

# ONE LAST TASTE OF POWER

ONE LAST RAY OF HOPE

DEFY THE PROPHECY

# SLAY VERHU

YOU ARE ONE OF THE LAST  
QUEENS OR KINGS, DESPERATELY  
CLUTCHING ONTO THE LAST OF  
YOUR PITIFUL REIGN.

THE END IS NIGH BUT TWISTED  
SEERS HAVE WHISPERED ANSWERS  
TO YOU IN YOUR DREAMS:

YOU MUST DIG INTO THE FETID  
SOIL, BREAK THE BONES OF THE  
WORLD AND FIND THE SKINNING  
BLADE.

BUT YOU CANNOT HOPE TO  
SUCCEED ALONE, YOU WILL NEED  
THE WRETCHED HORDES OF SCUM

THAT SHELTER BEHIND YOUR  
WALLS.

USE THEM TO EXPAND YOUR  
EMPIRE OF DIRT AND SIN.

USE THEIR FLESH TO POISON THE  
ABOMINATIONS, THEIR BONES TO  
BREAK THE TRAPS, AND THEIR  
BLOOD TO APPEASE THOSE THAT  
WATCH OVER YOUR FOUL MISSION.

THEY WILL DIE IN WRITHING  
AGONY SO THAT YOU MAY LIVE  
FOREVER.



# RECRUITING

What is a ruler without peons to rule? You need workers to dig, farm, build, and fight for you if you are to have any hope of reaching The Skinning Blade.

But be careful, unlike the docile dwarves of DELVE, these opportunistic scavengers will turn on you the first chance they get. They must be kept in line with promise and punishment as you see fit. But before we get onto that, lets cover the basics of recruiting new souls.

Each turn you may hire as many units as you can afford but at the end of the hiring phase, you must draw a card for these new hires;

- ♥ - They are liars and carry a secret disease, lower their STR by ¼
- ♦ - They seek fortune, decrease their Mutiny Threshold by 2
- ♣ - Monstrous and vicious, they seek violence, increase their STR by ¼
- ♠ - Witless fools, they believe in you, increase their Mutiny Threshold by 4.

You will also gain new units from certain Rooms;

The **SLAVE CATCHERS** will produce 1D4 Slaves during each Hiring Phase.

The **DEFILERS** can produce a Defiled each Hiring Phase after a Combat.

UNIT	STR	COST	POWER	MUTINY THRESHOLD
Wretch	1	1♦		
Scum	5	8♦		
Wickhead	5	10♦	Something to do with backstabbing	
Berserker	20	12♦	Once a Berserker takes damage, they become hostile to everyone until all enemies are killed.	
Defiled				
Troll	15		Every time a Troll takes part in combat and survives, increase its STR by 10	

# ROOMS

## **Slave Catchers - XX♦ -**

*Flavour Text*

During the Hiring Phase, roll 1D4 and gain that many Scum for free.

## **Defiliery - XX♦ -**

*Why risk ourselves when these wretched bones can die again and again?*

The Defiliery works blasphemous magic to resurrect the bones of those that have fallen so that they may continue to serve.

During the Hiring phase after a Combat, you may recruit a Defiled.

## **Troll Pit - 80♥ - Food: -10 (-1 more after each combat)**

*What doesn't kill you makes you stronger is only true for Trolls.*

Can House 1 Troll.

Trolls cannot be recruited, must be captured.

## **Herbmaster's Hut - 40♥ - Food: -4**

## **Dreamer's Den - 90♦ - Food: -2**

*Reality is decaying, dreams can be made real by those capable of controlling them.*

You may sacrifice a Legendary Item to draw on the Dream Table (Page XX).

Dreams are permanent and can only be triggered once. If you get the same result twice, too bad, there is no effect.

## **Temple to Verhu - 100♦ - 2 Grid Space**

*Vain and glorious, Verhu desires temples to himself more than anything else.*

**Temple to SHE - 200♦ - 4 Grid Space**

*SHE makes demands, if we can answer them, we may yet learn of the truth.*

Every time you draw a Black Joker, SHE makes a demand. If you do not have a Temple to SHE, you are counted as having failed her, see Failed Offering.


If you do have a Temple to SHE, the cards you draw for your Abomination are also used to see what SHE demands.

Successfully fulfilling a Demand grants you one of the following:

- 100♦ which pours from Lusi's maw
- The words of a Sacred Spell (your choice) are whispered by Arkh

Failing to fulfill a Demand within 4 Turns is considered heresy and you are burdened with the one of the following:

- A Disease spreads through your city. Draw on the Disease Table (page XX)
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ACTION	RED CARDS	BLACK CARDS
Destroy, Burn, Feed to a Troll, Just <b>GET RID OF IT</b>	1 - 3: 50 STR of Units	1 - 3:
	4 - 7: A Twice Harmed Troll	4 - 7:
	8 - 10:	8 - 10: A Legendary Item
	Faces:	Faces: A Room worth 50♥ or more
Lavish Upon Me, Erect In My Honour, <b>CREATE</b>	1 - 3: A Defiled	1 - 3: A Slave Catcher
	4 - 7:	4 - 7:
	8 - 10:	8 - 10:
	Faces:	Faces:
 Seek out and lay at the feet of my statue a...	1 - 3: A Legendary Item	1 - 3:
	4 - 7: The corpse of a goblin	4 - 7:
	8 - 10: 50♦	8 - 10:
	Faces:	Faces:
<b>BETRAY</b>	Your highest STR unit, sacrifice them.	Your people, destroy ¼ of your Food Producing Rooms.

## ♣ NATURAL FORMATIONS ♣

A♣	<p><b>The Membrane of Sarkantha</b> – This sticky, acid bleeding membrane has grown over one of your doorways during the night. Starting with your lowest Room, draw a card, if it is a face card, that Room is affected. Stop when you have drawn a face card or have drawn for every Room. Any unit that attempts to pass is killed unless they draw a Red King. It cannot be removed or reasoned with.</p>
2♣	<p><b>Foul Goblins</b> – Out of the shadows of this cavern goblins spread their evil curse. You must find and defeat the goblins or the units nearest to this cavern are turned into goblins. 20 STR. Ranged. The goblins may attack each Combat round but you may only retaliate if you roll a 3+ on 1D4 as they hide among the rocks.</p>
3♣	
4♣	<p><b>Noxious Cloud</b> – Breaking through the wall of a cave filled with fecal matter, a cloud of Disease engulfs your miners, tainting them as they bring their filth back with them. Draw on the Disease table (page XX).</p>
5♣	
6♣	
7♣	

8♣	
9♣	
10♣	
J♣	<p><b>Wyvern's Lair</b> – A bone strewn heap of filth, the wyvern guards its rotting meat jealously. Any non-undead units that engage it in combat, even if successful, die from its poison after combat. 130 STR. The Wyvern Damages any Food Producing Rooms it enters.</p>
Q♣	
K♣	

## ♠ REMNANTS ♠

A♠	<b>Latrine</b> – 1D4 Grids downwards. This foul pit contains decades worth of excrement and viscera from whatever disgusting beings dwelt here. You may sacrifice a Unit to search the Latrine for Treasure (page XX).
2♠	<b>A Normal Corridor</b> – It's fine. Right? Wrong. This corridor counts as a Level 3 Damage Trap (30 STR) which only affects your units. Once it has been tripped, it does not trigger again.
3♠	
4♠	
5♠	
6♠	
7♠	

8♠	
9♠	
10♠	
J♠	<b>Flagellant's Monastery</b> – Blood soaked stones and instruments of seftorture. 50 STR worth of Flagellants guard their monastery jealously. If defeated, you may increase increase your Punishment by 2.
Q♠	<b>Giant's Hermitage</b> – The isolated home of an eyeless giant that speaks with the things beyond our world. It will case a Sacred Magic (page XX) from the bones of one of your units. Merely let it rip them apart to fuel its sordid ritual.
K♠	<b>Lamentations of the Lich</b> – An undying Lich has been discovered, cursed to suffer in their own failing corpse. They cannot be killed only destroyed and made to return to their lair. No magic works in the same row as a Lich's Lair. After each Exploration phase, draw a card. If it is a Black Face Card, the Lich regenerates and attacks. 200 STR.

## ♥ SACRED MAGIKS ♦

A	<b>Angelic Sacrifice</b> – A guardian angel bound by your magic power, hurls itself upon the next Discovery that contains the word “trap”. They are killed brutally by the trap’s effects.
2	<b>Blind Obedience</b> – The next ♣ creature you discover that has a STR value has its mind put into bondage and forced to serve you until it dies.
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J	
Q	
K	<b>Grave Grace</b> – During the next combat, none of your units can die. If they lose all of their STR, they get back up with full STR after combat.



## ♣ UNCLEAN MAGIK ♠

A	<p><b>Crawling Fire</b> – Draw 2 cards and add their value together. Starting from the lowest explored Grid Space, a living conflagration spreads that many Grid Spaces before extinguishing. Any units it touches are killed. Any Rooms it passes through are Damaged.</p>
2	<p><b>Insanity Bolt</b> – Choose a column. Vexrik The Forgotten sends a bolt of psychic fire through the mind of every unit in this column. They turn on each other and fight until only one remains in each affected Grid Space.</p>
3	<p><b>Revulsion</b> – Insects crawl in amongst the grain and livestock call out in mother's voices. For the next 6 turns, starve off 5 Units at the start of each turn.</p>
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7	

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10	
J	
Q	
K	