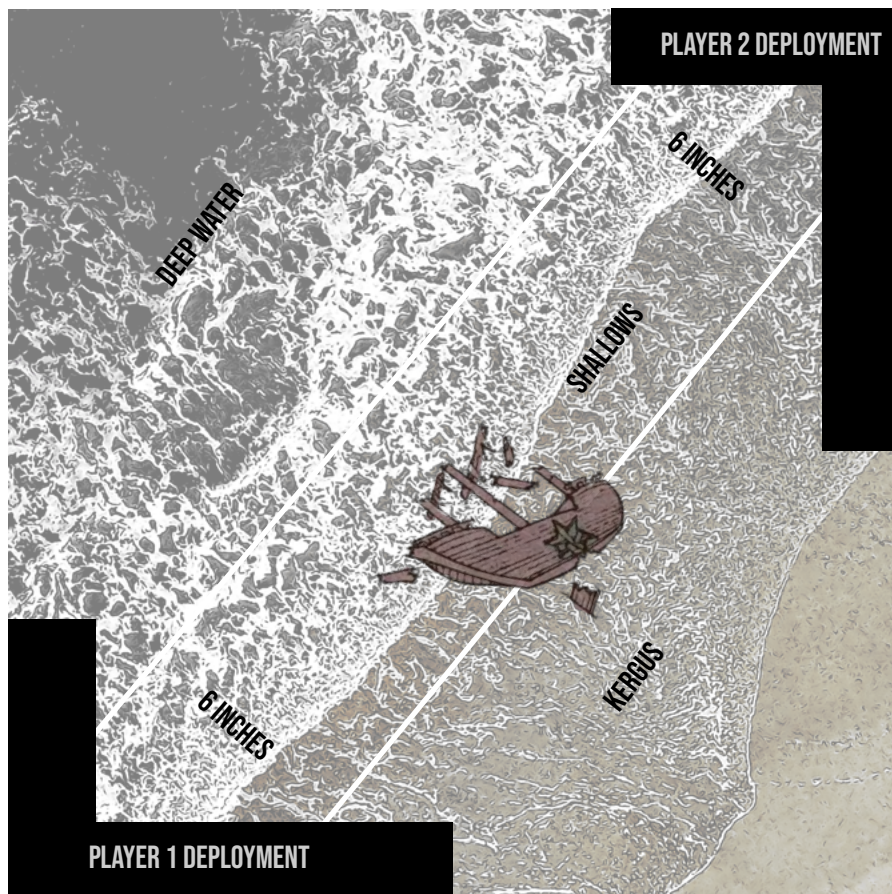
Setup and Treasure

Divide the table into three sections– a 6" band diagonally through the centre representing the shallow water, with the deep water of the Endless Sea to one side and the black sands of Kergüs on the other. Perhaps some sand berms form small islands in the water to break up the table. The whole area should be dotted with sharp rocks and rough terrain, even some jutting out of the water. Mikhail's ship, the Magnificent Bastard lies in ruins across the coast and scraps of wood, sail and other detritus should provide good cover across the land and shallows. Place 6 markers representing cargo from the Bastard with 2 in the deeps, 2 in the shallows and 2 on land. These should not be within 3" of each other or any board edges.

When searching treasure, instead of rolling on the treasure table roll on the Cargo Discoveries table on page 52.

Deployment

Models can be deployed within 6" of the board edge, up to 12" toward the land and 8" into the seaward side.



Threats

At the end of each turn, roll 1D6, on a 3+ a siren appears at the centre of a random board edge.

DURING the Game

A model may make a Presence test as an action to track the Sirens. The first model to successfully track the Sirens may secretly choose and note down which marker contains the Siren's Nest (do not roll on the table for this marker).

Cargo Discoveries (1D8)

Each result (apart from 1) is unique. If you discover a duplicate, it counts as 1 instead. Unless discovered sooner, the last marker to be explored always contains the Lambent Scroll.

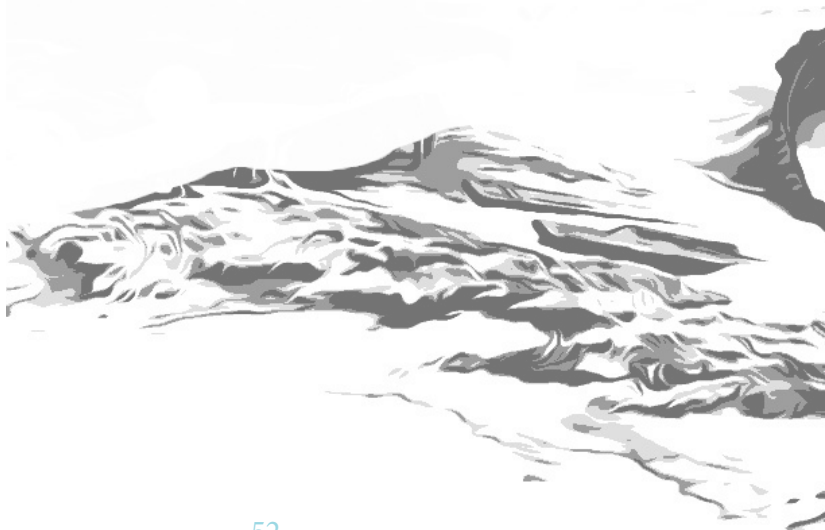
1. Valuable Scraps. Takes up 1 item slot. Can be sold for 1 gold after the Scenario.
2. Rotten Food. A malnourished model must spend next turn stuffing their face but ignores their Flaw for the rest of the game.
3. Worthless junk.
4. Driftwood - Club: D4: Strength.
5. 1d3 gold coins.
6. Captain Mikhail's Eyepatch. Provides glimpses into the future and a sense of overconfidence. Secretly tries to lead you to your death. Grants +1 on all tests. Whenever you suffer a Fumble on any test you lose 1d4 HP.
7. Siren's Nest. Replace the marker with a Siren. It immediately attacks.
8. The Lambent Scroll. Counts as an unclean scroll. Contains symbols of unfathomable madness and indescribable colours. While held gain +2 to Presence but -2 to all tests apart from those concerning scrolls, magic or forbidden lore. Attempting to cast this scroll will drive all but the most powerful mages utterly insane.

Solo Play

A Siren is already present on the board, place them next to a random cargo marker.

Coop

As Solo Play but place 1D3 Sirens.





When the players arrive read:

Broken wood and crates litter the beach. Cold, salty water washes ashore and stains the sands. Amongst the debris you see movement in the water and hear the call of something sinister.

Have the players ambushed by sirens or have a player lured away by the Siren song. Players might know that Sirens lure sailors to their doom. Dashing their brains on the rocks in mimicry of the ships which litter the beaches, the Sirens hungrily dig in. They always leave one or two alive as hosts for their young.

Once the players find the scroll among the debris read:

You place your hand on the scroll and feel a weakness set in, but your mind has never been more clear.

Depending on what players decide to do, keep the Lambent Scroll for themselves, give it to Vriprix or take it to Anthelia. This could spur the next quest or a whole campaign heading to Blood-Countess Anthelia's courts.



4. THE AFANC POOL

Vriprix tells you of a small village that contained a lake. A small body of water that they took from without care or thinking. Eating of its fish, draining off its waters, until little remained. However, deep in the lake slumbered the great Afanc. A hideous beast, part beaver, lizard, demon. They awoke it and it devoured the villagers. Vriprix would like to see if there is truth to this fable and put an end to the beast if it is real.

Goal

Lure the Afanc out of the water and bring it down.

Reward

For being the party to slay the Afanc, Vriprix grants you 1 relic that he finds in his horde! Roll 1 random relic (page 70).

Setup and Treasure

In the centre of the board place a ten inch circle to represent a small lake. This contains the Afanc. Who is at the start of the Scenario under the water. To lure the Afanc out a model must be within 1 inch of the water and pass a Presence roll DR12. On a success the Afanc appears within 1 inch of that model and will activate in the next monster phase.

In addition, the remains of those the Afanc has previously killed litter the lake's edges. Players take it in turns to place 2 treasures each around the lakes edge, at least 3 inches from another treasure.

However, searching the treasure might summon the Afanc! Roll a D6 and on a 4+ it appears and attacks the model searching treasure.

Deployment

Versus and Coop - Players select a board edge based on initiative and place models within 6 inches of their board edge.

Threats

1D4 skeletons are drawn by the sound when the Afanc makes its appearance and appear in the monster spawn area.

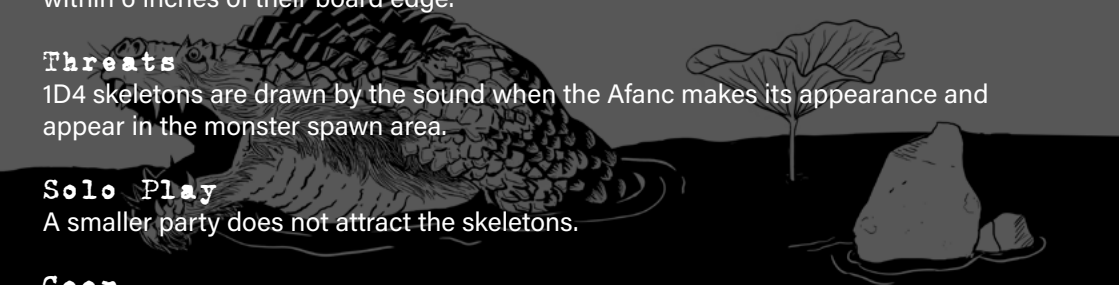
Solo Play

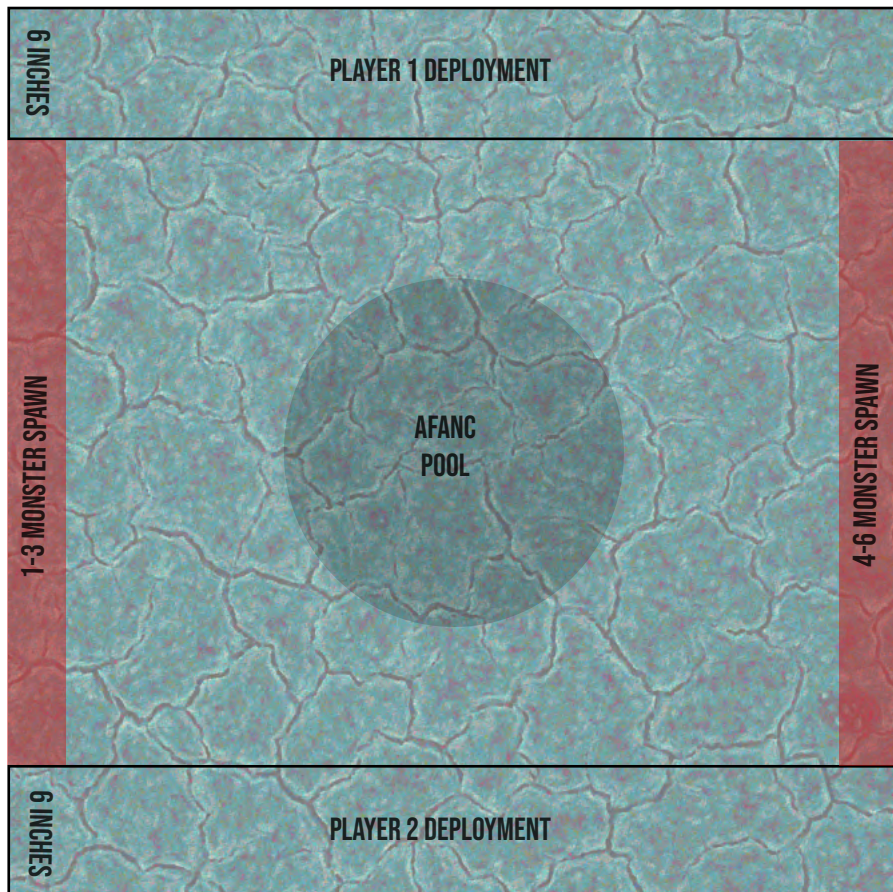
A smaller party does not attract the skeletons.

Coop

Instead of 1D4, 4 skeletons appear when the Afanc makes its appearance.

Game ends on round 6.





When the players arrive read:

Bleached white bones litter the ground, broken and twisted beyond recognition. Something large killed these people and flung their remains to the ground. Huge footprints lead to a small opening of murky water that reveals no hint of the evil that lays within.

Have the Afanc raise out of the water and make the player take a Presence test to not be frightened.

When the Afanc appears read the following:

The water erupts and from the depths rises a creature most foul. Part crocodile, beaver and demon. Its red eyes glow and its jaw extends as it moves to attack you.

If the players are having an easy fight have skeletons appear and attack them. These are the vengeful remains of the dead villagers, rage drives them to attack the living.

5. I AM THE REAL VRIPRIX

Vriprix seemed even more nervous as he tasked you with his latest job. A rival Wizard has been spotted. A Necromancer! Vriprix stresses you should not let him speak as he is likely to try and convince you of lies and slander. Kill him and his items are yours, as is a stack of coin.

Goal

Kill the rival wizard.

Reward

For killing his rival, Vriprix will award you 10 gold.

Setup and Treasure

Place a model to represent the rival wizard in the centre of the board. They are accompanied by 4 Skeletons placed within 3 inches of the Wizard. Each Skeleton when killed can be searched for a roll on the treasure table. The Wizard has two scrolls as below on his person and 1 relic!

Deployment

Versus and Coop - players select a board edge based on initiative and place models within 6 inches of their board edge.

Threats

The Rival Wizard activates during the monster phase but does not move unless in combat.

Wizard Stats: **15 HP**, **Morale -**, **Staff 1D4**, **Armor 2**

If not in combat they target the nearest enemy model within 12 inches with the scroll.

FLAMING HANDS OF ST VILMAREX.

When the last skeleton falls, if the Wizard is not in combat they cast the scroll.

BONES, THEM DAMN BONES.

If in combat they will disengage and then cast a spell.

Skeletons are not hostile to them.

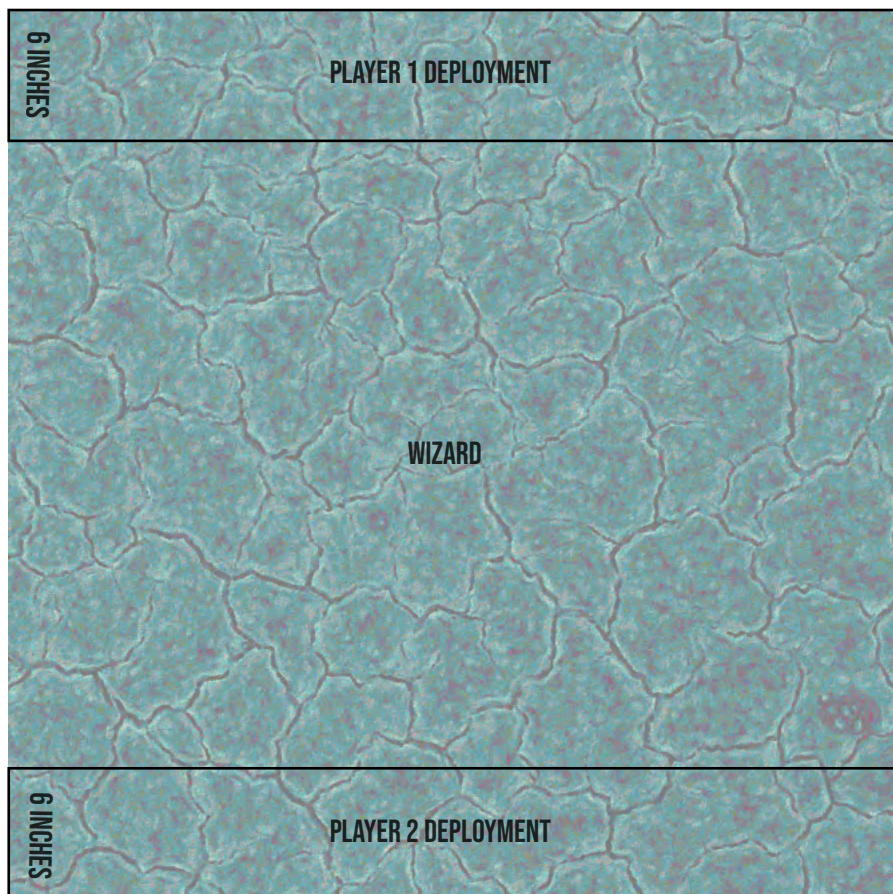
Solo Play

Only 2 Skeletons accompany the Wizard.

Coop

As versus play, but Wizard has 2 relics and 6 Skeletons.

Game ends on round 5.



When the players arrive read:

You walk into a clearing and an individual in long robes looks up at you. A pale face and dark eyes. They speak to the skeletons around them. 'Well it looks like we have company, I bet they are minions of that imposter. Kill them my dears.'

The Wizard is as crazy as Vriprix and equally as paranoid, so refuses to discuss matters and attacks players on sight. If the players succeed and kill the Wizard read the following:

With their dying breath they mutter to the sky 'so here then is the end for Vriprix the great...'

6. CUT OFF HER HEAD AND TAKE OUT HER HEART

Something has been scratching at Vriprix's door. You can see the claw marks and blood stains in the wood. Knocking on the door Vriprix opens the small slit once more and looks out at you. *'Curse you, I was trying to sleep, those blasted beasts keep me up all night scratching at my door. They are after my sweet fluids!'* Vriprix tells you to go kill the things keeping him up at night. He saw them go towards the crypts in the old graveyard.

Goal

Find and kill the Blood Rage Vampires before they awaken!

Reward

Each Blood Rage Vampire killed is worth 10 gold.

Setup and Treasure

Setup the board as shown in the diagram. Place three pieces of terrain to represent crypts. These should be at least 3 inches by 2 inches. Place them across the centre of the board every 8 inches.

Players can interact with a crypt by passing a Strength roll to open it and seeing what is inside. Roll a D6 on the following table, each option can only be taken once, duplicate rolls are rerolled.

1-2 - crypt contains treasure, roll on the treasure table.

3-4 - crypt contains 1 Blood Rage Vampire, it spawns and moves within 1 inch of the model that opened the crypt.

5-6 crypt contains 1 Blood Rage Vampire, it spawns and moves base to base with the model that opened the crypt, if the blood rage vampire is killed it can be searched for a roll on the treasure table.

Deployment

Versus and Coop - Players select a board edge based on initiative and place models within 6 inches of their board edge.

Threats

Models on the table after 7 rounds are overwhelmed by Blood Rage Vampires rising from the ground and killed!

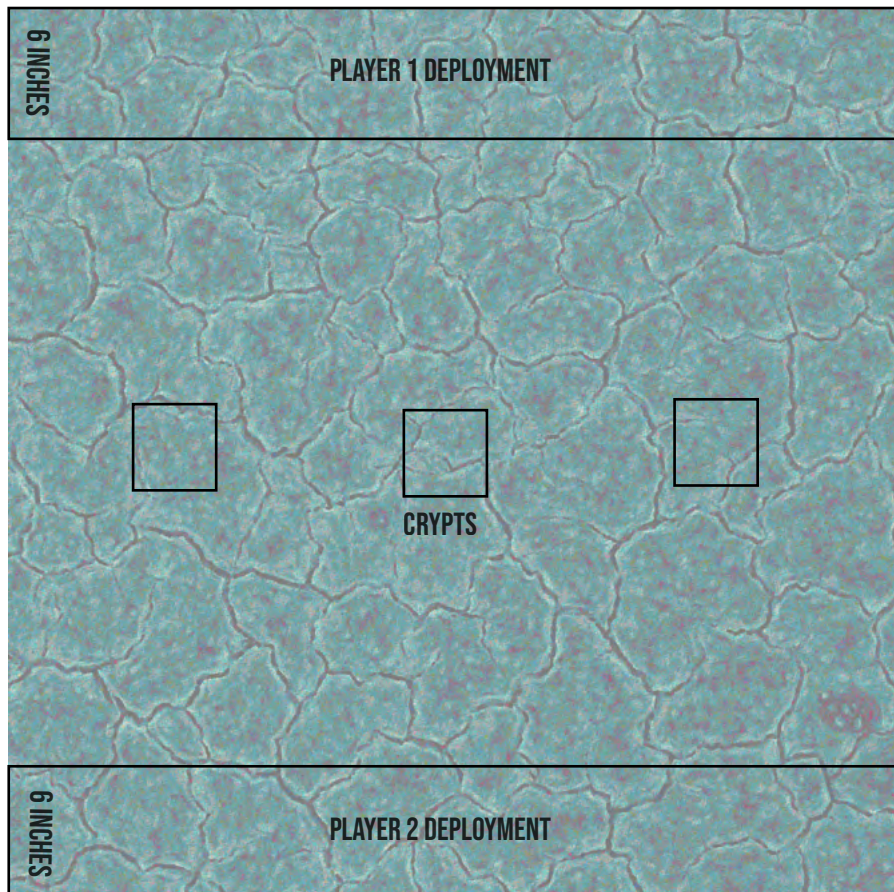
Solo Play

As above but only one crypt contains a Blood Rage Vampire.

Coop

Each crypt has a Blood Rage Vampire.

Game ends on round 7 models left on the table die.



When the players arrive read:

You see trails of blood leading to three crypts. This must be where the foul beasts came from. You ready yourselves for what's to come as you approach the grey stoned crypts.

Strength test DR15 to open a crypt, there is a 1 in 3 chance it contains a blood rage vampire.

When the player kills the last blood rage vampire read:

With the deed done you sigh with relief. However, you soon become aware of hands jutting from the soil around you. Time to leave!

Have the players make an escape from a horde of angry undead!

7. MORTSAFE

'The dead are revolting' Vriprix exclaims! 'Or at least they are unionising!' Vriprix wants you to make sure the dead stay that way. Dead and buried. He provides you with a Mortsafe. A type of device used to secure a grave and instructs you to go and secure one grave for him.

Goal

Secure a grave with the Mortsafe and get out alive.

Reward

5 gold for securing the Mortsafe and 1 more for each undead you kill.

Setup and Treasure

Setup 4 small graves per player as shown, 3 inches from the center line of the board and at least 4 inches from each other. At the start of the game number each grave 1-4 and roll to determine, for each player, which of their 4 graves they will need to fix the Mortsafe to.

Before the game starts each player gives one model the Mortsafe, it takes up 1 equipment slot. Models can roll a Strength test, DR12 to fix the Mortsafe in place.

Graves, all contain treasure and you can make a treasure roll on any grave to search it. On a failure they instead contain a skeleton which is immediately placed next to the model that failed.

Deployment

Versus and Coop - players select a board edge based on initiative and place models within 6 inches of their board edge.

Threats

On round 3 or when both Mortsafes are affixed before this round, a Corpse Collector appears in the middle of the Monster Spawn area during the monster activation, and immediately begins to move towards the nearest model. The Corpse Collector has a single relic on its back!

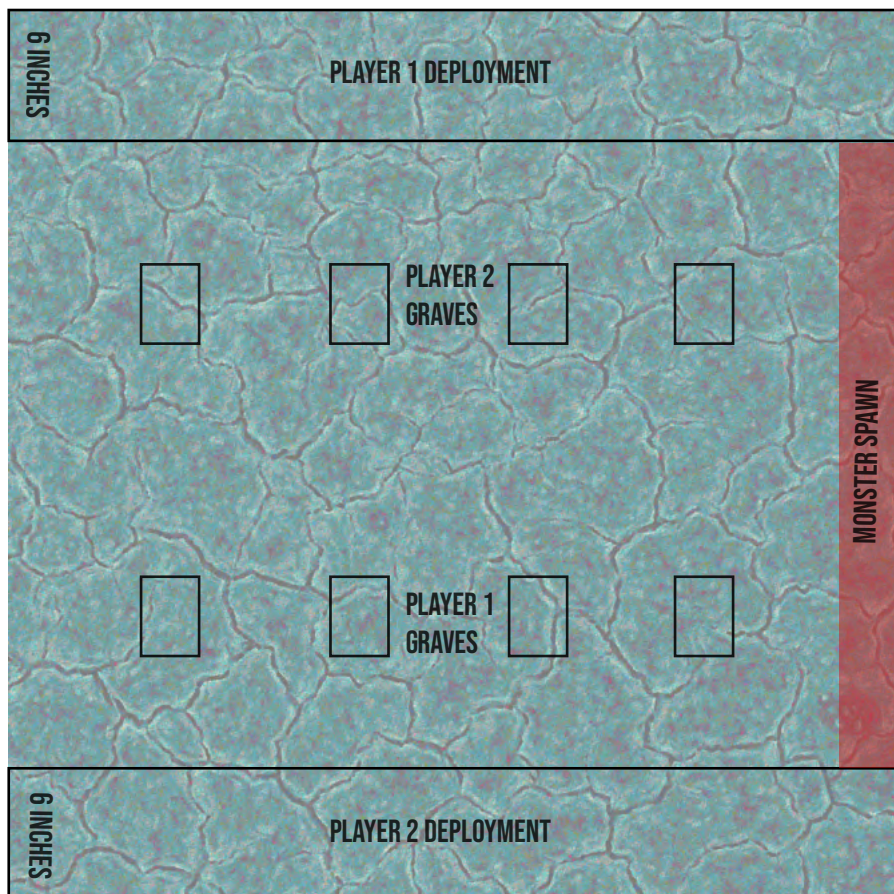
Solo Play

Setup just 4 graves along the centre of the board instead of what is shown in the diagram.

Coop

As versus but all graves contain skeletons! Still roll to see if they also contain treasure.

Game ends on round 5.



When the players arrive read:

The silence of the graveyard offers no comfort for the grim task ahead. In the distance you are sure you see something large moving, but it's too dark and far away to be sure. Best get to it, the dead won't stay that way forever.

Have the players surprised by a grasping skeleton grabbing them from under the soil! Inform them of strange noises in the graveyard. When they are tense enough have the Corpse Collector appear and attack them. It wants to add them to its collection.

In front of you stands a behemoth of a creature, at least 10 feet tall. Its distended stomach is marked with runes and its strange faceplate can only hide the most hideous of faces. It makes no verbal noise as it stomps towards you, its hands outreaching. You sense it means to add you to the collection of corpses it has on its back in a wooden basket, bolted to its very flesh!

8. EATER OF SOCKS

'HA! I caught one of the little buggers. Smelly little thief. Now I know who has MY SOCKS!' Vriprix has found those he claims have been stealing his socks for the last few weeks and he wants them back. 'Go get the little goblins!' He tells you.

Goal

Find matching pairs of Socks for Vriprix by killing Goblins!

Reward

Matching pairs are worth 10 gold.

Setup and Treasure

Setup 5 goblin hole markers as indicated in the diagram. At least 6 inches from another hole. Each round, at the start of the monster activation step roll 1D6 for each hole, on a roll of a 4+ a Sock Stealing Goblin appears. When you kill a Goblin roll on the following table.

1. Blue sock
2. Red sock
3. Green sock
4. No sock
5. Pink Glove
6. Treasure

Collect matching pairs of Socks for gold.

Deployment

Versus and Coop - Players select a board edge based on initiative and place models within 6 inches of their board edge.

Threats

A bunch of Goblins!

Solo Play

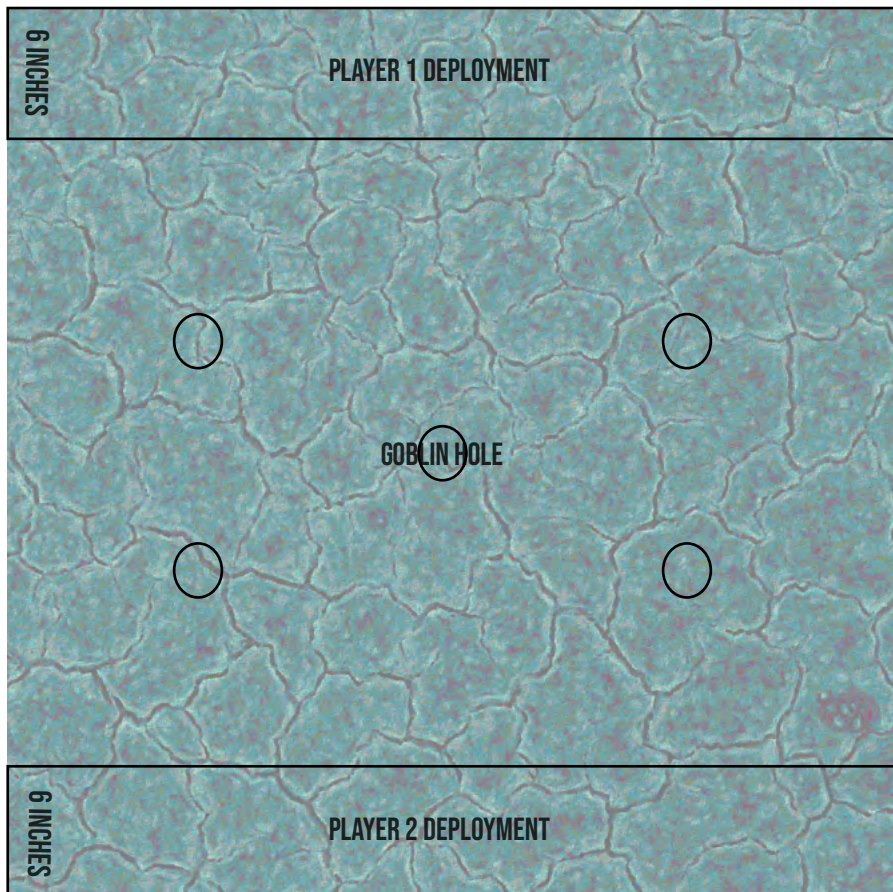
As above but remove the central hole.

Coop

As above, but every 4th Goblin is accompanied by a Morka-Porka that is friendly to the Goblins.

Game ends on round 6.





When the players arrive read:

You can hear the strange gibbering of goblins up ahead. As you approach you see small holes in the ground. Littered around the holes are half eaten socks, no longer wearable. As you approach closer, goblin voices rise out. 'Isss smells fresh SOCKS!'

The warrens below are deep and there is no end to the goblins that pour forth. Players can try to collapse a hole with a Strength test.

When the players return to Vriprix with a pair of socks read:

Vriprix hastily grabs the socks from you. You hear a burst of glee from the strange wizard as he sings out in joy. You make out the sound of him putting them on. 'Thank you,' he says through tear filled eyes. 'You have no idea what this means to me.'

9. THE FORBIDDEN PSALM

You visit Vriprix a few times, but he does not answer your knocks and calls. A week passes and you try once more. You hear the familiar footsteps on stone once again and the small slit opens. The single beady eye looks at you. *'I found it, I know where the eighth Psalm of the Nameless Scripture is,'* He tells you of its location, but this will be no easy task.

Goal

Kill the guardian of the Forbidden Psalm and bring the text back to Vriprix.

Reward

The promise of 1000 Gold and a chance to retire see *'There can be only one.'*

Setup and Treasure

Place a Great Maw miniature in the centre of the table. It has the Forbidden Psalm. Killing the creature is the only way to get the Psalm!

Players also place in the centre 6 inch strip 4 treasure tokens, at least 3 inches from another.

Deployment

Versus and Coop - players select a board edge based on initiative and place models within 6 inches of their board edge.

Threats

Every round there is a 50% chance a random monster appears. Roll a D6 and on a 4+ spawn one random monster in the monster spawn zones.

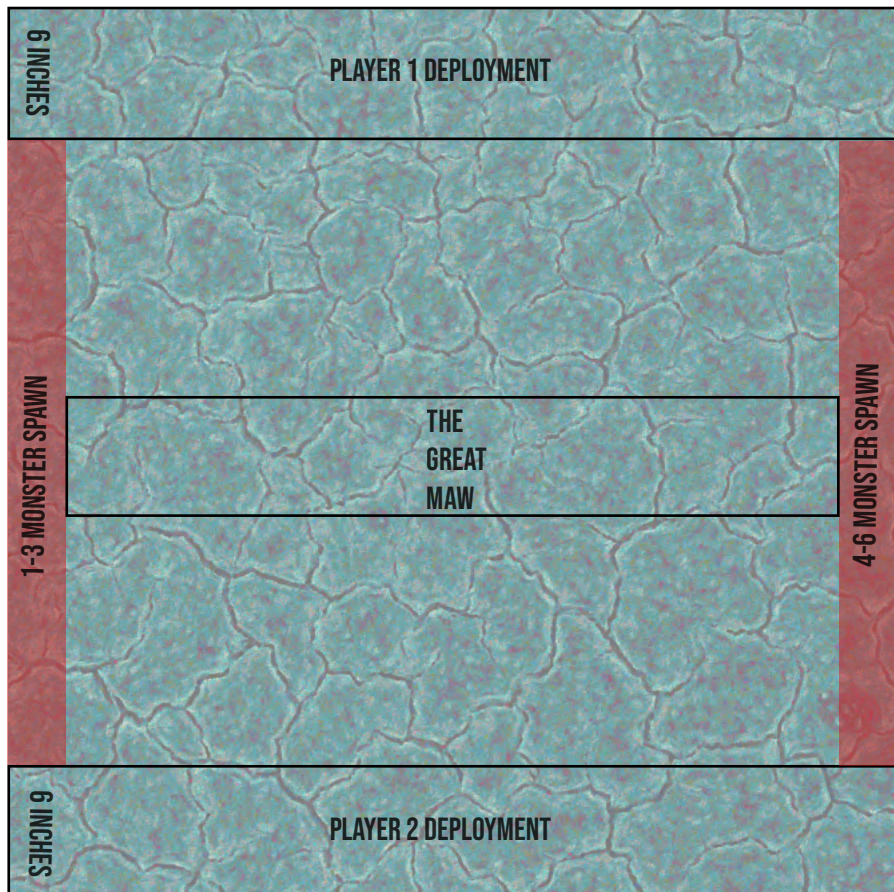
Solo Play

Monster spawns are on a 5+ only.

Coop

Monster spawns are on a 3+ dice roll.

Game ends when one team gets the Forbidden Psalm off of the table or everyone is dead!



When the players arrive read:



Ahead you can see the creature. A large mouth dominates its centre. Dotted around it are piles of bones of those that have tried and failed to end this creature. Can you succeed where others have failed?

When the players get the Forbidden Psalm have them make a Presence roll DR20 in order to read the scroll! On a fail they are blinded and their socks shoot off of their feet.

On a success turn to the last page of this book and read the Forbidden Psalm aloud (*you will need a mirror!*).



10. THERE CAN BE ONLY ONE

Handing over the Forbidden Psalm, Vriprix tells you he has one last thing for you to do! He will prepare for the reading, a reading that will transcend you past the end of the world! But, he can only take 5 of you with him into what lies next and there are rivals out there vying for your place! Go put an end to them and make it back here alive before dawn.

Goal

Kill your rivals.

Reward

Avoid the end of the world!

Setup and Treasure

What gold remains holds little draw to you now that a promise of everlasting reward is on the table. Kill your rivals, nothing else matters.

Deployment

Versus and Coop - players select a board edge based on initiative and place models within 6 inches of their board edge. Models who flee this combat are lost to the wastes and considered dead!

Threats

A Púca stalks these lands and appears on round 2 of combat.

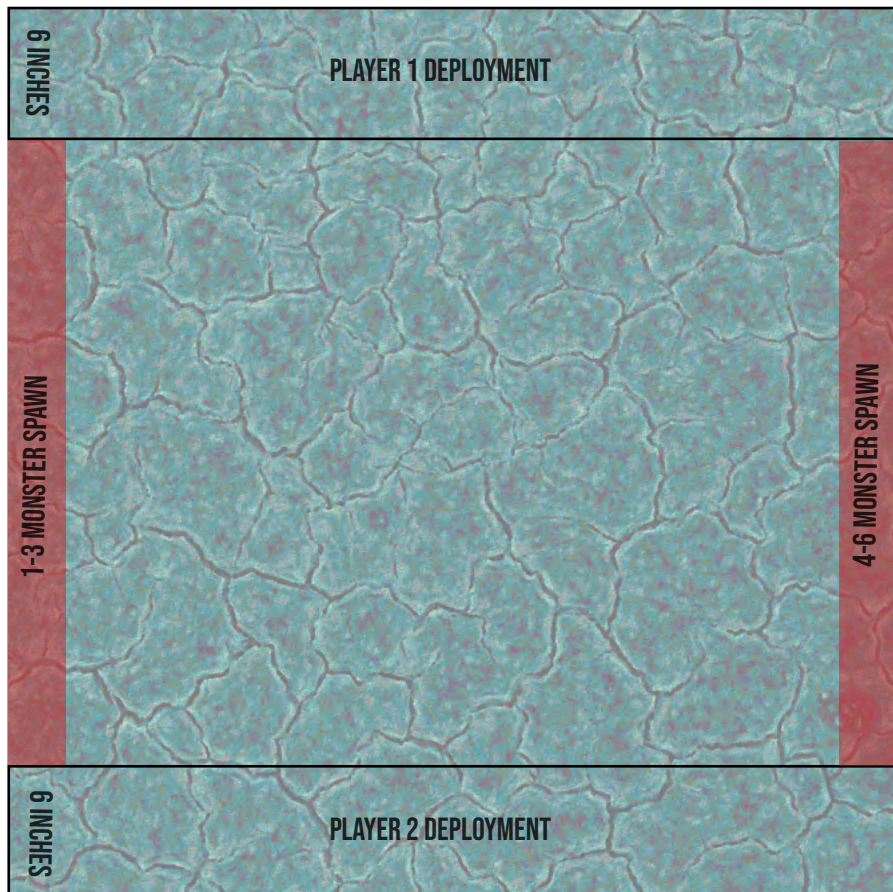
Solo Play

Arriving to fight your rivals you see they have already been slaughtered by a Púca. Before you can beat your retreat it sees you. You will have to kill it to make it out alive!

Coop

There is nothing left to do but fight! Vriprix told you only 5 may come with him, fight until only 5 of you remain standing! Play as Versus mode.

Game ends when only 5 models remain standing and the Púca is dead!



When the players arrive read:

The rivals Vriprix sent to fight you made it here before you, much to their bad luck. For, in the clearing, where you expected to encounter them, instead is a creature of pale skin. Blood and gore drip from its mouth as it stares hungrily at you.

When players return to Vriprix read the following:

You knock heavily on the door and a cold echo greets you. The door creaks loudly as it swings inwards, granting you access inside the castle. Exploring the cold castle you find the odd sock littering the ground but no sign of Vriprix! The Mad Wizard has left without you.....

CAMPAIGN

After each encounter follow these steps

1. Each warband with at least 1 standing member gets paid 10 gold for taking part.

2. ROLL DEATH SAVES *Detailed on page 23.*

DR 6 Toughness test. On failure model dies. On success roll an injury.

3. Roll injury

Injuries are permanent effects that stack and change your models stats or abilities!

1D8

1. Broken Bones: -1 Agility
2. Saddened: -1 Presence
3. Weak: -1 Strength
4. Disease: -1 Toughness
5. Maimed: -1HP
6. Lost Limb: can only use one handed weapons and has 1 less equipment slot*
7. Missing Eye: max range for all attacks and abilities reduced to 3 inches
8. Only a Flesh Wound: no injury

**Also can not use a shield, torch and weapon at the same time.*



4 . You can sell items to the Mad Wizard. He pays half the cost of weapons and armor listed on pages 14 and 15 rounded down. Scrolls cannot be sold.

5. Gaining and Spending XP

Warbands gain 1 XP per:

- Monster you killed.
- Treasure you collected.
- Scenarios with at least 1 member of the warband surviving.
- Models you downed.
- Passed death saves.
- Warband members who die.

The warband can spend 5XP to do one of the following:

- Improve a warband members ability by 1.
- Remove a warband member's injury.
- Reroll a warband members Flaw.
- Gain a new Feat for a warband member.
- Bring a single warband member back from the dead, they return with a new Flaw!

6. HIRING NEW MEMBERS OF THE PARTY

At the end of the world there are plenty of lost souls looking for work. If your warband has less than 5 people in it you can recruit new members for free, creating them as you did for your original members. New members come with no equipment, so either pillage your dead or buy them some new threads. If all 5 of your warband are dead start from scratch! Once per Scenario you can fire a warband member and replace them, but they take their equipment with them.

7. Reallocate equipment, including placing it in your party stash and buy new equipment.



RELICS

*Only 1 of each relic can be found when playing a campaign.
Reroll duplicates.*

1. Boots of unkindness. 1 damage when worn.
2. Scroll of forbidden knowledge. Grants +1 Presence, consumed on use.
3. Vampiric tongue shortsword. D6 damage. Wielder heals D6 damage when it wounds. If wielder ever dies spawn a Blood Rage Vampire and follow normal monster rules.
4. Goggles of the unseen. Wearer can see in the dark.
5. Clawed gauntlets. Wearer cannot be disarmed.
6. Gem of the anti-mage. Wearer cannot cast spells or be targeted by spells.
7. Helm of greed. While wearing auto pass all treasure rolls, must keep any items for themselves.
8. Ring of the mighty, +2 Strength, but can never wear armor.
9. Pet rock of the wizard Melthraone. Its a rock that you can throw for D4 damage, returns to the thrower, max range 12 inches.
Rock: Ranged: D4: Strength
10. Crown of the Bloodied Thorns. All attacks dealt by the wearer cause the target to bleed.





WHAT'RE YA BUYIN'? WHAT'RE YA SELLIN'?

THE MERCHANT

Instead of selling to Vripix you can sell to the Merchant, a shadowy figure who approaches you on your way back to Vripix.

The merchant buys items for 1 gold more than Vripix. Free items cannot be sold.

He has available to sell 3 random weapons, 1 random armor, 1 random piece of equipment and 1 random relic. Generated each time you visit the Merchant.

He sells items for 1 gold less than listed price to a minimum of 1 gold. The 1 Relic is sold for 100 gold.

However, Vripix does not like the Merchant and when buying or selling roll a D20. On a 1 you are caught by Vripix and one of your models gains the lost limb injury (roll once per visit).

If you are caught a second time Vripix refuses to deal with you until a member of your warband is sent away! Replace that member with a new one. The merchant then stops dealing with you.



CREATE YOUR OWN SCENARIO

Vriprix has plenty of other tasks for you to undertake if you wish to keep playing!

To generate a Scenario, use the following process.

1. Roll conditions (*page 44*).
2. Roll for the threat to setup in middle of the board (*page 36*).
3. Roll on the 'why you are here table'.
4. Players take it in turns to place 4 treasure tokens at least 12 inches from their deployment and 3 inches from another treasure.
5. On round 3 roll to determine what monster joins the fight (*page 36*).

WHY YOU ARE HERE

1. Find more missing socks (*page 62*).
2. Treasure hunt – place 2 more treasure tokens.
3. Burn it down – after killing the main threat burn it with torch/lantern or other source of fire.
4. Harvest the organs (*page 36*).
5. Acquire goods for the Merchant (*page 71*).
6. Find the missing relic, place a treasure token in the centre of the board, successfully search it to reveal 1 random relic.

Bonus Scenario:

LIVING LIFE QUARTER-MILE AT A TIME

As you approach Vriprix's castle you see a broken wagon sitting on the pathway leading to his door. The mad wizard intends for you to race with the broken wagon! *'Look here, I need the fastest wagon I can get my hands on so I want you to test it out.... How else will I catch those sock stealing goblins!'* Vriprix informs you these are magical wagons that self-propel!

Across 3 races you will upgrade your wagon, and race against other wagons to prove which is the fastest. Alternatively you will die in a flaming ball of wood and wagon wheels.

Goal

Win the best of 3 races in your wagon.

The Wagon

Wagons start with 30HP: Armor 0: Starting speed of 1.

Wagons have space for 5 models.

One model must take control of driving.

The other 4 can perform other actions/hold on for dear life.

Setup

The race takes place on as long of a table as you can get your hands on.

On one end of the table setup your wagons.

On the other draw a finish line.

First wagon across the finish line wins.

If both wagons are destroyed before they reach the finish line the wagon that went the furthest wins.

Players place terrain on the race track as per terrain rules - *page 38*.



How to play

Speed dice

Each wagon starts the race at speed 1.

Speed refers to which dice you are rolling for movement, damage etc.

Speed dice increase in size as the wagon speeds up or decrease in size as the wagon slows down.

Speed dice are as follows:

Speed 0 = stationary

Speed 1 = D4

Speed 2 = D6

Speed 3 = D8

Speed 4 = D10

Speed 5 = 2D6

Speed 6 = 2D8

Speed 7 = 2D10

Speed 8 = **Explodes**, everyone onboard takes 2D10 damage.



Phases

1. Determine initiative.
2. Set Speed.
3. Movement.
4. Resolve collisions.
5. Combat.

1. Determine Initiative

Players roll their current speed dice, highest number rolled has initiative.

2. Set Speed

Starting with the player with the initiative, players can choose to increase their speed by 1 or decrease it by 1, swapping their speed dice out for their corresponding dice.

3. Movement

Starting with the player with the initiative. Players roll their speed dice and this determines how far they move this round. Before rolling players also indicate if they will be turning as part of their movement.

If they roll a 1 they move 1 inch, but drop their speed dice by 1 speed. If they roll the maximum they can roll, For example a 6 on a D6 or 12 on 2D6, they move that distance and then increase their speed dice by 1 speed.

As part of the movement a player can make up to a 90 degree turn of their wagon, declaring their intent before rolling. This turn is made at the end of the movement distance. Making any turn reduces the wagons speed dice by 1 after the turn is complete.

However, if a player announces they are turning and then rolls the maximum on their dice their wagon **overturns!** Make an Agility test for each model in the wagon, DR12. On a failure the model takes 1D8 damage. The wagon still moves the distance and makes the turn desired. Place the wagon upside down at its final point with models next to it.

If a wagon is **overturned** its speed is reduced to 0. In the following combat phase a player can make a Strength test DR15 to overturn the wagon. The DR for this test is reduced by -3, for each model within 1" of the cart, that helps to overturn the wagon. Do not add the modifiers of the models to this test.

4. Resolve Collisions

If two wagons hit each other as part of their movement, each wagon rolls their speed dice and applies the result to their opposition's wagon as damage.

For example two wagons collide, Wagon A has a speed of 2 and Wagon B has a speed of 1. They roll a D6 and D4 respectively (their respective speed dice) and apply the damage from each roll to the other wagon. So Wagon A rolls a 4 on the D6 and Wagon B takes that much damage, whereas Wagon B rolls a 1 and so Wagon A only takes 1 damage.

If a wagon collides with a piece of terrain they roll their own speed Dice and take the result as damage to themselves.

If a wagon hits a model it applies its speed dice as damage to the model.

When a wagon hits an object or other wagon its speed is reduced by 1 after the collision is resolved and the wagon/s turns 90 degrees away from the object it hits.

5. Combat

Models not driving or steering the wagon can make attacks against other wagons with scrolls or ranged weapons. This combat is played following the ranged combat rules on page 21. All models in a wagon are considered to have cover and are -3 to hit. The player with the highest initiative picks a model to attack first.

Models can choose to target the wagon or other players' warband members. If the driver is ever downed another model can take over driving.

Models can attack with 'reach' weapons if wagons are within 2 inches.

Any damage taken by a wagon is reduced by armor.

Reward

For winning a race Vriprix awards the winner 10 Gold and the loser 5 Gold.
Warbands taking part in a race also gain 5XP for first place and 3XP for second.

Repair your wagon

You can repair your wagon 4D6 between races.

Upgrades

You can, between races, purchase the following upgrades. Upgrades can be stacked.

Spikes 10 gold

Collisions with other wagons deals an extra 1D6 damage.

Armor plates 10 gold

Movement is reduced by 1 to a minimum of 1, wagon gains +1 armor.

Rope harnesses 5 gold

When the wagon overturns models suffer no damage.

Light Wood 5 gold

Movement is increased by 1, but reduce overall health by 1 HP.





All gods are bastards!

BARBAND NAME

--

Name		Movement	
AGILITY			FLAWS AND INJURY
PRESENCE			
STRENGTH			FEATS
TOUGHNESS			
WEAPONS		Modifier	1D
Fists 1D1		Modifier	1D
EQUIPMENT			

Name		Movement	
AGILITY			FLAWS AND INJURY
PRESENCE			
STRENGTH			FEATS
TOUGHNESS			
WEAPONS		Modifier	1D
Fists 1D1		Modifier	1D
EQUIPMENT			

Name		Movement	
AGILITY			FLAWS AND INJURY
PRESENCE			
STRENGTH			FEATS
TOUGHNESS			
WEAPONS		Modifier	1D
Fists 1D1		Modifier	1D
EQUIPMENT			

PARTY XP	Gold
----------	------

Name	Movement
------	----------

AGILITY				FLAWS AND INJURY
PRESENCE				
STRENGTH				
TOUGHNESS				FEATS

WEAPONS		Modifier	1D
Fists 1D1		Modifier	1D

EQUIPMENT	
-----------	--

Name	Movement
------	----------

AGILITY				FLAWS AND INJURY
PRESENCE				
STRENGTH				
TOUGHNESS				FEATS

WEAPONS		Modifier	1D
Fists 1D1		Modifier	1D

EQUIPMENT	
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SCROLL	SCROLL	TRAGEDY
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PARTY EQUIPMENT STASH

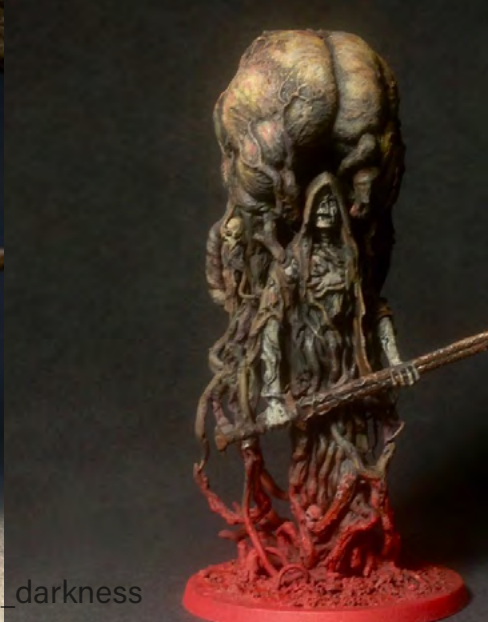


Ana Polanščak (Gardens of Hecate)



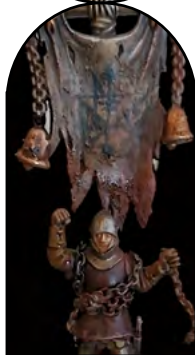
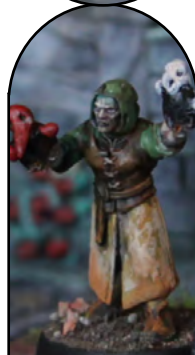
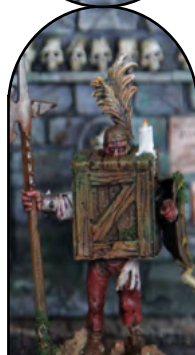
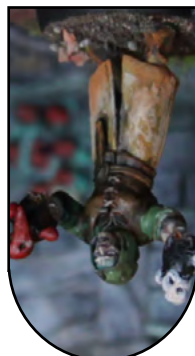
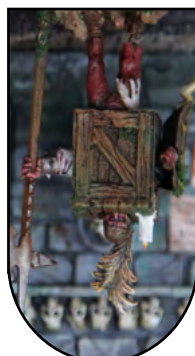


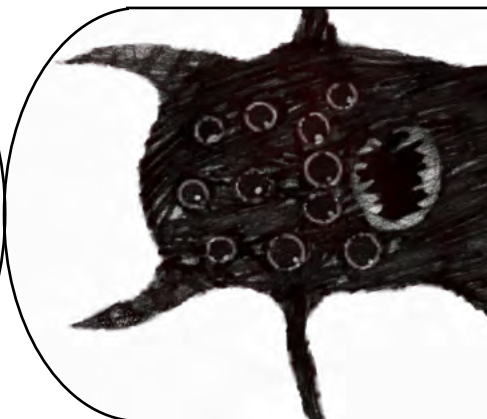
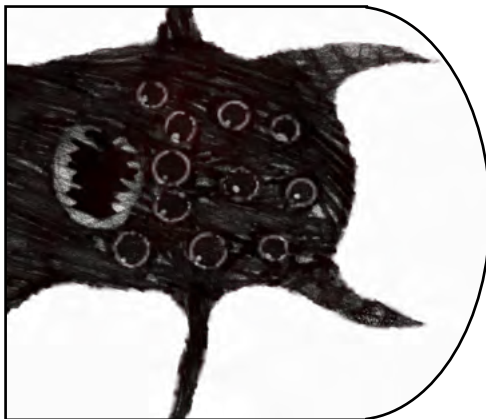
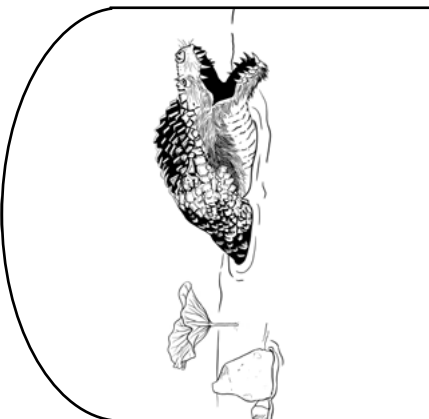
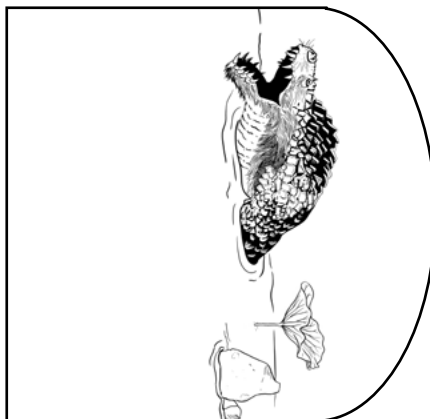
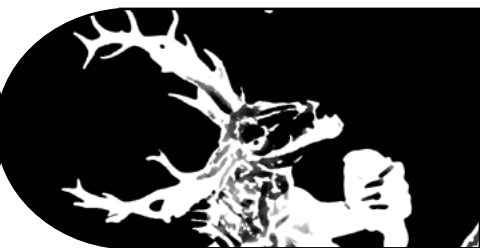
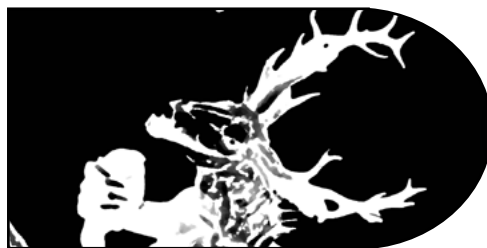
@ unsupervised_darkness



@ witchmonger







The ANATOMY of a miniature



When making miniatures for Forbidden Psalm you should go crazy, take those minis you have had unpainted and throw your entire bits box at them! New to miniatures? Do not panic. On the next page are some amazing people you should check out for guides, inspiration and more!

Best Miniature makers for kitbashing your warband.

NorthStar Miniatures - pick up the Frostgrave Wizards - best single kit for stuff to bash with!

Games Workshop Age of Sigmar (AOS) kits. Warcry warbands are perfect already. Anvil Miniatures, great models and great bits that you can order to spice up your warband.

Perry Miniatures - fantastic looking Knights and historical miniatures.

Hassle Free Miniatures - fantastic company with some amazing hand sculpts.

Best youtube channels for learning more.

Sonic Sledgehammer Studio: great beginner friendly painting tutorials.

Miscast: great kit bashing videos, check out their nurgle army!

Miniac: beginner to more advanced painting tips and tutorials - they love undead!

MarcoFrisoniNJM: more advanced painting and great tutorials on how to use oil washes to grime up those minis.

Pete The Wargamer: great kit bashing tutorials and simple painting guides.

Black Magic Craft: great terrain building and miniature painting, check out their torment terrain series.

Midwinter Minis: great speed painting tutorials to get your minis painted and on the table.

Lil' Legend Studio: will paint your minis for you but also next level painting tutorials and tips.



Use these tables to help create **weird** and **WONDERFUL** warband members

1D8 = HEAD

1. Helm/makeshift helm
2. Mask
3. Hood
4. Short hair
5. Long hair
6. Bald
7. Hat
8. Cult hood

1D6 = EYES

1. Glasses
2. Eye patch
3. Rag covered eyes
4. Missing eye
5. Scar
6. Nothing

1D6 = FACE

1. Short beard
2. Long beard
3. Clean shaven
4. Stubble
5. Lip scar
6. Baby face

1D8 = WEARING

1. Naked
2. Rags
3. Scabby clothing
4. Robes
5. Light armor
6. Medium armor
7. Heavy armor
8. Bones

1D20 = WEAPON

1. Makeshift weapon
2. Staff
3. Shortsword
4. Dagger
5. Warhammer
6. Sword
7. Rapier
8. Fists
9. Hand Axe
10. Ulfberht Sword
11. Morning star
12. Horseman's Pick
13. Flail
14. A rock
15. Bow
16. Crossbow
17. Bastard Sword
18. Great Axe
19. Glaive
20. Spear

1D20 = MAKE THEM UNIQUE

1. Cult symbol
2. Missing limb
3. Prosthetic hand
4. CHAINS
5. Extra weapon
6. Mohawk
7. Books
8. Banner
9. Carrying body parts
10. Strange head
11. Bloody
12. Blank face
13. Carries rope
14. Tentacle arm
15. Scared
16. Bloated stomach
17. Diseased skin
18. Maybe undead?
19. Glowing eyes
20. Tail

1D4 = LIGHT SOURCE

1. lantern
2. torch
3. candle
4. nothing

TOSS A COIN = ~~S~~HIELD

TOSS A COIN = ~~P~~OTION

TOSS A COIN = ~~B~~ACKPACK

PICK SPELLCASTER?

Remember you can only have 1 spellcaster per warband.

Spellcasters cannot wear heavy Armor or shields.



WARBAND MEMBER GENERATOR

AND FROM RUIN IS BORN WRATH, THE SKIES BRIGHTEN.
 BLOOD FLOWS FROM THE SALT OF DECAY, FROM ASHEN REMAINS COMES FORTH SORROWS.
 A THOUSAND YEARS OF ASHEN WASTES, NOTHING LIVES WITHOUT DEATH.
 THE WHITE BONES OF THOSE THAT CAME BEFORE, YOUR PATH TO WHAT REMAINS.
 ALL IS LOST, BUT THAT REMAINS IS KNOWN IN THE FOX.

One Night was harmed in the making of this book.

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Everything else by Kevin Rahman and dead artists.

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*EXALTED
FUNERAL*

Forbidden Psalm is a tabletop
miniatures game, inspired by and
compatible with MÖRK BORG.



K.R.D
Designs