

JONATHAN HAYTHORNTHWAIT



DRACULA'S
AMERICA

SHADOWS OF THE WEST

FORBIDDEN POWER



DRACULA'S AMERICA

SHADOWS OF THE WEST



FORBIDDEN POWER

Jonathan Haythornthwaite



Osprey Games, an imprint of Osprey Publishing Ltd
c/o Bloomsbury Publishing Plc
PO Box 883, Oxford, OX1 9PL, UK
Or
c/o Bloomsbury Publishing Inc.
1385 Broadway, 5th Floor, New York, NY 10018
E-mail: info@ospreypublishing.com

www.ospreygames.co.uk

OSPREY and OSPREY GAMES are trademarks of Osprey Publishing Ltd, a division of Bloomsbury Publishing Plc.

This electronic edition published in 2018 by Bloomsbury Publishing Plc

First published in Great Britain in 2018

© 2018 Osprey Publishing Ltd

All rights reserved. No part of this publication may be used or reproduced in any form, without prior written permission, except in the case of brief quotations embodied in critical articles and reviews. Enquiries should be addressed to the Publishers.

A CIP catalogue record for this book is available from the British Library.

Jonathan Haythornthwaite has asserted his right under the Copyright, Designs, and Patents Act, 1988, to be identified as the author of this book.

ISBN: PB: 9781472826572
ePub: 9781472826589
ePDF: 9781472826596
XML: 9781472826602

Typeset in Adobe Garamond Pro

All the artwork in this book was produced by aRU-MOR, a freelance illustrator and miniature sculptor. She was born in Tarragona, Spain, and studied Fine Arts at the University of Seville, specializing and working on artwork restoration. She began her professional career in 2000, sculpting historical, fantasy, and science-fiction miniatures, and has since provided illustrations for various Spanish RPGs, books, and card games.

All the photos in this book were kindly provided by Nick Eyre and Kevin Dallimore of North Star Military Figures (www.northstarfigures.com), and show figures from North Star's official *Dracula's America* range, sculpted by Mike Owen and Mark Copplestone, and from Artizan Designs' Wild West line (www.artizandesigns.com).

Nick Eyre's
NORTH STAR
Military Figures

ARTIZAN
DESIGNS



CONTENTS

INTRODUCTION	5	STEALTH MISSIONS	22
		Sentries and Reinforcements	24
		Sounding the Alarm	26
		Stealth Scenarios	27
THE SETTING	6	ELDRITCH TERRORS	31
A FORGOTTEN HISTORY	6	Madness	31
The Sisterhood	6	Eldritch Entities – A Bestiary	33
Benedict Arnold and the War of Independence	8	NEW ARCANE POWERS	38
The Masonic Vaults	9	Elder Magic Spells	38
		Necromancy Arcane Powers	40
ELDRITCH ENTITIES	9	<i>Vodou</i> Arcane Powers	41
The Outer Gods	9	NEW FACTIONS	42
The Great Old Ones	10	The Church of Dagon	42
Father Dagon	10	The Salem Sisterhood	45
A RUINED LAND	11	NEW CAMPAIGN RULES	48
The Dark Confederacy	11	New Hired Guns	48
Cyclopean Ruins	12	New Gear	52
The Church Resurgent	12	New Skill List – Arcane Skills	54
		Unique Mercenary Drifters	54
NEW GAME RULES	14	ELDRITCH RELICS AND CURSED WEAPONS	59
THE SWAMPLANDS	14	Relics	60
Deep Water and Swimming	14	Cursed Weapons	63
Treacherous Conditions	15	DEEP SOUTH ENCOUNTERS	65
Swamp Events	16		
Denizens of the Swamp – A Bestiary	17		



© 2015 Wizards of the Coast LLC. All rights reserved. WOTC, the WOTC logo, and the Dungeons & Dragons logo are trademarks of Wizards of the Coast LLC. D&D, the D&D logo, and the Dungeons & Dragons logo are trademarks of Wizards of the Coast LLC.



NARRATIVE CAMPAIGN

69

PLAYING THE NARRATIVE CAMPAIGN

69

Destiny Points

70

Veterans of Dracula's America

70

ELDRITCH ENCOUNTERS

70

FORBIDDEN POWER SCENARIOS

73

Scenario 1: Swamp Ambush

74

Scenario 2: The Spawning Pools

75

Scenario 3: The Nameless Ritual

77

Scenario 4: Hunt for the *Necronomicon*

78

Scenario 5: Panic in the Streets

79

Scenario 6: Heart of Darkness

80

Scenario 7: Dagon Rising

82

CAMPAIGN AFTERMATH

86

CAMPAIGN AFTERMATH: ALLIANCE OF ORDER

87

CAMPAIGN AFTERMATH: ALLIANCE OF CHAOS

88



INTRODUCTION

Welcome to *Forbidden Power*: the second supplement for *Dracula's America*, and (in true, cinematic style) the final part of our Gothic Western trilogy!

Following in the footsteps of *Hunting Grounds*, within the pages of this book you will find a heap of new material – including rules for taking your games away from the boomtowns and dusty plains, and into the treacherous terrain and vicious guerrilla warfare of the Deep South.

You will encounter the foul denizens of the bayou, play four new Stealth scenarios that reflect the unique battles between the Congregation and their Dark Confederacy foes, plumb the forbidden secrets of Arcane Power with expanded rules for Necromancy and *Voodoo*, and take control of two new Posses – the white witches of the Salem Sisterhood and the insane zealots of the Church of Dagon...

Oh, and of course we must welcome the bizarre denizens of the Eldritch Dimensions – those of you familiar with the works of the great H. P. Lovecraft may recognise some of the entities that will soon be wreaking havoc on your Posses – and of course, the sanity-shredding secrets of Elder Magic!

For those of you that want to take your games to the next level, you will find extra material to add to your Campaigns in the form of additional Hired Guns such as the Gravedigger and Hog-Tamer, new Gear of a distinctly mystical nature, a new Arcane Skills list, rules for Eldritch Relics and Cursed Weapons and some brand new Encounters to give your campaign that authentic, Deep South flavour – *Dracula's America*-style!

Finally, anyone following along with our ongoing narrative campaign can continue the story following the chaos that consumed the Indian Territory in *Hunting Grounds* – some of the mysteries from that chapter will be revealed as the Posses race to prevent (or hasten) an even worse fate from befalling mankind!

Of course, just because this is the last book in the series doesn't mean the story has to end there – when you have played through the seven new scenarios, why not continue the tale yourself with a story arc of your own devising?

And, as always, the bulk of these additions are entirely modular and compatible with the main *Dracula's America* rulebook – feel free to use the material you like and leave out the rest to make the game that you want to play...

Jonathan Haythornthwaite



THE SETTING

A Forgotten History

In an impossibly ancient epoch, before any concept of time as mankind might reckon it, the Great Old Ones came to Earth from Beyond and built for themselves vast cities and temples. Long before our own ancestors ever existed, the inhuman life that dwelt in the world worshipped these entities, and the Great Old Ones found that this pleased them.

At some unknown point, this age came abruptly to an end – those with knowledge of such things believe this coincided with the emergence of mankind. Yet still legends of the Great Old Ones persisted in one form or another throughout history...

THE SISTERHOOD

When the Pilgrim Fathers first landed in America, amongst them was a coven of white witches from an ancient society known simply as the Sisterhood. These secretive protectors of Humanity consisted of female Arcanists from select bloodlines and their male relatives who acted as their protectors and guardians.

Possessing knowledge otherwise lost to mankind, the Sisterhood still recalled the legends of the Great Old Ones and their ilk, and knew the dire threat posed by these entities.

It was, however, an age of superstition and religious fervour, and the Sisterhood was systematically exterminated by the so-called witch hunters (now thought by some to be cultists masquerading as pious Puritans). This dark time culminated in the now-infamous Salem Witch Trials of 1692–93. Despite such relentless persecution, the few survivors vowed to remain true to their ancient calling. Renaming themselves the Salem Sisterhood in memory of those that died, they slowly set about rebuilding.

OPPOSITE The Salem Sisterhood: Guardian



120-10412

© 2012 DC Comics. All rights reserved.

BENEDICT ARNOLD AND THE WAR OF INDEPENDENCE

During the War of Independence, a great sorcerer fought for the rebellious colonies. This man was Benedict Arnold, and his formidable powers helped turn the tide of many a hopeless battle, whether directly or indirectly, in favour of the embattled Continental Army.

At first hailed as a hero by the Patriot cause, it soon became apparent that, in his desperate search for ever-greater power with which to fight the British, Arnold had taken to plumbing some dark and forbidden sources. The Culper Ring, Washington's spy network, discovered the source of the Sorcerer's corruption – a heavy book bound in silver chains and written in a strange, Arabic script.

Betsy Ross, an agent of the Salem Sisterhood, recognised this as a copy of Abdul Alhazred's *Necronomicon*, a proscribed volume first penned by a mad dabbler in forgotten lore. Quite where Arnold had unearthed the book was unknown, but Ross' course was now clear – the sorcerer had to be stopped, and the vile tome sealed away forever.

Ross confronted Arnold in 1778, and after a bitter duel she managed to wrest the *Necronomicon* from the sorcerer, who fled and defected to the British, with whom he hoped to have his revenge upon Washington, Ross, and his other erstwhile allies. Without the *Necronomicon*, however, his power was greatly diminished and no match for the spells of the resurgent Sisterhood, who had by then sided with Washington wholeheartedly.

Desperate, he sought relics from the lost ages when the Great Old Ones ruled the Earth in the hope of rekindling his powers. He believed – mistakenly – that if he could gather enough of them he would be able to summon one of the Great Old Ones into this dimension and bind it to his will. Before he could realise this insane ambition, however, the war was over and his power broken once and for all by the Sisterhood.



THE MASONIC VAULTS

With the end of the war, the now-President Washington was faced with the problem of how to deal with those relics snatched from Arnold's possession. They could not be destroyed by mortal hand, but were certainly too dangerous to be left out in the world! He sought the aid of his fellow Mason, Benjamin Franklin, in constructing hidden vaults scattered throughout the furthest reaches of the young nation, warded by the magic of the Salem Sisterhood from those that might again seek to unleash their forbidden power and so awaken the Great Old Ones once more...

Eldritch Entities

The alien intelligences so feared by Washington and his Masonic brethren are known broadly as Eldritch Entities by the few that dare to plumb such depths of forbidden knowledge, though in reality it is a nigh-impossible task to truly catalogue the myriad forms such beings can manifest in our dimension.

They originate from far beyond our own ordered plane of existence, from a nightmare realm where the natural laws as we know them are unknown and where a human cast adrift in its swirling chaos would simply cease to be...

To even gaze upon the physical form of an Eldritch Entity is to feel one's own mind rebel at the impossibility of such a creature's existence. And yet even such incomprehensible beings have a hierarchy – of a sort, at least.

THE OUTER GODS

The Outer Gods are utterly inimical to all life and matter in our plane of existence. Being formed of alien energy, it is even disputed whether they truly have a consciousness of their own.

Even so, there are many deluded fools on Earth who worship the Outer Gods – as if our own concept of a 'god' would apply to such unknowable entities – and if they were even capable of noticing such things, it is doubtful that they would care!

Known Outer Gods include The Blind God, The Chaos that Crawls, and The Dark Mother.



THE GREAT OLD ONES

These entities seem to possess more of what we might call true sentience than the Outer Gods, and are the beings most likely to interact with Humanity directly.

Unlike The Chaos that Crawls and its ilk, the Great Old Ones, which include Father Dagon and The Great Sleeper, actively encourage human worshippers as a way to increase their power and influence over our world...

FATHER DAGON

The Great Old One known as Dagon was the first to stir in his eternal slumber, following the damage caused to reality by Edward Crowley's Spirit Syphon in 1878.

The so-called Plague of Madness which swept the world soon after the events in the Indian Territory was a direct result of this Great Old One's returning awareness bleeding through newly formed cracks in reality and influencing the minds of those susceptible to their power, as it had in aeons past.

Eldritch cults such as the Church of Dagon sprang up seemingly overnight, and cyclopean ruins heaved their way up from their submerged resting places. Meanwhile, hidden deep within the Masonic Vaults, the forbidden relics began to pulse with newly awakened power – a siren call beckoning Humanity to its self-destruction once more...

A Ruined Land

The South, including most of those States that seceded from the Union, is no longer the land it once was. Beyond the Civil War and the destruction it wrought, much of the South has become a region of decaying ruins, blighted swamplands, and filth-choked rivers – a land of the dead.

Even in a realm as benighted as Dracula's America, many dark rumours and lurid tales circulate about the South... the awful reality is that the majority of these stories are true!

The dead do indeed roam mindlessly through the wreckage of once-prosperous towns, seeking the warm flesh of the living. Unquiet spirits can be seen drifting amongst the shattered remains of once-opulent mansions and plantations. Strange beasts prey upon lonely travellers and isolated farms, growing ever bolder and more savage.

The land seems cursed, and few willingly venture far from their homes or the relative safety of their communities. Many have fled, but some – the proud, stubborn, brave, and bitter – remain, enduring a hard life in the face of violence, madness, terror, and the miasmatic taint of the land itself.

THE DARK CONFEDERACY

The South is the heartland of the Dark Confederacy, an organisation of fanatical ex-Confederate military who refuse to accept their defeat in the Civil War, embittered landowners languishing in the faded luxury of their once-imposing mansions, and sinister necromancers commanding power over death itself.

Seeking to further its twisted agenda, the Dark Confederacy embraced the corrupted form of *Vodou* that was discovered and refined by General Jebediah Craine during the war. Known as Necromancy, it wrenches life away and perverts it into a hollow mockery, enslaving the returned to the will of the one who raised them.

Craine and his acolytes reason that, although the South's resources are few and its people scattered or fled, the one thing it has in abundance is the dead, lying in shallow graves or submerged beneath brackish swamp-water...

As such, work-gangs of undead automatons toil endlessly, rebuilding the South's shattered infrastructure, while small bands of Revenants, still clad in the tattered remnants of their Confederate uniforms, tirelessly patrol the borders and hunt for mortal interlopers.

CYCLOPEAN RUINS

While the South was relatively untouched by the terrible events taking place within the Indian Territory in 1878, the Plague of Madness that subsequently swept the globe was another matter entirely, and many necromancers (being fairly unbalanced individuals at the best of times) were lost to its malign influence. This apparent calamity was an unexpected boon for the Dark Confederacy, as it was soon discovered that previously unknown ruins of strange and gigantic architecture had somehow arisen in the deepest and most primordial reaches of the Louisiana bayous. These cyclopean structures radiated a new kind of tainted power – a power that General Craine would take and twist to his own ends as he had done with *Vodou*; a new weapon to be turned against the hated Union!

And yet, he is destined to be disappointed, for no power from this reality could ever hope to harness the energies contained within the mysterious ruins. They are the preserve of their builders – the Great Old Ones – and their servitors. Below the most ancient of these structures lurks the essence of Dagon, waiting with alien patience for the walls of reality to finally shatter once and for all.

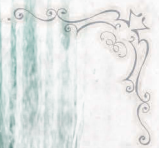
THE CHURCH RESURGENT

Now, a new power is rising in the Deep South. The Church of Dagon had endured the long millennia in one form or another, but with the rising of the ancient ruins its tainted star is once more in the ascendant.

It has a new prophet, the insane Reverend W. S. Whateley, and his following swells in number as the desperate and the deranged of the South flock to his message of a new, utopian world under the benevolent hand of Father Dagon.

And so the scene is set for a clash between two great evils over the fate of Dracula's America and, perhaps, the entire world...

OPPOSITE Church of Dagon: Cultist of Dagon





NEW GAME RULES

The Swamplands

DEEP WATER AND SWIMMING

Certain scenarios may include deep water terrain. This is usually delineated in much the same way as area terrain.

Mounted models may never enter deep water terrain. If they would ever do so for any reason then the horse will immediately flee the table, leaving their rider on foot.

A non-Ethereal, non-Flying model whose base is fully within deep water must pass a 3 Dice Swimming Test whenever it is Activated or attempts a Reaction. If the model is wearing a suit of Boilerplate, this Test suffers a -1 Die Modifier. The number of Successes scored determines what happens:

- **0 Successes:** the model desperately thrashes around to keep afloat – it gains a Done Token immediately (if applicable) and its Activation/Reaction ends.
- **1–2 Successes:** the model stays afloat and can act as normal, except that it treats the deep water as rough ground for movement purposes.
- **3+ Successes:** the model effortlessly cuts through the water, and can Move normally through it!

In addition, Downed models within deep water terrain suffer a -1 Die Modifier on their Recovery Tests to represent the increased risk of drowning!

Models in the spirit realm (see the *Hunting Grounds Page 14*) treat deep water terrain in the physical realm as open ground, and vice-versa.

Models that fall into an area of deep water terrain gain a +3 Save Modifier against the falling damage, as the water cushions the impact.

So a roll of 4 counts as a score of 7, for example.

Aquatic Models

Aquatic models are completely at home in the water. They gain Cover while completely within an area of deep water terrain and automatically pass all Swimming Tests they are required to make as if they had rolled 3+ Successes. In addition, such models do not suffer the -1 Die Modifier on Recovery Tests if Downed within deep water.

TREACHEROUS CONDITIONS

Before Deployment, and if all players agree, then one player should roll a D6 on the Treacherous Conditions Table given below – the effects listed will apply to all models for the duration of the game unless stated otherwise.

TREACHEROUS CONDITIONS TABLE	
D6 Roll	Event
1	Flooded. Recent heavy rains have left this area chest-deep (or worse!) in brackish waters. Horses cannot be used in this game. The entire ground level (that is, the table surface itself) is treated as deep water terrain. Models in the Hunting Grounds are unaffected.
2	Foul Morass. Even by the usual disgusting conditions of the swamp, this region is especially treacherous going! All models at ground level (that is, on the table surface itself) are limited to 1 Move Action per Activation. Models in the Hunting Grounds are unaffected.
3	Pitch-Darkness. Whether the battle is taking place at night, or it is simply deep in the oppressive darkness of the bayou, visibility is severely reduced in this area... Visibility is limited to 8" for all non-Supernatural models. At the start of every Game Turn after the first, one player should roll a D6. On an even number, it becomes Gloomy (see below).
4	Gloomy. A thick mist roils amongst the dense trees, which seem to press in ever closer, creating an eerie twilight atmosphere in this location. Visibility is limited to 16" for all non-Supernatural models. At the start of every Game Turn after the first, one player should roll a D6. 1–3: it becomes Pitch-Darkness (see above) until the end of the game. 4–6: visibility clears as for a regular game.
5	Vile Miasma. The swamps of the Deep South aren't exactly the most fragrant of locations for a battle at the best of times, but this place takes the biscuit! Whenever a non-Supernatural model is Activated or declares a Reaction, it must roll a D6. On a 2+ there is no effect, but on a roll of 1 they lose one Action as they gag on the noxious fumes. Note that this can leave them with no Actions and so end their Activation immediately! Models in the Hunting Grounds are unaffected by this.
6	Quagmire! The unquiet spirits of those careless souls who got lost in this forbidding region are said to still haunt their final resting-places, and their bones can indeed be seen protruding from the foul surface of the mire all around... Use the rules for Foul Morass, above. Furthermore, a model at ground level (that is, on the table surface itself) must roll a D6 when Activated or when it declares a Reaction. On a 2+, the model is unaffected. On a roll of 1, the model is mired in cloying muck (or perhaps grabbed by spectral hands!) and may not Move at all this Activation/Reaction. Models in the Hunting Grounds are unaffected by this.

SWAMP EVENTS

The existing Unexpected Events are a little unsuitable for games that take place in the swamps and bayous of the Deep South. Instead, you may roll a D6 on the following table to determine an Event that is more appropriate to this setting (i.e. suitably nasty and/or annoying!):

SWAMP EVENTS TABLE	
D6 Roll	Event
1	Gator Food! A lingering scream and a puddle of blood mark the final resting place of this unfortunate individual! Randomly select one model that is in deep water or rough ground — this model must pass a 1 Die Reaction Test or immediately fall Casualty.
2	Armed Civilians. Git off mah land! Randomly select 1 area of terrain or building that has no models within. Make an unmodified 2 Dice Shooting Test with Grit D6 against all visible models within 6" of the terrain. No Reactions are allowed against these attacks!
3	Oppressive Aura. The gloomy atmosphere of the swamp can lead to the weak-minded losing their will to fight... Randomly choose one model on the table that has not yet Activated and is not Down. This model must score a Success on 1 Grit Die or be given a Done Token.
4	Treacherous Footing. The battlefield conditions in the swamp can abruptly change with no warning! Immediately roll on the Treacherous Conditions table (page 15) and apply the result. This new result replaces any existing Condition, and lasts until a new one takes its place.
5	Will-o-the-Wisp. Don't follow the light! Randomly choose one model on the table that has not yet Activated and is not Down. This model must score a Success on 1 Grit Die or make an immediate Move Action in a random direction. This is a free Action, so does not give the affected model a Done Token and must be made even if this model has already been Activated this Game Turn.
6	It Came From the Swamp! A dangerous swamp-dweller has wandered right into the middle of the fight. Roll on the Swamp Creatures Table. If not using the Swamp Creatures rules, treat this as a result of Treacherous Footing instead.



DEMIZENS OF THE SWAMP – A BESTIARY

Whenever you generate an It Came From the Swamp! Event, roll a D10 on this table to determine what kind of creature has shown itself.

All Swamp Creatures follow the usual NPC rules, unless stated otherwise.

SWAMP CREATURES TABLE	
D10 Roll	Swamp Creature
1	Plague Zombie
2	Skunk-Ape
3	Ragman
4	Fetch
5	Loup-Garou
6	Bloat-Fly
7	Deepfolk
8	Gatorman
9	Swamp Baka
10	Dire Gator

Bloat-Fly

Disgusting, plague-infested insects swollen to unnatural size, a Bloat-Fly explodes in a shower of acidic bile when slain.

	Base Size	Move	Grit	Special
BLOAT-FLY	25mm	8"	D6	Flying. Treats Damage results of Downed as falling Casualty. When this model falls Casualty, all models within 3" of it must make a 5+ Save.

Deepfolk

Amphibious humanoids of a carnivorous bent, the Deepfolk have been appearing in ever-greater numbers since the sunken ruins first rose to the surface in Louisiana. Sightings of these creatures are becoming more frequent in the bayous as they venture closer to human settlements, driven by some nameless instinct...

	Base Size	Move	Grit	Special
DEEPFOLK	25mm	4"	D8	Aquatic.



Dire Gator

Without a doubt the most feared of all the unnatural creatures that call the swamp home, the near-mythical Dire Gators are immense undead reptiles reanimated as mindless eating machines. Though slow and shambling on land, in the water they possess an eerie grace that allows them to easily overtake their hapless prey, and their decaying jaws are easily capable of swallowing a man whole.

	Base Size	Move	Grit	Special
DIRE GATOR	50mm	4"	D8	Aquatic. Supernatural. Fearsome. Lead-Belly. Scaly Hide Mutation (page 44). If this model wins a Fight by 2 or more and their opponent Fails to Save, it swallows them whole if they are on a 25mm Base or smaller – they immediately fall Casualty.

Fetch

Appearing as small, glowing spheres of spectral energy that manifest at the heart of the swamps, Fetches take sustenance from ambient Arcane power and are drawn uncontrollably towards mortals with Arcane aptitude.

	Base Size	Move	Grit	Special
FETCH	25mm	6"	D6	Entity. Ethereal. Supernatural. All models ignore the restrictions for the Gloomy and Pitch-Darkness conditions when targeting this model and those within 2" of it. All Casting Tests made within 6" of a Fetch suffer a -1 Die Modifier. A Fetch will never Fight except to defend itself.

Gatorman

Thought to be a stable Hybrid mutation, the Gatorman is completely savage and eerily reptilian in aspect, driven only by the need to feed on the still-warm flesh of its victims...

	Base Size	Move	Grit	Special
GATORMAN	30mm	4"	D8	Aquatic. Mean. 'Ornery. Nerves of Steel. Scaly Hide Mutation (page 44).

OPPOSITE Denizen of the Swamp: Deepfolk

Loup-Garou

At first believed to be a kind of Skinwalker, it is now thought that the Loup-Garous of Louisiana are not truly human. Locked in their wolf-like forms, they eke out a miserable existence in the swamps and have become mongrel creatures with matted hair and malnourished bodies clad in ragged scraps of dirty cloth. They are, however, excellent hunters and trackers, and expert shots with their antiquated weapons.

	Base Size	Move	Grit	Special
LOUP-GAROU	25mm	6"	D6	Fearsome. Mean. Ignores rough ground (except deep water) as it Moves. Armed with a Musket, which it will always Shoot at the closest Target if possible.

Plague Zombie

Shambling from the dark heart of the bayou come rotten, bloated corpses. Plague Zombies transmit an especially virulent form of undead disease known as 'Zombie Rot'. To be bitten or even scratched by one of these foul creatures is a death-sentence... if only death was the end for the unfortunate victim!

	Base Size	Move	Grit	Special
PLAGUE ZOMBIE	25mm	4"	D6	Supernatural. Fearsome. Hard to Kill. Any model Downed by, or that falls Casualty in a Fight against, this model must score a Success on 1 Grit Die. If Failed, the victim dies instantly and is replaced by a new Plague Zombie if you have a suitable model available.



Ragman

Appearing as a simple ragged scarecrow until it suddenly springs to life with an insane shriek, the Ragman is animated by the imprisoned spirit of a serial murderer. Its body is formed from patchwork clothing stuffed with mildewed straw over a ramshackle wooden frame reinforced with bones taken from its many victims, and its head is often a misshapen and rotting pumpkin with crudely-carved features lit by a sickly greenish light. In (or in place of) its hands, it clutches a heavy scythe or pitchfork, encrusted with dried gore.

	Base Size	Move	Grit	Special
RAGMAN	25mm	4"	D8	Supernatural. Fearsome. Hard to Kill. 'Ornery. When this model appears, it is placed in Contact with a random non-NPC model that is not Down and that is at ground level. It then gets to make 1 immediate free Fight Action against that model! If this is impossible, it is placed following the usual rules. It will attack as normal in the NPC Phase. Armed with a farming implement that imposes a -1 Save Modifier on models struck by it in a Fight.

Skunk-Ape

An even more primal relative of the Sasquatch, the Skunk-Apes are so-called because of the nauseating stench they exude. So powerful is this smell that it can near-incapacitate the unprepared and leave them vulnerable to the carnivorous beast's teeth and claws.

	Base Size	Move	Grit	Special
SKUNK-APE	30mm	4"	D10	Fearsome, Bull-Rush. All non-Supernatural models within 3" of this model suffer a -1 Die Modifier on their Shoot, Fight and Casting Tests, due to the foul odour!

Swamp Baka

Malignant Spirits forced to inhabit a hulking, roughly humanoid form crafted from the decaying plant and animal matter of the swamps; then bound to the will of a powerful *Houngan*, *Mambo*, or *Bokor* of the Congregation.

	Base Size	Move	Grit	Special
SWAMP BAKA	40mm	4"	D8	Entity. Supernatural. Fearsome. Lead-Belly. Tough. Ignores rough ground as it Moves (except deep water). If not engaged, and if it has a viable Target within 6", it will unleash writhing tendrils (using the rules for a Lasso) against them instead of Moving.

Stealth Missions

The four Stealth Scenarios included in this book can be used when you fancy a change of pace from the usual style of game. However, by their very nature, they require some additional rules.

Agendas and Events are not used in Stealth Scenarios, and the Treacherous Conditions rules are modified as explained below. In addition, horses may not be used by either side in a Stealth Scenario.

These rules, therefore, are not really suitable for use in your regular games though, as always, there is nothing to stop you from experimenting...

Two Sides

The nature of a Stealth Scenario means that they require two opposing sides – Attacker and Defender. Roll-Off, with the winning side deciding who will be the Attacker and who will be the Defender. If tied, Roll-Off again until a winner is determined. In a Campaign, the side with the lowest combined Infamy (if any) wins a tied Roll-Off.

If you are playing with more than two Posses you will need to use the Team rules, and each side will share a single Deck of cards. In a Team game, the Attackers can only field up to half the number of models (across all Posses, and up to a maximum of ten models) than the Defenders – this represents a small, elite band infiltrating enemy-held territory. So, if the Defending side comprised two Posses with a total of 14 models, the Attacking side could field up to 7 models in this game.

OPPOSITE Denizen of the Swamp: Dire Gator



We Attack at Dawn!

Striking under the cover of darkness or concealing weather conditions such as thick mist gives the Attacker every advantage. To represent this, roll a D6 before Deployment:

- **1–3:** The Gloomy Treacherous Condition (page 15) applies from the start of the game.
- **4–6:** The Pitch-Darkness Treacherous Condition (page 15) applies from the start of the game.

A NOTE ON TERRAIN

Ideally, the Defender should set up the terrain for a Stealth Scenario. It is, however, important that their choices are made in the interest of a fun and engaging game for both sides – too little terrain that blocks LOS, and the Attacker will really struggle (though the Gloomy or Pitch-Darkness Treacherous Conditions will mitigate this somewhat); too much terrain, and the Defender will be at a major disadvantage! I suggest having a few covered ‘lanes of approach’ combined with some more risky (for the Attacker, at least!) open areas.

SENTRIES AND REINFORCEMENTS

At the start of a Stealth Scenario, the Defender must first Deploy up to half their total models (their choice of which) – these models are their Sentries. The remaining Defenders are kept off-table and are designated as Reinforcements.

Sentries

The Sentries are patrolling the local area and, like all good Sentries, they have a habit of losing concentration at the worst possible moment!

To represent this, when it is the Defender’s Activation they choose their model or models to Activate as normal and then Roll-Off against the Attacker for each model they chose:

- If the Defender ties or wins, they retain control of their model for this Activation.
- If the Attacker wins, then they take control of the model for the duration of its Activation!



A Sentry may only make Move or Lookout Actions when Activated – they may not make any other Actions at all. In addition, they cannot be forced to cause harm to themselves (e.g. if the Attacker takes control of a Sentry then they cannot make them leap down from an elevated position).

At the end of its Move, if there are any Attacking models visible to the Sentry (using the usual rules for LOS) then they will automatically attempt to Spot the closest, most visible one.

A Sentry on Lookout can also try to Spot Attackers as a Reaction using the method described below.

Note that, if also using the rules from *Hunting Grounds*, models and other elements in the spirit realm cannot normally be seen by models in the physical realm – and vice-versa. In this case, the Defender may decide to begin the game with some of their Sentries already in the Hunting Grounds if they wish.

Spotting an Attacker requires the Sentry to make a Successful 1 Die Spotting Test. The maximum distance at which an Attacker can be seen depends on the conditions in play, and is given below. Remember that Supernatural models ignore the effects of Gloomy and Pitch-Darkness, treating them as ‘Daylight’.

It is assumed that the Attackers are trying to move stealthily and conceal themselves as much as possible, regardless of the conditions.

If the Attacking model is also in cover or otherwise obscured, then the Maximum Spotting Range given below is halved.

SENTRY SPOTTING TABLE	
Conditions	Maximum Spotting Range
Normal (Daylight)	24"
Gloomy	16"
Pitch-Darkness	8"

Sentries also suffer a -1 Die Modifier in a Fight.

As soon as an Attacking model is successfully Spotted, the Alarm is raised (see below) and the above rules cease to apply. From that point on, Sentries will act like any other models.



Reinforcements

When the Alarm has been raised (see below), from the start of the next Game Turn onwards the Defender can begin bringing on their Reinforcements. Once per Turn, instead of Activating models normally they may bring on up to two remaining Reinforcement models from any permitted table edge following the usual Activation rules (so two models on a Dual Activation and one on a Solo Activation). Models arriving in this way must perform a single Move as their first Action, measured from the table edge.

As soon as they enter play, Reinforcements are fully under the control of the Defender.

SOUNDING THE ALARM

If a Sentry successfully Spots an Attacking model, they will automatically sound the Alarm. However, the Alarm can also be raised in the following ways:

- If a Sentry ever moves to within a quarter of the Maximum Spotting Range (e.g. 6" in Daylight) of a visible Attacking model (or vice-versa), they automatically Spot the foe and sound the Alarm with no Spotting Test required.
- If a Sentry is attacked in any way by an Attacking model and is not Downed or does not fall as a Casualty as a result, they will sound the Alarm immediately after that attack has been resolved.
- If a Sentry moves to within 2" of a Downed Sentry, they will also sound the Alarm. An Attacking model may drag a Downed enemy as if they were a friendly model – this is an alteration to the usual rules, and allows the Attacker to potentially hide the bodies and avoid arousing suspicion!
- If an Attacking model performs a Shoot, Fight, or Cast Action, then immediately after performing the offending Action the player must roll a D6. On a 5+ nothing happens, but on a 1–4 the noise gives them away and the Alarm is raised immediately! This rule does not apply to attacks made using Bows and Thrown Weapons.

STEALTH SCENARIOS

To choose a Stealth Scenario, either agree an option that appeals or suits your campaign narrative, or roll on the table below.

STEALTH SCENARIO TABLE	
D5 Roll	Scenario
1	Assassinate! Cut the head from the snake and the body will die...
2	The Rescue. The Attackers are trying to break a buddy out of jail or kidnap a VIP.
3	Sabotage. Time to misbehave...
4	The Heist. The Attackers need to get in, steal the loot, and get out alive... Simple!
5	Player's Choice! Roll-Off to see who gets to choose. In a Campaign, the player with the lowest total Infamy chooses.

Scenario 1: Assassinate!

Set-Up

The Defender's Sentries are Deployed anywhere within 6" of the centre of the table. In addition, they get a single additional friendly VIP model, Deployed within 1" of the centre of the table. The VIP takes no part in the game for now...

The Attacker then Deploys in any of the four corner Deployment Zones, and may even split their models between different Zones if they wish.

Special Rules

The Defender's Reinforcements may Move on from any point on any table edge when they arrive.

The VIP can do nothing voluntarily (not even Move) until attacked, but is otherwise treated like a Bystander (so can be held and dragged along, but cannot be used as a Human Shield by the Defender). They have a Grit of D10 and, unlike normal Bystanders, can be Shaken or Downed – they don't automatically fall as a Casualty if they Fail a Save. In addition, once able to Move voluntarily, they will always Move towards the closest visible Defender model (unless there is an intervening enemy model) in the NPC Phase. If this is impossible, they will instead try to leave the table via the closest table edge.

Winning

The Attacker wins if the VIP is a Casualty by the end of the game. Otherwise, the Defender wins.

Scenario 2: The Rescue

Set-Up

Before Deployment, place a building in the centre of the table with a VIP model inside. The Defender chooses exactly where to place the VIP within the building. The Defender then Deploys their Sentries anywhere within 2" of this building.

The Attacker then Deploys in any of the four corner Deployment Zones, and may even split their models between different Zones if they wish.

Special Rules

The Defender's Reinforcements may Move on from any point on any table edge when they arrive.

The VIP cannot be attacked by either side, and may do nothing until one of the Attacker's models Contacts them. From this point onward they follow the Innocent Bystander rules for the rest of the game – however, they cannot be used as a Human Shield by either side! If one of the Attacker's models is dragging the VIP, it may voluntarily leave the table in this scenario.

Winning

The Attacker wins if one of their models has possession of the VIP at the end of the game, or if they manage to drag them off the table. Otherwise, the Defender wins.

Scenario 3: Sabotage

Set-Up

The Defender places 3 Objective buildings or areas of terrain (these should be clearly marked as such) between 4" and 8" in from a table edge of their choice. They may then Deploy their Sentries anywhere within 2" of these Objectives.

The Attacker then Deploys up to 8" in from the opposite table edge.

Special Rules

The Defender's Reinforcements Move on from any point on their side's chosen table edge when they arrive.

An Attacker that starts an Action in Contact with an Objective may spend that Action Sabotaging it. Roll 1 Grit Die on their behalf – on a Success, the Objective gains a Sabotaged Marker. As soon as an Objective has two Sabotage Markers on it, it is deemed to be Neutralized.

Winning

The Attackers win if all three Objectives are Neutralized at the end of the game.

If one or none of the Objectives have been Neutralized by the end of the game, then the Defenders win.

Any other result is a Draw.

Scenario 4: The Heist

Set-Up

The Defender places 6 Loot counters anywhere between 4" and 6" from any one table edge, then Deploys their Sentries in the same way. No Loot counter may be placed within 3" of another.

The Attackers then Deploy anywhere within 8" of the opposite table edge.

Special Rules

The Defender's Reinforcements Move on from any point on their side's chosen table edge when they arrive.

Defenders cannot pick up or interact with Loot in any way during the game.

Winning

The Attackers win if they end the game in possession of at least 4 of the Loot counters.

The Defenders win if the Attackers possess 3 or fewer of the Loot counters at the end of the game.





213



ARUNDR 13



Eldritch Terrors

MADNESS

As the Plague of Madness sweeps across the nation, those individuals sensitive to such things can tap into its energies, allowing them to bend the natural law in various ways. The side-effects of doing so, however, are often random and always unwanted!

The rising tide of madness is represented by a Madness Pool of tokens that is kept off to one side of the table where all players can see it. At the start of each game the Madness Pool contains D8 tokens, and events during play will increase or decrease this total. The more tokens there are, the greater the chance of something weird occurring!

The maximum number of tokens that can be in the Madness Pool at one time is 10.

The Madness Phase

These rules introduce a new Phase, which occurs between the Draw Phase and the Action Phase – the Madness Phase!

In the Madness Phase, one player (it doesn't matter who) must roll a D10:

- If the result is higher than the total number of tokens in the Madness Pool, add a number of tokens equal to the difference. So, if there were 5 tokens in the Madness Pool and you rolled a 7, you would add 2 tokens.
- If the result is equal to or less than the total number of tokens in the Madness Pool, roll on the Eldritch Power Table, below.

ELDRITCH POWER TABLE	
D5 Roll	Eldritch Power
1	The Tides Ebb. Roll a D6 and immediately deduct that many tokens from the Madness Pool.
2	Reality Warps. All players must immediately Discard their Hand and draw a new one.
3	Creeping Insanity. Each player randomly chooses one of their models on the table that is unengaged and not Down. This model must Succeed a 1 Die Sanity Test or immediately roll on the Insanity Table (page 32).
4	Ia! Ia! Roll on the Eldritch Entities Table (page 33) to see which Entity manifests itself.
5	The Stars are Right! Until the end of this Game Turn, all attempts to Cast Elder Magic Spells by any Posse gain a +1 Die Modifier to the Casting Test.

OPPOSITE *Hired Gun: Eldritch Investigator*

INSANITY TABLE

D6 Roll	Insanity
1	Total Mental Breakdown. The sufferer goes into a semi-catatonic state, and curls up into a mewling ball on the ground. The model immediately goes Down and gains a Done Token, following all the normal rules for this.
2	They're all out ta git me! The sufferer becomes convinced their allies are plotting against them. The model makes an immediate Shoot or Fight Action (as applicable) against the closest viable friendly model, then receives a Done Token. If the model is unable to attack for any reason, treat this as a result of 'Oohhh... Purdy...' instead.
3	Oohhh... Purdy... The sufferer is temporarily overcome by hypnotically dancing lights before their eyes. The model must immediately make a single Move in a random direction, Disengaging as necessary, and then receives a Done Token. If unable to Move for some reason, it gains a Done Token but remains where it is.
4	Get'emoffget'emoffget'emoff! The sufferer hallucinates thousands of insects and other vermin crawling all over their body, and hops madly from foot to foot trying to sweep the imaginary critters off! The model immediately gains a Done Token. If it already has a Done Token, treat this as a result of 'Oohhh... Purdy...' instead.
5	What the hell is that?! Screaming incoherently, the sufferer blazes away madly until their weapons run dry! The model receives a Jam Token for every unjammed Weapon it has, then receives a Done Token. If it has no suitable Weapons or is unable to Shoot, treat this as a result of 'Oohhh... Purdy...'
6	I ain't goin' in there! The sufferer refuses to enter any enclosed spaces, convinced they hide terrifying creatures! The model may not enter any area terrain or buildings for the rest of the Game Turn, but can otherwise act normally. If already within such an area, then they must immediately Move as many inches as necessary in an attempt to leave the offending terrain by the shortest, most direct route possible that does not take it into Contact with an enemy model (even if it has to leap down from an elevated position or Disengage from a Fight). As soon as it leaves the terrain, it gains a Done Token.
<p>Note that a model can still be affected by Insanity even if they already have a Done Token – they will resolve the action described regardless.</p>	





ELDRITCH ENTITIES – A BESTIARY

These bizarre Supernatural Entities exude an aura of madness that infects the local area. This is represented by the Eldritch (x) trait, where (x) is the number of Madness Tokens added to the Madness Pool when the creature first appears on the table.

All Eldritch Entities follow the usual NPC rules, unless stated otherwise.

ELDRITCH ENTITIES TABLE	
D8 Roll	Eldritch Entities
1	Dark Progeny
2	Mycolyth
3	Planar Hound
4	Harrower
5	Spider-Fiend
6	Lurking Horror
7	Planar Beast
8	Gibbering Spawn

Dark Progeny

From a distance, the hulking entities whispered of as the Dark Progeny might appear to be trees. Thick legs ending in gnarled hooves support a trunk-like body from which a multitude of mouths drooling sap-like ichor gnash and bleat praises to their obscene ‘mother’. The nightmare is crowned with a nest of writhing tendrils that can be mistaken for tree branches waving in a strong breeze...

	Base Size	Move	Grit	Special
DARK PROGENY	40mm	3"	D8	Eldritch (3). Tough. Fearsome. If it wins a Fight by 2 or more, a Dark Progeny will grasp its victim and rend them with its many mouths – the unfortunate victim will immediately fall as a Casualty if they fail their save.

Gibbering Spawn

Protoplasmic entities created in another time as a living weapon, Gibbering Spawn are bloated amoeba-like behemoths whose forms constantly ripple and change – vacant eyes blister and close on the surface of its shadowy skin and pseudopods sprout to grope blindly for prey. Their very nature makes these horrors almost impossible to truly kill!

	Base Size	Move	Grit	Special
GIBBERING SPAWN	50mm	3"	D8	Aquatic. Eldritch (3). Fearsome. Roll a D3 for the Spawn when it is Hit and before any Saves are made. Reduce the number of Successes scored by the Attacker by this number. In addition, any Failed Save always results in the Spawn receiving a Shaken token. Once it has accrued its third Shaken token, the Spawn falls as a Casualty.

Harrower

These emaciated-looking humanoids normally swoop on bat-like wings through the bruised skies of a distant realm. The collapse of dimensional walls, however, has allowed them to enter our world, soaring above the prairie by night and snatching poor souls sleeping under the stars from their rest, dragging them screaming into the dark.

	Base Size	Move	Grit	Special
HARROWER	25mm	6"	D6	Eldritch (1). Flying. Fearsome.



Lurking Horror

The entity known as a Lurking Horror defies description. Those few that have survived its sudden attack speak of something like a cross between a giant centipede, toad and mountain lion, before they inevitably succumb to another bout of deranged ranting...

	Base Size	Move	Grit	Special
LURKING HORROR	30mm	4"	D6	Eldritch (2). Fearsome. When this model appears, it is placed in Contact with a random building or area of terrain, and no closer than 1" to any other model. The player that generated this creature chooses its exact position. If this is impossible for any reason, it appears using the normal NPC rules.

Mycolyth

Unnatural creatures from deep space, the Mycolyth are an amalgam of fungoid and crustacean topped by a 'head' bristling with antennae. Multiple pairs of limbs protrude from their bodies, and membranous wings jutting from their backs enable them to perform short gliding 'hops'. Despite their bizarre appearance, they are believed to be highly intelligent, and there are reports of some using a weapon that sprays their victims with gouts of burning ichor..

	Base Size	Move	Grit	Special
MYCOLYTH	30mm	6"	D8	Eldritch (2). Flying. Fearsome. The Mycolyth has a plasma-based weapon that uses a 6" Fire Corridor. If an NPC, the Mycolyth will always use this attack against the maximum number of possible Targets instead of Moving.

Planar Beast

Believed to be the children of the Great Sleeper, the appearance of these entities is said to closely mirror that of their creator – huge, vaguely humanoid bodies with membranous wings, clawed feet and hands, and a fleshy stump of a head, pockmarked by emotionless black eyes. When attacking, this stump unfurls like some obscene flower to reveal a snapping, wailing beak surrounded by a tangled mass of writhing pseudopods that reach out to seize prey.

	Base Size	Move	Grit	Special
PLANAR BEAST	40mm	4"	D10	Eldritch (3). Flying. Fearsome. In addition, all non-Supernatural, non-NPC models that begin their Activation within 6" and LOS of a Planar Beast must pass a 1 Die Sanity Test or roll on the Insanity Table (page 32)!

Planar Hound

Said to inhabit the angles of time and space, from where they chase down their prey in past, present, and future simultaneously, Planar Hounds are lean and ravening predators. As their name suggests, some describe them as canine, while other swear they display bat-like attributes. What is certain is that, once a Hound has your scent, there is nowhere truly safe to hide!

	Base Size	Move	Grit	Special
PLANAR HOUND	30mm	6"	D6	Eldritch (2). Ethereal. Fearsome. If the Hound would become Shaken, it will instead immediately 'blink' from existence and reappear 6" away in a random direction from its current position (stopping if it would leave the table or end in impassable terrain). A Hound can therefore never be Shaken!

Spider-Fiend

Huge arachnid entities whose spindly legs support a bulbous, purple-hued body. Myriad eyes glaring with malign cunning sit above an oddly human maw as a Spider-Fiend scuttles erratically, gibbering insantly, towards its next meal.

	Base Size	Move	Grit	Special
SPIDER-FIEND	30mm	6"	D6	Eldritch (1). Fearsome.

OPPOSITE Eldritch Entity: Spider Fiend



New Arcane Powers

ELDER MAGIC SPELLS

Elder Magic Spells are unique Arcane Powers that follow all of the usual Casting rules, with the following additions described:

- Only an Arcanist with an Eldritch Tome may attempt to Cast these powerful Spells.
- In order to Cast a Spell, the number of tokens in the Madness Pool must be equal to or higher than your chosen Spell's Madness value. If there are not enough tokens in the Pool, the Spell cannot be attempted and the Action is wasted.
- A model that fails to Cast an Elder Magic Spell must immediately Succeed on a 1 Die Sanity Test. If failed, they must roll on the Insanity Table (page 32). If a Miscast was also generated, resolve the effects of the Miscast first and then roll for Insanity as necessary.

Elder Sign

Difficulty 2. Madness 2.

Making a complex gesture with fingers that suddenly seem to possess more joints than is natural, you send the horror before you back from whence it came!

The Caster chooses an Eldritch Entity within 9" and LOS. Both models then roll 1 Grit Die – if the Caster scores higher, the Entity is removed from the game as a Casualty. If the Entity rolls equal to or higher than the Caster, there is no effect.

Eldritch Calling

Difficulty 4. Madness 4.

As you utter the alien words, a portal is briefly torn open and something foul crawls forth...

Choose a visible point on the table within 6" of the Caster, then roll on the Eldritch Entities Table (page 33) and place the appropriate creature on the chosen point. You cannot place the Entity in a Summoning Circle or within 1" of any other model.

This creature is an NPC, and is not under any player's direct control – it is therefore not classed as a Summoned Creature by the Caster.

Forbidden Word

Difficulty 3. Madness 8.

Speaking unutterable syllables, you frame a word that man was not meant to speak! Those within earshot of it feel their minds struck by a wave of madness.

All non-Eldritch models, friend or foe, within 3" of the Caster (but not including the Caster) must make a 1 Die Sanity Test. Failure means that model must roll on the Insanity Table (page 32).

Protean Curse

Difficulty 2. Madness 8.

With strange gestures, you shape the flesh of the individual chosen to receive the blessing of the Outer Gods, causing it to melt, writhe, and then reform into a new and bizarre shape.

The Caster chooses a visible non-Eldritch Entity model within 6" – friend or foe – that does not already have a Mutation. This model must immediately roll on the Mutation Table (page 44). The effects of the Mutation rolled are permanent in a Campaign.

If it wishes, the targeted model may attempt a 1 Die Sanity Test before the Mutation roll is made – if successful, it resists the effects of the Spell and there is no effect.

Warp Reality

Difficulty 3. Madness 6.

Though you feel claws of insanity grasping at your mind, you concentrate and twist the fabric of space-time through sheer force of will.

Look through your Discard pile and choose any one card. Reveal it to your opponent(s) and then put it into your Hand.

Wrack with Madness

Difficulty 3. Madness 10.

Focusing your will upon the foe, you blast their mind with a bolt of pure madness that consumes it utterly!

Target any visible non-Eldritch enemy model within 6" of the Caster. This model must immediately roll on the Insanity Table (page 32) – no Sanity Test allowed!

NECROMANCY ARCANES POWERS

Only Master Necromancers of the Dark Confederacy Faction have access to these Arcane Powers. They can be learned by Advancing (representing your Necromancer gradually unlocking the secrets of undeath as they grow in power), or if you start a new Dark Confederacy Posse you may choose any one of these as one of your initial Powers. Note that you must still take Faith Healing as one of your Powers as normal.

Dark Vitality

Difficulty 2.

With a grasping motion, you tear the residual life-force from your Revenant's body and channel it into your own, or that of a living ally, causing wound to seal up instantly.

When this Power is Cast, one friendly Revenant model within 9" and LOS of the Caster immediately becomes a Casualty. The Caster, or one visible friendly non-Revenant model within 9" of them, immediately either removes their Shaken token if they have one, or stands back up Shaken if they were Down.

Necrotic Blast

Difficulty 3.

As you complete the forbidden words, you point a finger at one of your Revenants. The necromantic power animating it reaches a kind of critical mass, seconds before the undead construct explodes in a burst of roiling dark energy and spoiled meat!

When this Power is Cast, one friendly Revenant model within LOS and 9" of the Caster immediately becomes a Casualty. All other models – friend or foe – within 3" of them must make a 5+ Save.

If another of your Revenants is caught in the blast and fails their Save, then instead of being Shaken or Downed they will also explode. In this way, you can set up a chain-reaction of exploding Revenants if you wish!

Unholy Vigour

Difficulty 2.

Reaching out with your mind, you galvanize the necromantic energies powering your Revenants. The undead creatures suddenly lurch forward with unnatural speed!

When this Power is Cast, all friendly Revenant models within 9" of the Caster may immediately perform a single free Move Action. This is a free Action – it can be made by models that have already Activated this Turn, and does not count as an unactivated model's Activation.

VODOU ARCANE POWERS

These new Arcane Powers are only available to non-Hired Gun Arcanists of The Congregation Faction, and can be learned in addition to the common Powers detailed in *Dracula's America: Shadows of the West*.

The Caster may choose to make an Offering to the associated Loa before rolling to Cast any of these Powers. This requires you to Discard any one card of the appropriate suit from your Hand (as listed in the Power's description). If you do so and the Power is Cast successfully, it uses the 'boosted' effect noted instead. If you pay the Offering but generate a Miscast then the Loa is angered – the Caster does not suffer a Miscast as normal, but instead falls Casualty immediately!

Breath of Loko

Difficulty 3. Offering: Hearts.

The healing power of Loko bursts from your body in a pulse of white light, and your fallen comrade rises from the ground, their wounds knitting closed!

If this Power is Cast, one friendly Shaken model within LOS and 6" of the Caster removes their Shaken token.

If the Offering was paid, one friendly Downed model within LOS and 6" of the Caster immediately recovers and stands back up Shaken!

Curse of Kalfu

Difficulty 3. Offering: Clubs.

The malicious Loa of the Crossroads possesses you, and you erupt in maniacal laughter. When your chosen victim hears the disturbing sound, their body is abruptly wracked with agonizing pain!

One enemy model within LOS and 9" of the Caster must make a 5+ Save.

If the Offering was paid, the targeted model must make a 6+ Save instead.

Dambatta's Cleansing

Difficulty 2. Offering: Diamonds.

The energy of the great Loa Damballa flows through your outstretched arms and scourges the local area of all enchantments and unnatural entities.

If this Power is Cast, all Curse, and Summoning, and Warding Circle markers (friend or foe) within 6" of the Caster are immediately removed from play.

If the Offering was paid, all Entities within 6" of the Caster must roll 1 Grit Die. On a Success, the model is unaffected. On a Failure, that Entity immediately falls Casualty (but is worth no VP).

Marinette's Dance

Difficulty 2. Offering: Spades.

The vengeful Loa Marinette rushes through the body of your chosen victim and makes them dance to her tune...

One visible enemy model within 9" of the Caster is immediately Activated, regardless of whether it has a Done Token or not. It then performs a single free Move Action under your direct control, after which control passes back to its owning player.

If the Offering was paid, the targeted model may instead perform a single free Shoot or Fight Action (again under your direct control, but following all other usual rules) instead of a Move.

New Factions

THE CHURCH OF DAGON

"Brothers and Sisters of the Flock, I stand before you today to bring you wondrous news!

The stars are right and, as They promised our ancestors millennia ago, the Old Ones are returning to our benighted world to illuminate its darkness with Their shining light! Ia! Ia!

Great Father Dagon has spoken to me in a holy vision, and instructed me to prepare you all for what is to come. We Faithful of the Old Ways are to be His righteous instruments in the coming time of judgement.

See, His temples have already arisen in the wilderness and His children have awoken to walk amongst us once more. Brothers and Sisters, we are truly blessed to live in this time of miracles!

Let us go out into the world and bring the Word of Dagon to the heathen and the ignorant, so that all may bask in His divine light! Ia! Ia!"

Reverend W. S. Whateley, Church of Dagon Louisiana Chapter (1878)

Joining this Faction means throwing in your lot with deranged fanatics who live and die to serve unspeakable eldritch horrors from another dimension. Beware – the rewards are great, but the price may be far greater!

OPPOSITE Church of Dagon: Priest of Dagon



UVA
KEL
VER
VIB

UVA
KEL
VER
VIB

R. D. P.

© 2010 The Tolkien Estate. All rights reserved. Tolkien, The Hobbit, The Lord of the Rings, and The Silmarillion are trademarks of The Tolkien Estate. The names of the characters, places, and events in this work are trademarks of The Tolkien Estate.

Faction Benefit: Priest of Dagon

Your Posse's Boss is always an Arcanist. However, they can never learn nor use any 'normal' Arcane Powers. Instead, they can only use Elder Magic (see page 38), and automatically know all six Spells.

If your Priest dies, your new Boss immediately becomes an Arcanist, following the above rules. An Abomination (see below) can never be your Boss. If you do not have an appropriate model, you must do without a Priest (and, therefore, a Boss) until a new replacement can be recruited.

Faction Benefit: Hybrids

In addition, up to two non-Hired Gun models in the Posse must be Hybrids (this cannot include the Priest of Dagon). When building your Posse, or as soon as a model becomes a Hybrid during a Campaign, roll for each Hybrid on the Mutation Table below.

If a Hybrid dies, you must randomly select a new non-Hired Gun model in your Posse (except your Boss) to become a new Hybrid. You may never have more than two Hybrids in your Posse.

MUTATION TABLE		
D6 Roll	Mutation	Notes
1	Malformed	The model's mutation is a hindrance – roll another D6: 1: One-Eyed, 2: Limp, 3: Weakened, 4–5: Ugly, but no other effect, 6: Abomination! The model becomes a gibbering mutant spawn on a 30mm base, gaining the Aquatic, Fearsome, Mean, and Tough Skills, but can never Advance or use any Weapons or Gear, nor can it carry Loot or control Objectives. If the model suffers a Lasting Injury due to its Mutation, this can never be healed or otherwise removed in any way. Non-Abominations then roll again on this table for a new Mutation, re-rolling further results of 1.
2	Webbed Digits	This model is Aquatic.
3	Slimy Skin	The model may Disengage automatically, with no need to make a Disengage Test.
4	Tentacle	Enemies fighting this model suffer a -1 Die Modifier in a Fight.
5	Fish Eyes	The model ignores LOS restrictions for Gloomy conditions and treats the restrictions for Pitch-Darkness as Gloomy. It may also re-roll failed Spotting Tests.
6	Scaly Hide	The model always counts as wearing Boilerplate, but with no reduction to its movement and no penalty to Swimming Tests. Cannot be combined with actual Boilerplate.

THE SALEM SISTERHOOD

“Blessed Be, Sisters.

For generations, the womenfolk of our families have protected Washington’s Secret – since the time of the Pilgrim Fathers, we have been a part of this great nation.

Though persecuted and feared by the ignorant, our Sisterhood has never wavered in its sworn duty to protect the forbidden relics and uphold our oath.

Our generation is not about to fail now, when the stakes are at their highest!”

Amelia Branstone, Mother of the Branstone Coven (Rhode Island 1878)

Joining this Faction means your Posse is led by the powerful white witches of the Sisterhood, in tune with the Arcane balance of the natural world. Alone, they are vulnerable – when used as a Coven, their mastery of Arcane Power grows exponentially!

Faction Benefit: The Coven

Three non-Hired Gun female models in your Posse must be designated as Witches when you join this Faction – you must have 1 Maiden, 1 Mother, and 1 Crone – no more and no less.

If a Witch dies, then between games you must designate another Female model in your Posse as a new Witch of the same type (Maiden, Mother, or Crone). If you do not have an appropriate model, you must do without until a new replacement can be recruited!



All Witches are classed as Arcanists – an exception to the usual limit of one Arcanist per Posse!

A Witch always knows 1 Arcane Power to start with. They may learn new Powers and use Grimoires as normal, but no Witch can ever have the same Powers as the other Coven members. In addition, no Witch may ever use Elder Magic!

Your Posse can never include any other Arcanists.

Any Witch that is not Down will grant a bonus to all friendly Witches within LOS and 3”, including herself – these bonuses are cumulative! The exact bonus depends on their role within the Coven, as follows:

- **Maiden:** Friendly Witches within range get a +1 Die Modifier to all Casting Tests.
- **Mother:** Friendly Witches in range may re-roll one die per Casting Test.
- **Crone:** Friendly Witches in range may attempt to Cast any Arcane Power the Crone knows.

While there is only a single Witch on the table, she suffers an extra -1 Die Modifier on her Casting Tests, as her powers are greatly weakened by the loss of her Coven. Downed Witches do not count as on the table for these purposes.

Faction Benefit: The Guardian

A single male non-Hired Gun model in your Posse must be designated as the Guardian. This model gains Tough.

If a friendly Witch in LOS and within 2” of a non-Downed Guardian is Hit by a Shoot Action, the Guardian takes the Hit instead (you have no choice in the matter!) and must Save as normal.

If a Guardian dies (quite likely, given the nature of their job) then you must have another eligible model become the new Guardian.

OPPOSITE The Salem Sisterhood: Maiden and Mother



TRU-WOR 12



NEW CAMPAIGN RULES

NEW HIRED GUNS

Unless noted otherwise, any Faction may hire the following new models in a Campaign.

Eldritch Investigator

These selfless individuals encountered the denizens of the Eldritch Dimension and survived with their sanity (mostly) intact. Since then, these men and women have dedicated themselves to learning all they can about this ancient threat, whatever the risks – for the inevitable fate of an Eldritch Investigator is to end their days locked away in an Asylum... if they are lucky!

ELDRITCH INVESTIGATOR	To Hire	Retainer	Rank/Grit
	\$8	\$2	Novice
Special	Once per Game Turn, this model may spend an Action to reduce the number of tokens in the Madness Pool by D3. Armed with a Pistol. Can be Hired by any Posse – except the Church of Dagon – that does not also include an Emissary of Dagon.		

Emissary of Dagon

From out of the swamps they come, walking barefoot as if out for a gentle stroll – attractive men and women who speak with melodious voices of the return of Father Dagon, and of the rewards due those who serve him. Those who try to strike down these favoured servants of Dagon are lashed by the glistening tentacles that endlessly coil around the Emissary's body.

EMISSARY OF DAGON	To Hire	Retainer	Rank/Grit
	\$10	\$2	Novice
Special	Supernatural. Once per Game Turn, this model may spend an Action to increase the number of tokens in the Madness Pool by D3. Gains +D3 Dice when Defending in a Fight, due to the tentacles that surround them protectively. Cannot use any Weapons. Can be Hired by any Posse – except the Salem Sisterhood – that does not also include an Eldritch Investigator.		

Gravedigger

The Gravediggers of the Dark Confederacy have been corrupted by constant contact with the perverted necromantic magic. These haggard men and women can 'see' the many dead lying in their shallow graves beneath the cursed earth of the South, and are adept at exhuming this grim resource for the use of their masters.

GRAVEDIGGER	To Hire	Retainer	Rank/Grit
	\$8	\$2	Novice
Special	Once per Activation and if your Necromancer is still on the table, the Gravedigger may spend an Action to dig up a fresh body on a D6 roll of a 4+. If there are fewer than 4 friendly Revenants on the table, you may place a new one anywhere within LOS and 2" of the Gravedigger and no closer than 1" to any other model. This new Revenant follows all the rules for a model of this type (Dracula's America: Shadows of the West, page 114). Armed with a Shovel, which is a Two-Handed Weapon. Cannot be given any other Weapons. Can only be Hired by Dark Confederacy Posses.		

Guard Dog

In these benighted times, true friends are a valuable luxury that few can afford. Even the most cynical drifter or cold-hearted gunslinger, however, appreciates the unquestioning loyalty and sharp senses of a canine companion!

GUARD DOG	To Hire	Retainer	Rank/Grit
	\$10	\$2	Novice
Special	This model Moves 6" and treats Pitch-Darkness and Gloomy conditions as Normal/Daylight. Hawkeye. Can never be given any Weapons or equipment. Can never Advance.		

Hog-Tamer

The simple rural folk that still live within the Dark Confederacy must scrape by as best they can, often rearing hardy swine for food and companionship. Feeding such animals can present a problem, until one realises that the bodies of the dead provide a cheap and ever-present source of sustenance. Dire Hogs – the rabid behemoths that are the product of such tainted diets – could easily become just another unnatural threat in the swamps, were it not for the strange influence over them displayed by the Hog-Tamers...

HOG-TAMER	To Hire	Retainer	Rank/Grit
	\$21	\$6	Novice
Special	This model always brings one Dire Hog to each game. This is an additional model with the profile given below; it does not count towards the maximum number of models in your Posse or on the table for Bottle Check purposes, and does not add a card to your Hand. Armed with a Pistol.		

DIRE HOG	Base Size	Move	Grit	Special
	30mm	4"	D8	Bull-Rush. Tough. Never Advances. Cannot be given any Weapons or Gear, and cannot carry Loot or hold Objectives. If its Tamer is ever removed from play, the Dire Hog becomes an NPC until the end of the game.

OPPOSITE Hired Gun: Hog Tamer



R. W. B. 18



Renegade Bokor

Outcast from the Congregation, a Renegade *Bokor* deals in curses and malevolent spirits. Often operating from a lair hidden deep in the darkest recesses of the bayou, a *Bokor* is shunned by all but the most desperate or vengeful of folk. Manic, and liable to slip into an ecstatic trance without warning, these twisted sorcerers nonetheless wield powerful and often uncontrollable magic that can never be truly controlled – only directed!

RENEGADE BOKOR	To Hire	Retainer	Rank/Grit
	\$20	\$5	Novice
Special	Knows the Vodou Powers <i>Marinette's Dance</i> and <i>Curse of Kalfu</i> , but is not an Arcanist. Armed with a Spear, and cannot be given any other Weapons.		

NEW GEAR

Unless otherwise noted, any Faction may Search for and/or buy the following new Gear in a Campaign.

ITEM PRICE LIST			
Supernatural Gear		Gear	
Eldritch Tome*	\$20	Lantern	\$3
Familiar*	\$10	*Uncommon Item Supernatural Gear is only used in a <i>Dracula's America</i> Campaign, but is included here for completeness.	
Gris-Gris*	\$12		
Kris Knife*	\$6		
Touchstone*	\$15		
Vodou Doll*	\$15		



Eldritch Tome

This ancient tome is filled with nearly indecipherable inscriptions and insane ramblings, together with weird runes that hurt the eyes. A cloying, alien insanity seems to crawl from its very pages... One per Posse. Can only be given to an Arcanist. The bearer has access to all of the Elder Magic Spells (page 38).

Familiar

A small, semi-intelligent creature formed from raw Animus, a Familiar is unswervingly loyal to its adopted master. Can only be given to an Arcanist. Each Arcanist can have only a single Familiar. The bearer receives an appropriate model to act as their Familiar. A Familiar has no effect on gameplay, and is simply used as a reminder to all players. Once per game, the bearer may remove their Familiar from play to re-roll a Casting Test. Note that you must either re-roll all the dice, or none!

Gris-Gris

A small pouch, carefully prepared by a *Vodou* Priest or *Bokor* and filled with various herbs, bones and other items designed to protect the bearer from harmful influences. When this model would be affected by an Arcane Power (including Elder Magic) or is targeted by a *Vodou* Doll; you may roll a D6 if you wish. On a roll of 6, this model is unaffected by that Power. Additional Gris-Gris have no effect.

Kris Knife

This small ornamental dagger has a wavy blade and is used by the braver (or more foolhardy) Arcanist to draw additional power from the blood of others. Needless to say, such practitioners aren't exactly popular with their fellows! Can only be used by an Arcanist. When declaring it will Cast a Power, the user may automatically cause one other friendly model within LOS and 1" to become Shaken (or Downed if already Shaken), in order to gain a +1 Die Modifier to its Casting Test.

Lantern

A handy, portable light-source that allows the user to illuminate their surroundings. The user and other models within 2" of them add 4" to the maximum distance they can see the under the Gloomy and Pitch-Darkness conditions. However, other models also add 4" to the maximum distance they can see this model and/or those within 2" of them.

Touchstone

Whether a cherished memento of a past life or some other object with great personal meaning, a Touchstone strengthens its owner's mind just by being held... A model may only have one Touchstone. The bearer has a +1 Die Modifier on all Sanity Tests it is required to make.

Vodou Doll

This roughly humanoid puppet may look a little comical, but it is in fact steeped in powerful sympathetic magic and the curses of a powerful *Vodou* practitioner. The user magically links the Doll to a hated foe and, by manipulating it, can then inflict harm on the subject. Can only be used once per game by an Arcanist. The user may spend 1 Action to ‘activate’ the Doll. Choose a visible enemy model within 12”. This model must immediately make a 5+ Save. An Arcanist can have only one *Vodou Doll*.

NEW SKILL LIST – ARCANIC SKILLS

These Skills are unusual, in that only a true Arcanist may take them (so models with ‘natural’ Arcane Powers such as Broodkin do not count). They are, however, available to all Posses from all Factions.

ARCANIC SKILLS TABLE		
D6 Roll	Skill	Notes
1	Willpower	This model is immune to the effects of a Miscast if it can roll a Success on one Grit Die.
2	Focus	If this model Concentrates it may re-roll any dice that score a 1 in the ensuing Casting Test, in addition to the usual benefit for Concentrating.
3	Resistance	If this model is the Target of a Successfully Cast enemy Power, it may make a 1 Die Nerve Test. On a Success, the enemy Power fails to affect them. Other models caught in the Power’s effect may still be affected as normal. If the Test is failed, this model may then use a Gris-Gris item if they have it.
4	Adept	This model adds +3” to the stated ranges of its Powers.
5	Channelling	This model can Cast up to two different Arcane Powers in a single Activation, if it has enough Actions to do so. To be clear: you cannot Cast the same Power more than once per Activation – they must be two different Powers!
6	Hex-Slinger	This model may Cast an Arcane Power as a Reaction, as long as the chosen Power explicitly Targets either the Caster themselves or the triggering model. Regardless of the effects of the Power, this model cannot benefit from the Bushwhacker Skill in combination with Hex-Slinger!

UNIQUE MERCENARY DRIFTERS

If your Campaign is using the rules for Mercenary Drifters, you may include the following unique Mercenaries if everybody agrees. They follow all the rules already described for Mercenary Drifters in the *Hunting Grounds* book, which have been repeated below for convenience.

Recruiting a Mercenary Drifter

During the Recruitment segment of any Purchase Phase, you may send one model out to look for a single Drifter. This is achieved by rolling 1 Grit Die on behalf of the seeker, and on a score of 6 or better the Drifter has been found and agrees to join your Posse. At this point, you must pay their base hire fee. The Drifter will then become part of your Posse for the duration of the next game only, after which they will stride off into the sunset!

Where multiple Posses wish to hire the same Drifter, they should all roll to seek them. The highest successful roll gets to hire them. If this is still a tie, the deadlocked players must secretly write down a bid on a scrap of paper – this can be \$0 if they wish. The competing bids are then revealed simultaneously, and the highest bidder may hire the Drifter. However, they must pay their stated bid in addition to the Drifter's base hire fee!

Mercenary Drifters will never Advance or roll for Injuries after a game like normal Mercenaries, they are semi-legendary figures who have achieved a kind of immortality and will reset back to the profile shown on their card after every game.

The Hangman

The mortal identity of the Hangman is now forgotten, though legend holds that his gallows saw the end of thousands of men and women – guilty and innocent. Murdered and left to rot out on the prairie by the kinfolk of some of these unfortunates, the Hangman was reborn as a terrible and relentless spirit of vengeance...

MERCENARY DRIFTER	Name	Faction	Base Hire Fee	Rank/Grit
	The Hangman	N/A	\$26	D8
	Skills	Supernatural. Ethereal. Entity. Fearsome. Mean		
	Weapons	Pistol		
	Gear	Noose (counts as Lasso)		
	Injuries	None		
	Special	Accused: After Deployment, randomly select one enemy model as the object of the Judge's wrath – this model is the Accused. The Hangman gains a +1 Die Modifier on its Fight Tests against the Accused model. Hang 'Em High! If the Hangman is Attacking the Accused in a Fight and wins the Fight by 2 or more, the Accused automatically falls as a Casualty if they Fail their Save! If the Accused falls as a Casualty for any reason, immediately determine a new Accused model at random.		

Doctor Henry Victor West and 'Adam'

An (un)living legend amongst the sinister fraternity of Stitch-Doctors, Henry Victor West is obsessed with creating artificial life. The fruit of his maniacal labours is the hulking construct the good doctor simply calls 'Adam' – a terrifying patchwork monster animated by a perverse mixture of Arcane power and forbidden science. In order to field-test his design, the doctor and his creation have taken to the mercenary life...

MERCENARY DRIFTER	Name	Faction	Base Hire Fee	Rank/Grit
	Doctor Henry Victor West and 'Adam'	N/A	\$36	D8
	Skills	Supernatural		
	Weapons	Pistol		
	Gear	None		
	Injuries	None		
	Special	<p>Adam: Adam is a separate Supernatural model on a 30mm base. He Moves 3", has Grit D8, Fearsome, Tough, Lead-Belly, and Hard to Kill. He has two Pistols and cannot be given any other Weapons or Gear. He never counts as part of your Posse for purposes of Bottle Checks and does not add a card to your Hand. Furthermore, he is worth no VP. If Doctor West is Shaken, Adam's Move increases to 6". If Doctor West is Down, Adam's Move increases as above and he also gains +1 Die in a Fight. If the Doc ever falls as a Casualty, Adam is also removed from play.</p>		



OPPOSITE Denizen of the Swamp: Loup Garou



Black Cloud

A cautionary tale told amongst the Skinwalker Tribes, Black Cloud is an Apache outcast who is feared and hated by all Native Americans. Seduced many years ago by the technological marvels brought by the settlers, Black Cloud was swift to adopt many of their less-savoury habits. Today he often finds employment with the Crossroads Cult, for whom he acts as a guide and expert on Skinwalker tactics. Edward Crowley himself completed Black Cloud's corruption, presenting him with a cursed rifle in recognition of his services to the Great Undertaking. Now, with every kill Black Cloud makes, he loses another part of himself...

	Name	Faction	Base Hire Fee	Rank/Grit
	Black Cloud	N/A	\$25	D8
	Skills	Supernatural. Bushwhacker. Hawkeye. Deadeye		
	Weapons	Cursed Rifle (as Rifle)		
	Gear	3x Thrown Weapons		
	Injuries	None		
MERCENARY DRIFTER	Special	<p>Pariah: Black Cloud can never be hired by Native American or Twilight Order Posses. Against Native American models, Black Cloud may re-roll one die on any Fight Test, and vice-versa.</p> <p>Corruption: Each time Black Cloud uses his Cursed Rifle to make an enemy model fall as a Casualty, he gains a Corruption Token. The more Corruption he has, the more additional bonuses he receives:</p> <p>1 Corruption: gains Fearsome.</p> <p>2 Corruption: gains Flight.</p> <p>3+ Corruption: Increases Grit Die to D10. Does not increase Rank for VP purposes.</p> <p>These bonuses are cumulative (so, at 2 Corruption, Black Cloud gains both Fearsome and Flight).</p>		



Belle Bridges / 'Calamity'

Belle Bridges was once a popular saloon girl in Kansas City, until a fateful encounter with a *Houngan* of the Congregation saw her possessed by a lesser (and somewhat psychotic) Loa Spirit. Her new split personality made it impossible for her to find regular work, so she stumbled into the life of a mercenary. Now Belle and her alter-ego 'Calamity' make a formidable – if unpredictable – team!

MERCENARY DRIFTER	Name	Faction	Base Hire Fee	Rank/Grit
	Belle Bridges / 'Calamity'	N/A	\$30	D8
	Skills	Supernatural. Hawkeye. Gunslinger. Quickdraw		
	Weapons	2x Pistols		
	Gear	Derringer		
	Injuries	None		
	Special	<p>Split Personality: Belle begins each game in control of her body. However, each time she is Activated she must make a 1 Die Nerve Test. If Failed, Calamity takes control! Calamity must then Test each time she Activates, exactly as above. If Failed, Belle takes back control.</p> <p>Calamity Personified: While Calamity is in control, she loses Hawkeye, Gunslinger and Quickdraw but gains 'Ornery, Close Work, and Nerves of Steel instead.</p>		

Eldritch Relics and Cursed Weapons

In a Campaign incorporating the Territory rules from *Hunting Grounds*, when rolling 2D8 for Territory Events, if your total score is less than the total number of Territories you control, then there is a chance that your agents find a Relic or Cursed Weapon. Determine the outcome of this before resolving any Event generated by your roll.

Roll a D6:

- **1–4:** The rumours lead nowhere, and you find nothing.
- **5:** You discover a Cursed Weapon (see [page 63](#)).
- **6:** You find one of Washington's Vaults! Roll on the Eldritch Relic Table below.

RELICS

Alien artefacts suffused with the writhing energies of alien dimensions, Relics possess unique and disturbing powers – it is for this reason that Washington and his allies hid away as many as possible in secret vaults across America...

When you find a Relic, you may give it to any eligible model. It is treated as an item of Gear, and can be swapped between models between games as you wish.

- If a model dies, any Relic it possesses is lost along with them.
- Relics can never be sold on.
- A model can only possess a single Relic at a time, and each Posse can only have one of each Relic - re-roll any duplicate result.
- Each Relic your Posse possesses adds 1 Infamy to its total.

ELDRITCH RELIC TABLE	
D6 Roll	Relic
1	Black Scroll
2	Tooth of Dagon
3	Crystal Skull
4	Elder Sigil
5	Pearl of Dark Tides
6	Icon of Dominion

Black Scroll

This ancient scroll is made from a suspicious-looking leather, covered in runes that seem to writhe and dance across the page.

Roll a D3 when this Relic is discovered to determine which Elder Magic Spell it contains:

- **1:** Forbidden Word
- **2:** Elder Sign
- **3:** Eldritch Calling

Once per game, the bearer of this Relic may automatically Cast this Spell (i.e. no Casting Test is made and the number of tokens in the Madness Pool is ignored).

Possessing a Black Scroll does not make a model an Arcanist, although it does allow a non-Arcanist to Cast an Elder Magic Spell.

Crystal Skull

This anatomically-correct skull with working jaw was carved from a single crystal with inhuman skill in ancient times. Arcanists can sense a powerful, alien energy pulsing from the artefact that seems to impair the flow of Arcane energy in its vicinity.

The bearer of this Relic, and all Arcanists within 6" of them (friend or foe), may not attempt to Cast Arcane Powers or Elder Magic Spells.

Elder Sigit

An unassuming bronze disc stamped with a star-shaped rune. When the bearer feels the tendrils of madness creeping into their mind, the sigil emits a burst of blue-white light and the insanity is banished... for a time...

The bearer of this Relic automatically Succeeds any Sanity Test it is called upon to make.

Icon of Dominion

This statuette is carved from black stone recovered from the darkest depths of the ocean. It bears the sanity-straining likeness of the Great Sleeper, and all Eldritch Entities seem to instinctively recognise its authority.

The bearer of this Relic may treat any Eldritch Entity it Summons via the Eldritch Calling Spell as part of its Posse and fully under the player's control, following all the usual Summoned model rules.

Pearl of Dark Tides

A perfect sphere formed of some strange obsidian-like material. By gazing into this artefact, the bearer is able to exert some measure of control over the tides of madness now washing over the land.

Once per Game Turn, the bearer of this Relic may spend an Action to either increase or decrease the Madness Pool by D3.

Tooth of Dagon

A large shard of what looks like ivory, worn around the neck on a chain and inscribed with cuneiform runes that pulse with maddening, indescribable colours. Those that gaze upon this artefact can easily find their minds slipping away from them...

At the start of the bearer's Activation, one enemy model chosen by the bearer within LOS and 3" of them must make a 1 Die Sanity Test. If Failed, they must roll on the Insanity Table (page 32) immediately.



© 2004 Wizards of the Coast. All rights reserved. DUNGEONS & DRAGONS, D&D, and the D&D logo are trademarks of Wizards of the Coast, Inc. in the U.S. and other countries. DUNGEONS & DRAGONS is a registered trademark of Wizards of the Coast, Inc. in the U.S. and other countries. DUNGEONS & DRAGONS is a registered trademark of Wizards of the Coast, Inc. in the U.S. and other countries.



CURSED WEAPONS

Cursed Weapons take many forms, and are created by powerful Arcanists of vengeful persuasions. They are infamous artefacts, nearly as dangerous to the wielder as they are to their enemies. Their potential for destructive power, however, is such that many are willing to run the risk..

When you find a Cursed Weapon, you may give it to any one of your models. It is treated as a Weapon, but cannot be swapped between models as it forms a 'bond' (of sorts) with the first unfortunate soul to pick it up!

- If the bearer dies, any Cursed Weapon it may possess is lost along with them.
- Cursed Weapons can never be sold on.
- A model can only possess a single Cursed Weapon at a time (no-one is that deranged, no matter how vengeful they may be feeling!).
- A Cursed Weapon adds 1 to its wielder's personal Infamy.
- If a Cursed Weapon ever Jams, the evil spirit within lashes out! The user must make a 5+ Save, in addition to the usual effects of the Jam.

Generating a Cursed Weapon

When you first discover a Cursed Weapon, you must immediately determine its form and the curse it carries.

First, roll on the Cursed Weapon Class Table to identify the type of weapon that has been discovered. A Cursed Weapon counts as a Weapon of that Class in all respects.

CURSED WEAPON CLASS TABLE	
D6 Roll	Weapon Class
1	Sword
2	Spear
3	Bow
4	Musket
5	Pistol
6	Rifle

OPPOSITE Church of Dagon: Hybrid of Dagon

It is only when using the Weapon for the first time in a game that its true power is identified. For now, just indicate on your Posse Roster that the bearer is in possession of a Cursed Pistol (or Musket, or Bow, or whatever).

The first time the bearer makes an Attack with the Cursed Weapon, roll on the Cursed Trait Table to discover its Cursed Trait. This is done when the Shoot or Fight Action is declared, and just before rolling for the Shooting or Fight Test. Note that you only do this once, not each time the Weapon is used. Once the Weapon's Cursed Trait is identified, annotate its entry on the Posse Roster (e.g. Cursed Pistol – Hexed).

CURSED TRAIT TABLE		
D6 Roll	Cursed Trait	Notes
1	Hunger	As the trigger is pulled or the weapon is swung, the user's soul is ripped from their body with an unearthly shriek to feed the Weapon's remorseless hunger! The wielder is truly dead, and the Weapon will lie where it fell, patiently awaiting a fresh victim... For our purposes, it is treated as lost!
2	Spellbane	Arcanists are the favoured prey of the malicious spirit bound within this Weapon. If the Target of this Weapon is an Arcanist and they fail to Save, they forget one randomly chosen Arcane Power or Elder Magic Spell that they know (your choice of which type if the Target knows Powers, Spells and/or Rituals). This effect lasts until the end of the current game. Note that 'in-built' Arcane Powers (such as the Transfix Power possessed by Broodkin) are unaffected by this Cursed Trait.
3	Leech	The vampiric essence of this weapon draws strength from the pain it inflicts. If the wielder causes this Weapon's Target to be Shaken, Downed, or to fall as a Casualty then they may immediately remove their own Shaken marker, if they have one.
4	Hexed	Those struck by this Weapon are cursed by the vengeful spirit that lurks within.. If they fail to Save but survive, the Target of this attack is given a Curse Token, exactly as if the Curse Arcane Power had been Successfully Cast on them.
5	Eldritch	Existing in multiple dimensions at once, the wounds this Weapon leaves behind can be as much psychological as physical... If a model suffers any Damage from this Weapon but survives, it must make a 1 Die Sanity Test. Failure means the model must roll on the Insanity Table (page 32).
6	Infernal	The malevolent power trapped within this Weapon seeks only to destroy – its unfortunate victims explode in supernatural flame! If the wielder scores three or more Successes with this Weapon, then the Target treats Damage results of 'Downed' as 'Casualty' instead!

Deep South Encounters

When playing in Campaign set in the Deep South (as agreed upon by the players before starting the Campaign), you must generate Encounters from the lists that follow.

TWO OF A KIND ENCOUNTERS TABLE

Two of a Kind	Encounter	Notes
1	Lost in the Swamp	Your Posse wanders for days in the mist-shrouded bayou... and then realise that one of their number is missing! Randomly determine one model in your Posse that is not your Boss, and roll a D6: 1: the model is never seen again! 2–3: the model has a bad time of it – roll on the Injury Table for them. If they survive, they return to your Posse immediately. 4–5: the model is lost in the mists, but re-joins your Posse at the end of your next game. 6: the model returns to your Posse immediately with no ill effects!
2	Guerrillas	Making your way across a rickety bridge, a group of ragged-looking men and women emerge from the undergrowth on the opposite side. Both parties stare at each other in shock, and time seems to stand still... Roll a D6. 1–3: they are Dark Confederacy. 4–6: they Congregation. Dark Confederacy guerrillas will attack a Twilight Order, Salem Sisterhood, Congregation, Forsaken, or Skinwalker Tribe Posse. Congregation guerrillas will attack a Dark Confederacy, Church of Dagon, Crossroads Cult, Shadow Dragon Tong, or Red Hand Posse. If your Posse is attacked, roll Injuries for D3 models. If they survive, these models each earn 1 EXP.
3	Zombie Farm	As you approach this secluded cluster of dilapidated buildings, the shackled figures trudging in the rough fields look up blindly... and you realise these unfortunate souls are the undead! Decide whether to move on or try to lay the enslaved zombies to rest. If you move on, there is no effect. If you interfere, roll a D6. 1: a random model is bitten in the process and dies. 2–5: your Boss earns 1 EXP. 6: your Boss earns 1 EXP and your Posse gains 1 Infamy.
4	Ghostly Battle	Muffled drumming and ghostly whispers break out all around you, and the swirling mists coalesce into two opposing armies of shadowy figures in tattered Civil War uniforms. At an unspoken signal, the two forces charge! You may press onward or join the fray. If you press on there is no effect. If you get involved, you must choose a side – Confederate or Union – and then roll a D6: 1–3: the Confederates win. 4–6: the Union wins. If your chosen side wins, D6 random models in your Posse start the next game with a Bless Token (exactly as described for the Bless Arcane Power). If they lose, D6 random models in your Posse start the next game with a Curse Token (exactly as described for the Curse Arcane Power).
5	Moonshiner	Rounding a corner, you happen upon an old shack, outside which sits a dishevelled old man sipping from a jar of 'shine. Seeing you approach, he breaks into a gap-toothed grin and offers the jar your way. Your Posse's Boss can choose to take a drink or refuse. If they refuse there is no effect. If they accept, roll 1 Grit Die on their behalf: On a Success, they heal the effects of one Lasting Injury they may be suffering. On a Failure, they are knocked out by the drink and cannot take part in your Posse's next game!
6	Wrecked Steamer	The thick fog lifts suddenly, and you find yourselves gazing at the rotting hulk of a half-submerged old paddle-steamer. Empty windows and a massive rent in the side of the once gaudily painted hull allow you to see the mouldering decks within. You may send up to three models to search the wreck. Roll a D6 for each one to see what they find: 1: the model falls victim to an underwater predator, and must immediately roll for Injury. 2: the model swallows tainted swamp-water, and must miss your next game. 3–5: the model finds loot worth \$D10. 6: the model has a hair-raising adventure – they find \$D10 and earn 1 EXP.

THREE OF A KIND ENCOUNTERS TABLE

Three of a Kind	Encounter	Notes
1	Swamp Rot	<p>Spending the last few weeks trudging through brackish waters, nearly chest-deep in places, has taken its toll on one of the Posse...</p> <p>Randomly select a single model in your Posse. This model must roll 1 Grit Die. On a Success the model recovers. On a Failure the model is treated as 'Laid-Up' (see the Injury Table) for the rest of this Campaign Turn. If you score a natural 1, the model is dead!</p>
2	Burning Church	<p>Ahead, an ominous orange glow can be seen in the darkening sky, and shrieks of terror are carried on the wind. Rushing towards the sounds, you come across an old church with flames licking from the windows.</p> <p>You may decide to help, or pass by. If you pass by (shame on you!) then there is no effect. If you help, roll a D3+1 to discover how many victims are trapped inside. You must send 1 model of your choice inside for each victim – roll 1 Grit Die for each would-be rescuer. On a Success, the victim is rescued and you earn \$D6. On a Failure, the victim dies. If you score a natural 1 then the rescuer must also roll on the Injury table. If you rescue 3 or more victims, your Posse also earns 1 Infamy!</p>
3	Stranger	<p>Coming up the trail towards you is a shrouded figure. As you get closer, they pull back their ragged hood to reveal...</p> <p>Roll a D6:</p> <p>1: it is Death himself! Randomly select a model in your Posse and roll 1 Grit Die on their behalf – on a Failure, that model is dead! 2–3: it is an old friend – you may add a Novice with Pistol to your Roster for free if you wish. 4–5: it is an agent of your Faction – your benefactors are pleased with your efforts and award you \$D10. 6: it is a Hired-Gun of your choice. They will join your Posse for free, though you must still pay their Retainer as usual.</p>
4	Vodou Ritual	<p>Wild drumming and ecstatic shouting reaches your ears, and flickering torchlight can be seen between the trees off to one side of the trail – some kind of ritual is in progress...</p> <p>You may either pass by (in which case there is no effect), or investigate. If you investigate, roll a D6. 1–3: your Posse is chased off and 1 random model must roll for Injury. 4–6: you are welcome to join in the revelry – every model in your Posse gains 1 EXP. Congregation Possees do not need to roll, but will always enjoy the 4–6 result.</p>
5	Stray Dog	<p>Excited barking greets your Posse as they pass a seemingly abandoned shack, and a mangy-looking dog appears and follows after you – it seems to have taken a shine to one of the Posse!</p> <p>If you want it, a Guard Dog Hired Gun joins your Posse for free. You must still pay its Retainer as normal.</p>
6	The Ferryman	<p>You come across a wide, fast-flowing river of dark waters. Heavy mist hangs on the surface, and it is impossible to see the other side. As you stand on the bank, an ominous creaking can be heard and a ramshackle boat looms out of the fog, a hooded figure standing at the prow. Raising a thin-fingered hand, the Ferryman beckons you aboard...</p> <p>You may choose to pay the Ferryman \$2D10. If you do so, roll a D6. 1–3: there is no effect and the Ferryman simply takes you across the river. 4–6: the Ferryman takes you wherever you wish – you may immediately choose any other Encounter result from this book and resolve it right now! If you will not or cannot pay, there is no further effect and you find another way across the water.</p>

FOUR OF A KIND ENCOUNTERS TABLE

Four of a Kind	Encounter	Notes
1	Quicksand	As you cross a patch of marshy ground, one of the Posse suddenly cries out in shock and abruptly disappears beneath the surface – you have stumbled into a patch of quicksand! Randomly select a single model in your Posse. This model must roll 1 Grit Die. On a Success they manage to escape with help from their comrades. On a Failure, they are dead!
2	Zombie Outbreak	Screams and panicked shouts reach your ears as you draw near to a small cluster of hovels. As you enter the settlement, you see terrified citizens being pursued by shambling mobs of zombies! What do you do? You can either avoid the situation (in which case there is no effect) or intervene. If you do so, the grateful citizens award you \$D10 + 2 and your Posse earns 1 Infamy. However, you must make Injury Rolls for D3 random models. If they survive, these models also gain 1 EXP each.
3	Mambo's Shack	While exploring a particularly dark and inhospitable part of the bayou, you come across a ramshackle hut perched on stilts in the centre of the quagmire. As you stand there, the front door opens and a rotund old woman steps out onto the porch to regard you with shrewd eyes... You may leave the area (in which case there is no effect) or pay \$D6 and roll a D6 on behalf of your Boss. 1–3: your Boss is shown a favourable omen of the future and earns D3 EXP. 4–6: your Boss sees a vision of looming disaster for their Posse and refuses to take part in your next game!
4	Renegade Bokor	As you make your way down the trail, a bizarre figure leaps out from the thick undergrowth. Almost naked, they are adorned in bracelets and other fetishes made of bone and sea-shell. Muttering in a thick voice, they caper forwards, shaking a bone rattle, their eyes rolled up in their head! Roll a D6. 1–3: you may, if you wish, have a Renegade Bokor Hired Gun join your Posse for free (you must still pay their Retainer as normal). 4–6: your Posse's Boss is cursed by the Bokor and starts the next game with a Curse Token (exactly as for the Curse Arcane Power).
5	Vodou Market	You have unwittingly stumbled upon one of the infamous Vodou Markets of the Deep South! Stall-keepers call to you from shopfronts displaying all manner of bizarre and disturbing wares, from shrivelled monkey paws to jars of human teeth, and the air is hazy with cloying incense... You may immediately buy any of the following Uncommon Items, though each Item can only be purchased once: Gris-Gris, Vodou Doll, Familiar, Kris Knife. Poses of The Congregation already have good contacts here – for each Item they wish to purchase, subtract \$D4 from its cost.
6	Ruined Plantation	The destructive handiwork of Sherman's March to the Sea is evident here, as your Posse finds themselves wandering in the grounds of a once-stately plantation. Shattered and fire-blackened walls, now overgrown with thick, creeping vines, loom out of the gloom... You may send up to three models to scavenge in the area. Roll a D8 for each one to see what they find: 1: The model falls prey to an unspeakable beast lurking in the ruins, and is dead! 2–3: \$D6 worth of loot. 4–5: \$D8 worth of loot. 6–7: \$D10 worth of loot. On a 10, you must also roll a D6 for an artefact: 1–2: Kris Knife, 3–4: Gris-Gris, 5: Vodou Doll, 6: Eldritch Tome. 8: Roll twice on this chart, re-rolling all further scores of 1 or 8.





NARRATIVE CAMPAIGN

Playing the Narrative Campaign

If you are playing the Scenarios in this book as part of the larger ongoing narrative of Dracula's America, then the first thing you and your fellow players must do is decide your Posse's allegiance. Out here on the Frontier there is no sitting on the sidelines – your Posse must declare for one side or the other!

Alliance of Order

Posses of this Alliance are determined to uphold the status-quo in some form or another. This could mean keeping Dracula in power, retaining the Balance of the natural world, or simply fighting to protect the innocent from the various threats massing in the darkness...

Alliance of Chaos

Posses of this Alliance want nothing more than to see the world as it is come tumbling down in flames! They may want to create anarchy for the sheer joy of it, or seek to invite shadowy Entities into our reality – perhaps they are jaded agents of 'good' who believe the end always justifies the means?

OPPOSITE The Salem Sisterhood: Hex Slinger

Any Posse can belong to either Alliance with a little imagination. The reason can be as simple as a Posse being duped by its shadowy masters – unaware of the cause it is truly serving!

Wherever possible, your group should have a roughly equal number of players within each. If you should find yourself with fewer players than you started with, then the group can vote for one or more Posses to switch allegiance (or somebody can just volunteer) and so retain the balance between the two. This is the only way you can change your Alliance during the Narrative Campaign, and you should come up with a suitably dramatic and/or entertaining reason for your Posse to turn traitor!

DESTINY POINTS

Each time you finish a Scenario from this book, you should make a note of which Alliance the winning Posse (if there is one) belongs to. That Alliance gains 1 Destiny Point. If the game featured Posses from only a single Alliance, no Destiny Point is awarded! As you play through each of the expansion books, you should keep a running total of each Alliance's Destiny Points – at the end of the final book, this will determine the ultimate fate of America and your chosen Faction... So, no pressure!

VETERANS OF DRACULA'S AMERICA

If you are playing the Scenarios in this book as part of the larger, ongoing narrative of Dracula's America which began in the *Shadows of the West* rulebook and continued through *Hunting Grounds*, then welcome back.

You may be using the same Posses with the same allegiances as you had in the previous volume. This is, of course, perfectly acceptable, but if you wish to switch your allegiance to the other Alliance, then now is the time.

Each Alliance will already have a number of Destiny Points from previous battles, and these should be kept and added to those earned at the end of the *Forbidden Power* Campaign, as this final chapter of our story unfolds...

Finally, if you are coming here after playing through the *Hunting Grounds* storyline, then note that the rules for moving between the physical realm to the spirit realm of the Hunting Grounds cannot be used in these Scenarios.

Eldritch Encounters

When playing a Narrative Campaign using the Scenarios from this book, any Income Roll of five of a kind means that Posse has an Eldritch Encounter! Refer to the table below.

FIVE OF A KIND ENCOUNTERS TABLE

Five of a Kind	Encounter	Notes
1	Wandering Lunatic	<p>The Posse comes across a poor unfortunate whose mind has been shattered by the Plague of Madness.</p> <p>You may either try to help this poor soul, or abandon them to their inevitable, terrible fate. If you choose to abandon them, there is no further effect.</p> <p>If you choose to help, your Boss earns 1 EXP and you add 1 Infamy to your Posse's total. Now roll a D6:</p> <p>1–3: Nothing else happens. 4–6: One random member in your Posse is temporarily infected by the Madness and must miss your next Game while they recover!</p>
2	The Thing in the Swamp	<p>The Posse are stalked through the darkness by some unseen creature...</p> <p>In the next Game involving this Posse, the Madness Pool starts with D8+2 tokens in it.</p>
3	Esoteric Emissary	<p>As night begins to fall, a hooded figure approaches your Posse. Warily, you command them to halt and be recognised and they pull back their hood to reveal...</p> <p>Roll a D6:</p> <p>1–3: an Emissary of Dagon. 4–6: an Eldritch Investigator.</p> <p>You may include the appropriate Hired Gun in your Posse for free and for your next Game only, unless you cannot or do not wish to do so – in which case your Boss gets some free information before sending them on their way (or to meet their maker!), and earns 1 EXP.</p>
4	The Weird Idol	<p>In the dark heart of the bayou, the Posse comes across a desolate clearing, within which stands a black basalt idol, sculpted to resemble some bizarre Outer God.</p> <p>The Posse may send one model to investigate. This model must roll a D6:</p> <p>1: Madness! The model's mind is shattered forever – each time it is Activated in a Game and before declaring any Actions, it must Succeed a 1 Die Sanity Test or roll on the Insanity Table (page 32) immediately. This is permanent! 2–3: An Offering to the Crawling Chaos. The model discovers strange gold artefacts worth \$2D10. 4–5: I understand, now... The model reads from the twisting runes on the idol and gleans some forgotten knowledge. They gain D3 EXP. 6: la! la! The model receives a vision of the Outer God and somehow survives with sanity (mostly) intact. They become an Arcanist that knows all the Elder Magic Spells as if they had an Eldritch Tome. If you already have an Arcanist in your Posse, then the investigating model receives D6 EXP instead.</p>
5	Harassed by Harrowers!	<p>As they traverse an especially treacherous part of the swamp, the Posse is attacked from nowhere by a flock of vicious Harrowers!</p> <p>Count up the number of models in your Posse and roll the appropriate die:</p> <p>1–3 models: D6. 4–7 models: D8. 8+ models: D10.</p> <p>If you get a Success, you drive the hideous creatures away and D3 random models earn 1 EXP each.</p> <p>If you Fail, you fight your way clear but some of your Posse suffer nasty wounds – after Deployment, D3 random models that start on the table are given a Shaken token.</p>
6	Forgotten Vault	<p>In a lonely spot far from any dwellings, you stumble upon the hidden location of one of Washington's Vaults!</p> <p>Roll a D6 to see what you discover:</p> <p>1: The Vault has already been looted – it's empty! 2–4: The Vault contains a Cursed Weapon. 5–6: The Vault still holds an Eldritch Relic!</p>



Forbidden Power Scenarios

In one-off games, you may decide to roll 1D8 on this table instead of the one from the *Dracula's America: Shadows of the West* rulebook to generate a random Scenario. Alternatively, you may play through them in ascending order (i.e. from 1 to 7) as the second part of the ongoing Narrative Campaign that began in *Hunting Grounds!*

If you want to expand the scope of your Campaign even more, feel free to intersperse these Scenarios with ones from the *Dracula's America* rulebook. For example, playing a 'Shootout', followed by 'Swamp Ambush', and then perhaps a 'Fistful of Loot' before playing 'The Spawning Pools'. As always, tell the story your way!

FORBIDDEN POWER SCENARIO TABLE	
D8 Roll/Number	Scenario
1	Swamp Ambush. While travelling through the Deep South, the Posses have become strung-out and separated from their fellows. As darkness falls they are attacked by the denizens of the swamp...
2	The Spawning Pools. The Posses must clear a colony of Deepfolk from the swamps around the town of Sweetwater.
3	The Nameless Ritual. With the Deepfolk driven away, the Posses venture deeper into the swamps in search of the missing townfolk. An abandoned church, now home to a mysterious cult, seems like the most likely place to start the search...
4	Hunt for the Necronomicon. One of the survivors rescued from the cult turns out to be a famous author, in search of an ancient book said to possess a terrible power.
5	Panic in the Streets. The Necronomicon has been found and its power revealed, but in doing so the Posses have unleashed terrifying Eldritch Entities upon the town of Sweetwater!
6	Heart of Darkness. With the town saved, the Posses are drawn into darkest part of the swamps where an impossibly ancient and ruined temple to Dagon now looms above the waters...
7	Dagon Rising. As Dagon's Servitor begins to manifest in the depths of the Temple, the Posses must fight to determine whether Order or Chaos will triumph once and for all!
8	Player's Choice! The Posse with the lowest total Infamy decides which Scenario to play. Otherwise, Roll-Off to determine who gets to choose.

OPPOSITE The Salem Sisterhood: Crone

SCENARIO 1: SWAMP AMBUSH

In their attempts to discover the source of the Plague of Madness sweeping America, the Posses find themselves far inside the benighted borders of the Deep South.

It has been a long and fraught trek so far, dodging undead patrols and the foul denizens of this ruined land, but now they hope that they can find some respite in the town of Sweetwater, which their maps show to lie somewhere on the edge of the bayou.

As they struggle through a particularly foul stretch of the swamp, the Posses become strung out as stragglers start to drop further and further behind their fellows. To compound their misery, a cloying miasma seems to rise up from the muck, until all sound is muffled and vision drops significantly.

As they wander blindly in the gloom, shouting for their comrades, the disoriented men and women gradually become aware that something is stalking them...

Set-Up

Set up the Table as for a normal game. This Scenario takes place in an area of swamp, so the terrain you use should reflect this, if possible.

Before Deployment, divide your table into four numbered quarters. For each quarter, roll once on the Swamp Creatures Table (page 17), re-rolling results of Ragman, and place the appropriate NPC at the centre of that quarter.

Each Posse should then be split into four groups, the exact composition of each being up to the player, though they must be of roughly equal size. If you have fewer than four models in your Posse, every model is going to be in a 'group' by themselves!

The players then Roll-Off, the winner choosing one of their groups, rolling a D4 to identify the quarter, and placing all the models from the chosen group within 1" of each other in that quarter. No model may Deploy within 1" of an NPC or other enemy model.

Moving clockwise from player to player, take turns to Deploy a group in the above fashion until all have been set up.

Special Rules

Do not roll for Treacherous Conditions in this Scenario. Instead, the Pitch-Darkness and Foul Morass Conditions are always in effect from Game Turn 1.

Winning

In addition to the usual VP scoring, at the end of the game every one of your models still on the table and not Down is worth an extra 1 VP.

SCENARIO 2: THE SPAWNING POOLS

The bedraggled Posses have finally made it to the town of Sweetwater. However, they quickly discover that its citizens have been suffering from the depredations of a colony of Deepfolk, located somewhere in the heart of the nearby swamp – the vile creatures have been carrying off innocent men and women in the night, for some nefarious purpose.

The Posses have bravely agreed to exterminate this nest of evil once and for all.

Set-Up

Divide the table into quarters, and place a 40mm marker, numbered 1 through 4, in the centre of each to represent Spawning Pools. Then, place a fifth Spawning Pool in the centre of the table, marked 5.

The Posses are then Deployed as normal.

Special Rules

The tabletop within 6" of each Spawning Pool is classed as Deep Water terrain – you may wish to cut out a circular piece of blue paper or use some similar method to mark its boundaries.

At the start of each Game Turn, roll a D5. A Deepfolk appears in the centre of the Spawning Pool with the corresponding number.

If the numbered Spawning Pool is no longer in play (see below) then the Deepfolk appears in the next available Pool clockwise from the missing one (so if Pool 2 was rolled but is no longer in play, the Deepfolk would appear in Pool 3. If Pool 3 was also out of the game then the Deepfolk will appear in Pool 4, and so-on).

There can never be more than 5 Deepfolk in play at one time.

A non-Downed model in Contact with a Spawning Pool may spend 1 Action to try and destroy it by rolling a Success on its Grit Die. If this is achieved, remove the marker and place it next to the player.

Winning

The usual scoring method is used in this Scenario. In addition, every Deepfolk you cause to fall as a Casualty earns you 1 VP, and every Spawning Pool you destroyed earns you 4 VP.



© 2012 DC Comics. All rights reserved. TM & © DC Comics. All rights reserved.

© 2012 DC Comics. All rights reserved. TM & © DC Comics. All rights reserved.



TRU-KORP

SCENARIO 3: THE NAMELESS RITUAL

The Deepfolk colony has been neutralised for now. There were no signs, however, of the human prisoners – not even any remains to tell if the foul creatures had eaten them!

The terrified people of Sweetwater tell the Posses of an abandoned church, lost many years ago to the rising swamp. It is said that on certain moonless nights, weird lights can be seen between the trees while eerie chanting carries on the breeze...

Perhaps the Deepfolk were working with whoever now calls the church their home, and perhaps their victims are being held there, awaiting some unspeakable fate!

Set-Up

The scenery for this game should represent the heart of the swamp – rickety walkways crossing pools of Deep Water terrain are a good start! In the centre of the table, place the abandoned church, which should be accessible to your models. Inside the church there are 5 Victims and 6 Cultists.

The Posses Deploy as normal.

Special Rules

The Cultists cannot be Attacked in any way until certain conditions are met as described below.

At the start of each Game Turn, roll a D4. If the number rolled is less than the current Turn number, then one of the Victims is sacrificed – remove the model from play and add a Token to the Madness Pool.

Stop rolling for this as soon as any Posse member Contacts the church. When this happens, the Victims are treated as Downed Innocent Bystanders (which never roll to Recover and cannot be Attacked or used as Human Shields) and the Cultists become NPCs with Move 4", Grit D6, armed with Pistols, and will Shoot at the closest visible Posse member instead of Moving if possible. They are worth no VP.

Winning

The usual scoring method is used in this Scenario.

In addition, every Victim your models are holding at the end of the Game (if any survive, of course!) earns you 4 VP.

OPPOSITE Church of Dagon: Emissary of Dagon

SCENARIO 4: HUNT FOR THE *NECRONOMICON*

The strange cult has been scattered. Deep in the water-logged bowels of the abandoned church the Poses find a bedraggled and terrified man who introduces himself as the well-known author, P. Sheridan Thomas.

His extensive travels in the Deep South led him to Sweetwater in search of a legendary relic of terrifying power – the ancient, forbidden tome known only as the *Necronomicon*!

He discovered that the book was indeed kept in the town, though how it came to be in that backwater place he could not imagine, but was abducted by the Deepfolk before he could discover its resting place.

The Poses escort Sheridan back to town, each secretly plotting to find the *Necronomicon* and use its power for their own ends...

Set-Up

This Scenario takes place in the small town of Sweetwater on the edge of the swamp, so use appropriate terrain.

You must also be sure to include three objective buildings – the first must be set up in the centre of the table, and the other two must each be set up 6” away from the first. Number each objective building 1 through 3.

Winning

The usual scoring method is not used in this Scenario, so Agendas are not used.

Instead, at the end of the game one player should roll a D3 – the number rolled is the objective building that hides the copy of the *Necronomicon*.

The Posse with the most models (Downed models do not count!) within 3” of this building claims the *Necronomicon* and is declared the winner! Note that if nobody controls the correct building then the game is a Draw.

SCENARIO 5: PANIC IN THE STREETS

Sheridan takes the *Necronomicon* and unlocks the silver chains that bind its crackling pages together. As the last chain hits the floor, the covers of the book slam open of their own volition as the pages flip madly to a certain page. Eldritch runes seem to crawl from off the leathery parchment, and before anyone can stop him (and seemingly against his will!), Sheridan begins to read them aloud...

For a moment, it seems as though nothing is happening... until screams begin to erupt around the town. Overhead, a strange vortex of greenish light has torn through the fabric of reality and you watch in terror as unspeakable horrors begin to claw their way out. Seeing the townsfolk running for their lives, the bizarre creatures give chase immediately and chaos engulfs Sweetwater!

Set-Up

This Scenario takes place within the small town of Sweetwater.

Place a 5" diameter Vortex template in the centre of the table – an old CD painted suitably is ideal for this. Set up the rest of the table as for a normal game, with the exception that no terrain should be placed within 4" of the edge of the Vortex.

Roll once on the Eldritch Entities Table (page 33) and place the appropriate NPC in the centre of the Vortex.

Place 2 Innocent Bystanders, plus a further 1 Bystander per Posse taking part in the game, in Contact with the Vortex. Roll-Off to decide who gets to place them.

The Posses then Deploy as normal.

Special Rules

At the start of each Turn after the first, a randomly generated Eldritch Entity appears in the centre of the Vortex (or as close to the centre as possible).

An Entity can only manifest if it can be placed so that its base fits completely within the Vortex – if this is not possible, then no Entity manifests this Turn. If a Lurking Horror is generated, it uses the above rules rather than the ones described in its Bestiary entry when it appears.

The Rifts are completely impassable to all non-Eldritch Entities – if such a model would be forced into Contact with one for any reason, it halts immediately.

When an Eldritch Entity Activates in the NPC Phase, it will always Move towards and/or attack a Bystander in preference to any other model. Other models interact with Bystanders as normal, except that they cannot use them as Human Shields! Bystanders never leave the table – if their Move would take them off the edge, they will stop immediately.

Winning

The usual scoring method applies in this Scenario, but in addition every Bystander held by your Posse at the end of the game is worth an extra 2 VP.

SCENARIO 6: HEART OF DARKNESS

After a long struggle, the vortex has finally closed and the town has been saved – but at a terrible cost. Sweetwater is in ruins, the bodies of many innocent people lie, half-devoured, in the streets, and Sheridan has lapsed into a catatonic state, the *Necronomicon* clutched in a vice-like grip!

As the Posses recover, they begin to feel a strange pull at the back of their minds. This compulsion gradually becomes too strong to deny, and they set off into the swamps following this command. They soon find themselves deep in the dark heart of the bayou – deeper than any human has ever set foot before. In front of them sprawls a massive complex of cyclopean ruins, and from somewhere inside they can feel the call of the alien presence...

Set-Up

Set up the table as for a normal game. This Scenario takes place within the cyclopean ruins of the Temple of Dagon so, if possible, the terrain should reflect this. There should also be several areas of raised terrain, ideally connected by narrow walkways, for your models to occupy. A Gibbering Spawn NPC is placed in the centre of the table. Deployment is then resolved as normal.

Special Rules

Do not roll for Treacherous Conditions in this Scenario. Instead, the Gloomy Condition is always in effect from Game Turn 1.

In addition, as the power of Dagon begins to stir in the depths beneath the ruins, dark waters start to rise... To represent this, the following additional Treacherous Conditions come into effect at varying points during the game:

- **Game Turn 3:** the Foul Morass Condition is in effect from the start of this Turn until the start of the Turn 6.
- **Game Turn 6:** the Flooded Condition is in effect from the start of this Turn until the end of the game.

Winning

At the end of the game, divide the table into equal quarters. In addition to the usual VP scoring methods, you will earn 4 VP for each table quarter that contains more of your own models than those from the opposing Posses. Downed models and NPCs do not count, nor do any models whose base is not entirely within a quarter! If a table quarter has equal numbers of opposing models within it then it is contested, and nobody gets the extra VP.

Finally, the Gibbering Spawn NPC is worth a further 2 VP to the Posse who causes it to fall as a Casualty.

OPPOSITE Eldritch Entity: Servitor of Dagon



ATRU-NDR 18

SCENARIO 7: DAGON RISING

The Posses have braved unimaginable terrors and mind-blasting sights to get this far, and now the inner-sanctum of Dagon's Temple lies before them.

A great pool of dark, still water lies in the centre of a huge circular chamber. Around the pool stand four towering monoliths of black stone that almost seem to ripple with barely-contained energies. The air here feels heavy with an unseen force that claws insistently at the back of the mind and causes the eyes to play tricks – shadows on the wall seem to writhe with a mind of their own like the tentacles of some deep-sea leviathan.

Instinctively, all here know that these monoliths are somehow the keys that will either set Dagon free or lock him away in deathless slumber – all sense that, one way or another, it is unlikely that any of them will return from this place the same, if at all...

Will you prevent this primordial terror from entering our world, or will you succumb to its siren-call and become its servant?





Set-Up

This Scenario requires two teams, based around the Alliances of Order and Chaos. Try to ensure that each team has an equal number of models – this may mean that some players will have to leave models out for this game!

Each team requires four coloured tokens of some kind – for example, blue for Order and red for Chaos.

The game takes place in the cyclopean ruins of the Temple of Dagon once again. In the centre of the table lies Dagon's Pool – a large circular area of Deep Water terrain, 5" in diameter.

Divide the table into equal quarters. In the centre of each quarter, place a monolith. These monoliths should be roughly 40mm in diameter.

The Posses then Deploy as normal.



Special Rules

Bottle Checks are not made in this Scenario – this is the final confrontation to decide the fate of a nation, and the stakes are too high for either side to back down now!

The monoliths are impassable terrain that block LOS.

A model may try to Attune a monolith by spending an Action while in Contact with it. The model rolls 1 Grit Die (or 3 Dice if an Arcanist) and, with at least one Success, may place one of their coloured tokens on it. A model can try to Attune a monolith that already has an opposing token on it – in this case, the enemy token is removed but you may not place your own token this time.

From Game Turn 3 onwards, if there are ever at least three monoliths Attuned to Chaos at the start of the Turn, a unique Eldritch Entity known as the Minor Servitor of Dagon manifests in the centre of Dagon's Pool! Note, however that there can only ever be one Minor Servitor in play at once.

Once the Minor Servitor is in play, the only way to get rid of it is for the Order team to remove Chaos tokens from the monoliths – the Minor Servitor disappears immediately as soon as there are fewer than three monoliths Attuned to Chaos.

The Chaos Team may, of course, be able to summon the Minor Servitor again later in the game by using the same method described above to bring the number of Chaos-Attuned monoliths back up to three or more.



The Minor Servitor of Dagon

Though termed ‘minor’ by the knowledgeable, don’t let the name fool you – it is thought that these servitors of the Great Old One known as Dagon are the ancient fish-god’s avatars in this dimension. Vast entities pulsing with bioluminescence, they appear as grotesque hybrids of humanoid and the myriad inhabitants of the deep...

	Base Size	Move	Grit	Special
MINOR SERVITOR OF DAGON	60mm	4"	D10	<p>Eldritch (3). Fearsome.</p> <p>The Servitor never strays further than 6" from Dagon’s Pool when Activated.</p> <p>The Servitor automatically passes all Saves it is required to make, and is immune to the effects of the Banish and Damballa’s Cleansing Arcane Powers, the Eldritch Binding Spell, and the Icon of Dominion Eldritch Relic. All non-Supernatural, non-NPC models that begin their Activation within 6" and LOS of the Servitor must pass a 1 Die Sanity Test or roll on the Insanity Table (page 32).</p>

Winning

At the end of the game, Chaos wins if the Minor Servitor of Dagon is on the table. Otherwise, Order wins!

If this game was played as the finale of the Narrative Campaign, then the winning team earns 2 extra Destiny Points for their Alliance – for a total of 3!

Campaign Aftermath

If you want to preserve the mystery of our ongoing tale, then do not read any further until you have played through the entire Forbidden Power Campaign!

Total up which Alliance currently has the most Destiny Points, giving an additional Destiny Point to the Alliance with the most Eldritch Relics in its possession, and look up their entry – and **only** that entry – [page 87](#) for the Alliance of Order, [page 88](#) for the Alliance of Chaos.

If both Alliances are tied, treat it as a victory for Order.





Campaign Aftermath: Alliance of Order

The Servitor of Dagon has been banished back to its unspeakable realm beyond time and space, and its foul master remains trapped, our world beyond his grasp once more.

Although too late to save those already condemned to live out their days within the many asylums that now dot America, the Plague of Madness has abruptly receded and the Eldritch incursion has mercifully come to an end.

The imposing Temple of Dagon and its terrifying denizens has been destroyed – what ruins still remain are sinking slowly back into the watery embrace of the bayou.

The rising power of the Church of Dagon has been checked, the Reverend Whateley and his twisted inner circle rounded up and destroyed by the Salem Sisterhood. Some, however, escaped, fleeing into the depths of the swamps to lick their wounds and slowly rebuild once more. Knowing the threat, however reduced, still remains, the Twilight Order, Congregation, and agents of Robert E. Lee's Free South movement have joined with the Sisterhood in hunting down these fugitives.

This revitalised union of the Alliance of Order has severely curtailed the ambitions of General Craine and his Dark Confederacy, as Congregation guerrillas, bolstered by Templars, Crusaders, and the powerful covens of the resurgent Salem Sisterhood ravage his undead forces.

The Skinwalker Tribes stand, battered, but not broken, and lend what support they can where they can. With their allies occupied in the South, they look to the North, knowing that the most obvious threat is not the only one...

With Crowley still rebuilding the Crossroad Cult in an uneasy truce with the Shadow Dragon Tong after the tumultuous events in the Indian Territory, Dracula's chief rivals have been put back in their place. His position has been strengthened, and any ground lost has been retaken. The recent battles have been used to justify the building of a series of fortifications throughout the country – to protect the people from the "Threat from the South".

The battle for America will rage on in the shadows of the West for some time, but the Alliance of Order will stand united against Dracula's oppressive regime!



Campaign Aftermath: Alliance of Chaos

Dagon has returned to the Earth. Now not just America, but the entire world, writhes in an ocean of anarchy and madness!

But this is not the promised utopia preached of by Reverend Whateley and his Church. Indeed, the mad priest and the bulk of his corrupted followers were amongst the first to perish to sate the foul hunger of the newly awoken Great Old One.

Across America, those afflicted by the Plague of Madness abruptly dropped dead as Dagon feasted on their tormented spirits, growing stronger with each soul consumed. Eldritch incursions became more frequent, and soon a tide of unspeakable horrors swept across the land, laying waste and devouring any living thing in their path.

With much of their strength lost in the fighting that raged in around the Temple of Dagon, the Alliance of Order lacks the numbers to combat this all-consuming threat. The Twilight Order and the Salem Sisterhood have lost many brave men and women, and any hope of reinforcement from Europe has been dashed as the Old World becomes mired in their own battles against impossible monstrosities. The Congregation has retreated northwards, seeking to regroup and link up with elements of the Free South movement in Virginia. The Skinwalkers fared somewhat better, but are, for the moment, cut off from their allies and too few in number to offer any meaningful aid.

Realising too late the folly of their actions, the Alliance of Chaos stands dumbfounded at the moment of their triumph, as the true earth-shattering implications of their actions finally sink in.

The Dark Confederacy's growing army of the undead has been utterly spent in the initial fighting against Dagon's spawn, but despite his necromancers being savaged by the Plague of Madness, General Craine has vowed to continue the fight.

The Crossroads Cult is isolated in the north, still maintaining an uneasy truce with the Shadow Dragon Tong in the ruins of Deadwood City. The Cult's Grand Magister, Edward Crowley, and the Tong's shadowy leader, Yanluo, both seem content to wait and watch each other for a sign of weakness that can be exploited, even as America burns around them!

Only Dracula still maintains any semblance of an organised power-base (although greatly reduced), and his iron-willed rule stands as a final bulwark against the Eldritch hordes. It is around this detested figurehead that the shattered survivors of both Order and Chaos rally, forming an alliance as unlikely as it is desperate.

America's tyrant may yet prove to be its only hope for survival...