



Forbidden Balm

IN THE FOOTSTEPS OF THE MOD WIZARD

Quick Reference

Setup

1. Pick a Scenario
2. Setup Board
3. Determine Conditions
4. Deployment
5. Roll for Initiative

All tests are DR12, unless specified.

You roll a D20, add relevant modifiers and check the result. If you reach at least a 12, you pass.

Each Game Round

1. Determine Initiative.
2. Players alternate activating a single model.
3. Activate monsters, if any in play.
4. End game round.

Activating

Pick a model.

It can move & perform an Action.
Performing an Action ends the model's activation.

Actions:

- Make a **Ranged Attack**.
- Make a **Melee attack**.
- Use **Equipment** or **Feats**.
- Use a **Scroll** to cast a spell.
- Pickup and/or drop any number of items off the ground or dead/downed models within 1".
- Interact with **Treasure** or **Scenario** items within 1".
- Make a second **Move**.

Combat

Models within 1 inch are in **combat**. Ranged attacks have a max range of 12".

1. Check range.
2. Check which stat the weapon uses and add the relevant modifier to the roll.
3. Roll attacks (both models roll at the same time and apply the results).
4. Successful hits apply Damage.
5. Mark off any ammo used.
6. If models are at 0hp they are **downed**, place them face down. Monsters at 0hp are dead.



Movement

Models can move their Agility +5 inches.

Climbing halves your speed.

Models can jump gaps 3 inches or less by passing an Agility test.

Failing causes injury.

Leaving Combat

1. The opponent rolls Agility against DR12.
2. On a pass your model does not move.
3. On a failure your model moves.
4. If opponent Fumbles you can move and take an action.
5. On a Critical, opponent makes an attack against you.

Morale

When a model rolls for morale make a Presence test.

On failure they flee the fight.

On success they act as normal.

Models must make a morale test when they:

- are critically hit.
- strike a downed enemy.

Spellcasting

Max range 12".

Presence based.

On failure mark a Tragedy.

On Fumble roll on Calamity table, adding current Tragedies.

Omens

Can be used at any time.

Each Omen can only be used once per Scenario at any time.

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 e.g. jumping, morale or combat.

Monsters

1. Check special rules.
2. Check if it can see other models.
3. Move it 2D6 towards nearest visible model.
4. Check range.
5. Roll Attacks.

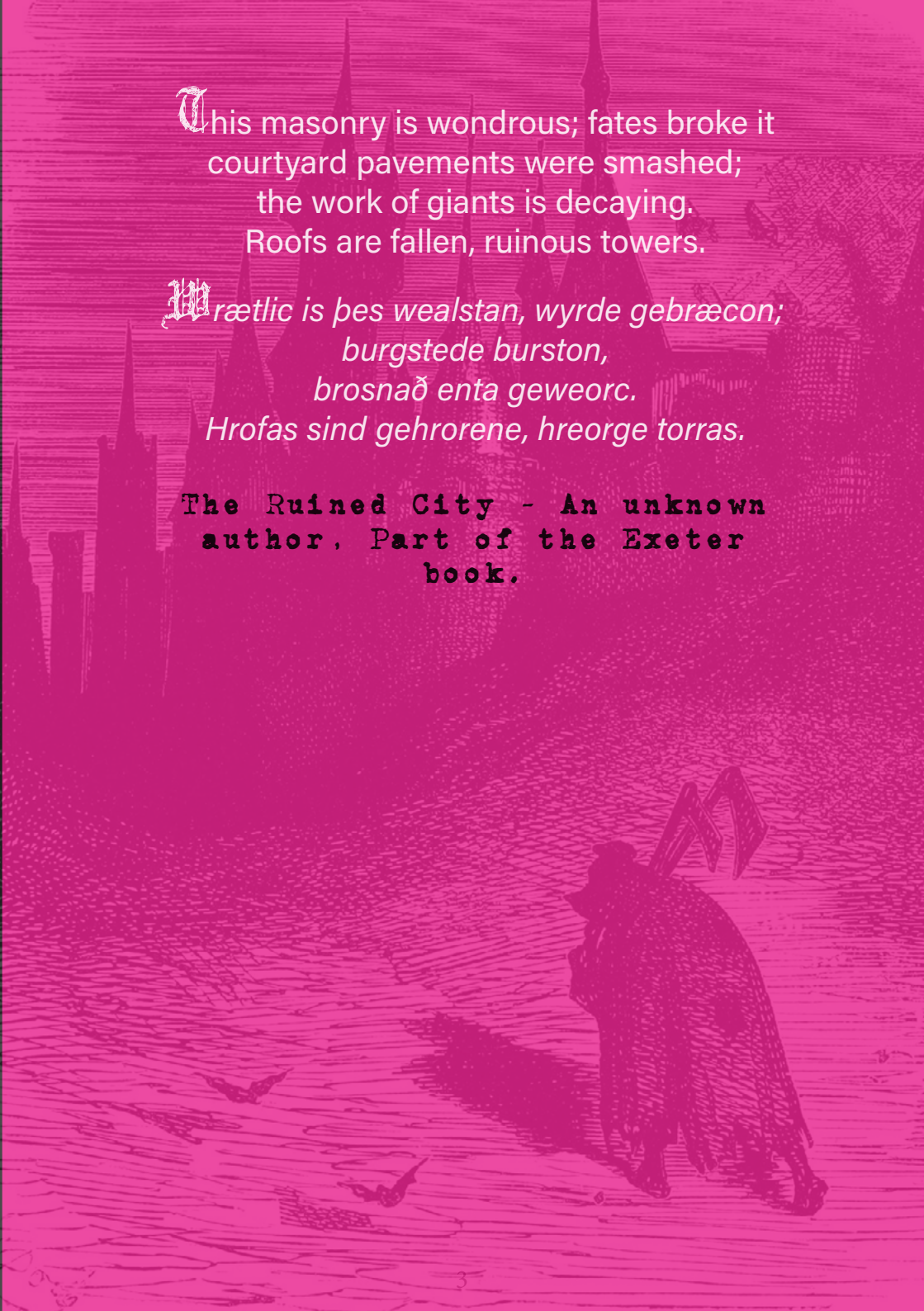
Remember all monsters roll all tests against DR12.

Post Scenario

1. Receive 10 gold.
2. Roll **Death** Saves.
3. Roll for injuries.
4. Sell and buy items.
5. Gain and spend XP.
6. Hire new members.
7. Buy Hogs Head Inn upgrades.
8. Reallocate equipment.

Contents

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This masonry is wondrous; fates broke it
courtyard pavements were smashed;
the work of giants is decaying.
Roofs are fallen, ruinous towers.

*W*rætlic is þes wealstan, wyrde gebræcon;
burgstede burston,
broснаð enta geweorc.
Hrofas sind gehrorene, hreorge torras.

**The Ruined City - An unknown
author. Part of the Exeter
book.**

Vriprix left you, stealing away with the Forbidden Psalm.

You tracked the Mad Wizard to the ruined city of *Dawnblight*.

At the last Inn on the road you learn the Wizard was seen disappearing into the decaying city. Where the Wizard is now is anyone's guess. You might as well take on work that can take you into Dawnblight. Its crumbling streets are filled with monsters, treasure... and one Mad Wizard you would very much like to speak with.

The Hogs Head Inn sits on the outskirts of the foreboding skeleton of Dawnblight. Estrith, the owner, has work, if good coin is what you're after. You will need it to find Vriprix the Mad Wizard, lost treasures or just your untimely death deep within the ruins of Dawnblight.





HOW TO USE THIS BOOK

This book offers many more ways for you to die in Forbidden Psalm. Use as many or as few of them as you want. This book, just like Forbidden Psalm, is about having fun, whether playing solo, coop or versus.

The Scenarios in this book are designed to be played as a continuation of the Forbidden Psalm core book campaign, with narrative elements following the story of Vriprix the Mad Wizard.

The first section contains new weapons, Feats, allies and more. Next you will find new monsters to both face and flee from. Then the new campaign's 17 Scenarios follow. The book closes with content designed to inspire your hobby.



Throughout this book, *The Forbidden Psalm Core Book* is referred to as the **Core Book**. This expansion is referred to as **Footsteps**.

Sections marked with the RPG symbol are for use with the RPG and can be used to add flavour to your Forbidden Psalm campaign.



To use this book you need a copy of *Forbidden Psalm*.

All tables used for random generation in this book include the content from the Core Book, so you only need to roll on one table. For example, the weapons table on page 17 includes all weapons from both books.

100 MORE NAMES OF THE SOON TO BE DEAD

Names

1. Aura
2. Bloodgod
3. Lewison
4. Esau
5. Aeron
6. Pembroke
7. Gwendolen
8. Williams
9. St Cuth
10. Alexi
11. Derek
12. Jert
13. Cristin
14. Matt
15. Petlozki
16. Zombie
17. Trash
18. Cybernix
19. Chj
20. BenJ
21. Whichmonger
22. Crucium
23. Ginger
24. 3goblins in a coat
25. Mega
26. Pika
27. Keroro
28. Mouseling
29. Hannibal
30. Chew
31. Skullpting
32. Chin
33. Tanya
34. Floaker
35. Michael
36. Mars
37. Steel
38. Dragon
39. Little
40. Penguin
41. Coral
42. Dark
43. Gainsboro
44. Frail
45. Orchid
46. Snow
47. Devil eyes
48. #
49. One
50. Hayden
51. Malmkvist
52. Zayn
53. Löfgren
54. Blom
55. Nelly
56. Oleana
57. Lloyd
58. Flint
59. Ofydd
60. Awful
61. X
62. Lyra
63. Havenhorst
64. Ashiok
65. Weaver
66. Lucius
67. LeMonde
68. Tisk
69. Night
70. Elle
71. Nutti
72. Corax
73. Caelynn
74. Galanodel
75. Desya
76. Vinogradov
77. Naesala
78. Whispers
79. Shadow
80. Ingvar
81. Konstantin
82. Noah
83. Thoralf
84. Tobjorn
85. Castel
86. Blower
87. Doom-Slayer
88. Raptor
89. Khan
90. Coward
91. Prichett
92. Maldwyn
93. Dewey
94. Dacus
95. Cloyd
96. Arthur
97. Magpie
98. Zalander
99. Rat
100. Godless

Titles

1. The Ghost
2. The Ordinary
3. The Keeper of Names
4. False Prophet of St. Gregory
5. The Meatfailure
6. The Frail
7. The Used
8. The Hurried
9. The Dazzling
10. The Exuberant
11. The Erratic
12. The Misspalled
13. The Nosy
14. The Mouse
15. The Hammer
16. The Elastic
17. The Helpless
18. The Rebel
19. The Deranged
20. The Aquatic
21. The Cook
22. The Unruly
23. The True King
24. The Flimsy
25. The Meek
26. The Invisible
27. The Tangy
28. The Prophet of Noise
29. The Squealing
30. The Trite
31. The Insidious
32. The Discreet
33. The Obtainable
34. The Dad
35. The Mum
36. The Willing
37. The Red
38. The Lackadaisical
39. The Dead
40. The Sticky Child
41. The Ashamed
42. The Wizard
43. The Evasive
44. The Puffy
45. The Wrong
46. The Voracious
47. The Trembled
48. The Cruel
49. The Hellish
50. The Bassist
51. The Secondhand
52. The Moaning
53. The Knowing
54. The Incandecent
55. The Dizzy
56. The Coherent
57. The Puzzled
58. The Melodic
59. The Unequaled
60. The Backstabber
61. The Rampant
62. The Yielding
63. The Dog
64. The Childlike
65. The Cheap
66. The Bait
67. The Sniffy
68. The Unadvised
69. The Rusted
70. The Unwelcome
71. The Impolite
72. The Never-Tipper
73. The Nonchalant
74. The Ravern
75. The Proofreader
76. The Muscle
77. The Bite-sized
78. The Synonymous
79. The Wren
80. The Wrought
81. The Wright
82. The Watched
83. The Flashy
84. The Regular
85. The Spiffy
86. The Jobless
87. The Northern
88. The Idiotic
89. The Tickled
90. The Prophet
91. The Voice
92. The Confused
93. The Truculent
94. The Questionable
95. The Scaled
96. The Dragon
97. O'Rats
98. The Frozen
99. The Moldy
100. The Zorned

THE ARBANDS

Pets : Equipment : Flaws & Feats
Scrolls : Monstrous Allies



MONSTROUS MEMBERS

The ruins of Dawnblight attract all manner of beings, not just those of **flesh** and **blood**. You may apply any of the below profiles to your warband members at warband creation or when recruiting new warband members.

These profiles are in addition to any other Flaws or Feats that the warband member has.

1. Undead

Undead are not healed by potions or magic, nor benefit from any Hogs Head Inn upgrades. Immune to poison, bleeding and disease.

2. Magic Warped

When targeted by scrolls, auto fails any tests required.

Roll 1D6 or pick one of the following:

1. Extra Limb: Roll 2 dice to attack and choose best result (once per Scenario).
2. Horns: Gain a D6 Horn attack, Strength based.
3. Wings: Ignores all terrain during movement.
4. Bark Skin: +1 Armor .
5. Talking Mustache: Has a mustache that can talk .
6. Tentacle Arm: Never drops weapons (including by choice).

3. Orcs and Dwarfs

Crits enemies on rolls of 19 and 20.

Is Crit back on rolls of 19 or 20.

4. Goblins and Gnomes

Grants -3 to be hit by ranged attacks .

They carry less: -1 equipment slot .

5. Greys

Unpainted? No, not at all.

Monsters ignore them unless they are the only viable target. If they end a Scenario downed, auto fail death save: people assume they are a statue and leave them behind.



In addition to 5 members, warbands may now recruit a single pet by paying the associated cost. Except for the rules listed below, pets act as warband members in every other way. Pets have predetermined stats described below.

Unless otherwise stated under their profile, pets cannot:

- Use Scrolls.
- Search for Treasure.
- Use/carry Equipment or Weapons .

The Goodest Doggo 15 Gold

Agility:+2 Presence:0 Strength:0 Toughness:-2

Bite:D6:Strength

Can search for Treasure.

Can pick up and carry 1 item.

Snail/Slug Wizard 50 Gold

Agility:-2 Presence:+1 Strength:-1 Toughness:0

Comes with 1 random Scroll

Can cast Scrolls.

Is considered unarmed and never makes attacks.

Pet Rock Free

Agility:-10 Presence:0 Strength:0 Toughness:+10

It's a rock, can be carried as equipment.

Can be thrown at enemies: D6: Strength.

Chaos Beast D4xD4xD4xD4 Gold

Agility:D4 Presence:D4 Strength:D4 Toughness:D4

Chaotic Attacks:3D4:Presence:

Critical and Fumble: Deal D4 damage to Chaos Beast in addition to normal damage.

(cost resets between Scenarios)



Mount 30 Gold

Can be ridden by other party members. Mounts do not get an activation when ridden. Cannot climb.

Agility:+4 Presence:-2 Strength:+1 Toughness:0

Kick:D8:Strength

When mounted, rider and mount act as one. When mounted, use mount's Agility and Strength and rider's Presence and Toughness. When mounted, makes only 1 attack with either mount or rider. Rider must dismount to search or interact with Scenario items. Acts independently when not mounted.

Fire Hawk 20 Gold

Agility:+5 Presence:0 Strength:-2 Toughness:-4

Burn:D4:Agility

Fly: Ignores all terrain during movement.

Throw Fire: As an action, may drop fire onto enemies from above. This attack does not provoke attacks back. 2 inch range.

Snake 10 Gold

Agility:+4 Presence:-2 Strength:-1 Toughness:-3

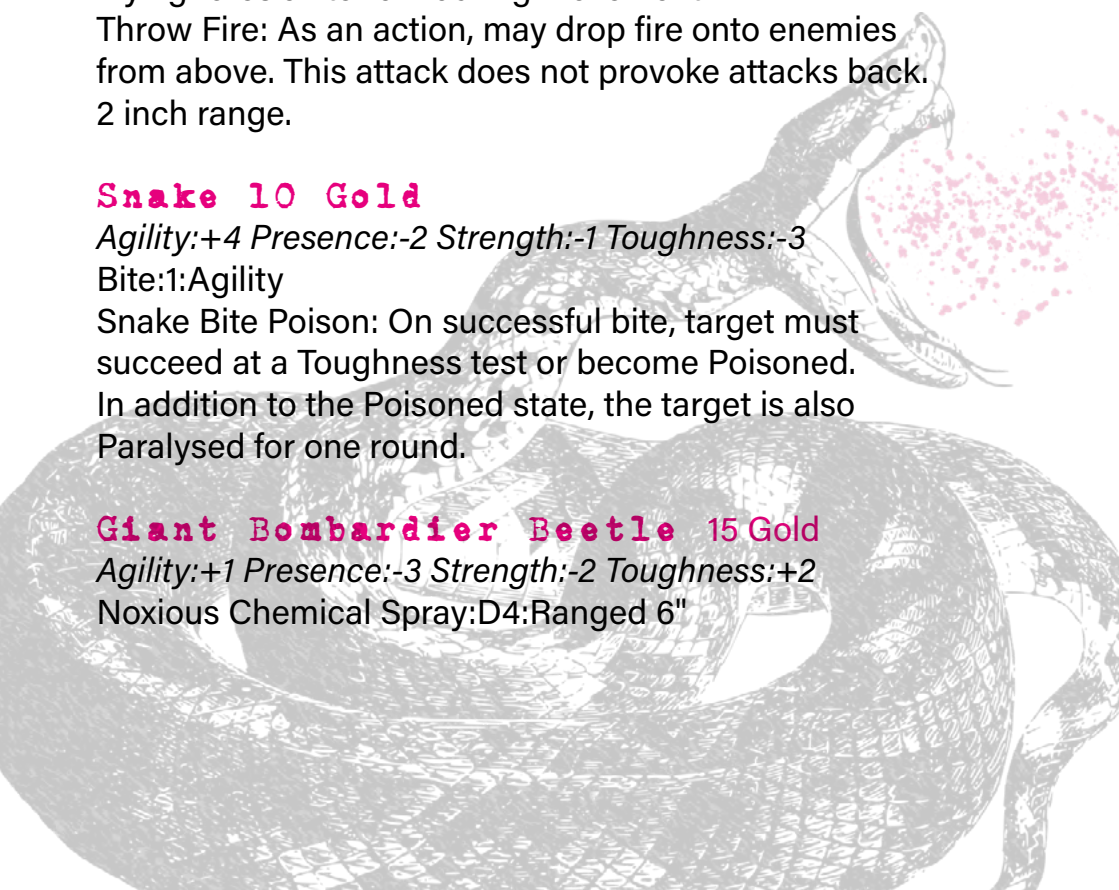
Bite:1:Agility

Snake Bite Poison: On successful bite, target must succeed at a Toughness test or become Poisoned. In addition to the Poisoned state, the target is also Paralysed for one round.

Giant Bombardier Beetle 15 Gold

Agility:+1 Presence:-3 Strength:-2 Toughness:+2

Noxious Chemical Spray:D4:Ranged 6"



Protect Yourself

Tower Shield

Special: Acts as cover, all ranged attacks suffer -3 to hit the bearer. Uses two equipment slots.

Cost: 5 gold

Full Plate

Armor Value: 4

Special: Wearer must have at least +2 Strength. If not, they suffer -1 to Agility. Uses two equipment slots.

Cost: 50 Gold

Pet Armor

Armor Value: 1

Special: Can be used on any pet.

Cost: 10 gold

Improvised Armor

Armor Value: 1

Special: -1 Agility for user.

Cost: Free

Comfy Socks

Armor Value: 0 or 1 if Models have at least one Scroll.

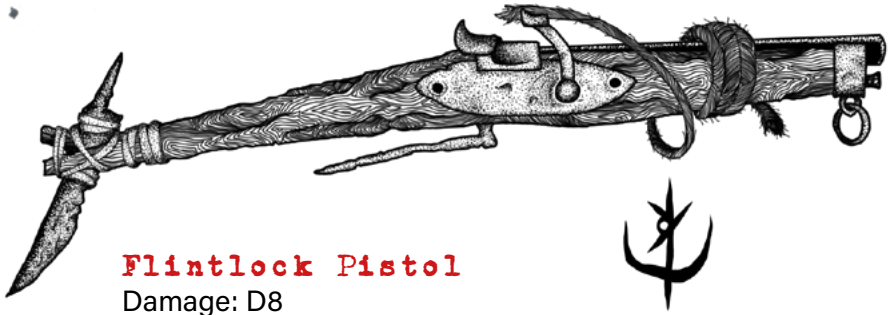
Special: Takes up no equipment slots.

Cost: 15 gold.

All Armor from the Core Book (page 14) can be used in this expansion. This table combines Armor from both books for use when randomly determining Armor found in the ruins of Dawnblight.

1D10

1. Light
2. Medium
3. Heavy
4. Full Plate
5. Helm
6. Horse/Pet Armor
7. Improvised Armor
8. Shield
9. Tower Shield
10. Comfy Socks



Flintlock Pistol

Damage: D8

Special: Comes with 5 ammo, Reload, EXPLODE, Ranged.

Cost: 15 gold

Modifier: Presence

Musket

Damage: D10

Special: Comes with 5 ammo, Reload, EXPLODE, Ranged.

Cost: 20 gold

Modifier: Presence

Cannon

Damage: D20

Special: Comes with 1 ammo, Reload, EXPLODE, Ranged, Two Handed, 1 ammo takes up an equipment slot.

Cost: 100 gold

Modifier: Strength

Trident

Damage: D6

Special: Critical Disarms enemy, Thrown, Two Handed.

Cost: 7 gold

Modifier: Agility

Sling

Damage: D4

Special: Doesn't require ammo, Ranged.

Cost: 1 gold

Modifier: Agility

WEAPONS

Bag o' Rats

Damage: -

Special: Target must pass a Toughness test or become **Diseased**, On Fumble user becomes **Diseased**, Thrown.

Cost: 1 gold

Modifier: Agility

Brass Knuckles

Damage: 2

Special: Critical causes Dazed, doesn't take up an equipment slot.

Cost: 5 gold

Modifier: Strength

Bone Flail

Damage: D8

Special: Critical causes Dazed and Bleeding.

Cost: 9 gold

Modifier: Strength

Net

Damage: -

Special: Thrown, target must pass an Agility test or lose all movement until they use an action to pass an Agility or Strength test.

Cost: 3 gold

Modifier: Agility



Unholy Hand Grenades of Apameia

Damage: D10

Special: Thrown, max range 6 inches, Called Shot*, EXPLODE. Can be used with Sling to increase range to 12 inches.

Cost: 6 gold

Modifier: Agility

*Called Shot

Before rolling to hit, you may, instead of using the grenade as normal, elect to try a Called Shot. Select a number from 1-20 aloud and then roll a D20. If you roll the chosen number, you get the grenade into the target's mouth, exploding them from within and killing them instantly. If you do not roll the correct number the Grenade is wasted.



The alchemists of Dawnblight were both creative and lazy in equal measure, deciphering the marvels of gunpowder, but never writing down the exact ratios required to make a stable ignition source.

All Weapons from the Core Book (page 15) can be used in this expansion. This table combines all weapons from the Core Book and Footsteps, for use when randomly determining weapons you find in the ruins of Dawnblight.

D100	Name
1-3	One Handed Makeshift Weapon
4-9	Staff
10-15	Dagger
16-21	Sword
22-27	Handaxe
28-30	Morning Star
31-33	Horseman's Pick
34-36	Flail
37-39	Sling
40-42	Bag o' Rats
43-45	Brass Knuckles
46-48	Bone Flail
49-51	Net
52-54	Unholy Hand Grenades of Apameia
55-57	Shortsword
58-60	Warhammer
61-63	Rapier
64-66	Ulfberht Sword
All weapons below this line take up 2 equipment slots	
67-69	Great Axe
70-72	Glaive
73-75	Spear
76-78	Trident
79-81	Flintlock Pistol
82-84	Musket
85-87	Two Handed Makeshift Weapon
88-90	Bow
91-94	Crossbow
95-97	Bastard Sword
97-99	Cannon
100	Pick any weapon from the list

STATES AND PROPERTIES

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 failure, the model can only move, on success the model is not dazed anymore.

Blinded - model cannot make ranged attacks and suffers -3 to all attacks.

Diseased* - model suffers -3 to all checks until cured.

Poisoned* - model can only move or take an action, but not both until given antidote.

Ranged - can be used to make an attack over distance up to 12 inches.

Two-Handed - takes up two equipment slots.

EXPLODE - on Fumble Item deals max damage to user and is destroyed.

Note* Some Poisons and Diseases have additional effects.

ITEMS



New items and Core Book items are presented together here for ease of use.

1. Antidote	Cures Poisoned	7 Gold
2. Tincture	Cures Disease	7 Gold
3. Bandage	Removes Bleeding	1 Gold
4. Lantern	Provides Light	3 Gold
5. Torch	Provides Light for 3 rounds and counts as One Handed Makeshift Weapon	1 Gold
6. Backpack	Counts as 1 equipment slot but provides 2 extra slots	1 Gold
7. Potion	Heals D6, make Toughness test or become Dazed	6 Gold
8. Ammo	5 Shots	1 Gold
9. Cannonball	1 Shot	2 Gold
10. Whisky	After drinking, auto pass Morale Tests for the remainder of the Scenario	2 Gold

New Flaws

Luddite: Can't use weapons that Explode.

Scared of dying:

When any warband members die, auto fails a morale test.

Steady On: Can only move once per activation.

One foot in the grave

If downed, auto fails death saves.

Dutch courage: Must have whisky equipped before willing to participate in a Scenario.

New Flaws and Core Flaws are presented together here.
See Core Book page 10-11.

1-4:	Cursed	53-56	Squeamish
5-8	Gammy Foot	57-60	Slow Learner
9-12	Brittle Bones	61-64	Loner
13-16	Putrid Smell	65-68	Scared of
17-20	Weak Hands		Monsters
21-24	Greasy	69-72	Realist
	Hands	73-76	Poor Morale
25-28	One Eyed	77-80	Newbie
29-32	Malnutrition	81-84	Luddite
33-36	Scared of	85-88	Scared of
	Heights		Dying
37-40	Angry	89-92	Steady On
41-44	Vacant Mind	93-96	One Foot in
45-48	Weak Bodied		the Grave
49-52	Allergic to	97-100	Dutch
	Metal		Courage

NEW FEATS

- Marksman: Increase their Ranged weapon's range by 3 inches.
- Vaccinated: Model is immune to Diseased condition.
- Rat Catcher: Model can start with free Bag o' Rats.
- Alchemist: Model starts each Scenario with a Potion.
- Animal Lover: Warband pays half cost to recruit Pets.

New Feats and Core Feats are presented together here.
See Core Book page 12-13

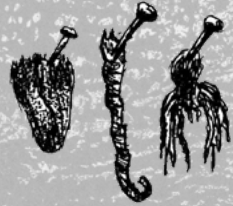
1-4:	Intimidating	41-44	Barkskin
	Presence	45-48	Clawed Nails
5-8	Slippery	49-52	Swindler
	When Wet	53-56	Medic
9-12	Cowardly	57-60	Improvised
13-16	Mind Over		Fighter
	Matter	61-64	Shield Bash
17-20	Through	65-68	Lucky Goblin
	Gritted	Foot	
	Teeth	69-72	Charge
21-24	Revolting	73-76	Feint/Disarm
	Appearance	77-80	Marksman
25-28	What We Do	81-84	Vaccinated
	in the Shadows	85-88	Rat Catcher
29-32	Hard to See	89-92	Alchemist
33-36	Tough as	93-96	Animal Lover
	Nails	97-100	Meathead
37-40	Scavenger		

SCROLLS

Clean Scrolls

Unbreakable

Target cannot fail Morale tests for rest of Scenario.



Inmortalium Inventioni

One model of your choice cannot be killed in this Scenario, no matter what. They can still be downed. On failure the Spellcaster becomes marked for death: if downed at any point in the Scenario they are immediately killed.

Sanctify

Target is ignored by all Monsters in this Scenario unless they attack a Monster. On a Fumble, instead of rolling on the Calamity table the Laughing Man appears on a random board edge and targets the spell caster.

Bow of Skaði.

Target increases range of all Ranged attacks by 3 inches for the Scenario.

Danse Macabre

Target must make a Presence test. On failure the model cannot move for the rest of the Scenario, and must instead Dance on the spot. Target can take other actions. When casting, Fumbles cause caster to Dance instead. As an action, Dancing models can repeat the Presence test, on success their Dancing ends.

Visions of the Future

Target can reroll one test this Scenario.

UNCLEAN SCROLLS

DEATH BECOMES THEM

Target must make a Presence test. On a failure they become Undead and get the subtype Undead, see page 13.

BOIL THE BLOOD

Target makes a Toughness test. On a failure their blood boils, dealing 1D8 damage. Doesn't affect Undead.

VOCARE CATTUS

Summon the Cath Palug. This is not recommended.

MIASMA

Victim is surrounded by a deadly cloud. Target becomes Diseased.

SOUL BIND

Cast to collect the soul of the recently dead. Binds the soul of a single creature killed during this Scenario to the caster. Bound souls can be sold to a soul collector after the Scenario for gold equal to the creature's HP.

CHAOS

When casting this spell, first roll to determine a random Unclean Scroll. The caster must then attempt to cast that scroll. Any targets are selected **after** rolling to determine which Unclean Scroll is cast.

New Scrolls and Core Book Scrolls are presented together here. See Core book page 16-17.

D44 - Clean

- 11 Hopes Last Breath
- 12 Will of the Optimistic
- 13 Not Dead Yet
- 14 Second Wind
- 21 Visions of Tomorrow
- 22 Shield of Faithless
- 23 False Dawn
- 24 Mind Blast
- 31 Golden Flare
- 32 Obey
- 33 Unbreakable
- 34 Inmortalium Inventioni
- 41 Sanctify
- 42 Bow of Skadl
- 43 Danse Macabre
- 44 Visions of the Future

D44 - Unclean

- 11 Flaming Hands of St Vilmarex
- 12 Mindless Eye
- 13 Invisible Hands
- 14 Ungrounded
- 21 Breath of the Undying
- 22 [One Eyed King](#)
- 23 Bones, Them Damn Bones
- 24 Eternal Sleep
- 31 Ride the Lighting
- 32 **Doom**
- 33 Death Becomes Them
- 34 Vocare Cattus
- 41 Miasma
- 42 Boil the Blood
- 43 Soul Bind
- 44 Chaos

MERCENARIES

Got gold to spend?

Want to give someone a break?

Then hire a **Mercenary** today.

For **25 gold** you can hire one of the following Mercenaries to join you in a Scenario.

The Mercenaries replace one of your warband members for that Scenario.

If a Mercenary is killed they can never be rehired during a campaign.

Their stats and equipment cannot be swapped or replaced.
Mercenaries never drop their equipment by choice.

Each Mercenary can only be hired by one warband per Scenario.

Danbert The Knight by Graduate Gamer

Agility:+1 Presence:-1 Strength:+2 Toughness:0

Equipment: Heavy Armor, Morning Star, Shield

Flaws: Loner, Realist

Feats: Charge

Special: His head might just be a pumpkin, immune to being Dazed.



Nifehl the Resurrected Hermit

Agility:+3 Presence:0 Strength:-3 Toughness:+1

Equipment: Scroll - Inmortalium Inventioni, Dagger

Flaws: One Foot in the Grave

Feats: What We Do in the Shadows

Special: Eternal, can always be rehired even if they die.

Rain the Smoothest by Ash Barker

Agility:+2 Presence:+2 Strength:-1 Toughness:-2

Equipment: Short Sword, Medium Armor

Flaws: Brittle Bones

Feats: Improvised Fighter

Special: Blood-Countess' Blessing, can reroll one die per Scenario.

Pigmen

Agility:+0 Presence:-3 Strength:+5 Toughness:+3

Equipment: Bastard Sword

Flaws: Luddite

Feats: Vaccinated

Special: Part of a clan, can be rehired even if one dies.

Vertebras the Necromancer and his snail, Slow Death by Ana Polanscak

Agility:-2 Presence:+5 Strength:-2 Toughness:-1

Equipment: Fists, Scrolls - Bones, Them Damn Bones, Death Becomes Them.

Flaws: Steady On

Feats: Hard to See



Vertebras the Necromancer and his snail mount Slow Death
by Ana Polanscak (Gardens of Hecate).

Glömm the Collector

In one corner of the Hogs Head Inn, a shop has been set up by an odd creature, a humanoid snail who doesn't recall how they came to be here, look the way they do, or who you are from visit to visit.

They give their name as Glömm the Collector.

Glömm pays well for trinkets, relics, odds and ends. They also sell surplus goods. You can buy and sell any items, weapons and armor from Glömm between Scenarios. Additionally, Glömm has 1 random relic on them at any given time and sells this for 50 gold.



Glömm can be encountered in the wild, searching the ruins of Dawnblight for relics and trinkets.

If encountered (by rolling for Glömm the Collector on the Scenario event/weather conditions table), setup Glömm equidistant from each player's deployment zone.

A model can approach Glömm, and when within 1 inch, as an action, can purchase one item from them. When encountered in such a way, Glömm has:

- 1 random weapon
- 1 random armor
- 1 random relic.

All items are sold at half their cost rounded to the nearest gold. Relics are sold for just 25 gold.

Anyone attacking Glömm is longer be able to sell items to Glömm the Collector after Scenarios. For reasons unknown, all monsters ignore Glömm. If Glömm is ever hurt, they move off the board, moving 12 inches a round at the start of the Monster activation phase.

MONKSTONE MINIATURES

Glömm the Collector miniature and character is the creation of Monkstone Miniatures and is used with permission. Copyright Monkstone Miniatures. To buy the official miniature visit www.monkstoneminatures.com

DO YOU THINK IT'S POSSIBLE FOR AN ENTIRE NATION TO BE INSANE?

Sir TP



BESTIARY

Fiends and Foes



BONE HORRORS

*Something is wrong in this city.
Even the bones won't stay dead*

When the crypts of the city were full, the dead were piled in pits. Over time birds and insects ate away their flesh, leaving nothing but bleached bones. Bone Horrors are made up of bones from numerous skeletons. Multiple skeletal hands, held together by malicious forces, claw at the living. They can be hard to destroy and vary in size.

HP * Morale - Bone claws * Armor 2

Special:

When you place a Bone Horror on the table roll a D6 and consult the below table.

1-2	Small Bone Horror	HP5	Attack 1D4	25mm
2-4	Medium Bone Horror	HP8	Attack 1D6	32mm
5	Large Bone Horror	HP12	Attack 1d8	40mm
6	Huge Bone Horror	HP20	Attack 1d12	50mm+

(only one Huge Bone Horror can be present at a time, reroll)



FAECAL GHOULS

Art by @jai_un_chapeau

Years before the fall of the city, a great plague tore through its narrow streets. Those infected, often half-alive, were thrown into the sewage pits. Those foetid corpses eventually rose again as ghouls, stinking of filth and disease. Faecal Ghouls have been seen to make curious mounds out of decades old excrement. Why they do this no one knows, but they often bury treasure amongst the waste.

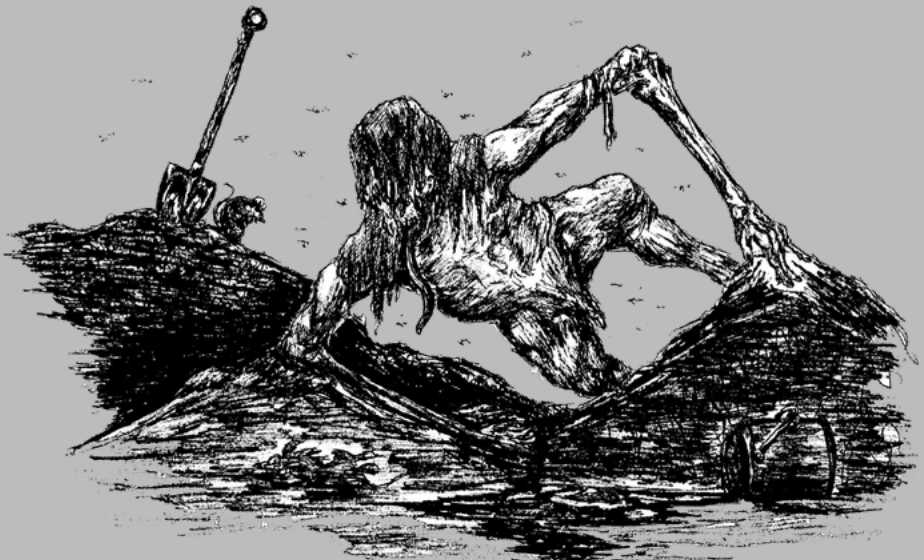
HP 8 Morale 9 Claws 1D6 Armor 1

Special:

Infect: If a Faecal Ghoul lands a successful attack, the target must make a Toughness test. On failure they become **Diseased** with Filth Rot.

Filth Rot: Models Diseased with this gain the Flaw - Filth Rot Carrier. Whenever they attack another model they may pass the condition on as above. This is in addition to the effects of being Diseased.

Filth Rot can be cured per Diseased rules.



THE ADERYN Y CORPH

(a.k.a. Corpse bird)

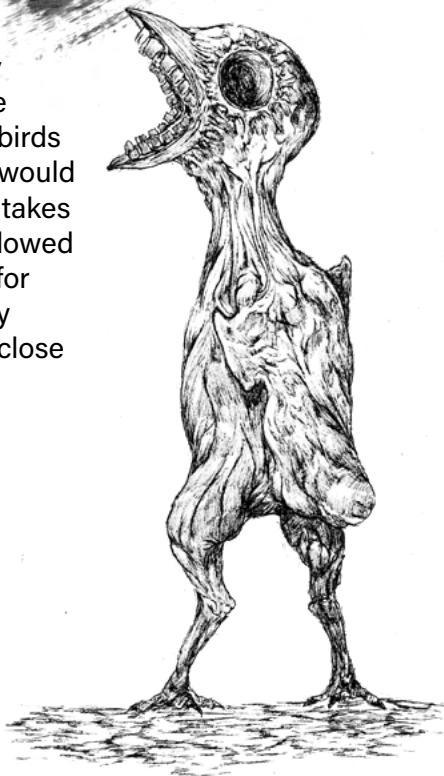
Brought from far away lands, the Aderyn y corph were used to herald the death of the leaders of the city. These otherwise silent birds would chirp on the mornings that leaders would die. A practical thing: electing a new ruler takes time, so getting a head start on matters allowed more time to festoon the city. Left to fend for themselves when the city fell, the Aderyn y corph now scream the death of those too close to them.

HP 4 Morale 6

Claws 1D4 Armor 0

Special:

Death call: If an Aderyn y corph is on the table when a model is downed, it is instead killed.



Art by @jai_un_chapeau

MUTANT CHICKEN OF KALKOROTH

Art by Cora Rahman age 13

HP 5 Morale 4 Lazer eyes D6 Armor 1

Special: Lazer Eyes attack:
Can attack up to 6 inches away.
Can also be used in melee.



THE LAUGHING MAN

Concept Shayne Smith
@ shaydozer
Art by @denungeherrholm

Legends tell of a man appearing in Dawnblight after it fell into ruins. The city's decay infected him, twisting him into something inhuman. The presence of this creature is heralded by a laughter on the wind, which grows in intensity until it is all you can hear.

HP 15 Morale - Rend 2D8 Armor 2

Special:

Panic: The never ending laughter causes panic.

Models within 12 inches of The Laughing Man when he activates must make a Presence test. On failure they are taken by the laughter. All they can do is stand and laugh themselves, no longer able to move or take actions.

Laughing models can retake this Presence test the next time they activate.

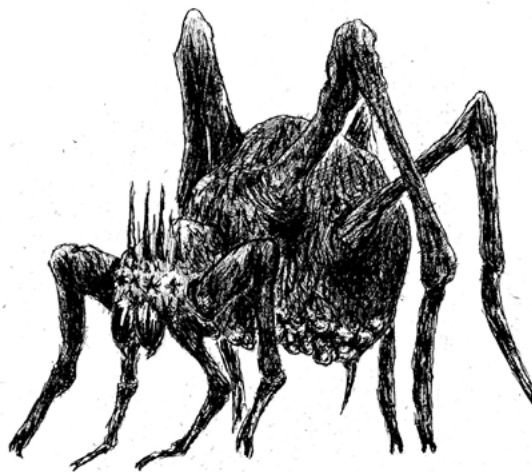
Targeted: The Laughing Man moves up to 12 inches toward the nearest Laughing model (model who has failed its Presence test) and makes an attack. If there are no Laughing models, follow normal monster rules. If a model is downed by The Laughing Man, he rips them apart and they are instead **killed** outright.

Intensify: If the Laughing Man kills a model, the range of his Panic ability increases by **3 inches** and all future Presence tests to avoid the ability suffer **-3** to the roll. This stacks for each kill The Laughing Man makes.

Unkillable: When the Laughing Man takes 15 or more damage he is not killed. Instead he flees the battlefield, moving 12 inches a round. No one has found a way to end the laughter.

THE BLIND SPIDER QUEEN

The Spiders of Dawnblight were a unique species; given a constant food supply they would continue to grow, shedding monthly. So large could they grow, the city employed spider hunters to keep numbers down. When the city fell the spiders had plenty to feed on, and one more than any other grew to an enormous size. Rumours tell that he was blinded by a halfling long ago. Now she sits awaiting those brave enough to approach.



HP 16 Morale 9
Fangs D6 Armor 2

Special: The Queen senses vibrations and so does not move towards the nearest model. Instead, the Queen moves towards the last model to act before the monster activation phase. Additionally, if a model ever fails an Agility test, the Queen immediately moves towards them 2D6.

Poison bite: Models hit by the Queen's bite must pass a Toughness test or become Poisoned. In addition to the normal effects of Poison, models also lose their next activation.

Brood: If not engaged at the end of the Monster activation phase, she births one Spider Brood.

SPIDER BROOD

HP 4 Morale 6 Fangs D4 Armor 0

Special:

Poison bite: Models hit by a bite must make a Toughness test or become poisoned.

Art by @jai_un_chapeau

GHOUL STAIN ORGAN

HP 30

Morale -

Fungal Appendage d6

Armor 2

Special: The Ghoul Stain Organ cannot move. Each time the Organ takes 10 damage it drops a corpse. When it drops a corpse, its pitiful screams summon two Fungal Ghouls.



FUNGAL GHOUL.



HP 6. Fungal Appendage d6. Armor 1.

Special: Fungal Ghouls are connected to the corrupted mycelium that runs throughout the Ghoul Stain, and do not require line of sight to target an enemy.

Art & Monsters by Sean Sutter. Creator of RelicBlade.
@sean_sutter_art

RAT KING

HP 17 Morale 6

Bites 3D4 Armor 0

Special: Anyone bitten by the Rat King must make a Toughness test or become Diseased.

Summon Rat: If not in combat at the end of the Monster activation phase, Rat King summons 1D4 Plague rats.

A Rat King is a collection of rats whose tails are intertwined and bound together. Normally such a fate means death for the rats as they struggle against each other, but in rare cases the rats become one creature. one mind. In these situations they can command other rats to do their bidding.



PLAGUE RAT

HP 2 Morale 1 Bite 1 Armor 0

Special: Anyone bitten by a Rat must make a Toughness test or become Diseased.

Art by
@denungeherrholm

HP 3 Morale -
Bite - Armor 1

The waters of Dawnblight are infested with Tapeworm Terrors.

Special: If a Tapeworm Terror successfully hits in combat, target must make a Toughness test. On failure the Tapeworm is removed from play as it infests the target. Infested models lose 3hp permanently, but become immune to Poison and Disease. Infestations can never be cured.



Model by
Rinaldo Agostini

THE SILENT

The madness that took Dawnblight spared few in the city, and its scholars were no exception. Those of their number who remained became The Silent.

Beings holding a hatred for all magic, they move without a sound, hunting spellcasters.

HP 12 Morale 10 Claws 1D6 Armor 1

Special: Mage Bane: Silent do not move as normal. Instead, if not in combat, they teleport 12 inches towards the nearest model who has scrolls when activated.

If any model fails when casting a spell, the Silent teleports to them and makes an attack. If no spellcasters are present, they act following the standard monster rules.



NAGL

SERVANT OF THE SHADOW KING

HP 15 Morale 4 Fangs D6 Armor 2

Awakened by dark sorcery and black magick, Nagl once haunted the cemetery of Graven-Tosk. In life a terrible coward, and so he is in death. He lurks in the shadow for prey, patiently waiting until others kill before sneaking from the dark to suck on the slaughtered corpses.

Special

Vampiric: Nagl heals D6 when he successfully causes any damage.

Coward: Nagl Flees the fight if he drops below 5HP. As a coward, Nagl prefers to attack models already Engaged. Instead of moving 2D6 towards the nearest model, he instead moves any distance towards the nearest model which is Engaged. After a successful attack Nagl moves 2 inches away.



THE CITIZENS OF DAWNBLIGHT

No one really knows what the final straw for the city or its people was. Whatever happened, those who saw it tore their eyes from their skulls. These blinded fools remain in the city. Crazy beings driven by violence, they attack whoever gets too close with weapons fashioned from previous kills.

**HP 8 Morale 7 Makeshift Weapon D4
Armor 0**

Special: Citizens only move towards models within 6 inches of them.

Art by Peter Svärd





Dawnblight was once home to one of the world's first printing presses. Many even blamed it for the madness that brought the city to ruin. Those who worked there became the Exalted, strange skeletal beings who wander the decrepit streets, leaving a trail of papers covered with cryptic writings.

HP 10 Morale 2 Scythe 1D8 Armor 1

Special: After downing a model, the Exalted begin to stuff those models' mouths with paper covered in mad ramblings. If within one inch of a downed model, the Exalted do not attack as normal, instead auto killing the downed model. Any models killed in such a way come to life as Disciples of the Exalted in the next monster activation phase.

Disciples of the Exalted

HP 6 Morale - Fists 2 Armor 1

Special: Mindless; immune to morale.

Art by @spaghetti_quester

SATANIC SEITAN

Art by Cora

Not all was evil in Dawnblight. There were those who sought meat alternatives to end the plight of our four legged friends. In Dawnblight no good intention can save you. That meat substitute gained life of its own.

HP 7 Morale

Slam 1D8 Armor 2



Special: High in Sodium: when Satanic Seitan successfully makes a slam attack the target must make a Toughness test. On failure they are exposed to high levels of salt and their skin withers and cracks, giving them the Bleeding condition.

DEADLY CORNOBOL

Named by a small child. Deadly Cornobols are the result of a wizards' competition to create a beast for use in the city's gladiatorial amphitheatre.

HP 7

Morale 4

Slam 1D8

Armor 2

Special: Flight, ignores all terrain during movement. 3D6 movement.

Spellcaster Bane: Cornobols move towards nearest model with Scrolls, if no model has Scrolls follow normal monster rules.

Tasty eggs: When a Cornobol is killed they drop tasty eggs worth 5 gold each at the Hogs Head Inn.



Deadly
Cornobol by
@Petlozki
Winner of
build a horror
competition

CATH PALUG

In a slow decline, it is hard to pinpoint the city's fall. Many mark the day the Cath Palug arrived. Born of a great white Sow, the feline beast grew to immense size. No manmade blade can slay the beast. Legends claim the Caledfwlch sword is the only way to end this monstrous creature.

HP* Morale 14 Claws 2D20 Armor 25

Special: Can only be killed by the **Caledfwlch sword**, which ignores the Cath Palug's Armor. If dealt 15 damage by the **Caledfwlch sword**, the Cath Palug is destroyed and never returns.

For reasons unknown the Cath Palug ignores any model carrying a pink glove.

In ancient times cats were worshipped as gods; they have not forgotten this. - Sir TP

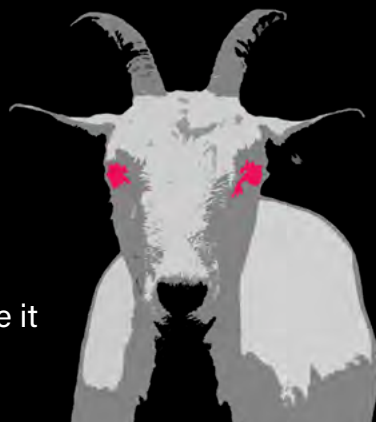


Art by @denungeherrholm

GOAT

HP 5 Morale 8 Horns 1D6
Armor 0

Special: Angry: Once a Goat takes damage it increases its horn damage to 1D8.



ACID SLIMEBLOB

Art by Ada age 8

HP 20 Morale - ACID 1D6 Armor 0

Special: Acid Body: never rolls to attack and auto hits all models within 1 inch of them, dealing 1D6 acid damage. Any melee weapon that hits an Acid Slimeblob is destroyed!

Moves only 3 inches per activation.

Dawnblight was once the cleanest city the land had seen, thanks to its use of Acid Slimeblobs. Created from ancient magic, the creatures were employed in the city's sewers melting all refuse the city generated.



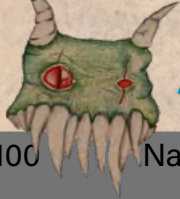


ICE GUARD

HP 10 Morale 9 Sword D8 Armor 3

Special: Weak to Fire: Any flame attacks do max damage on hits. (for example fire hawk and torches)

Art by Peter Svård



RANDOM ENCOUNTERS

D100	Name	Amount to Spawn			Base Size suggestion
		Coop	Solo play	Versus	
1-5	Skeleton	1D8	1D6	1D4	25 mm
6-10	Animal Cultist	1D8	1D6	1D8	25 mm
11-15	Disembowelled Ghoul	1D6	1D6	1D4	25 mm
16-18	Blood Rage Vampire	1D4	1D2	1D2	25 mm
19-21	Sock Stealing Goblin	1D8	1D6	1D6	25 mm
22-26	Goat	2D4	1D6	1D6	25 mm
27-31	Fecal Ghoul	1D6	1D6	1D4	25 mm
32-35	Aderyn y corph	1D4	1D4	1D4	25 mm
36-39	Mutant Chicken of Kalkoroth	2D4	1D6	1D6	25 mm
40-41	The Laughing Man	1	1	1	25 mm
42-46	Spider Brood	2D4	1D8	1D8	25 mm
47-52	Fungal Ghoul	1D8	1D6	1D6	25 mm
53-55	Rat King (always comes with 1D4 plague rats)	1	1	1	25 mm
56-60	Plague Rats	2D6	2D4	1D8	25 mm
61-64	The Silent	1D4	1D2	1D4	25 mm
65-68	Citizens of Dawnblight	1D6	1D4	1D6	25 mm
69-73	The Exalted	1D4	1D2	1D4	25 mm
74-78	Ice Guard	1D6	1D4	1D6	25 mm
79-83	Bone Horror	Spawn 1 See Entry			
84-85	Púca	2	1	1	32 mm
85-89	Morka-Porka	4	3	3	32 mm
90-91	Nagl	1	1	1	32 mm
92-94	Great Maw	1	1	1	50 mm
95-96	Corpse Collector	1	1	1	50 mm
97-98	Acid Slime Blob	2	1	2	50 mm
100	Cath Palug	1	1	1	60 mm or House cat

CAMPAIGN

Scenarios. Hogs Head Inn. Treasure.



CAMPAIGN

This section continues the campaign from the Core Book, meaning you can send your existing warband into the ruins of Dawnblight, if any of them are alive!

This campaign can be played in order for a complete narrative or you may select any mission to play.

Leaving Kergus on the trail of the Mad Wizard, your warband travels through the wasteland between Kergus and the city of Dawnblight.

En route you are employed by emissaries of the Blood Countess to collect Stain Marrow (Scenario 1).



That task fulfilled, you journey on only to have one of your number taken by Guards of the Frozen North (Scenario 2). Having freed them or left them to die, you take a simple job from a mysterious fence, named Ash (Scenario 3). If you survive, your journey ends and you make it to Dawnblight. After learning what you can at the horrifying mirror (Scenario 4) you head to The Hogs Head Inn, a semi-permanent base from which you can delve into Dawnblight. You can now buy upgrades at the Inn.

From Scenario 4 onwards you should roll on the Condition table before setup to see what extra event, condition, or weather you face as you travel into the ruins.

During this campaign you should use the expanded treasure table on page 92 and relics on page 93.

Each time at least one of your warband survives a Scenario, Estrith pays you 10 gold for the story of what transpired.

Don't forget to roll on the expanded injury table on page 91 for each downed model who passes their death save.



Hogs Head Inn

The sign of the Hogs Head hangs over a ramshackle assortment of buildings, as if a whole hamlet was desperately knocked together.

The tavern's drinking hall spans the ground floors of several former homes, while bunks and bedrooms are reached through corridors that snake around and about without reason or rhyme.

Its landlord, Estrith, is as blunt as her Inn is crooked. No nonsense is tolerated from her guests, but she pays well for supplies and stories of death and lucky escapes.

Treasure hunters, fellow warbands seeking the Mad Wizard and one strange Snail merchant call the Inn home. Rumours and whispers fill the drinking halls throughout day and night.

The ale
tastes like
piss. The
rooms are
cold and
infested.
But you
won't find
anything
better
out here.
-Estrith



Upgrading your room

At the Inn you rent a room and can even upgrade it. After each Scenario you may spend 50 gold to buy one upgrade for your room, which grants your warband permanent benefits.

Recruitment Poster

When recruiting a new warband member they now come equipped with 1 random weapon and light armor for free.

Beds

You can expand your warband by 1 member per bed. You still only take 5 warband members into a Scenario. You can buy multiple beds to a maximum of 5, each bed counts as 1 upgrade and costs 50 gold.

Better Grub

You can give one member of your warband +1HP. Can be purchased multiple times. This can only be granted once per member of the warband.

Ritual Circle

Attempt to resurrect a dead member of your warband. Choose a surviving member to perform the Ritual. They make a Presence test. If successful the resurrected member replaces their law with a new random one. Failed Rituals reduce the performing character's Toughness by 1. Fumbling the test kills the performing character.

Whittling Knife

Warband can make 5 ammo or 1 cannon ball per Scenario.



3 AND 4 PLAYER RULES

The following rules should be used when adding a 3rd and 4th player to Coop, Versus and Scenario specific rules.

Coop rules.

Getting more desperate souls to work together can be a challenge. To prevent infighting, some warband members should be left behind.

For each player you add to a Scenario above the starting 2, each player should leave one warband member to take a rest at the Hogs Head Inn.

For 3 player Coop each player selects just 4 warband members to go on a Scenario.

For 4 Player Coop each player selects just 3 warband members to go on a Scenario.

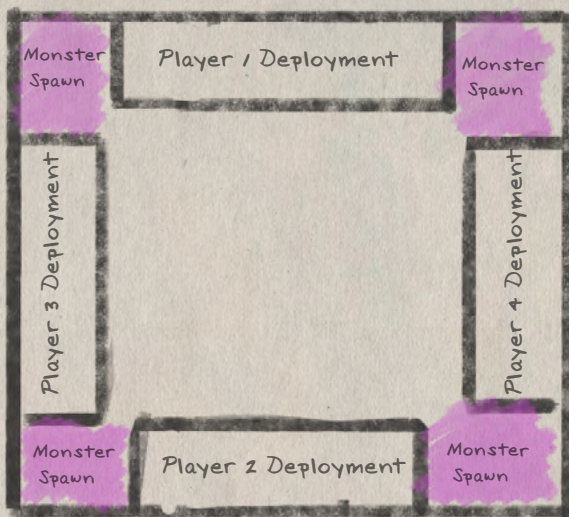


Versus rules

Players should decide whether they want to play a deadlier game or not. If they want a less deadly game play using the above Coop warband sizes. Or if you want to play a more deadly game, warbands may bring all 5 warband members (include pets for true chaos!).

Deployment

Most Scenarios' deployment areas and monster spawns can be replaced using this diagram. For specific Scenarios with more unique maps please see the following page. Player spawn areas are 8 inches by 3 inches.



Treasure rules

In 3 to 4 player games each player who did not gain two or more treasures gains a bonus treasure roll post game.

This is to maintain the balance of the economy.

Monster spawn rules

For each additional player, add +1 to each monster spawn rate given as part of the Scenario. Where you are told to spawn x of a given monster instead spawn $x+N$, where N is the number of additional players. For example should three players play Scenario 3, instead of spawning 3 Mutant Chickens of Kalkoroth spawn $3+$ the number of additional players, i.e. spawn 4 chickens. Do not apply this rule to monsters with a flat spawn rate of 1 (see page 45, for example the Great Maw).

Scenario specific changes.

Some Scenarios require specific changes to their rules and layouts in order to play with more players. If a Scenario does not appear here there are no changes required other than those highlighted previously.

Core Book Scenario changes:

1. **Mad Wizards Tea:** 3 players, no changes; 4 Players, place 2 additional treasures, each player placing 2 each.
2. **My Heart Has Joined The Thousand:** Place 2 extra animal cultists per extra player.
3. **A Dashed Hope:** Player spawns are replaced by 4x4 inch squares in each of the corners of the map.
4. **The Afanc Pool:** The Afanc gains 5 extra HP per extra player.
5. **I Am the Real Vriprix:** 1 more Skeleton is present per extra player.
7. **Mortsafe:** Each player must affix their mortsafe to the grave furthest from their spawn.
9. **The Forbidden Psalm:** The Great Maw gains 5 extra HP per extra player.
10. **There Can Only Be One:** The Feasting Wendigo gains 5 HP per extra player.

Footsteps Scenario changes:

2. **Just Ice:** There is 1 extra Ice Guard per extra player.
4. **A Fire for the Hills.** Reduce deployment areas to 4 inches by 2 inches for each player and add additional deployment areas per extra player, spaced out evenly.
7. **Quagmire:** 2 Aderyn y corph are present at the start of the Scenario.
10. **Through the Sewers:** The exit is instead via a ladder at the centre of the map. 1 extra Faecal Ghoul is present per extra player. Acid Slimeblobs spawn in each tunnel at the end of round 1 and begin to move towards the central point of the map. Using the ladder is an action, models in combat cannot use the ladder and the ladder cannot be used while any Faecal Ghouls are alive.
11. **The Big Rat That Lives Underground:** Replace player spawns with 3 and 4 player spawns. In keeping with the Scenario, models can only leave the board from board edges in player spawn areas. Each extra player also spawns 3 more Plague Rats.
12. **What We Do In Life Echoes in Eternity:** There is 1 extra Cornobol per extra player. Use player spawns on previous page, models still cannot leave the table as normal for the Scenario.
13. **Wishing Well:** There is 1 extra Citizen per extra player.
16. **The Wizard's Tower:** You will require 1 extra room setup per extra player.

Conditions & Weather

**At the start of each
Scenario roll on this table**

D10

1:	Rain	All Agility tests are -1.
2:3	Merchant	Glömm the Collector is here. Place Glömm an equal distance from both players' deployments.
4:	Death	The Cath Palug appears on a random board edge at the start of turn 4.
5:	Mirth	The Laughing Man appears on a random round, roll 1D6 to determine which.
6:	Night	Darkness.
7:8	Dusk	Partial Darkness.
9:10	Peace	No Condition.



1. GHOUL STAIN MARROW

Finding this or that location in rotting Wästland is usually a deadly chore on its own. But not this time. The unfortunate residents of the valley knew the general location of the Ghoul Stain - the haunted wound in the land was easy enough to avoid - so when the gnarled travelers came through the least they could do was offer explicit warnings. These travelers, however, were not looking to avoid the spore choked canyon: they had come to drive their rusty spears into that cursed place. They aimed, in fact, to tear the Ghoul Stain's living marrow from the roots of the earth. For what reason, you ask? That was the Blood Countess' secret, but for the travelers a few crusty bloodstained coins were reason enough.

Goal

Enter the cryptic canyon known as the Ghoul Stain and harvest the cursed marrow from its bloody core.

Reward

Each chunk of bloody Stain Marrow is worth 10 gold. Stain Marrow may be consumed to replace the Lost Limb Injury. Regain equipment slot and permanently equip a Fungal Appendage as a one handed weapon.

Fungal Appendage

D6: critical causes bleeding: Strength or Agility.

Setup and Treasure

Place a Ghoul Stain Organ in the center of the play area, and place one treasure 6 inches to either side of the Organ perpendicular to player deployment. Place one Fungal Ghoul in contact with each treasure.

Characters may attack the throbbing Organ. For each 10 health the Organ loses, it drops a corpse marker. Use the Harvesting rules to acquire a Stain Marrow from the corpse.

The Ghoul Stain is always choked with the Darkness and Fungi Condition (Core Book page 44).

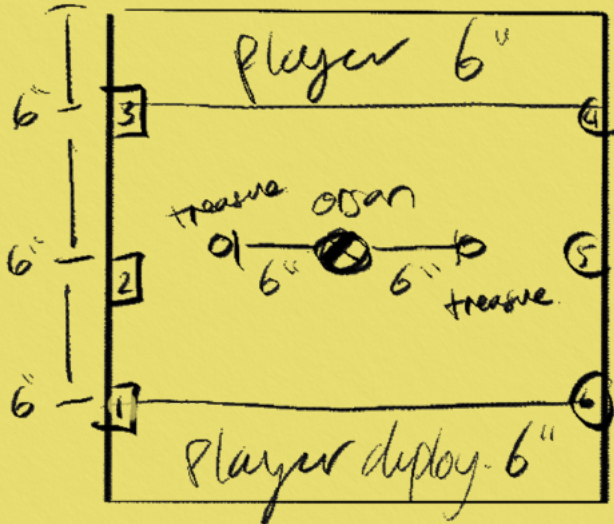
Deployment

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



Map

Guest Scenario and art by Sean Sutter.
Creator of Relic Blade. @ sean_sutter_art



Six monster deploy ment spots.

Threats

During the Monster Phase in round two, d4+1 Fungal Ghouls appear. Deploy the Ghouls one at a time at a random monster deployment zone and activate them. Each time the Organ drops a Stain Marrow corpse, two more Fungal Ghouls appear in the same fashion.

Solo Play

In solo play, do not setup the initial Fungal Ghouls in contact with the treasure.

Coop

One Ghoulish Amalgam appears on round three. Ghoulish Amalgams are multiple Fungal Ghouls merged together. They are Fungal Ghouls that have 18 HP and fight twice per activation. Use the Fungal Ghoul entry for all other stats.

Game ends on round 6.

RPG

It took several hours to find a way into the horrible gorge. Ultimately, you resorted to scrambling through little more than rabbit paths into the fungal briars. The twisting pathways were a nightmare to navigate, but determining the right direction to the source of the blight was relatively straightforward. The more ash-choked and putrid the air, the closer you got to the living stain's core. Bleeding fungal appendages writhed underfoot and soon a guttural clattering echoed from just beyond the veil of darkness.

2. JUST ICE

One of your little group's pasts has finally caught up with them. They plead their innocence as the Guards of the Frozen North drag them off to the Ice Prisons of Kergus. No bail is offered them, and in the morning, they are sentenced to a quick death. Break them out or mourn them at dawn.

Goal

Rescue your comrade.

Reward

Justice?

Setup and Treasure

Randomly determine, by rolling a die, which member of your warband is imprisoned for crimes they swear they did not commit. Place them inside the Ice Prison. The prison should be 4" by 6" and placed in the centre of the board. At each corner of the prison place an Ice Guard.

A model who is not imprisoned and within 1 inch of the prison can attempt to pass a Presence test, on success they free their comrade, who is then able to leave the Ice Prison.

Each Ice Guard has an Ice Sword (D8:Agility) and 1 random contraband item (treasure). After killing an Ice Guard a model can make a treasure roll as normal.

Deployment

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

Threats

4 Ice guards as above.

The ice is slippery, all models move 1 inch less than normal.

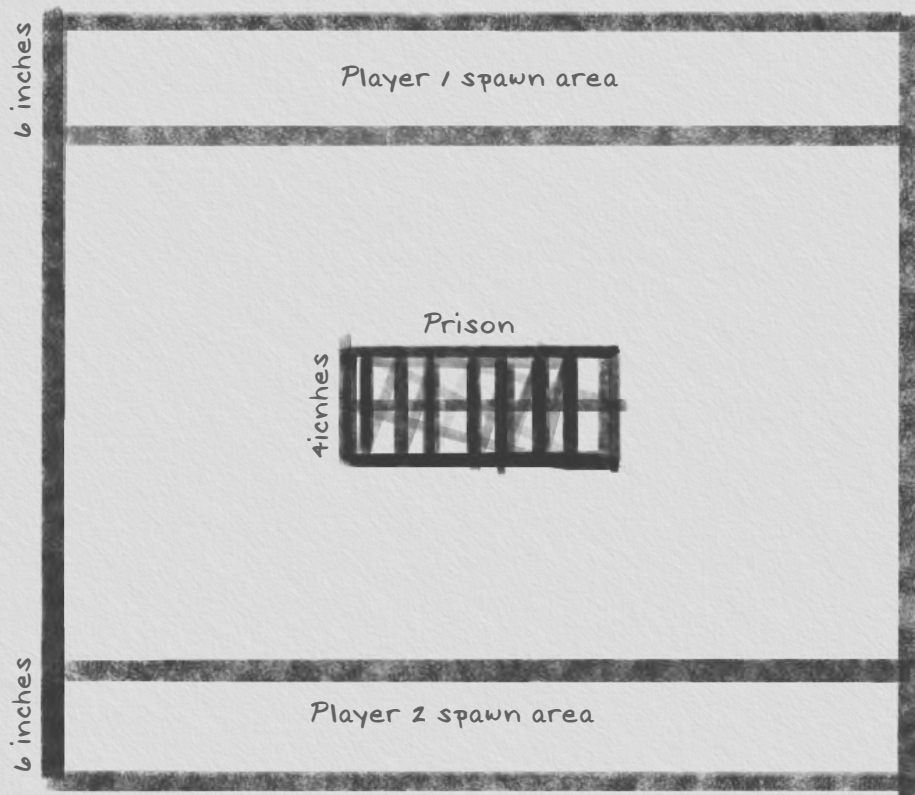
Solo Play

Only 3 Ice Guards are present.

Coop

There are 6 Ice Guards placed around the Ice Prison.

Game ends on round 5. Models still imprisoned at the end of round 5 are lost forever!



RPG

When the players arrive read:

Your breath hangs in the cold air as you approach the stoic Ice Guards. 'Turn back, unless you wish to face the same fate as your friend here.' They draw their weapons, ready to attack.

When the players have freed their friend read:

It was hard fought but your friend thanks you for saving them, once again attesting to their innocence as you walk back to your camp.

This Scenario was created in support of Slug Wizard Spring 2021, an open event inviting all scale modelers to create a slug wizard miniature. Donations made during the event benefited The Bail Project, a USA-based charitable organization that combats mass incarceration through their National Revolving Bail Fund. Check out slugwizards.com

3. A FIRE FOR THE HILLS

Guest Scenario by Ash Barker

The job is done. Burdened with what you could salvage and steal from the tombs you have looted, night is setting in around you. Your fence, architect of this somewhat suspect bit of work, is supposed to meet you in the hills overlooking the ruined church and its surrounding crypts. A signal fire burns cheerfully ahead as the sun slips over the lip of this hill and darkness falls. As the gloom grows ever deeper, you begin to realize that the fire appears no closer than it was nearly an hour earlier. In fact, it may actually be getting further away. Worse still, creeping figures appear to be rising behind and on your flanks as the path seems to stretch into forever...

Pick up your feet and let's go.

Goal

Escape the unnatural night and grasping shadows wishing to swallow the tomb-robbers by exiting the opposite board edge.

Reward

Each model is carrying 2 Gold worth of looted valuables from the tombs. In addition, the players should roll off, the winner randomly determining one model to be carrying a Blood-Drop shaped ruby worth 5 Gold. If they survive and exit the board the fence rewards each model for what they have carried out.

Setup and Treasure

The path into the hills is heavily wooded and rough. Set up 3-4 pieces of appropriate high woodlands terrain on the board, at least 6" from the Player Deployment Zones. They should be at least 3" from each other and 4" from any table edge. Scatter one Treasure token D6" from the center of the table in a random direction.

The looted valuables weigh down the group significantly. They take up an item slot if one is available, and each turn the model must pass a DR12 Strength test at the beginning of their activation or be -1 Agility for the remainder of that turn.

Place a token representing these valuables next to any downed model. It may be picked up, but the model carrying it needs an available item slot and their Strength test is DR 14.

Deployment

Versus and Coop - Players roll off and choose either Player 1 or 2 Deployment.

Solo Play

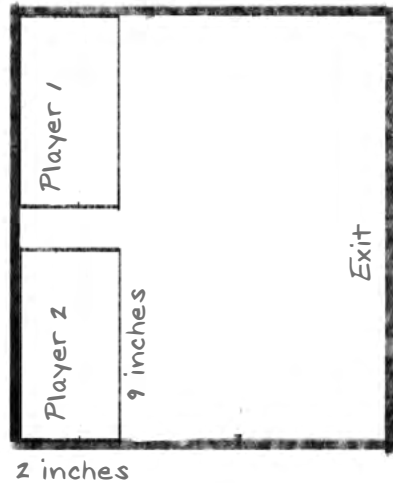
The player must place as close as possible to half their models in each of the two Deployment Zones.

Place a Reaching Darkness on each side of the board instead of just one.

Threats

At the end of each game turn, starting with the model or piece of terrain closest to the Deployment Edge, roll 1D6 and move them that many inches directly back towards that edge. Any model hit by Terrain in this way suffers 1 Damage and is dragged along with it. Any model contacting the Deployment Edge is immediately taken out of action as the darkness consumes them. Any terrain is simply removed. It reappears immediately at a random point along the opposite board edge as the dark forces loop the path ahead. Place it in the centre of that Edge and roll 2D6. On an odd number move it that many inches up, on an even number move it that many inches down. If it displaces a model it takes 1 Damage and is placed at the closest border of the terrain.

Models equipped with a torch or lantern are able to ward off this strange power. They may reduce the distance they are drawn back by half of the total rolled, rounding up.



Starting on the second round, place a Reaching Darkness in the middle of a random side of the board and scatter it 2D6 inches left or right on an even or odd result, stopping if it contacts terrain or another model. They always move towards the closest player model, ignoring line of sight.

At the beginning of the fourth round, place the Soldier of the Skies in the centre of the opposite edge. This vengeful being always moves towards the model with the Blood Drop if possible, or the model closest to where it has fallen if it is no longer being carried.

Any models still on the board at the end of the 6th turn are automatically taken out of action and must make a death save after the Scenario ends.

REACHING DARKNESS

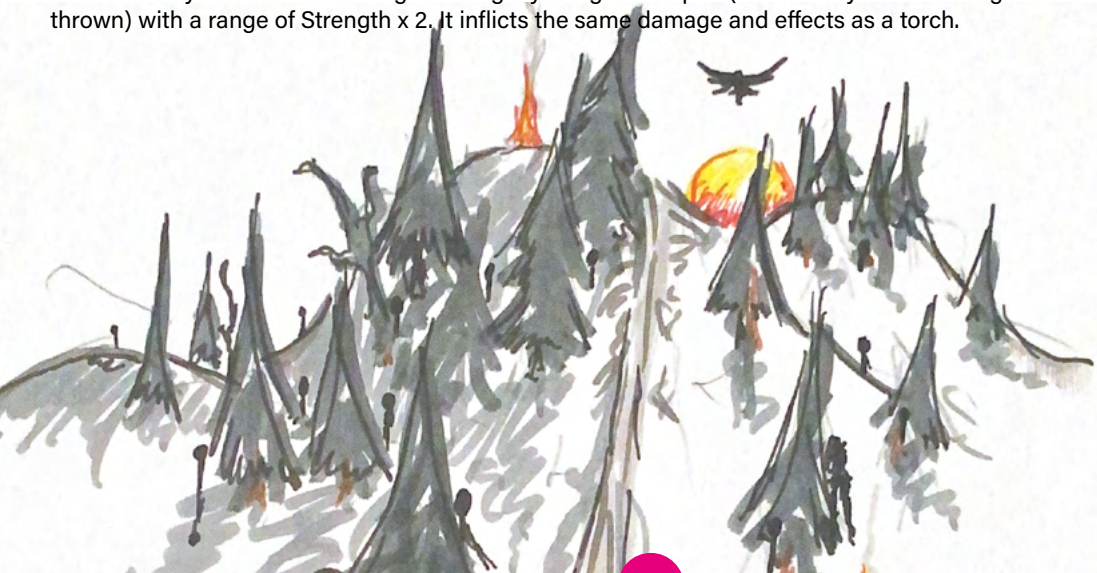
HP 5 Morale: 9 Grasping Tendrils: D4 Armor: 0*

SOLDIER OF THE SKIES

HP: 15 Morale - Dark Blade D8 Armor 0*

* Attacks with normal, non-magical weapons only ever cause 1 HP of Damage to this model. Against Magical Attacks they are Armor 0. Attacks with a torch do D10 Damage, but the leaching darkness causes them to burn for one turn less each time they're used (so any torch is extinguished at the end of a turn in which it causes damage twice). A Reaching Darkness damaged by any torch must make a DR 20 Morale Test.

A lantern may be thrown as a single use Agility Ranged Weapon (it is destroyed after being thrown) with a range of Strength x 2. It inflicts the same damage and effects as a torch.



RPG

As the sun sets read this to the players...

With each of you carrying a heavy sack of valuables, you trudge out of the valley, leaving behind the decrepit crypts and ruinous church. You stink of the molding bones and rags you had to sift through for these trinkets, but the fence assured you he had good gold to trade for these bits you had to dirty your hands to find.

The air darkens and becomes more oppressive as you trudge steadily upward. You can't help but feel like some burden is pulling at you, dragging against your feet and bodies as you head away. As the shadows lengthen, this sense becomes even more palpable. The bonfire in the distance seems to draw even further away as you begin to feel the dark actually dragging at your clothing. Run. This place wants back what you have stolen.



Mirror of Solomon miniature by @w1tchmonger

4. THROUGH THE LOOKING-GLASS

The Mad Wizard was recently seen entering the perplexing mirror located in Dawnblight's affluent district. The silent howls of those entrapped within the frame suggest a fate worse than death. What did the Mad Wizard want with the mirror?

Goal

Investigate the Mirror of Solomon.

Reward

Bring back a shard of the Mirror, 20 gold per shard.

Setup and Treasure

Place an object with a 50mm base in the centre of the board, representing the Mirror of Solomon. Place 4 Silent around the Mirror at least 3 inches from the Mirror and 3 inches from other Silent.

A Warband member may approach the Mirror from any side. When within 1 inch roll a D20 and add their Presence modifier to the result, then consult the below table.

≤1 warband member is drawn into the Mirror. A new face, resembling the lost warband member, can be seen in the fleshy frame.

2-5 warband member is drawn into the Mirror but spat out at the start of the next round, haunted by what they saw. Roll a D4, they lose that much Presence permanently.

6-10 1D10 gold is spat at their feet.

11-15 random weapon is handed to the warband member.

16-19 random relic is granted to the warband member.

20+ **The Caledfwlch Sword** appears in their hand.

Breaking the Mirror

The Mirror has 20HP and Armor 1. A model may make an attack roll (ranged or close combat) against it. If they Fumble, the attack's damage is reflected onto them instead. Roll damage and apply it to the model.

If the Mirror is ever destroyed, a model may pick up a shard when within 2 inches of the Mirror. These shards can be sold for 20 Gold each.

After the Mirror breaks, the Cath Palug appears at a random table edge and activates on the next monster turn.

Deployment

Versus and Coop: Players select a board edge based on initiative and place models within 6 inches of their edge. In Solo Play you may place models in either deployment area.

Threats

4 Silent guard the Mirror, for what purpose no one knows. Should the Mirror be broken, the Cath Palug appears in a random spawn.

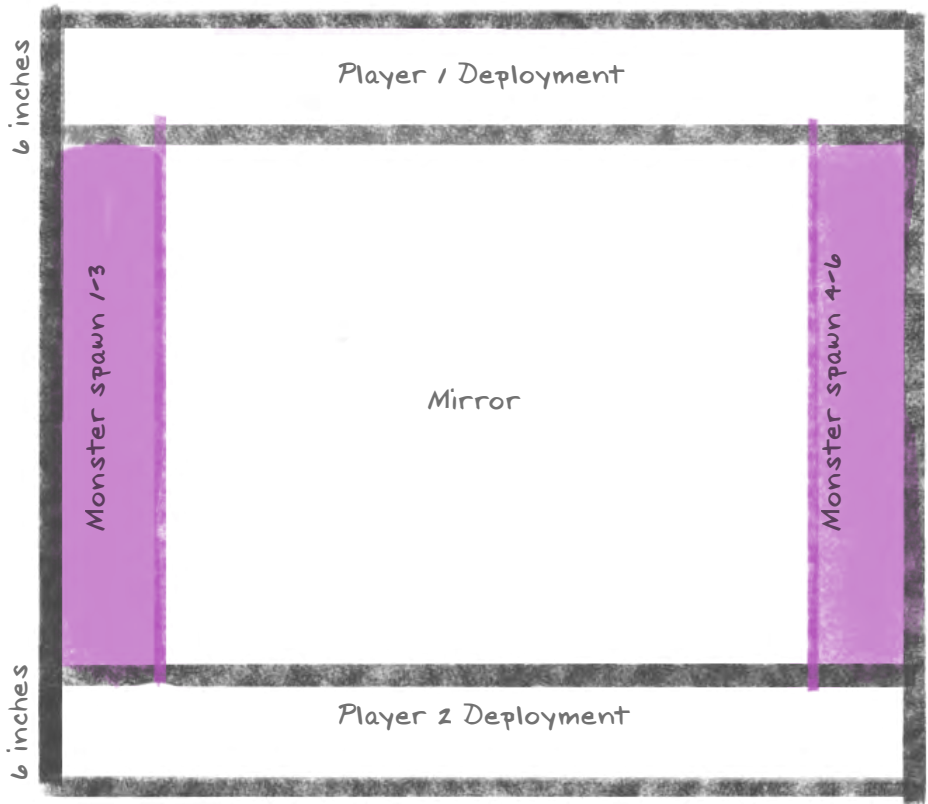
Solo Play

Same as above.

Coop

There are 6 Silent present.

Game ends on round 6.



When the players arrive read:

The Mirror of Solomon was created by a long dead sorcerer. It has found its way to the city of Dawnblight. Here it undulates, deep within the city, awaiting those foolish enough to approach. The fleshy frame twists as the faces of those entrapped writhe with silent howls of horror.

If the Mirror is broken read:

A distant howl rings out when the Mirror shatters into a thousand pieces. Quick! the Beast it comes.

5. SABBATIC GOAT

Estrith, the owner of the Hogs Head Inn, is in desperate need of supplies to keep the hungry treasure hunters fed. You want to earn her trust? Better head to the Sabbatic Goat farm unless you want to eat dirt for dinner. There are said to be several barrels of salted meats going to waste at the farm.

Those returning with food for the hungry will be richly rewarded.

Goal

Bring back a Barrel of salted meats, or a Goat carcass.

Reward

Any party bringing back at least one Barrel or Goat carcass gains 1 free room upgrade. Estrith pays 10 gold per additional Barrel/Goat.

Setup and Treasure

Set up a building in the centre of the board representing the farm house, with 4 Barrels inside. Barrels may also contain treasure. At the end of the game roll a D6 for each barrel rescued, on 3+ they contain treasure. (Treasure is in addition to the meat in Barrels).

Deployment

Versus and Coop - Players select a board edge based on Initiative and place models within 6 inches of their board edge. In Solo Play you may place models in either deployment area.

Threats

6 Goats guard the farm house, players take it in turns to place a goat. Each Goat must be at least 4 inches from other Goats. On round five, 3 Mutant Chickens of Kalkoroth spawn in random monster spawns.

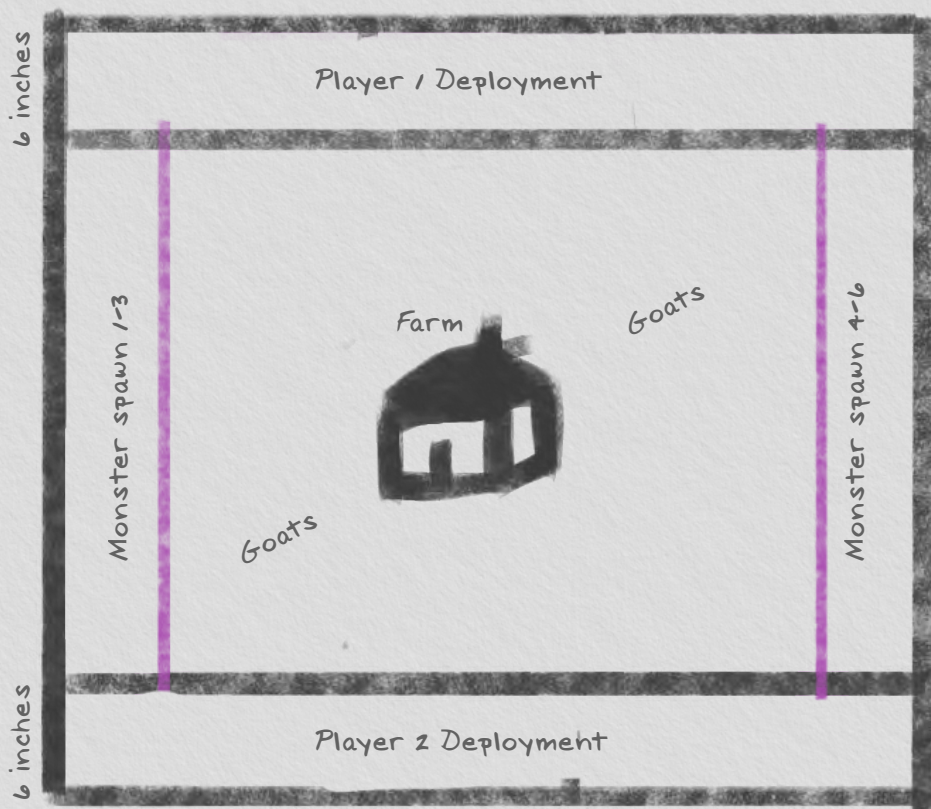
Solo Play

Only 4 Goats guard the Farm House.

Coop

There are 8 Goats present.

Game ends on round 7.



RPG

When the players arrive read:

Around the abandoned farmhouse, unholy goats litter the fields, staring at you. Red eyes glow faintly as you approach. As you cross the broken fence the goats snort angrily and begin to stamp their feet. If you want the supplies you need to go through these angry demonic goats.

When the players return to the Inn read:

Estrith's cold demeanour drops as she sees you carrying food. 'Maybe you can stay here after all. But wash that Goat stank off first.'

Barrels

Picking up a Barrel or Goat corpse takes an action. Dropping a Barrel/Goat is a free action. Models carrying a Barrel/Goat cannot attack or use scrolls.



6. WEAVING WEBS OF SHADOW

Glömm the Collector left the Hogs Head over a day ago and has not returned. Estrith asks you to check up on them. Apparently they were headed to the Web district in search of an artifact thought lost to the Blind Spider Queen's nest.

Goal

Rescue Glömm the Collector.

Reward

Glömm the Collector awards every participating party 30 gold if they escape. Spider meat is a delicacy and each morsel brought back to the Hogs Head is worth 10 gold (Harvesting, Core Book page 36).

Setup and Treasure

Setup the Blind Spider Queen in the centre of the Board and place Glömm the Collector next to her in a 3 inch radius Web. Place 4 treasure tokens (bodies in this Scenario, the Queen's previous meals) at least 6 inches from the Queen and at least 6 inches from other treasure tokens. In a 3 inch radius around each of these treasure tokens the terrain is covered in Webs.

If you kill the Queen she drops one random relic.

Deployment

Versus and Coop - Players select a board edge based on initiative and place models within 6 inches of their board edge. In Solo Play you may place models in either deployment area.

Threats

When a model enters within 3 inches of a treasure or Glömm the Collector, they must make an Agility test. On failure the model becomes stuck in a Web and cannot move until freed. As an action a stuck model, or someone within 1 inch of them, can attempt a Strength test to break free/free them.

When Glömm the Collector is free they move off the board, 1D6 inches a round.

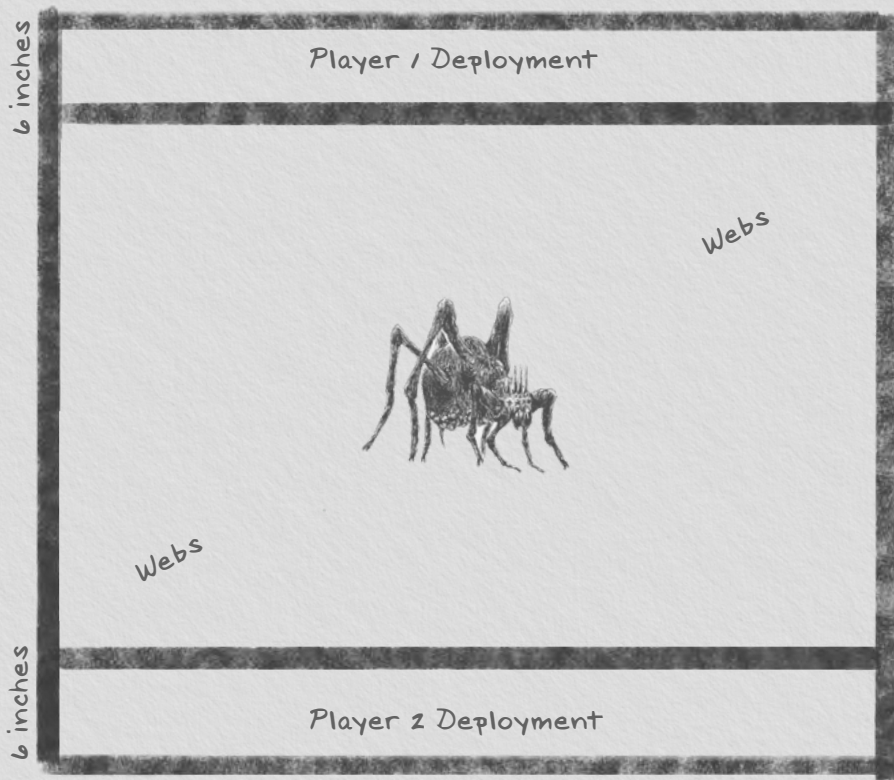
Don't forget failing Agility tests alerts the Queen.

Solo Play

Only 1 treasure is protected by a Spider Brood.

Coop

Each Treasure is protected by a Spider Brood.



Game Ends when Glömm the Collector leaves the board and no other living models are stuck in a Web.

RPG

When the players arrive read:

Webs cover the floor and walls of this abandoned part of the city. Spiders of different sizes move over bodies cocooned in thick webs. You see Her sitting, fangs glistening in the centre of Her nest. A spider larger than any you have ever seen. She looms over Glömm hanging helplessly in the web next to her. She doesn't appear to notice you arrive and you see her eyes are clouded over.

Once the players free Glömm and flee from/kill the Blind Spider Queen read:

You feel like you'll never get the webs out of your hair. Glömm thanks you for saving them. Though the Blind Spider Queen did not appear to want to eat them, they had become stuck in the web and are grateful for your aid, offering you gold in thanks.

7. MARKET

Freshly free, Glömm the Collector wasted no time returning to the city to open a stall in its deserted market. Unfortunately, they have attracted unsavoury attention from the beasts roaming the city. But out here in the wild the bargains on offer should not be missed.

Goal

Make great savings at Glömm the Collector's market stall.

Reward

Glömm the Collector is offering a special discount rate on all goods. All items from the items and weapons list can be bought for 50% off the listed prices! They are also selling 2 random relics for 10 gold each!

Setup and Treasure

Set up Glömm the Collector and their stall in the centre of the board. Also set up two deserted stalls as shown in the diagram. These can be searched per treasure rules.

Deployment

Versus and Coop - Players select a board edge based on initiative and place models within 6 inches of their board edge. In Solo Play you may place models in either deployment area.

Threats

Brought by Glömm the Collector's shouts of 'Great savings! Buy one get one full price!' Random monsters appear at the start of the monster activation phase each round. Roll on the random encounters table on page 45 and randomly determine which board edge they appear on. If you fail the treasure roll on the deserted stalls, Satanic Seitan appears and immediately attacks!

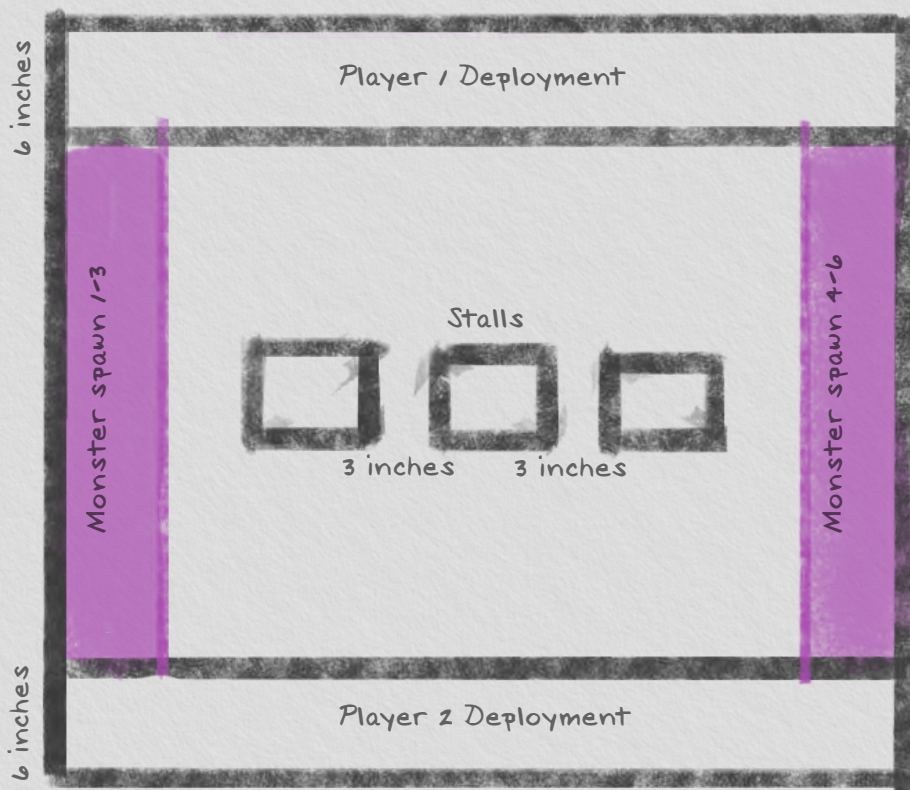
Solo Play

Same as above but use Solo play monster spawn rates.

Coop

Same as above but use Coop monster spawn rates.

Game Ends round 6.



RPG

When the players arrive read:

*Glömm the Collector shouts happily, 'bargains, come get your bargains today.'
As growls approach from nearby alleyways, you wish Glömm would be quieter.*

Step Right Up

The first model to make it to the stall wins a free item! Roll a D6 to determine what they win.

1. Comfy Socks
2. A random Weapon
3. A random piece of Armor
4. A random Item
5. A random Relic
6. Snail eggs (don't ask)

8. QUAGMIRE

Estrith interrupts your dinner of bread and salted meats, taking you aside to tell how her lover died in Dawnblight's great plague: thrown in the sewage pits with the rest of the plague victims. A party recently returned to the Inn and told Estrith they had seen a Faecal Ghoul resembling her lover Dawn. She asks you to go and end Dawn's misery. Return with the brooch that Dawn once wore and she will reward you handsomely.

Goal

Kill the Faecal Ghoul that was Estrith's lover and bring back the Brooch she wears.

Reward

20 Gold for the Brooch

Setup and Treasure

Setup 6 faecal mounds. Each can be searched to reveal a treasure. Mounds are placed by players taking it in turns, they must be at least 3 inches from another mound. Instead of normal rules, failure on the treasure test triggers a Toughness test for the model. Failing the Toughness test infects them with Filth Rot Disease. A Faecal Ghoul should be placed next to each mound.

Randomly determine, before you start, one ghoul to be Dawn. She has the Brooch.

A single Aderyn y corph should be placed in the centre of the board at the start of the game.

Deployment

Players select a board edge based on Initiative and place models within 6 inches of their board edge. In Solo Play you may place models in either deployment Zone.

Threats

Place a Faecal Ghoul next to each mound. These Ghouls ignore movement rules and only attack those who come within 3 inches of their mound. At the start of round four, 3 more Faecal Ghouls arrive, drawn by the sounds, and act normally.

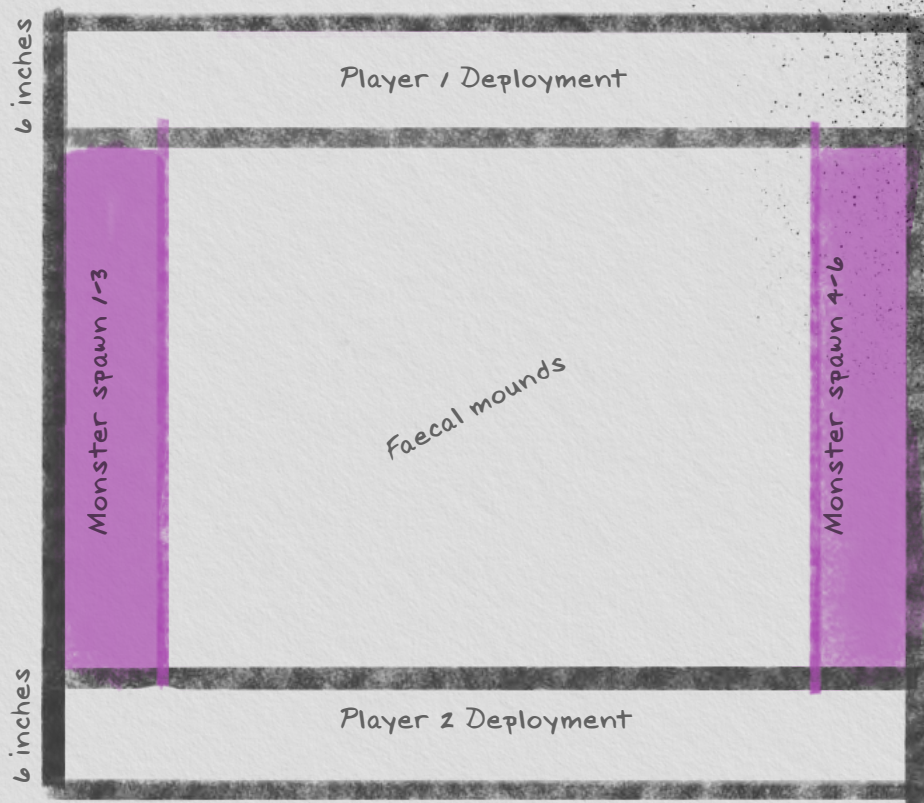
Solo Play

Place only 4 mounds and Faecal Ghouls.

Coop

On round two, 2 more Faecal Ghouls appear. These are in addition to the 3 that appear on round four.

Game ends on round 6.



When the players arrive read:

You smell the place before you even see it. Excrement hangs in the air. As you approach you see those once human busily rolling mounds of faecal matter together in a bizarre ritual. You can only think to yourself that you are bound to catch something entering such a foetid place as this.

When the players return to the Hogs Head Inn read:

At first you are not allowed to enter the Hogs Head, forced to first see to the smell accompanying you. After forever and a day in the river, you enter the Inn and Estrith thanks you for what you have done today.

8. SAVING FACE

Guest Scenario by Dan Palfrey

On returning to the Hog's Head from your last foray into the city, you see Estrith tilt her head towards the corner of the tavern where a hooded figure sits. He introduces himself as an Inquisitor of the Two-Headed Basilisks, says he has heard of your group's prowess, and would like to hire you for a job too difficult and gruesome for most. A man called Deacon was supposed to provide some crucial information but failed to make the meet, falling victim to the dreaded Facestealer. Find the creature and remove Deacon's face from it! Perhaps the Inquisitor can still extract the information somehow.

Goal

Kill the Facestealer and retrieve Deacon's face. Once the Facestealer is dead, slicing off the face is a simple (if revolting) task requiring an action. The face can be removed from the Facestealer while it still lives by landing a critical with a bladed melee weapon and passing a DR12 Agility test.

Reward

If a warband escapes with Deacon's face they may choose a reward from the Inquisitor's armory: a scroll of Sanctify, a vampire-bane Ulfberht sword, a musket with 10 rounds, or 50 gold.

Setup and Treasure

Five large (3-6") buildings should be set up as shown. Use squares of paper if you don't have appropriate terrain. Each building should have 1d4 doors. Opening a door is a DR8 Strength test, and once opened they remain open. Buildings' walls and closed doors are impassable and block line of sight. The rest of the table should be covered in dense ruins.

When a building is entered for the first time, determine its contents randomly using the 'Random Buildings' table on page 76. Additionally, roll a D6 if the Facestealer has not yet appeared. On 5+ the Facestealer is placed inside (Facestealer is in final building explored if it has not appeared before this). Each building contains 1 treasure in addition to its generated contents.

Deployment

Instead of deploying as normal, during the first round each warband member is placed within 1 inch of their board edge when activated, then moves and takes an action as normal.

Threats

The Facestealer's soul-churning wails echo throughout this district. Until it is killed, all warband members are affected by the Wailing Aura regardless of actual positions, even if it is not yet on the table.

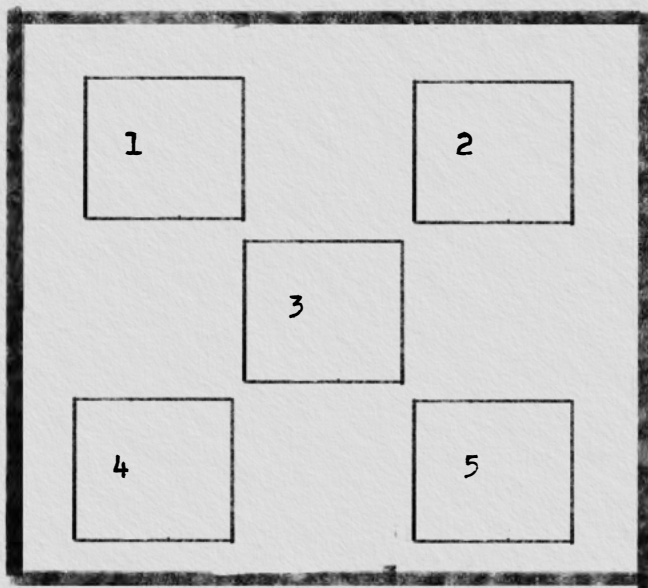
Solo Play

Only place 3 buildings, but place a Citizens of Dawnblight guarding the entrance to each building.

Coop

One Citizen of Dawnblight guards each building.

There is no turn limit and the game ends when one side moves a warband member off the table while carrying Deacon's face or when there are no warband members left on the table.



RPG

When the players arrive read:

Going off on this wild face chase may be a distraction from your primary mission of finding Vriprix, but staying in the Two-Headed Basilisks' good books is probably wise. Besides, maybe this Inquisitor could help you in return? As a special twist, the Inquisitor could be hunting the Wizard, too, and Deacon's information could have been about his sighting in the Printing Press. If so, do the players honour their deal or keep the knowledge to themselves?

FACESTEALER

HP: 16 Morale: 8

Tentacles: D4

Armor 1

Special: **Wailing Aura**: All models have -2 Morale when within 12" of any Facestealers, except Undead.

Facehive: When a Facestealer is placed on the board roll 1d20 for each warband member within 12 inches of the creature. On a 1, that model recognises a loved one in the collection of faces and must make a morale test.

Multi attack: Makes two attacks per activation.

Face-clad: Hitting a Facestealer with a critical sends shards of broken teeth and sliced cheeks flying, the attacker must test morale.



NEW MERCENARY: The Witch of Herbeck Fen.

Agility: +1. Presence: +4
Strength: -3. Toughness: +0
Equipment: Scrolls - Obey,
One-Eyed King,
Light Armor, Potion,
Flaws: Luddite, Loner
Feats: Barkskin, Alchemist
Special: has Claw Attack.
Agility:D4.

The Witch can only be hired
from Scenario 9 onwards.



If you want to add a bit of flavour and chaos to your games, whenever a model first enters a building (or room, or other distinct region of your table) roll to see what it contains. Some of the contents of these buildings are still intact after the fall of Dawnblight, while some represent new inhabitants repurposing the space.

Roll

Result

Random Buildings

11	Empty, magic calamity	DR 14 Toughness test or gain permanent 'magic warped' trait.
12	Crumbling Ceiling	DR 12 Agility test or take 1d10 damage (once per model).
13	Pile of corpses	Test morale, otherwise do with them what you will.
14	Dark Whispers	Omens may not be used for rest of game.
21	Drug Den	1d4 Citizens of Dawnblight, +2 HP each as high on narcotics.
22	Sock Stash	3d6 socks, doubles indicate matching pairs (counts as Comfy Socks).
23	Blacksmith	DR 10 Presence test uncovers a random Bane Weapon.
24	Pastry Shop	If named The Prophet of St. Gregory model gains 1d6 HP by entering room.
31	Wealthy Residence	Can be looted as an action for 5d10 gold once by each warband.
32	Gunsmith	DR 14 Presence to find a random weapon with EXPLODE.
33	Captive	Joins your warband if you take an action to free them (you may replace one member of your warband with them after the Scenario). Has to 2 Feats and 1 Flaw.
34	Tavern	Action to loot for 1D6 gold, if you roll a 6 you also find 1 whisky.
41	Witch Hunter's camp	1d3 torches and 1 random Bane Weapon.
42	Treasure Map	Scenario winner claims it. Next game they place 1d3 additional treasure tokens within 6" of the board centre.
43	Sacred Artefact	Room contains The Transcendent Chalice.
44	Monster Lair	Spawn a random monster (page 45).

Bane Weapon

Unless specified, Bane Weapons can take many forms. Randomly select a Weapon (page 17) and Monster (page 47). Deals double damage against chosen foe.

The Transcendent Chalice

By passing a DR12 Presence test the bearer may capture the soul of a recently departed creature the same way as the Soul Bind Scroll.

10. THROUGH THE SEWERS

Estrith tells you the Mad Wizard was last seen in the sewers. She gives you directions and you head down, into the festering tunnels. Soon you find yourselves trapped, acidic slime creatures cutting off your retreat. The only way is forward. You must escape before the slimes dissolve your flesh in their acidic goo.

Goal

ESCAPE!

Reward

You are not dissolved in acid.

Setup and Treasure

For this Scenario, the board is made up of four 8 inch wide tunnels crossing the center of the board. The grey areas are nonplayable. The warbands must make it to the exit to escape, and may not leave via any other edge. In the tunnel opposite the Exit you should place a Slimeblob monster.

Place 3 Faecal Ghouls and 3 treasure tokens in the junction.

Do not roll for conditions, the tunnels are in Darkness.

Deployment

Warbands must be deployed within 1 inch of their tunnel edge. In solo play warband members can be deployed on any tunnel edge that is not the Exit.

Threats

3 Faecal Ghouls are placed in the centre of the junction. In the tunnel opposite the Exit place 1 Slimeblob monster. On round two, at the start of the monster phase, a Slimeblob spawns in each player spawn area. The warbands are being chased!

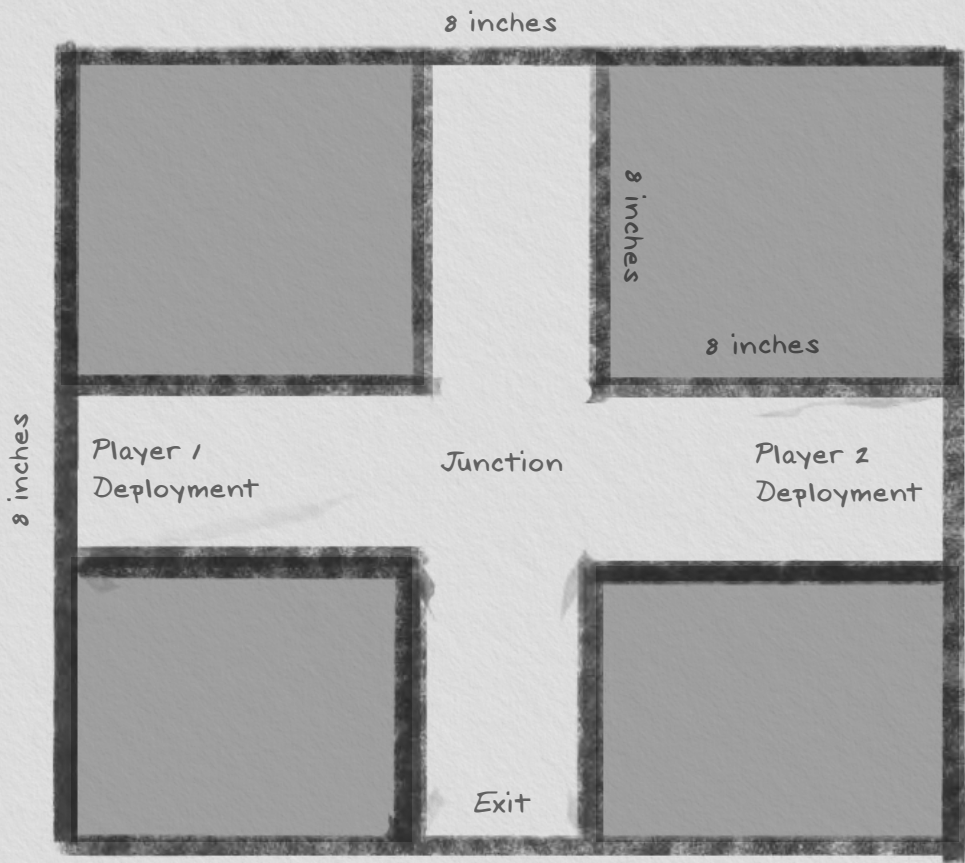
Solo Play

Do not place the starting Slimeblob, a smaller party has a slight head start.

Coop

There are 4 Faecal Ghouls.

Game ends when all living warband members escape via the Exit or they all die.



When the players arrive read:

You watch unnatural jelly-like creatures move toward you through the tunnels. Your exit is blocked and the only way is forward. As they pour over bones and excrement the debris dissolves. You must escape before they reach you!

As the players reach the exit read:

You glimpse what passes for daylight and move towards it as quickly as you can.

11. THE BIG RAT THAT LIVES UNDERGROUND

Having survived the sewers, Estrith says she found a good source of meat: rats! First she needs you to deal with the King Rat, which was made through accident or sport. Bound together by their tails, many minds working as one. They have control over other rats and can even influence the minds of men. One dwells in a basement in Dawnblight. Kill it and you will be rewarded.

Goal

Kill the Rat King.

Reward

1 gold per Rat killed. 20 Gold for killing the Rat King.

Setup and Treasure

This Scenario takes place in the basement of an abandoned building. Darkness rules are applied. Place the Rat King in the centre of the board. Players take it in turns to deploy 6 Plague Rats (3 each) within 3 inches of the Rat King.

While the Rat King is alive all Presence tests are made at -3 as its voice whispers telepathically to all present.

Players take turns placing 2 treasure tokens each within 5 inches of Rat King.

Deployment

Versus and Coop - Players select a 3 inch by 6 inch box to deploy in, as shown in the diagram. This represents a staircase. In this Scenario models may only leave the board via either staircase. In Solo Play you may place models in either deployment area.

Threats

As above Plague Rats are the threat in this Scenario. Do not forget the Rat King summons more Rats each round it is not in combat.

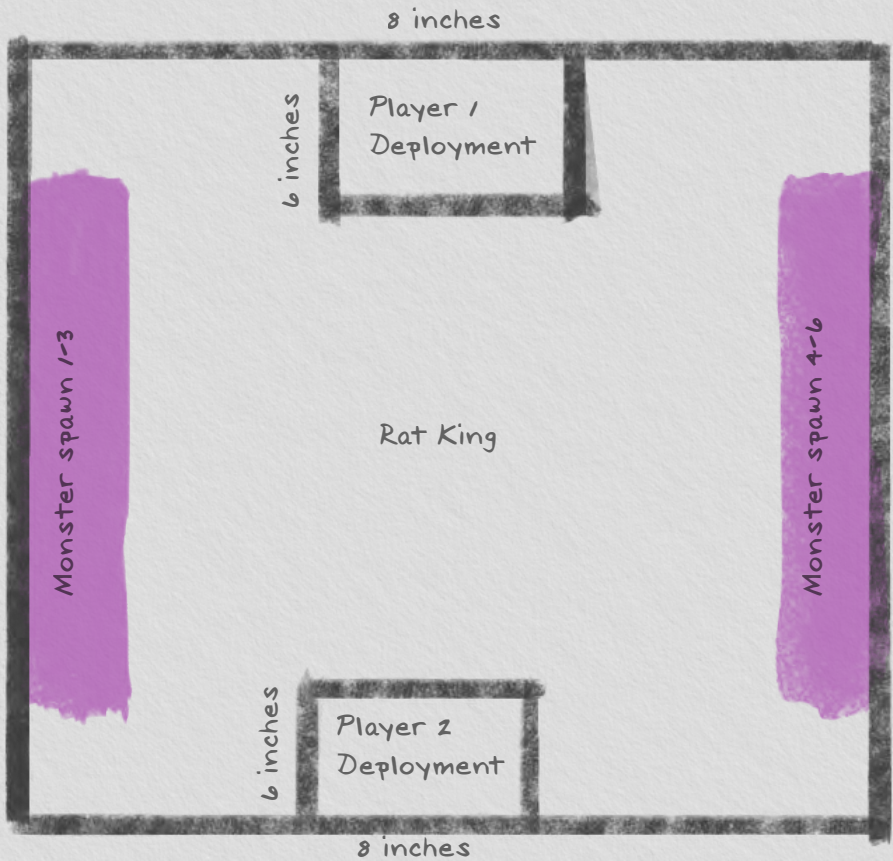
Solo Play

Only 3 Rats are present at the start of the Scenario.

Coop

There are 8 Rats present at the start of the Scenario.

Game ends round 6. If the Rat King is not dead by round 6, one random member of each warband has their mind taken by the Rat King. They are lost to the warband forever.



When the players arrive read:

You hear a voice in your head, 'The Weak are food'. Verminous stench reaches your nose and an anger and pain is felt within you. This is unnatural. It must be killed.

When players approach the Rat King read:

You feel the Rat King speak in your heads. 'Yes you see, in your mist'. The pain in its words hurts your head and brings water to your eyes.

12. ~~WHAT~~ WHAT WE DO IN LIFE ECHOES IN ETERNITY.

In your search for the Mad Wizard you enter the old amphitheatre. You are surprised to hear the roar of a crowd around you. The stands are full of echoes of the people of Dawnblight, cheering events long since ended. The gates drop behind you, trapping you inside. A dull rusty creak fills the arena as side gates open and horrible monstrosities spill out. You have to appease the crowd if you wish to escape. Readyng yourselves for combat, you notice a familiar Wizard sitting in the crowd, eating popcorn.

Goal

Kill the Deadly Cornobols and Champion of the Amphitheatre.

Reward

The crowd rewards the winners by showering them with gold, each model who scores any kills (or downs an enemy model) gains 10 gold for their warband.

Setup and Treasure

The only terrain you should place in the Amphitheatre are discarded bodies of monsters and gladiators from long past battles. Players take turns placing 3 bodies each, which can be searched for a random weapon as an action.

Deployment

Versus and Coop - Players select a 3 inch by 6 inch box as shown in the diagram. This represents the way into the Amphitheatre. In this Scenario models may not leave the board until all monsters are dead. In Solo Play you may place models in either deployment Zone.

Threats

3 Cornobols are present in the centre of the board at the start of the Scenario. On turn three, or if the Cornobols are slain before this, the Champion of the Amphitheatre arrives in a random monster spawn.

Champion of the Amphitheatre

HP 12 Morale - Gladiator's Sword 2D8 Armor 4

Special: when killed, models within 1 inch can take the Champion's full plate armor and/or Gladiator's Sword (2d8:Strength).

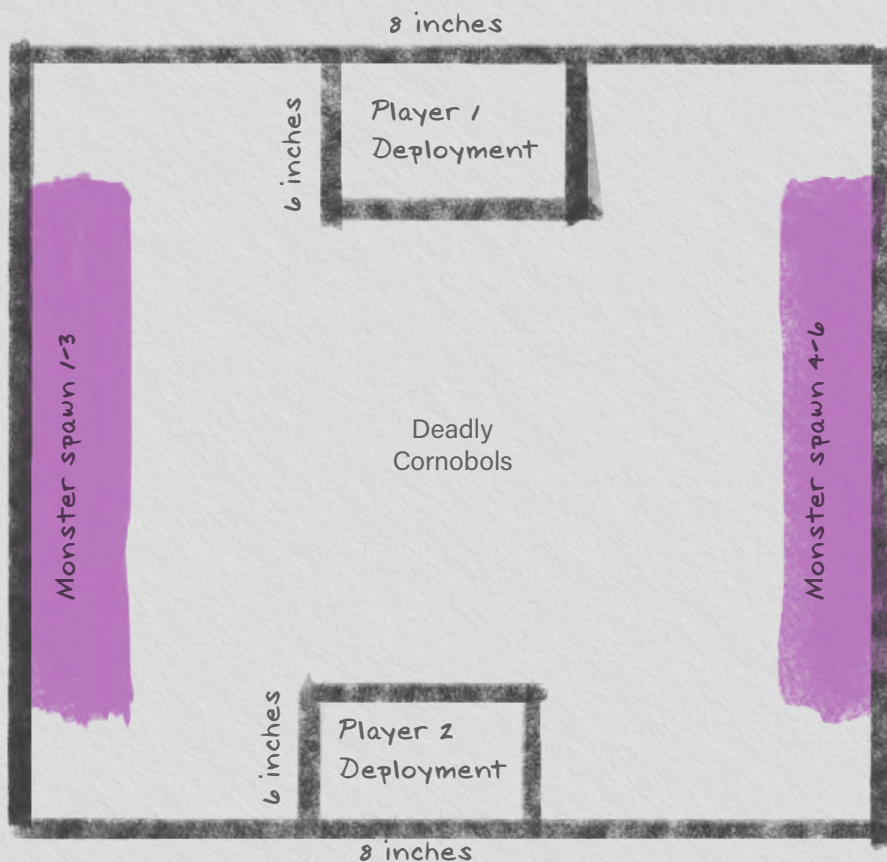
Solo Play

Only 2 Cornobols are present at the start of the Scenario.

Coop

There are 4 Cornobols present at the start of the Scenario.

Game ends when all monsters are killed or when no warband member is left alive.



When the players arrive read:

You hear the roar of the crowd around you as the gate slams shut behind you. You must fight for your life to escape! Please the crowd or die.

When the players slay the Champion read:

The crowd grows silent as you lay the Champion low. You look around and the ghostly crowd begins to dissipate. The gates clank open and you are once again free to chase the Mad Wizard.

Morale with no escape! Models who fail morale simply drop prone. They cannot take any action until they pass a morale test per morale rules.

13. BONE PITS

After the city's graves filled, crypts burst and rivers overflowed, great open pits were dug. Into these the city simply began to dump its dead. Open to air, the bones were soon picked clean and bleached by the sun. Glömm the Collector tells you they believe that somewhere in the pits hides a relic of great power, a ring that can aid you in your search for the Mad Wizard.

Goal

Find the ring of Unlife.

Reward

Each Strange Artifact (below) can be sold to Glömm the Collector for 20 gold.

Setup and Treasure

The whole field is littered with bones. 8 large bone mounds should be placed by each player taking turns. They must be placed at least 3 inches outside of the players deployment zones and at least 3 inches from other bone mounds.

Deployment

Players select a board edge based on Initiative and place models within 6 inches of their board edge. In Solo Play you may place models in either deployment zone.

Threats

A single Aderyn y corph should be placed in the centre of the board at the start of the game.

Players can search a bone mound. To do so roll a D8 and consult this table:

1	contains nothing
2-5	contains a Bone Horror (see page 29 for details)
6-7	contains a Strange Artifact
8	contains the Ring of Unlife

When a number is rolled, mark it down and reroll if that number is rolled again, until all numbers between 1-8 are rolled.

Solo Play

Place only 6 Bone mounds and use this table:

1	contains nothing
2-3	contains a Bone Horror (see page 29 for details)
4-5	contains a Strange Artifact
6	contains the Ring of Unlife

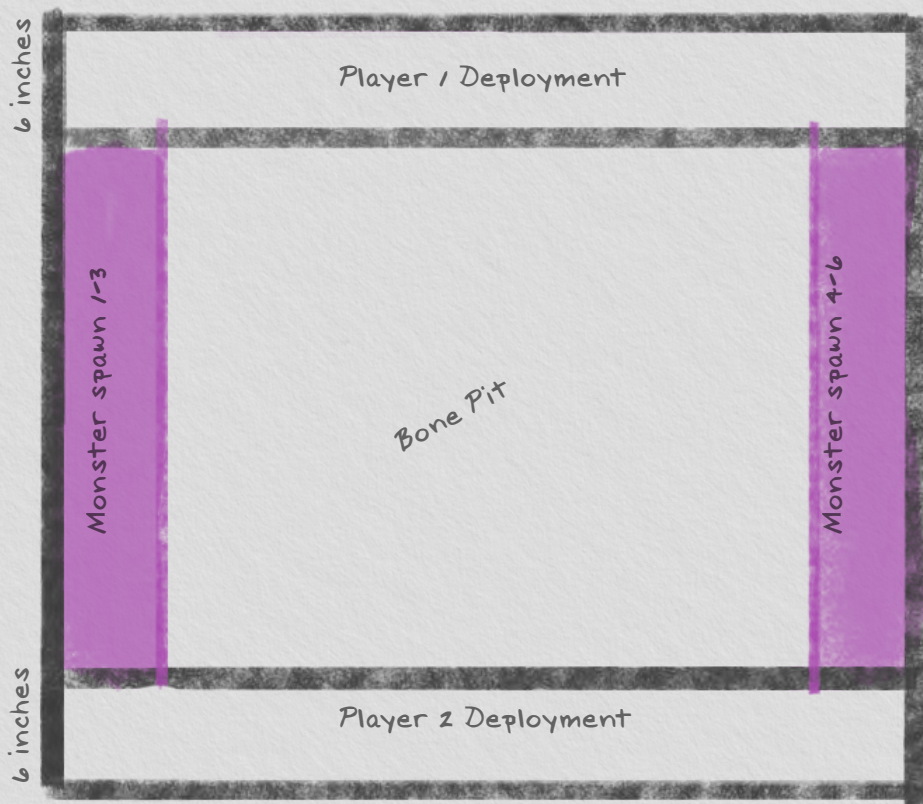
Coop

Each round roll a D6, on 4+ randomly deploy a skeleton.

Game ends on round 6.

RING OF UNLIFE:

Skeletons and Ghouls ignore any model wearing this ring.



RPG

When the players arrive read:

Bones litter the floor from one side of the pit to the other. Towering bone mounds reach to the sky. For a moment you think you see one move, but it must be a trick of the light.

When the players find the Ring of Unlife read:

The ring glows green. Placed on your finger, you feel its energy radiate through you, changing you.

14. WISHING WELL

Sitting in the Hogs Head, you overhear patrons talking of the Mad Wizard. One claims to have seen them tossing an abnormal helm into the city's wishing well. Find what the Wizard discarded, it might aid you in your search.

Goal

Seek the helm from the wishing well.

Reward

Whatever you find in the wishing well.

Setup and Treasure

In the center of the board place a piece of terrain at least 3 inches wide to represent the wishing well. A warband member can approach the well and when within 1 inch make a wish:

Roll a Presence test.

Success: roll on the wishing well table.

Critical Success: roll twice on the table.

Failure: a TapeWorm Terror

appears and immediately attacks them.

Fumble: Model falls into the

water and begins to drown. Must pass a

Toughness test on next activation or die!

1d8 Wishing Well

1-	Tapeworm terror
2-	1 gold
3-	3 gold
4-	4 gold
5-	10 gold
6-	1 random Weapon
7-	1 random Relic
8-	Helm of the Deathless

Deployment

Players select a board edge based on Initiative and place models within 6 inches of their board edge. In Solo Play you may place models in either deployment area.

Threats

Around the well place 6 citizens of Dawnblight, within 6 inches of the well and at least 3 inches from other Citizens.

On round 4 Nagl appears, and targets models that have taken items out of the well. Even in death his greed consumes him.

Solo Play

Place only 4 Citizens.

Coop

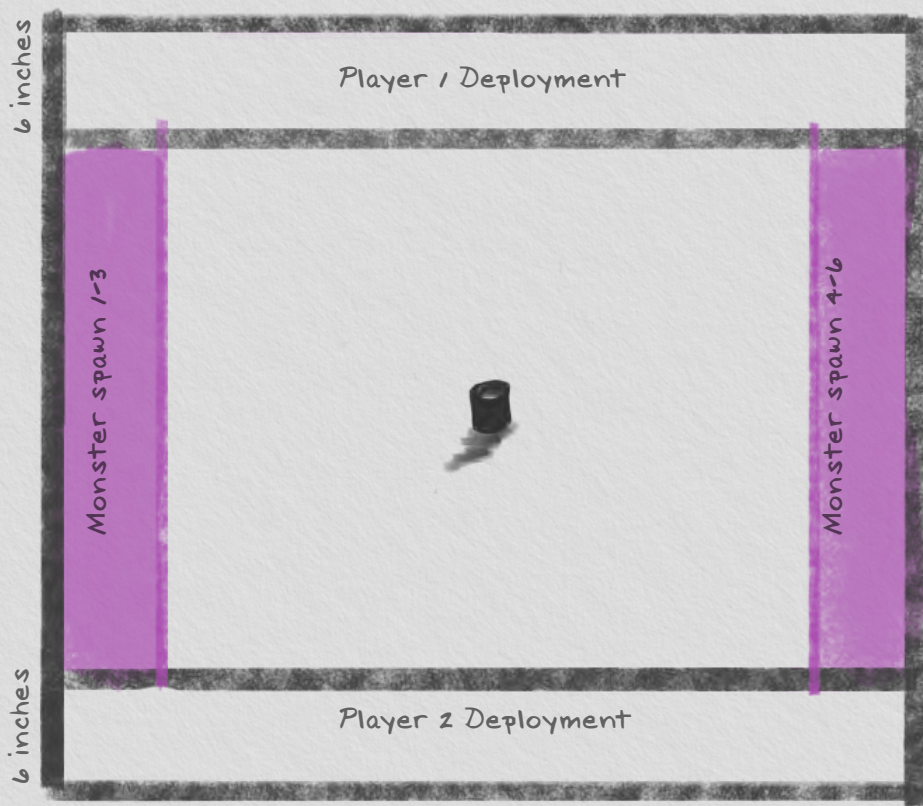
2 Tapeworm Terrors swim in the waters of the well, only attacking those who come within 1 inch of the well.

Game ends on round 6.

*Helm of the
Deathless*

Wearer auto
passes
Death saves





RPG

When the players arrive read:

Located in the town square is the old wishing well. Once sought out for luck for the year ahead, it now festers and rots. Strange shapes move in its murky waters and self-mutilated citizens guard its treasures.

If the players find the Helm of the Deathless (in the RPG this grants one reprieve from death), read:

You pull the helm from the murky depths of the well, feeling its weight in your hands, an odd thing imbued with life. You place it on your head and are blessed with a second chance should you fall.

15. THE PRINTING PRESS

In your exploration of Dawnblight you have often spotted cryptic booklets littering the streets. Titles such as Adventure Chapbook, ARC and Grave Matters. Whispers in the Hogs Head blame the fall of the city on the creators of these cryptic writings. Shortly before the fall, the city's first and only Printing Press appeared.

Estrith informs you the Mad Wizard whom you seek visited the Printing Press. Maybe clues to the Mad Wizard's location can be found within?

Goal

Deduce the location of Vriprix.

Reward

Glömm the Collector pays 10 gold for each booklet you retrieve.

Setup and Treasure

Place 3 pieces of terrain across the centre of the board to represent the 3 Printing Presses. These should be placed at least 6 inches from other Printing Presses.

In addition, 2 Storage Boxes should be placed as shown in the diagram. Storage Boxes can be searched per standard treasure rules. When within an inch, you may search a Printing Press as an action: Roll on the table below.

Searching any Press also provides you the Vriprix's address, printed on the delivery label of the booklets.

- 1 - Adventure Chapbook by Rugose Kohn (booklet)
- 2 - 3 gold (possibly fake)
- 3 - ARC (booklet)
- 4 - 4 gold
- 5 - Unclean Scroll
- 6 - Clean Scroll
- 7 - Grave Matters by Rinaldo Agostini (booklet)
- 8 - Roll twice more and take both results

Deployment

Players select a board edge based on Initiative and place models within 6 inches of their board edge. In Solo Play you may place models in either deployment area.

Threats

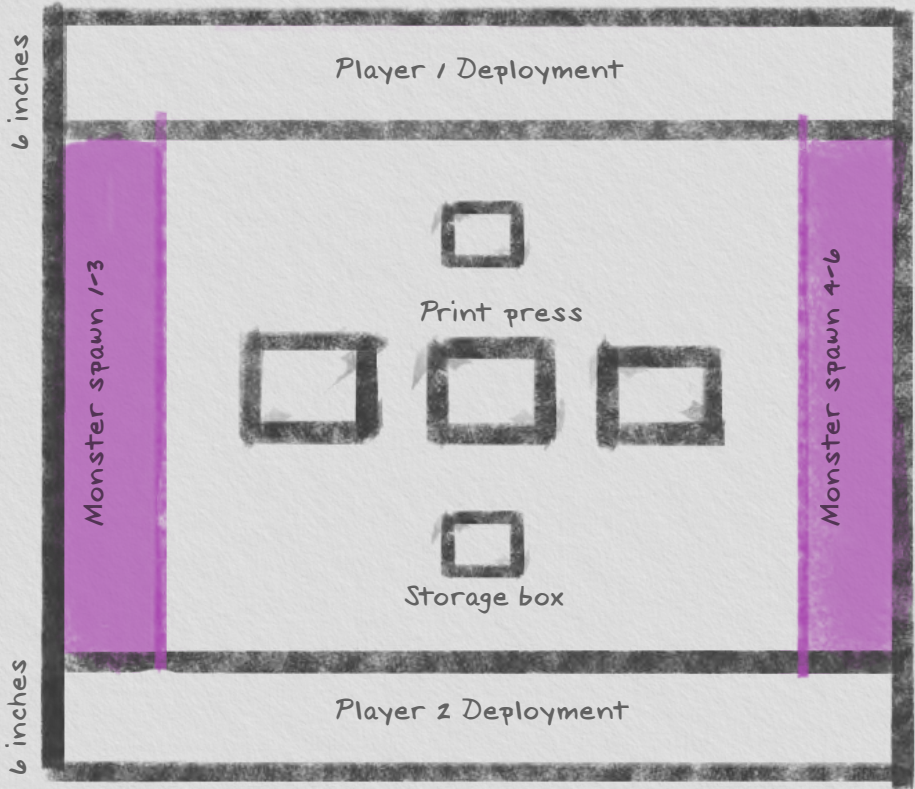
3 Exalted operate the Printing Presses, place one within 1 inch of each of the Presses. Every round a Disciple of the Exalted appears on a random board edge.

Solo Play

Place only 2 Printing Presses and 2 Exalted.

Coop

2 Disciples of the Exalted appear each round instead of 1.



RPG

When the players arrive read:

The sound of the printing presses echoes through the city, white noise getting louder as you approach. The strange beings known as the Exalted stand over the printers, working to fill orders placed long ago.

When the players return to the Hogs Head Inn read:

Temptation to read the booklets fills your soul. Giving in would lead you down a rabbit hole you may wish to avoid. (Reading them drives you mad).

16. THE WIZARD'S TOWER

Having finally found the Wizard's Tower, you enter seeking vengeance. As you step over the threshold you are teleported into a non-Euclidean room. A creature roars at you from its centre: you will need to fight your way to Vriprix!

Goal

Fight your way through 4 rooms and find the Mad Wizard.

Reward

Revenge.

Setup and Treasure

Instead of setting up a normal board you need two 12 x 12 inch boards. These represent rooms your warband needs to navigate and fight through to reach the Mad Wizard. Before placing models roll on the table below. If 2 warbands roll the same room they both spawn on the same board and interact as normal.

1D6

1-4. Monster Room

Roll on the encounter table for random monsters and place them in the centre of the room. Your warband must fight and kill all monsters to progress. When you slay the last monster your warband is teleported to a new room at the start of the next round.

5. Treasure Room

1 random relic is on a pedestal in the room. A warband member within 1 inch can pick up the relic, triggering a trap. Avoiding the trap requires an Agility test to swap the relic with an item they have. When you have the relic your warband teleports to a new room at the start of the next round.

If you trigger the trap, arrows shoot from the walls, dealing D4 damage to all models not currently downed.

6. Ritual Room

A ritual circle is drawn in the centre of the room. Select one of your warband members (this can include pets). This model must be sacrificed for you to progress. They don't go willingly, and become hostile to the rest of the warband. When downed they are placed in the centre of the room and killed. Your warband teleports to another room at the start of the next round.

Downed models are also teleported to new rooms.

Once your warband has completed 4 rooms they are taken to Vriprix! Set up a new room with Vriprix in the centre of the room. When one warband successfully reaches Vriprix all other warbands are evicted from the tower.

Deployment

Instead of normal deployment see setup rules. In each room you set up warbands along one edge of the room as shown here. In Solo Play you may place models in either deployment area.

Threats

See setup for monsters.

Solo Play

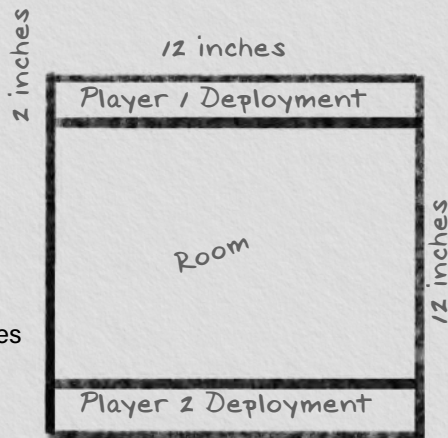
Make sure to use solo play spawn rates for monsters.

Coop

Do not roll for each warband, instead both are taken to the same room.

Game ends When Vriprix is downed.

If a fleeing model reaches a board edge in this Scenario they are teleported to another room and lost forever.



VRIPRIX THE MAD WIZARD

HP 1 Morale 1 Attacks - Armor 0

RPG

When the players arrive read:

You step into the tower and with a flash of blue light you are taken to a random room of the tower. What? Did you think you could just walk into Vriprix's home?

When the players down Vriprix read:

'Wait!' cries the Mad Wizard, coughing blood onto the ground. 'I know a way you can escape this doomed place. I swear on my Socks this is the truth'

Do the party listen to the Mad Wizard or deal a killing blow?

17. LEAP OF FAITH

Having finally tracked down Vriprix, they explain how they got bored and read the Forbidden Psalm. The Mad Wizard felt reality tear as the Psalm was read. Drawn to Dawnblight in search of the tear, they found a portal guarded by a beast like none you have seen before. Vriprix believes this portal will take anyone brave enough to enter to another world, one that might not be ending.

Vriprix offers you all their gold to kill the beast, or just kill it and jump through the portal yourself.

Goal

Kill the chaotic beast protecting the portal. Take a leap of faith or return for the Wizard's gold. 1000 Gold to the party who kills the beast.

Reward

1000 gold or, perhaps, a second chance.

Setup and Treasure

Set up a portal at least 3 inches across in the middle of the table.

This is protected by a creature you randomly roll for! See page 102 for tables to determine what the Chaos Beast's stats and attacks are.

When a model enters the portal it is removed from play. Only one model can enter the portal per round. If more than one enter simultaneously, both are killed and you immediately spawn another Chaos Beast as above. Where have those entering gone? Well that's another story.

Deployment

Versus and Coop - Players select a board edge based on Initiative and place models within 6 inches of their board edge. In Solo Play you may place models in either deployment area.

Threats

A Chaos Beast guards the portal. Random creatures appear on round two (roll on the encounter table). On round three the Laughing Man. On round four, 2 Exalted. On round five, if still alive, the Cath Palug arrives.

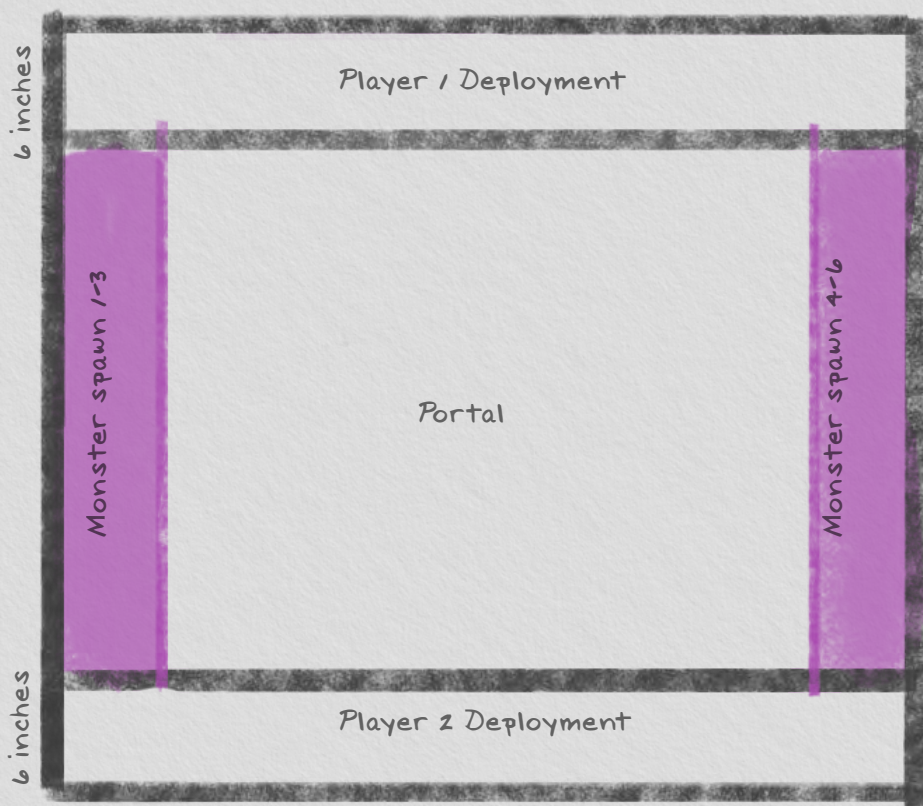
Solo Play

No creatures appear in round two or four.

Coop

2 Chaos Beasts stand guard, roll separately for both.

Game ends when all models have died, entered the portal or fled.



RPG

When the players arrive read:

The swirling portal's colours draw your eye, but you do not know if it holds your salvation or destruction. Whether you decide to take the leap of faith or not, you first need to kill the creature guarding it.

When the players jump into the portal read.

The colours! The last thing they hear is an eerie voice singing 'There's no earthly way of knowing, which direction we are going.'

What happens next is open to interpretation and may be revisited in the next campaign for Forbidden Psalm!

Injury Table

1. **Lasting Injury:** Roll for a new Flaw (in addition to any other Flaws you might have). Reroll duplicates.
2. **Weak Immune System:** Model auto fails tests against becoming Diseased or Poisoned.
3. **Internal Bleeding:** If model downed in next Scenario they auto fail their death save.
4. **Broken Bones:** -1 Agility.
5. **Saddened:** -1 Presence.
6. **Weak:** -1 Strength.
7. **Malaise:** -1 Toughness (can be cured with Tincture).
8. **Maimed:** -1 HP.
9. **Lost Limb:** Can only use one handed weapons and has 1 less equipment slot.
10. **Missing Eye:** Max range reduced by 3 inches for ranged attacks and spells.
11. **Afraid:** Auto fails morale saves during the next Scenario.
12. **Concussed:** -1 to all rolls for the next Scenario only.
13. **Sprained Ankle:** -1 Agility for the next Scenario only.
14. **Bruised Eye:** -1 Presence for the next Scenario only.
15. **Bruised Ribs:** -1 Toughness for the next Scenario only.
16. **Discombobulated:** Swap two stats at random.
17. **Forgetful:** Model immediately misplaces one random piece of equipment or weapon (permanently lost).
18. **Only a Flesh Wound:** No injury.
19. **Learn through Failure:** Roll for one extra Feat .
20. **What Doesn't Kill You Only Makes You Stronger:**
Remove one Flaw from this warband member.

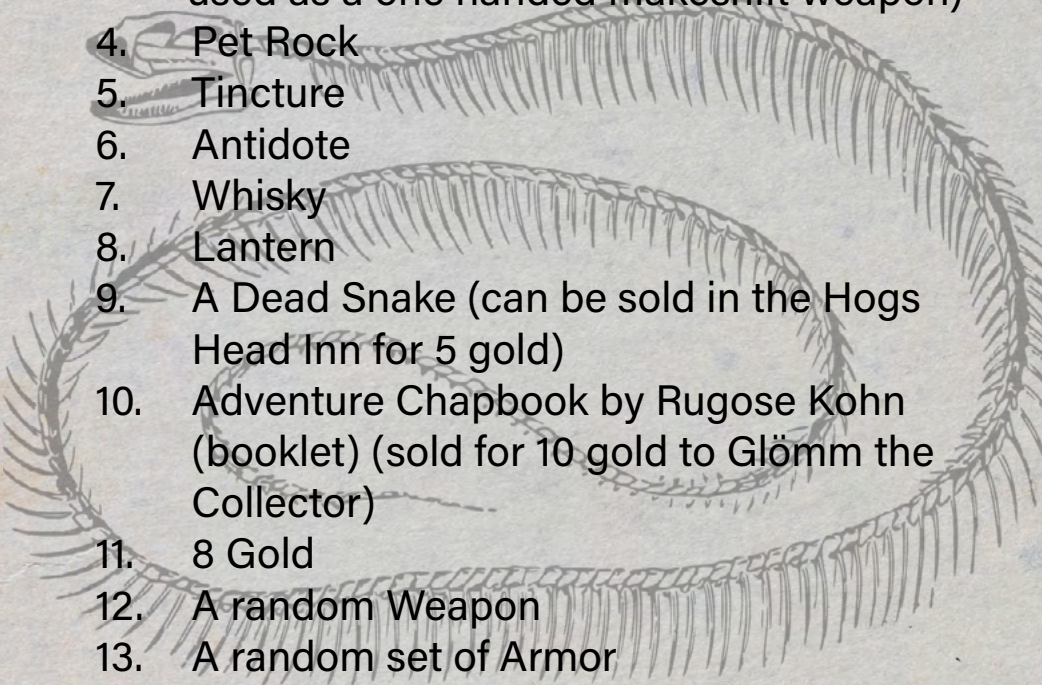


RELICS OF DAWNBLIGHT

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

1. **Timepiece of Regret:** Grants bearer one free reroll per Scenario.
2. **Ulaethfaen Stone:** Bearer is immune to Disease.
3. **Witch Bottle:** Bearer is only targeted by monsters if they are the only viable target.
4. **Mugwort Sprig:** Bearer cannot be targeted by spells.
5. **Carnwennan Dagger:** D6:Agility. Bearer is immune to morale, critical always makes enemies flee (per morale rules).
6. **Bow of Lies:** ~~Never misses.~~ Bearer doesn't roll to hit and auto hits target. 4 damage: Ranged.
7. **The Sword of the Generous Idiot:** Sword with glowing blade. 1D8:Strength: Ignores all armor. If another model within 1 inch uses an action to request the sword you must hand it over.
8. **The Tankard of Questionable Contents:** Each Scenario roll a D3: on a 1 contains whisky, 2 contains a potion, 3 contains a tincture.
9. **The Whetstone of Tudwal:** Instead of downing enemies the bearer's targets are instead killed outright when brought to 0 HP.
10. **Mantle of The False King:** Once per Scenario the wearer may, as an action, make themselves invisible, making them immune to all attacks. This effect ends if they perform any action other than move.
11. **Circlet of Dawnblight:** Wearer is considered royalty in the city. May make a Presence test to command one monster per Scenario to perform a single move and action.
12. **Wand of Change:** Ranged attack that auto hits, 1 use per Scenario. Target must make a Presence test. Failure turns them into a Chaos Beast Pet (see page 12) for the rest of the Scenario. Target drops all equipment and remains part of the warband (monsters turned this way remain hostile).

TREASURES OF DAWNBLIGHT

1. Rusty Nail (can be thrown 1 damage: Agility)
 2. 1D4 gold
 3. Skeleton missing its head (can be used as a one handed makeshift weapon)
 4. Pet Rock
 5. Tincture
 6. Antidote
 7. Whisky
 8. Lantern
 9. A Dead Snake (can be sold in the Hogs Head Inn for 5 gold)
 10. Adventure Chapbook by Rugose Kohn (booklet) (sold for 10 gold to Glömm the Collector)
 11. 8 Gold
 12. A random Weapon
 13. A random set of Armor
 14. A random Clean scroll
 15. A random Unclean scroll
 16. 16 gold
 17. Bag o' Rats
 18. 1 random Relic
 19. 20 gold
 20. Roll twice more and take both results
- 

PETS AND HOGS HEAD INN ROOM LOG

Pet name		Movement		
Agility			Special	
Presence				
Strength				
Toughness				
Attacks			Modifier	1D
			Modifier	1D
Equipment				

Name

Hogs Head Inn Upgrades

[illegible]

CRUEL CREATIONS

From across the Forbidden Psalm community murderous monsters, wicked warbands and terrible terrain have been brought to life. Here are just some of the cruel creations.

Marco Frisoni painted these wonderful miniatures from **Bestiarum Miniatures** using a Zorn palette. This is a palette that consists of four colors: yellow ochre, ivory black, vermilion and lead white.

Painted using oil paints, you can check out how to achieve similar results by visiting Marco's Youtube channel.

<https://youtu.be/GrPOgTXigRI>



THE ZORN

Warband by Marco Frisoni





By order of appearance
 Attacking the Afancy by Ash - Guerrilla Miniature Games (you
 can see a full campaign play through at GMG on Youtube)
 Warband and terrain by David Williams
 Disgusting Bird Thing by DrankThePaintWate
 Kal-ighul by Admacritchie
 The Dirge by Mouseling
 Cord and Ocel by lionelhotz



Forbidden
Psalm

Name: Cord and Osei
Title: The Smelly

agility -II	Presence +II	Strength -I	Tough +II
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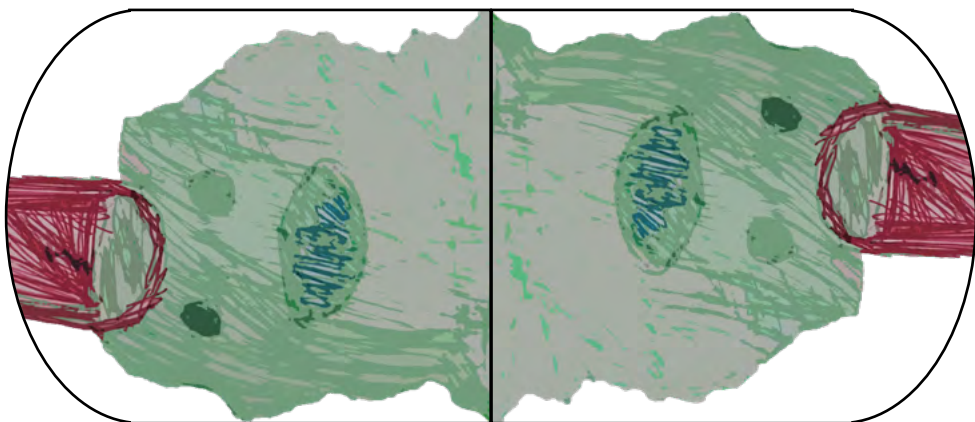
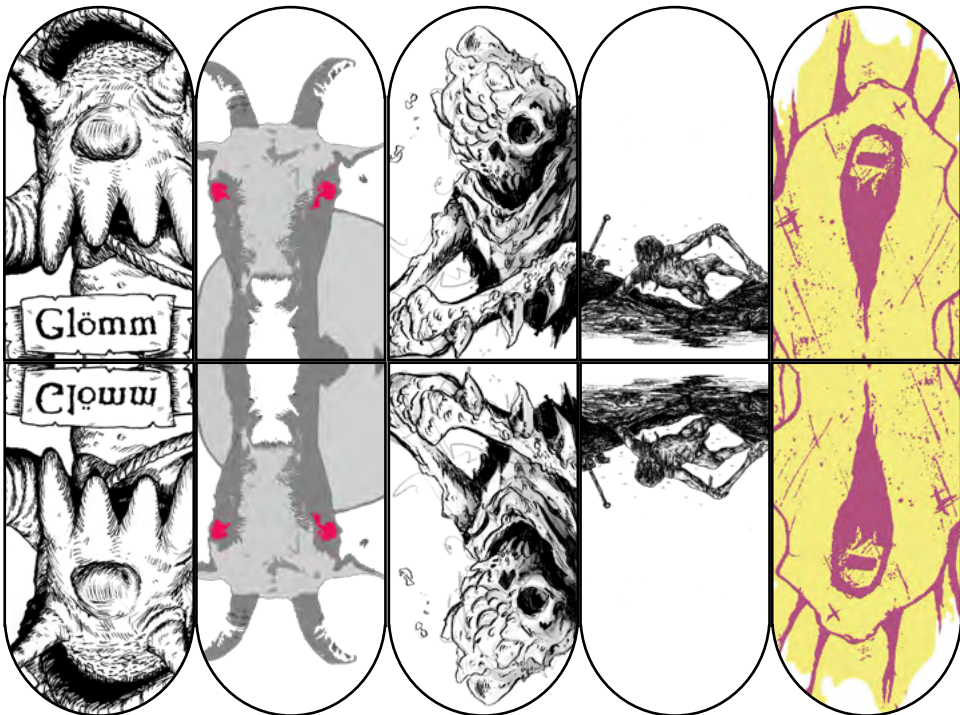
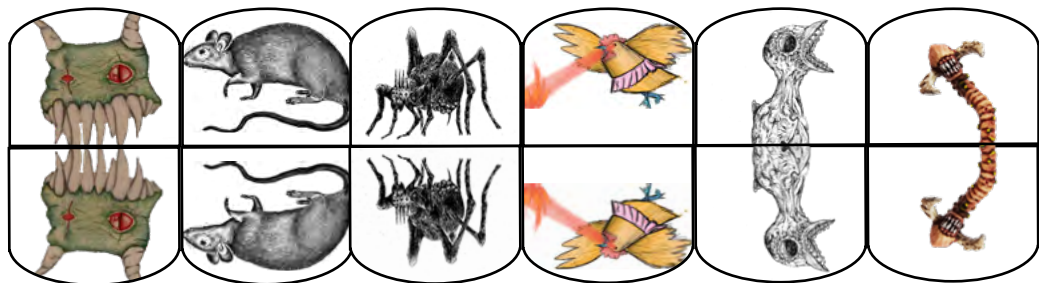
HP: X

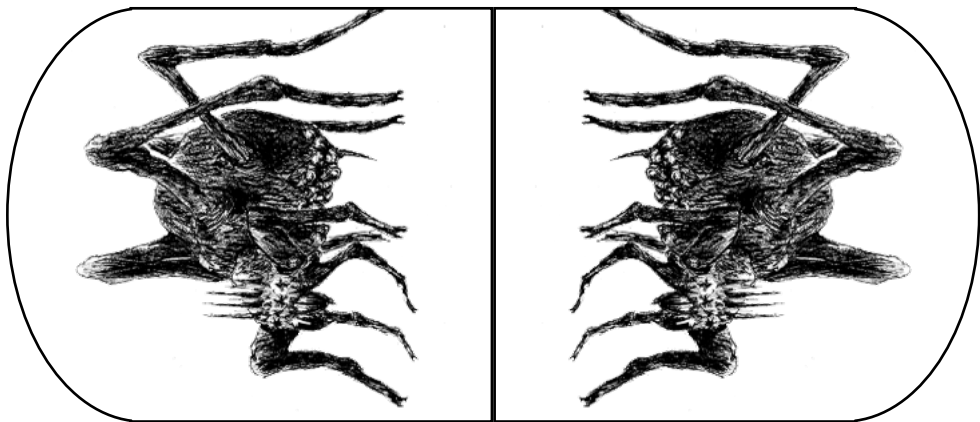
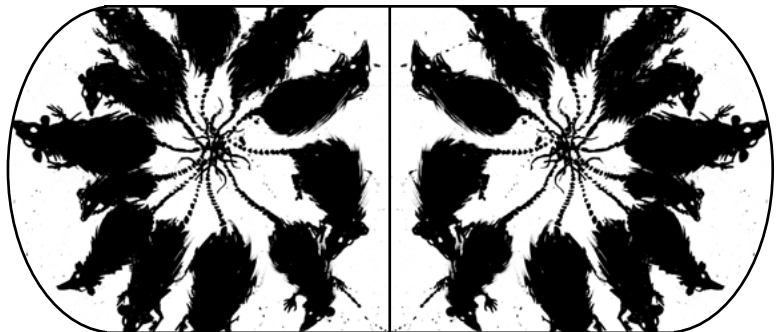
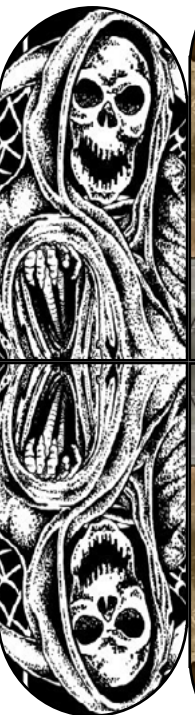
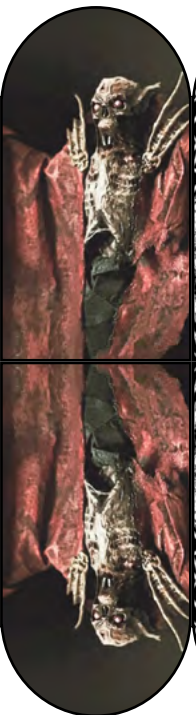
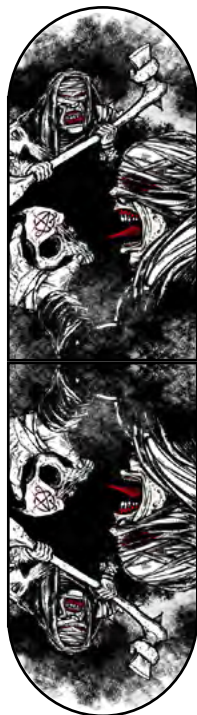
Flaw: Slow Learner
Feat: Slippery when Wet.

Equipments:
- Rk Staff
- glaive

Portra
..clean
"Not Dead"
..Unclean
"DOOM"
..







BUILD=ENDLESS=HORROR

Create your own **FEARSOME FOES**, generate monster ideas, or simply provide stats to miniatures you already own.

1D20 = MONSTER TITLES

1. Vicious
2. Feral
3. Deadly
4. Bloodthirsty
5. Fecal
6. Fast
7. Grave
8. Frost
9. Chained
10. Undead
11. Abhorrent
12. Feasting
13. -
14. Mythological
15. Unseen
16. Acidic
17. Ghastly
18. Ghostly
19. Legendary
20. Godless
21. FlamingCanablistic

1D6 = TYPE

1. Undead
2. Beast
3. Aberration
4. Humanoid
5. Insect
6. Giant

1D6 = LIMBS

1. Tentacles
2. Bipedal
3. Quadruped
4. None
5. Mechanical
6. Too many

1D8 = MOUTH

1. Sharp teeth
2. More than 1
3. 2 large fangs
4. Tentacles
5. Mandibles
6. Always open
7. Missing
8. Toothless

TOSS A COIN

WINGS

TAIL

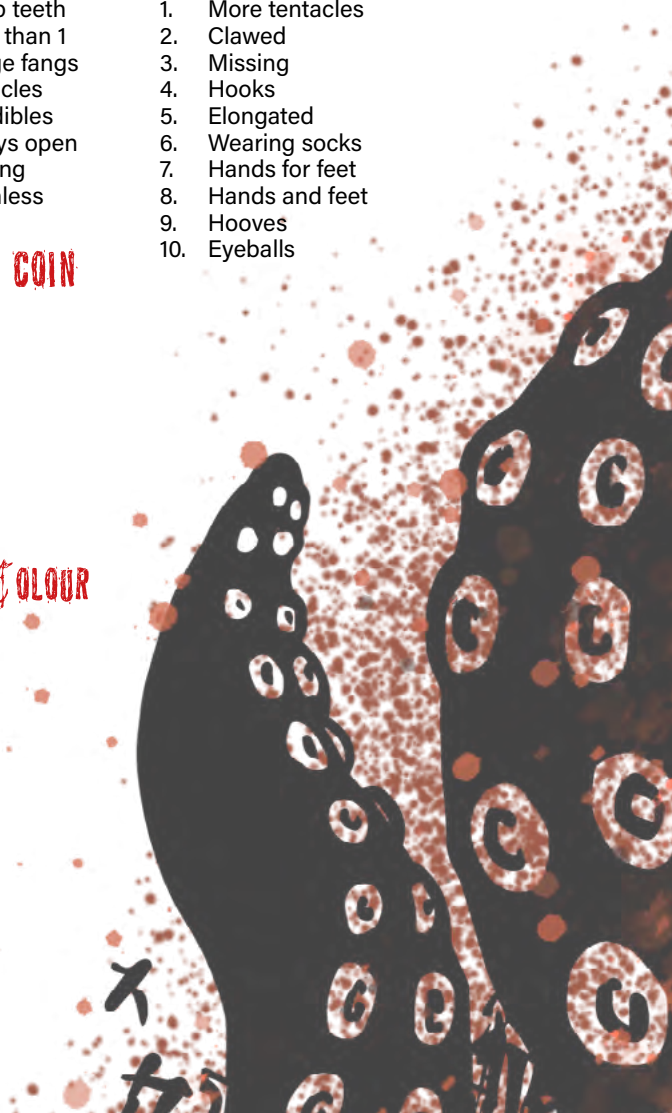
HORNS

1D12 = COLOUR

1. Black
2. White
3. Gray
4. Silver
5. Red
6. Purple
7. Blood
8. Green
9. Lime
10. Yellow
11. Blue
12. Teal

1D10 = EXTREMITIES

1. More tentacles
2. Clawed
3. Missing
4. Hooks
5. Elongated
6. Wearing socks
7. Hands for feet
8. Hands and feet
9. Hooves
10. Eyeballs



STAT A MONSTER

Health

What size base is it on?

1. Small (less than 25mm) = 1D6HP+2HP
2. Medium (25mm-32mm) = it 1D8+4HP
3. Large (40mm to 50mm) = 1D10+6HP
4. Huge (55mm and up) = 1D20+8HP

Morale

1. Weak 1D4
2. Average 1D6+2
3. Strong 2D6
4. Unbreakable

Attack

1. Weapon attack - roll on weapon table
2. Claws D6
3. Slam D8
4. Gore D8
5. Bite D4
6. Vicious bite D10
7. Vomit D6
8. Ranged attack D8

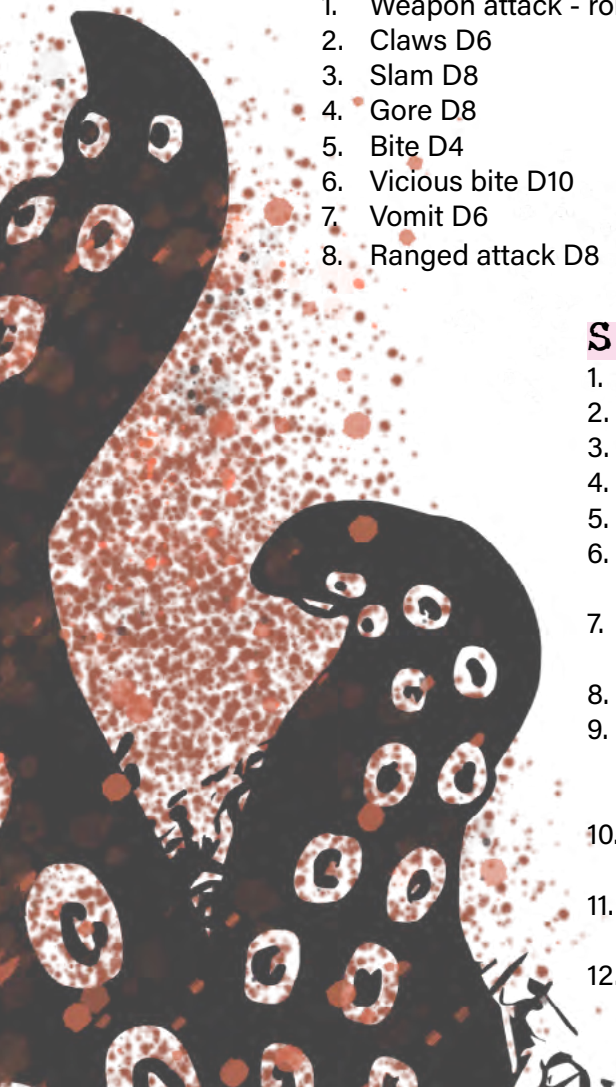
Armor

How well armored is it?

1. None -
2. Light 1 Armor
3. Medium 2 Armor
4. Heavy 3 Armor

Special

1. Attacks cause Bleeding
2. Attacks cause Poison
3. Attacks cause Diseased
4. Attacks cause Dazed
5. Monster heals 1d4 a round
6. Monster prevents enemies leaving combat
7. Monster can attack two models at a time
8. Monster targets spellcasters
9. Monster eats models it downs (killing them) as its next activation
10. Monster has laser eyes, 1D6 ranged attack
11. Monster travels in packs 1D6 appear when they spawn
12. Roll twice and apply both



Art credits

Cover art by @JohanNohr

Page 1, 12, 19, 22, 55, 92 and Faecal Ghoul, The Aderyn y'corph, The Blind Spider Queen by @jai_un_chapeau

Art on page 12, 13, 51 by Yuri Perkowski Domingos

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Mutant Chicken of Kalkoroth by Cora Rahman @idrawburbs

Tapeworm terror by Rinaldo Agostini

Nagl and Mirror of Solomon by @witchmonger

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Acid Slimeblob by Ada Rahman

Art page 28 by Junela Rahman

Glömm the Collector art by monkstone miniatures

Fire in the hills art by Ash Barker

Everything else by Kevin Rahman and dead artists.

Massive thank you to:

All that backed this mad little game.

@JohanNohr for the amazing cover art.

Ash Barker for covering the game on his channel and an amazing Scenario,

Sean Sutter for the support, art and Scenario

Marco for the fantastic warband.

Exalted Funeral,

My proof reader Dan Guerri,

My Wife and kids for all the mad ideas.

All the fans who contributed art and models, such as witchmonger, Petlozki,

Rynoch and many many more amazing people.

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A miniatures game expansion of
blood, pets, ruin and
angry
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