

*None of you have probably heard of that faithful day in Kra'khem,
only a lone survivor was found afterwards.*

*Half dead, half mad and rambling ludicrous stories.
Nobody believed a word this lunatic sputtered and so the story
drifted into obscurity.*

The survivor of this day was me.

*I've kept my mouth shut since that day in fear of being shunted
again. But in my old age I feel the urge to tell in full detail the
horrors I have seen.*



~Grill the Kraken~

an Ømen Tide story event

organised by

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Artwork

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Text

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special thanks to

Amelie, Hannes, Johannes, Jonas

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ORGANIZATIONAL INFORMATION

Time Table

- 10:30 - 11:00: Check In
- 11:00 - 12:30: Scenario I
- 12:30 - 13:00: Lunch break
- 13:00 - 14:30: Scenario II
- 14:30 - 14:45: Short break
- 14:45 - 16:15: Scenario III
- 16:15 - 16:30: Short break
- 16:30 - 18:00: Scenario IV
- 18:00 - 18:30: End of the Event and Beginning of the feast

Pairings

Pairings will be predetermined before the event and made available to all.

Lunch Break

We will only take a very short lunch break. Since we will grill together in the evening.

There are two pizza places nearby, but I'm not sure whether there will be enough time. If you want pizza you should maybe order beforehand.

Miniature Secret Santa

Christmas in summer? Yes, why not.

We like to arrange a little miniature Secret Santa.

Please bring along a miniature (or parts to build a miniature) you want to give away. Sealed and packed nicely so nobody can peak.

In the end, everybody will receive a different sealed package.

Food

Finally we are at the topic to "Grill the Kraken"

The actual Grilling

The Grill will be occupied by us. We will provide an assortment of grilled stuff and bread, which you can get for a small donation (all will be roughly at net cost for us). We will post a list what it had cost us next to the grill.

Sadly (or gladly), we don't grill any Kraken, but we will provide the following:

- Pork Sausages from a local butcher
- Vegan Sausages made from Seitan
- "Carrot Dogs" made by us (Carrots marinated in a bbq sauce and grilled)
- Simple, but delicious flat breads made by us

Bring and Share

The other big part of a great BBQ are the salads and condiments.

We want to encourage everybody to bring something delicious to the event. So we could have a big buffet of wonderfully different dishes.

Please tag somehow whether your dish is vegan, vegetarian or contains meat.

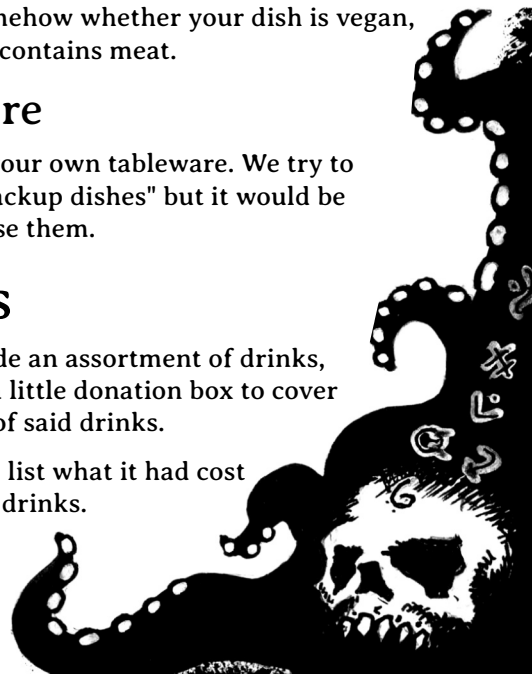
Tableware

Please bring your own tableware. We try to have a few "backup dishes" but it would be great to not use them.

Drinks

We will provide an assortment of drinks, there will be a little donation box to cover the expenses of said drinks.

We will post a list what it had cost us next to the drinks.



EVENT STRUCTURE

The Grill the Kraken story event will be structured into 4 Games against different opponents.

To keep it simple, we do not use the campaign special rules. Instead we provide the story through the scenarios and sprinkle in a bit of progression here and there.

Your cult

Your cult will represent the villagers of Kra'khem.

Wretched folk, mutated, insane and highly dangerous.

Cult list

During the registration you have chosen a cult. You can only bring models from the chosen cult.

Bring a list consisting of 3 models of your chosen cult. You will play these three models throughout the event.

Your Dogma must be chosen beforehand and is fixed for the whole event.

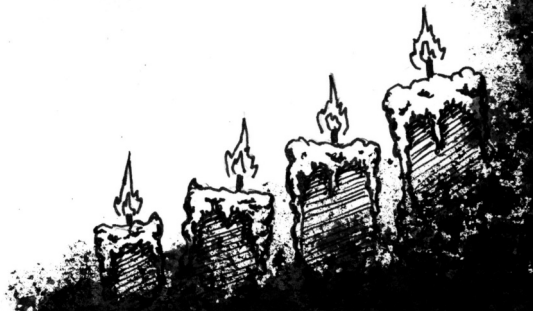
Items

During the event you will receive items. You will keep the items until they have been used.

Items can be freely swapped across your cult in between games.

Special Rules

When a model of your cult gets a special rule during a scenario, only this specific model gets the special rule. The special rule cannot be swapped between models.



Before a Scenario

Preparation

- Ensure you have found your next table to play on.
A list will be provided.
- Make sure you have distributed your items to your liking.
- Scan the the next scenario to have a at least a rough understanding of the rules.

Get together

Before a scenario starts, after everybody has found their boards, we get together.

We will read the story intro of the next scenario, summarize the rules and clarify a few questions before you can start.

After a Scenario

Report the result

- Report your games result.
- Report the current count of OMEN STONES of both players.
- Report your coolest moment in a game and when it occurred.

Loot

After each game the cultists get together to regroup and share the loot they found.

Both players get to draw some random items.

The winner of the game draws two items

The other player draws one item.

On a draw, both players draw one item.

Items to draw from are provided by us.

EVENT SPECIAL RULES

Random Direction

During the campaign you will be asked to determine a random direction. To do so, roll the Divining Bone (aka. dice with arrows). The arrow determines the direction. The Divining Bone will be provided.

Mysterious Events

Throughout the campaign, there are mysterious events, hidden to the players. Only the trigger of the event is known. When the described condition is met, reveal the event immediately, read it and follow its content. Afterwards proceed as normal.

Example Event

Trigger

Reveal this event when the first model in this game takes damage

Content

Blood has been spilled.

Red it trickles down into the sand, forming some ancient runes.

The player controlling the damaged model draws an OMEN STONE



Omen Stones

*All around the village, I found bizarre little stones.
Their strange patterns seemed to snake and shift
when I looked at them out of the corner of my eyes.*

*Under my direct gaze the symbol pulled me in.
Awakened some primal, long forgotten fear deep in
my bones.*

*I tossed the stone as wide as I could and did not
pick up another one, but the feeling of dread and
inevitability lingered.*

During the campaign, players will accumulate OMEN STONES.

When a player is asked to draw an OMEN STONE they take one from the stock besides the board and add it to the player's own stash.

OMEN STONES are kept during the whole campaign.

The Fog

Thick as pea soup

FOG is a roughly 32mm diameter OBSTACLE.

Lost in the Fog

When a model touches a FOG during a MOVE or DASH action, the player controlling the model must immediately discard a card matching the player's color or it gets displaced.

When the player discards a card, remove the FOG and resume the model's movement.

Otherwise, the model's action ends immediately and the model is placed SHORT in a random direction from the FOG. Discard the FOG afterwards.

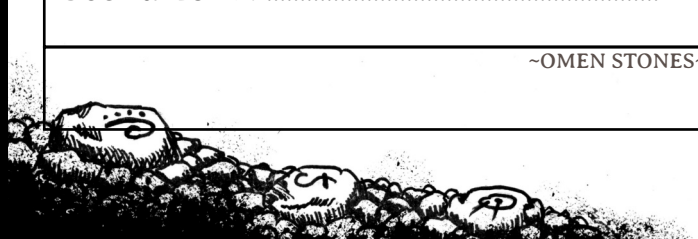
When a model touches another FOG during its random placement. The new FOG is triggered as if the model took a walk or dash action.

When a model is pushed into or through a piece of FOG, remove the fog and the model must make a PERIL test as if it had been pushed into a terrain piece

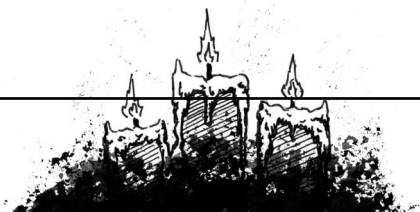


CULT ROOSTER

		~CULT NAME~
		~CULT TYPE~
		~DOGMA~
~SCENARIOS WON~ Scenario I ☐ Scenario II ☐ Scenario III ☐ Scenario IV..... ☐		~BEST MOMENT DURING PLAY~
~OMEN STONES~		

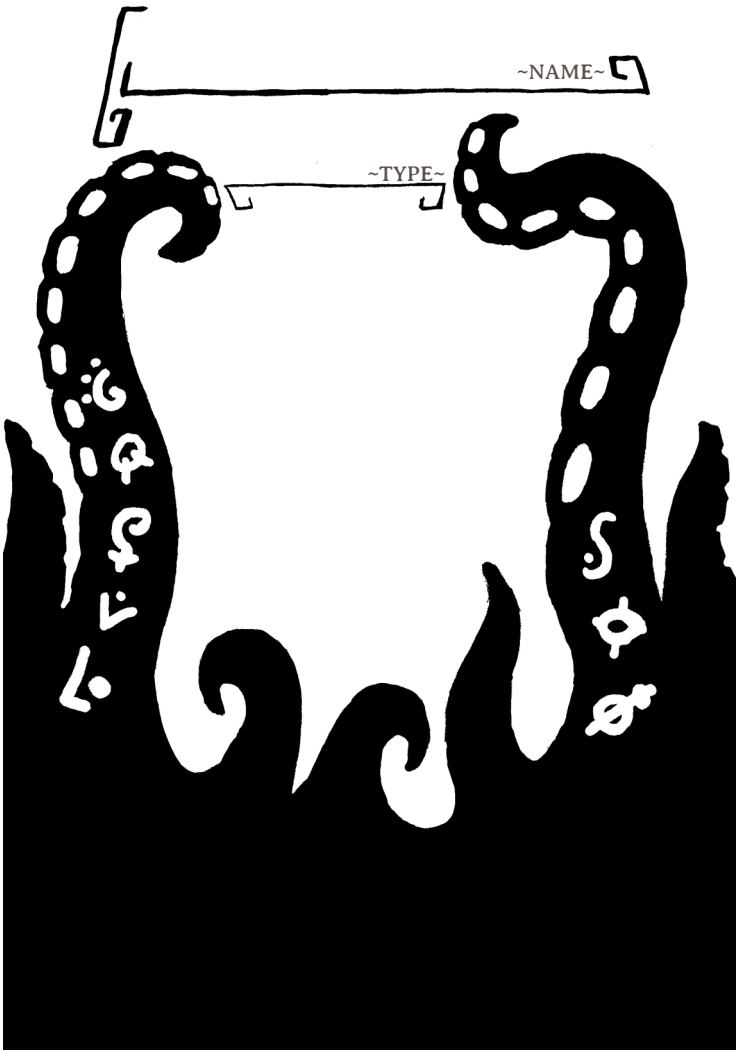


~NOTES~

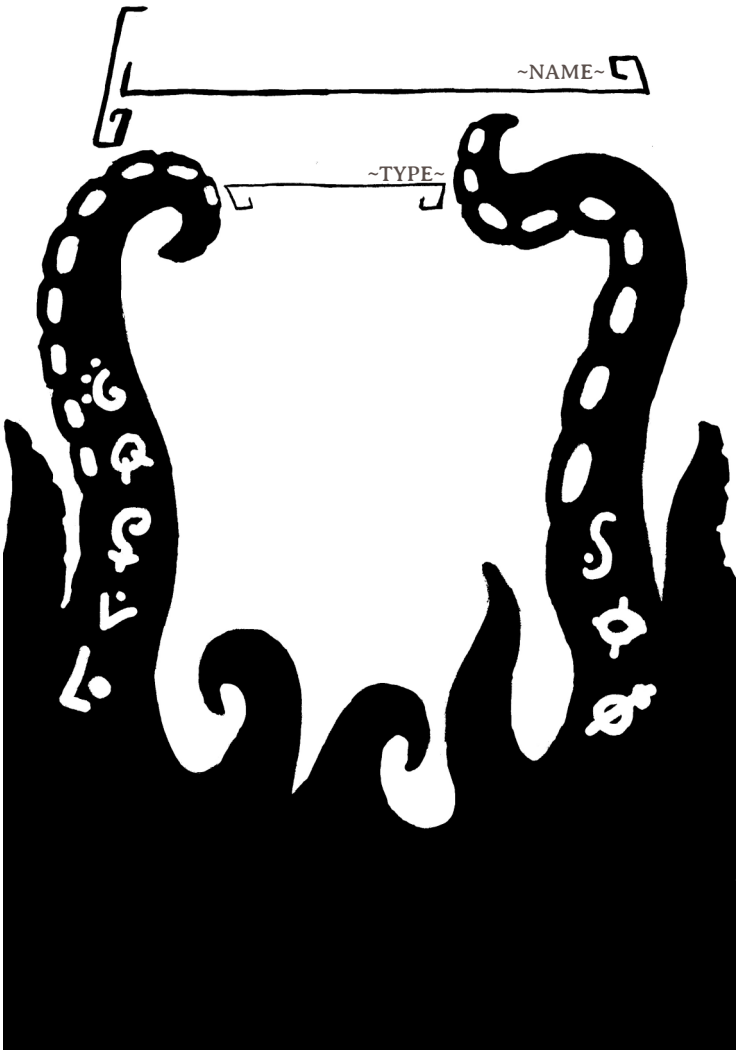


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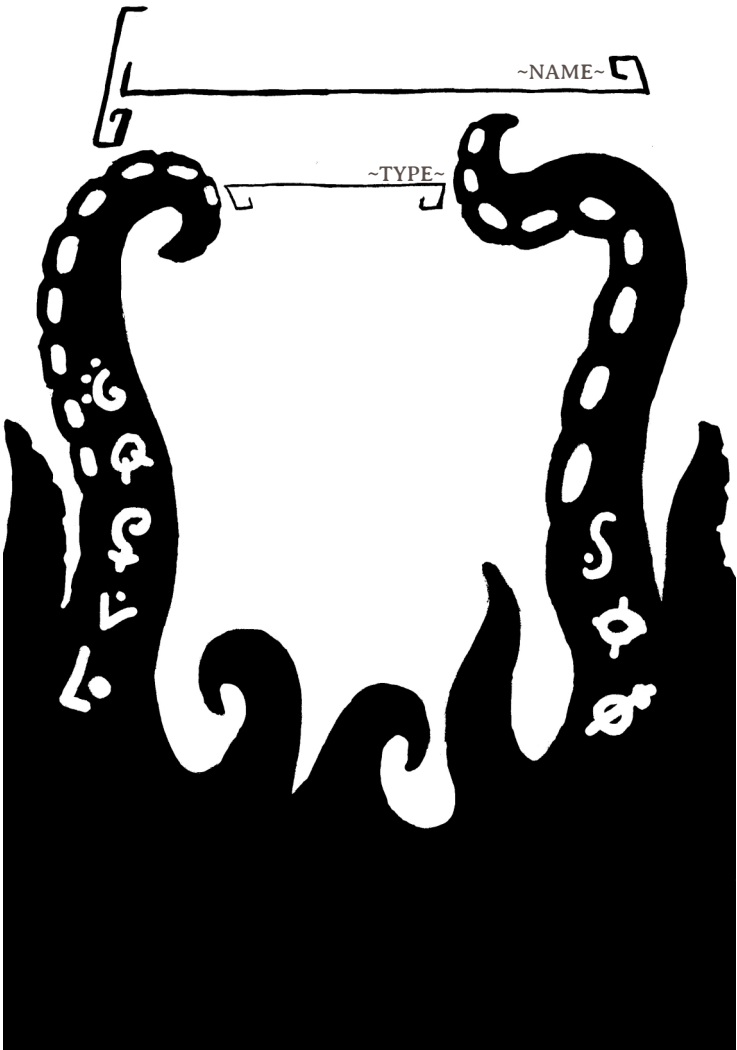
	~NAME~
	~TYPE~
	~SKILLS~
	~ITEMS~
	~SPECIAL RULES~



	~NAME~
	~TYPE~
	~SKILLS~
	~ITEMS~
	~SPECIAL RULES~



	~NAME~
	~TYPE~
	~SKILLS~
	~ITEMS~
	~SPECIAL RULES~



WELCOME TO
KRA'KHEM

I was warned the first minute I heard of this dreadful village.

*During my travels I found a coincidental travel companion.
After we exchanged stories and destinations he urged me to change
my route, cause it would take me through old Kra'hkem, where no
sane traveler would go.*

*"It's a dangerous place. The villagers were mad even before the
leviathan - eternal be his flesh - arrived. But now they are
completely nuts. Withdrawn from the meager trade, hostile to each
other and even more to strangers. Something is utterly wrong there.
Go around the place. It's only a few days more travel"
he warned me, when our ways finally parted.*

*Had I only taken his advice. But I was in a hurry and didn't want
to add days to my journey.*

*When I first entered Kra'khem, I couldn't help but overhear some
villagers heated rant:*

*"Them Bastards! They tried to trick us! Our border stones. Me
swears they're way off that way yesterday.*

Helping themselves to some more land, them crooks.

*But not with us! Go Boys, gather yer Brothers and Sisters. T'night
the cult will teach them thieves some lesson."*

I hurried along, hoping not to be noticed.

*After all I didn't want to be caught in the middle of some family
feud. Oh had I known. I would have hurried so much faster.*

The village itself was a wretched place. Crooked huts of sun-bleached driftwood and reed.

Even more crooked people hurried away in my wake. Doors shut close when I neared. I could sense hostile stares behind worn out curtains.

It was late in the day, but I decided to continue walking, spooked by the unwelcoming place and the stories of my companion.

The road out of Kra'khem was treacherous and the setting sun made it even harder to find my way.

I tried to anchor my bearing to the sea, but something must have gone wrong. When the night finally broke, I was utterly lost.

I pitched a meager camp on some cliff and laid myself to rest.

BORDER STONE



LONG TOSS

*I woke not long after dark, roused by a gruesome chant.
Some villagers were drawing nearer.
Did they come for me?*

*I scrambled to the near cliff and slipped into some cracks.
There I waited, heart pounding in fear of being discovered.*

*I could have known their business, I overheard it just the other day.
But please forgive my dazed mind for not drawing that connection.*

*The figures which emerged from the shadows where gruesome at best
and utterly horrifying at worst.*

"Wretched folk", my companion said.

*At that moment I understood what it meant.
Covered gruesome masks and unholy symbols, disfigured and
crooked they scrambled towards the beach.*

*Between their chants and prayers I could hear them talking,
reiterating their plan to reset the border of their land and teaching
the others a bloody lesson.*

*Most strangely there also came another group up the path from the
other end, ranting about the same thing.*

*Soon both groups would meet.
I was sitting in my hideout, frozen with fear.*

Deployment and Setup

On the center line there are 3 BORDER STONE markers. One in the center and two SHORT away from the first.

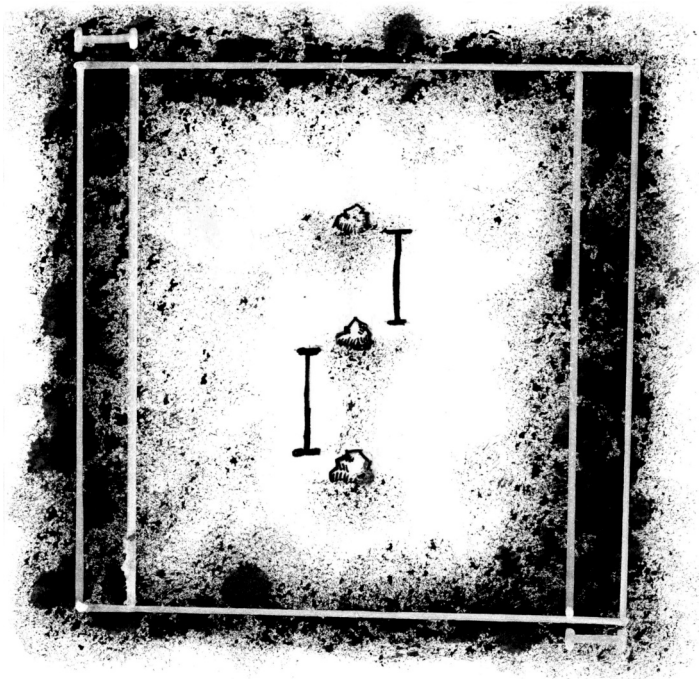
Starting with the Black player, players alternate deploying models within SHORT of their board edge, until all models are deployed.

Ending the game

The Player with the most border stone markers on the opposite half of the player's deployment zone wins the game.

The winner draws 2 OMEN STONES. The other player draws one.

On a draw, both players draw 1 OMEN STONE.



BORDER STONE marker

A model in base contact with a BORDER STONE marker can take an INTERACT action to toss the border stone.

To toss a border stone, the player flips the top card of the deck.

If it matches the player's color, the stone is thrown LONG from the interacting model in any direction.

Otherwise the BORDER STONE is only thrown SHORT.

When the throw crosses one or more models, starting with the first, the player controlling it can decide to catch the stone by discarding a card matching that player's color. The throw is now stopped and the BORDER STONE marker is placed in front of the catching model.

When the model does not catch the stone it must take a PERIL TEST and the stone resumes its trajectory.

The BORDER STONE markers are marked for their corresponding events. The marking has no other significance.



EVENTS

Toss BORDER STONE (X)

Reveal this event,
when a model first attempts to
toss the BORDER STONE (X)

*The cultist picked up the stone. Strange runes seemed to
light up in the dark. Glowing faintly, like they were
deep under the sea.*

*Something seemed to startle the cultist. He cried out in
pain, when he hurled the glowing stone.*

The model interacting with the
marker makes a PERIL TEST
before the toss happens.

The Player controlling the
interacting model draws 2 OMEN
STONES.





Toss BORDER STONE (Y)

Reveal this event,
when a model first attempts to toss
the BORDER STONE (Y)

*Some shadowy mist emerged beneath the stone when the
villager heaved it up.*

*I first thought it a play on my eyes, but it moved like
something living, coiling like a snake ready to strike its pray.*

*The villagers seemed oblivious to this. Could they not see the
danger they were in?*

Before the toss happens, reveal a card.

The player matching the card can
declare a model which must take a
PERIL TEST.

The player controlling the model
which took the PERIL TEST this way
draws 1 OMEN STONE





Toss BORDER STONE (Z)

Reveal the event,
when a model first attempts to toss the
BORDER STONE (Z)

*At the time I thought I was hallucinating from my lack of sleep.
Now I know better.*

After the Cultist hurled the stone, it simply got up.

*A coiling mess of strange tentacles sprouted from the stone's
underside, lifting it in the air.*

*The otherworldly thing just slithered along the ground, only to
vanish again, beneath the stone.*

After the toss and the BORDER STONE is placed at its final destination, the BORDER STONE marker is placed SHORT in a random direction.

It can neither be caught, nor does it trigger PERIL TESTS on this random movement.

The player controlling the model which tossed the stone draws 1 OMEN STONE





Reveal the event, after the first time a
model catches a BORDER STONE

I could swear the time stood still, and did not resume for an eternity.

Everything seemed to vanish. Only the two villagers existed. I could see them ever so clearly, overly sharp. Every detail was visible. Their eyes locked in an eternal struggle.

With a painful jolt, time resumed, and one villager was thrown through the air like a broken doll, tossed aside in disgust.

Reveal a card from the deck:

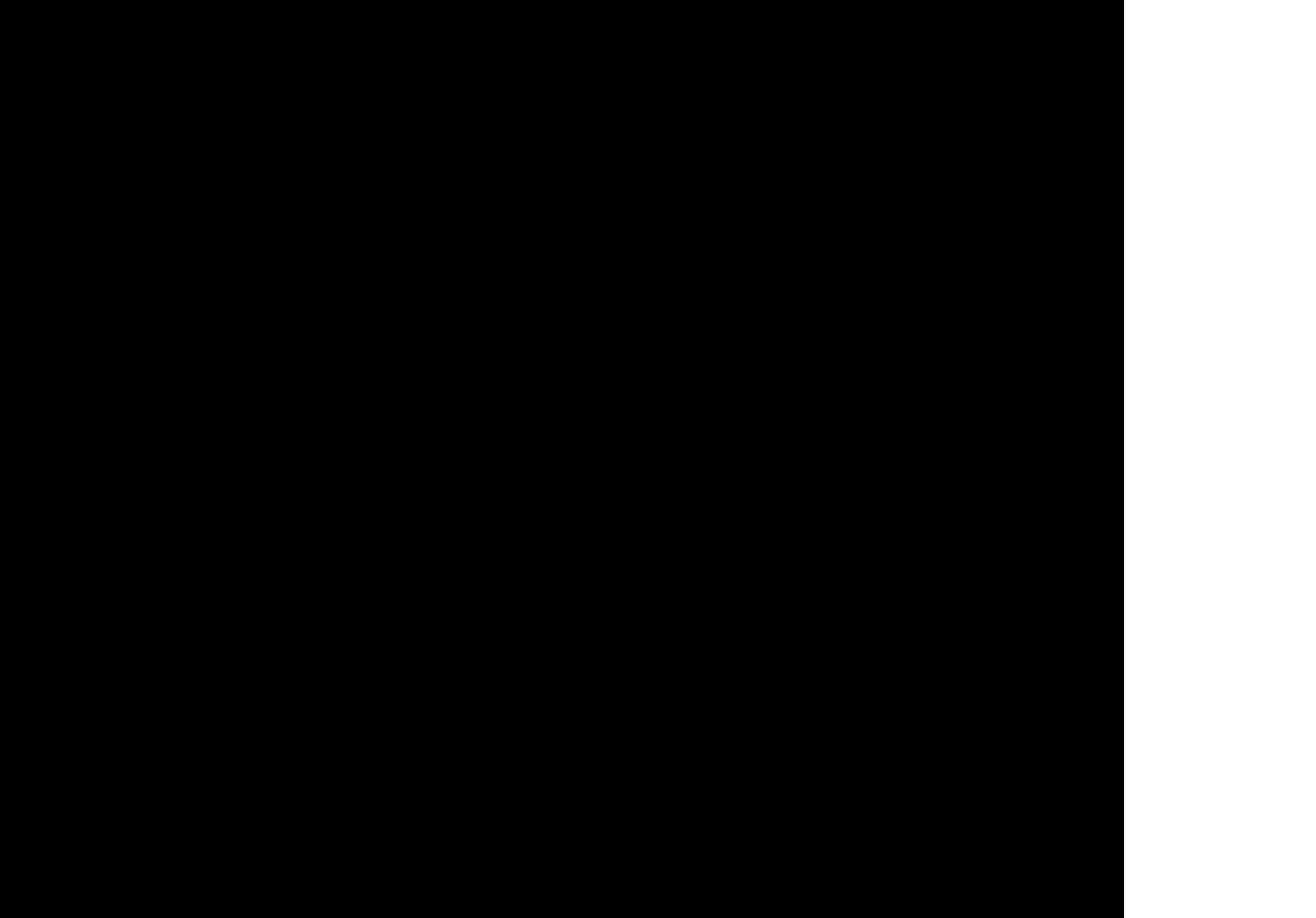
If the card's color matches the model which tossed the BORDER STONE, it is pushed SHORT directly away from the model which caught the BORDER STONE.

If the card's color matches the model which caught the BORDER STONE, it is pushed SHORT directly away from the model which tossed the BORDER STONE.

On a joker both models are pushed.

A player controlling a model being pushed this way draws 1 OMEN STONE





Reveal this event, after the first model is
harmed by a tossed BORDER STONE

Even in the dim light of the moon I could see blood dripping in the sand.

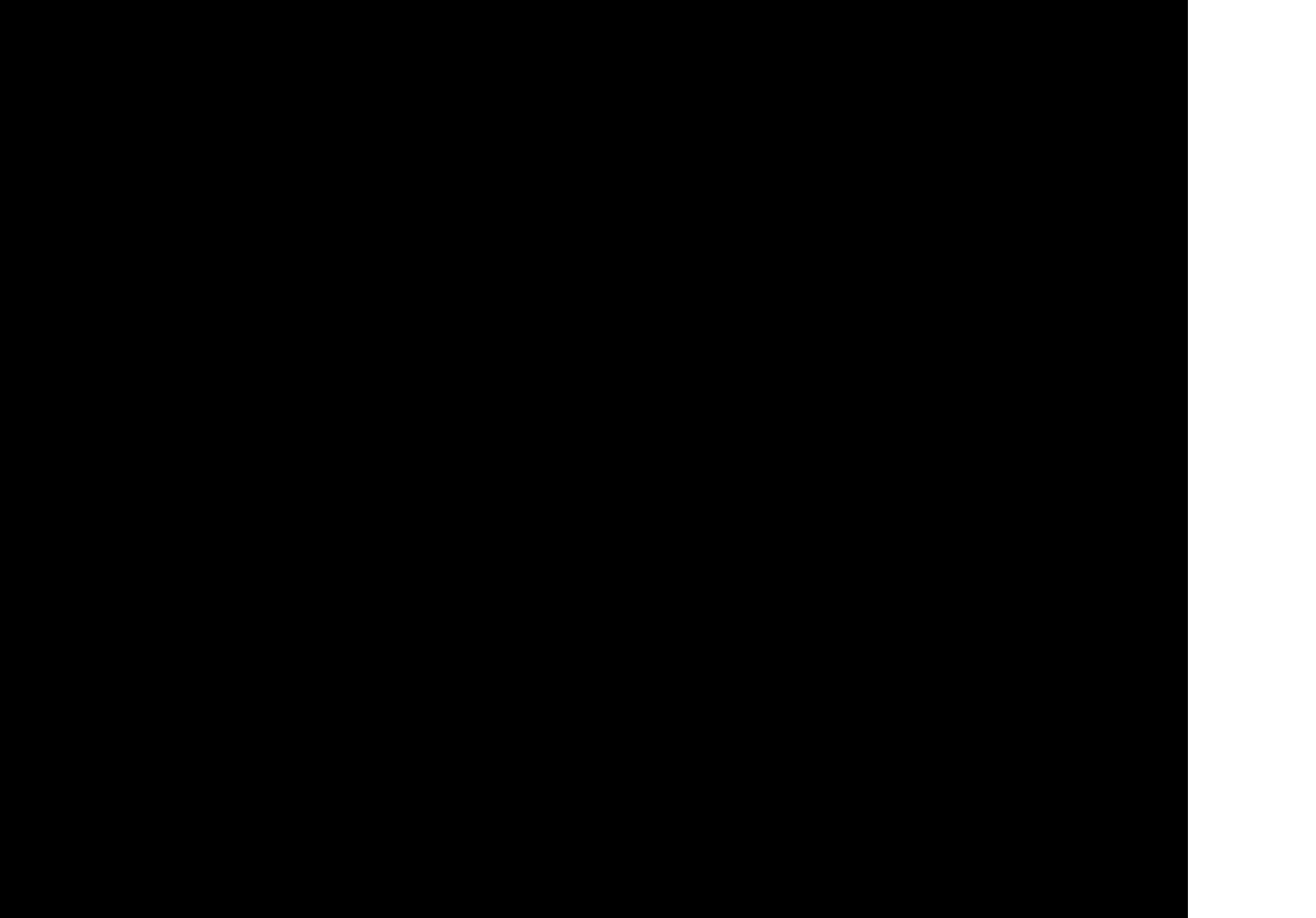
It pooled and flowed toward the stone a few feet away.

The stone glimmered in an abysmal red glow, sucking in the blood.

*Even there, in my hideout on the cliffs, I felt the dread emanating from the
stone.*

The player who controls the damaged model
draws 2 OMEN STONES





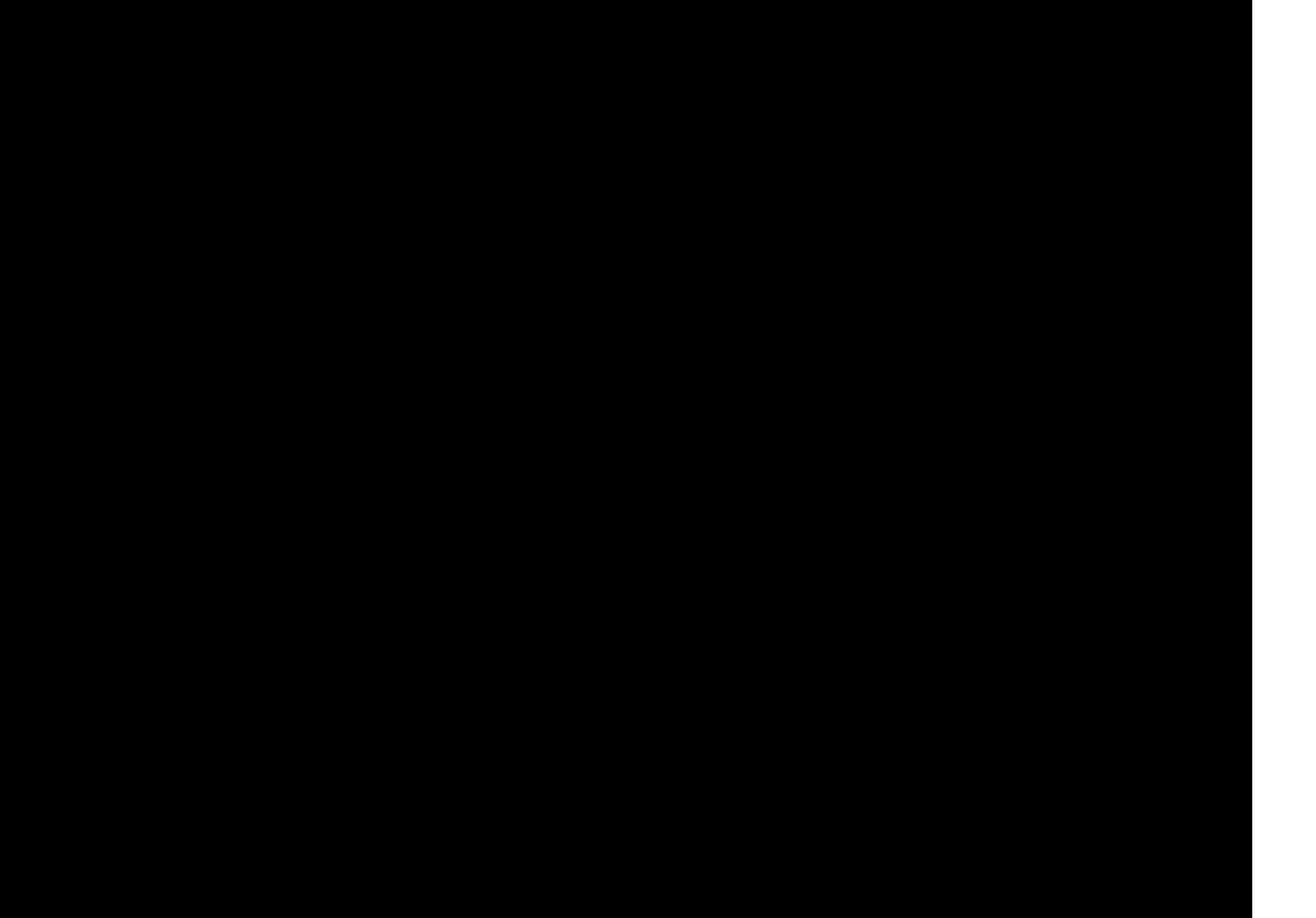
Reveal this event after the first model is slain

*I heard the heavy thud as if the cultist fell right onto my hideout. The wretched
being never got up.*

*One part of me rejoiced over the dead beast, another felt my own meager
mortality weighing down on me and felt sorry for the life snuffed out before my
very eyes.*

The controller of the slain model draws an OMEN
STONE





Reveal after the game has ended

I saw broken bodies lying in between bloody stones. Exhausted and broken, the villagers stared at each other with abysmal hatred.

*So many stones had been tossed around, but nobody ever seemed happy with the result.
I felt something strange in the air, something did not seem right.*

Then the fog came, oh this damned fog...

enario 1.

Scenario 2 and proc

LOST IN THE FOG

It started with only light wisps of mist.

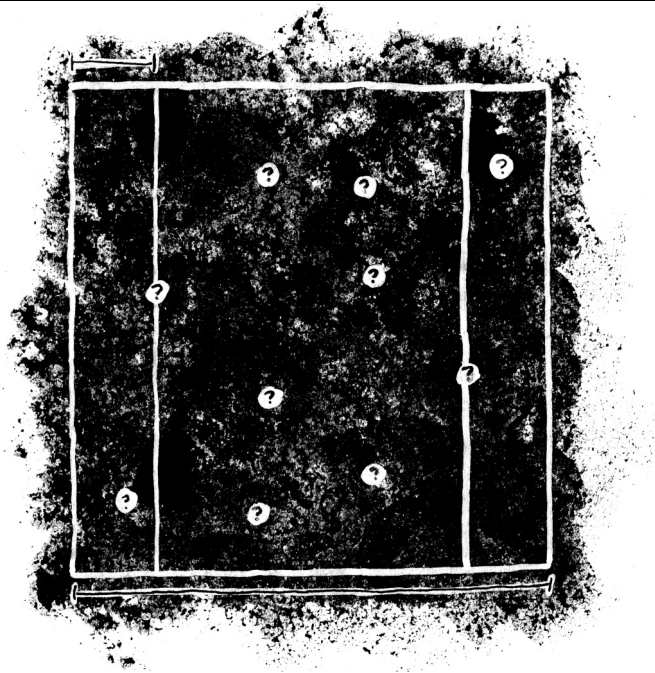
*Tendrils of translucent haze slithering across the beach, coiling
around corpses and feet. At that time, I didn't think much of it, but
suddenly thick grey fog rose up to engulf us all.*

*First I thought it a blessing. Oh what ignorance.
I finally left my hideout behind. I thought I could escape unseen,
sheltered by the grey mist.*

*But there was no shelter here.
I got utterly lost. Was I even at the same beach as before?*

*Nothing seemed familiar, no landmark known, even the sea was
completely in the wrong direction.*

*The villagers seemed lost as well. I heard them calling. Trying to find
their mates, to get their bearings.*



Deployment and Setup

The board is littered with 10 ORIENTATION MARKERS.

Starting with the Black Player, players alternate deploying their models within LONG of their board edge until all models are placed.

The fog thickens

After the OMEN PHASE:

Look at the OMEN CARD and consult the following table:

- (♥) Heart: The Black Player places a fog LONG in a random direction from the center of the board (or as close as possible) and one SHORT away from the first.
- (♦) Diamonds: Starting with the Black Player, place 3 pieces of fog SHORT from the board center or another fog
- (♠) Spades: The Red Player places a fog LONG in a random direction from the center of the board (or as close as possible) and one SHORT away from the first.
- (♣) Clubs: Starting with the Red Player, place 3 pieces of fog SHORT from the board center or another fog

For each fog piece flip a coin, on heads place a fog SHORT in a random direction.

Orientation Marker

A ORIENTATION MARKER has a top and hidden side.

A Model in base contact with a ORIENTATION MARKER can take an INTERACT action to reveal the ORIENTATION MARKER'S hidden side.

If it's a DIRECTION CLUE the model picks it up and carries it.

Otherwise consult the corresponding event.

The marker is discarded afterwards.

Direction Clues

A model can carry any number of DIRECTION CLUES.

When a model is damaged it drops one clue.

When it is damaged by another model the damaging model picks up the clue immediately.

If a model is killed it drops all clues.

If killed by an enemy the enemy model picks up all the clues.

Ending the game

The player with the most DIRECTION CLUES at the end of round 5 wins.

The winner draws two OMEN STONES.

The other player draws one OMEN STONE.

On a draw every player gets one OMEN STONE.



EVENTS

(♥) Heart Event

(♥) The Heart Event is drawn

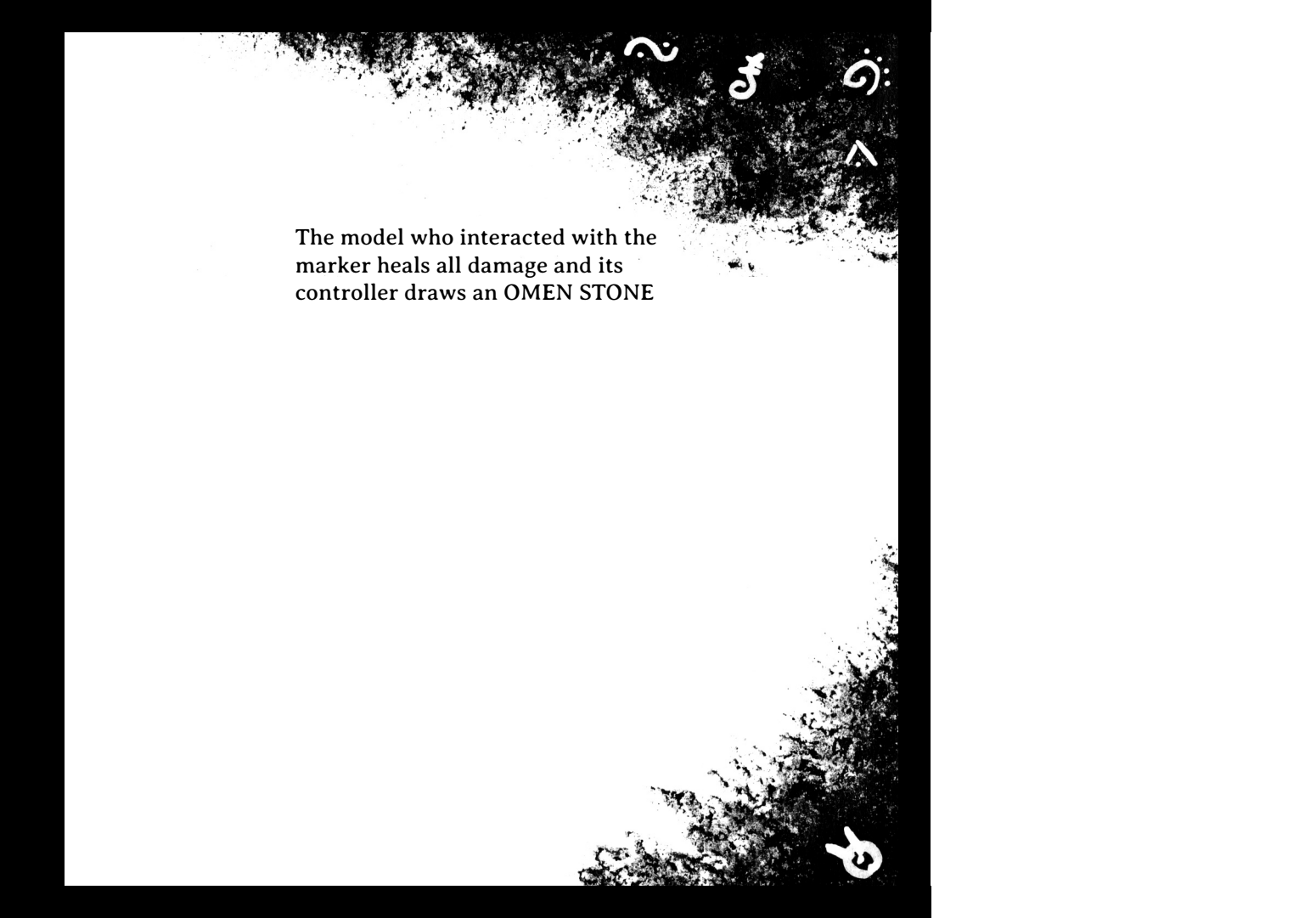
*I stumbled onto a clear patch of beach and ducked
immediately behind a clammy stone.*

*A villager stood there agape, absently gazing into a pool
of dark, thick liquid.*

The pool began to ripple in concentric circles.

*My fear ridden mind thought the pool rising, drawing
upwards, ever closer to the staring villager.*

*When it seeped into the villagers skin, I couldn't bear it
and fled. Back into the unrelenting fog.*



The model who interacted with the
marker heals all damage and its
controller draws an OMEN STONE



(♦) Diamonds Event

(♦) Diamonds Event

*Suddenly a gruesome figure stood right before me; a villager
had just emerged from the thick fog, anger glistened in his
eyes. The fact that he was just as surprised as me got me the
head start.*

*I dove for the thickest shroud I could find, trying to scramble
away in fear of my life.*

*My edge lasted only a second and with a maddening scream
the cultist followed.*

*I don't know how long I ran or whether the cultist was even
behind me this whole time, but at some point I just collapsed
panting. Exhausted I waited for my executioner, but the end
never came.*



Place the model which interacted
SHORT in a random direction.

Place a piece of fog on top of the
marker.

The controller of the model draws 3
OMEN STONES



(♥) Spades Event

(♠) Spades Event

*Back at the road my companion told me of strange treasures found
at the beach of Kra'khem. Trinkets of unknown origin, not even
made for humans to begin with.*

*At that time I laughed and discounted it as horror stories, told to
scare the children.*

*But what was lying before me in the sand was neither a mere
story, nor appropriate for any children. It seemed horrendous.
Angles not quite right, unknown scripture that seemed to shift
when you tried to focus on it.*

Against all common sense I wanted to pick it up, to touch it.

*A sound snapped me out of it. A cultist called out, only a few steps
away, seemingly heading in my direction. I fled.*

Draw a card and the model who interacted with the marker gets one of the following items:



(♣) Clubs Event

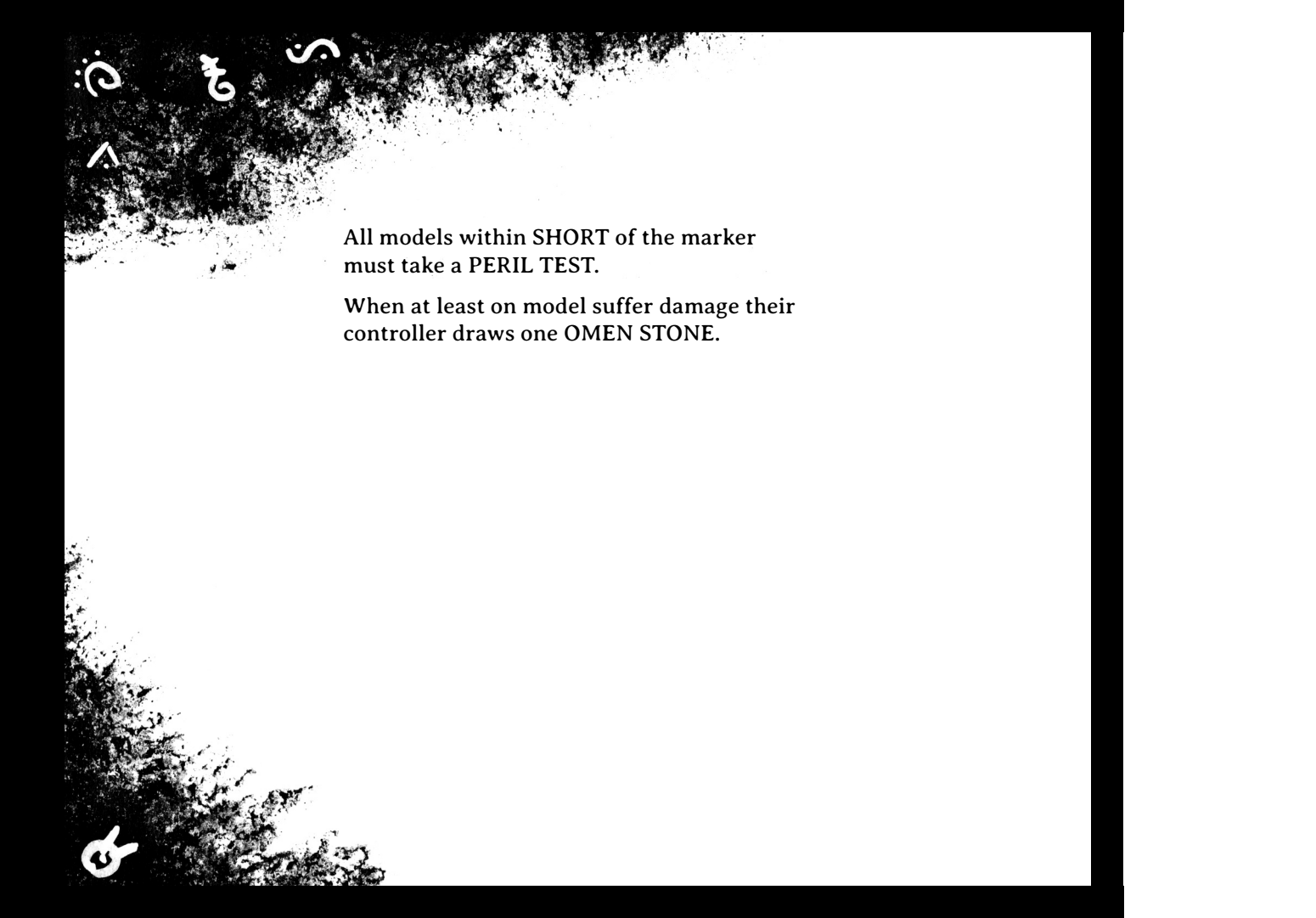
(♣) Clubs Event

I came so close to being eaten alive.

A beast must have been lurking beneath the sand.

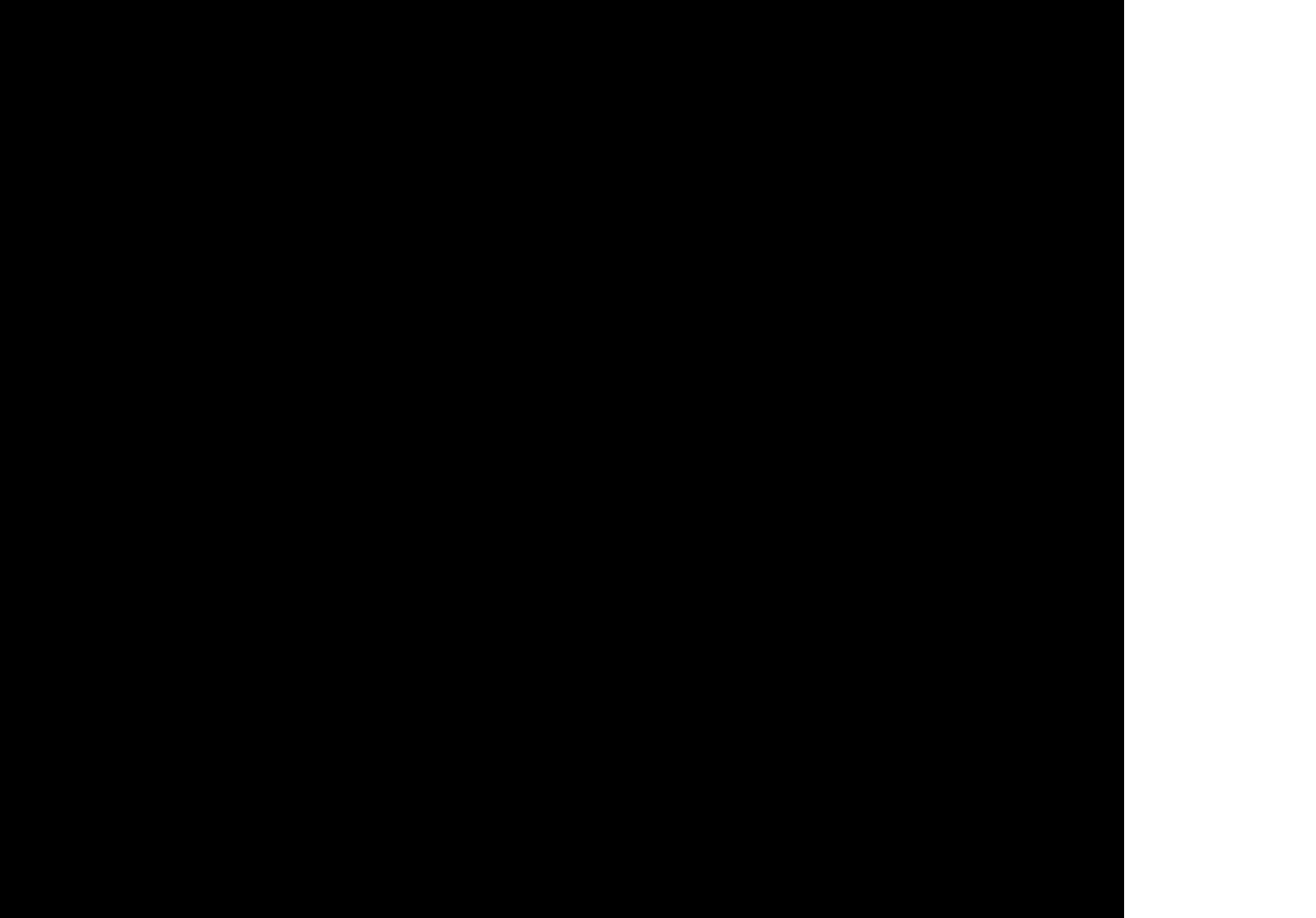
*I did not see it clearly, but I could make out its shadows in the haze.
Long tentacles coiling and slashing.*

*Oh, and I could hear the screams. Cultists, terrified for their mortal
lives, struggling to get away from the beast.*



All models within SHORT of the marker
must take a PERIL TEST.

When at least on model suffer damage their
controller draws one OMEN STONE.



First one lost in the fog

Reveal the first time a model is lost in the fog

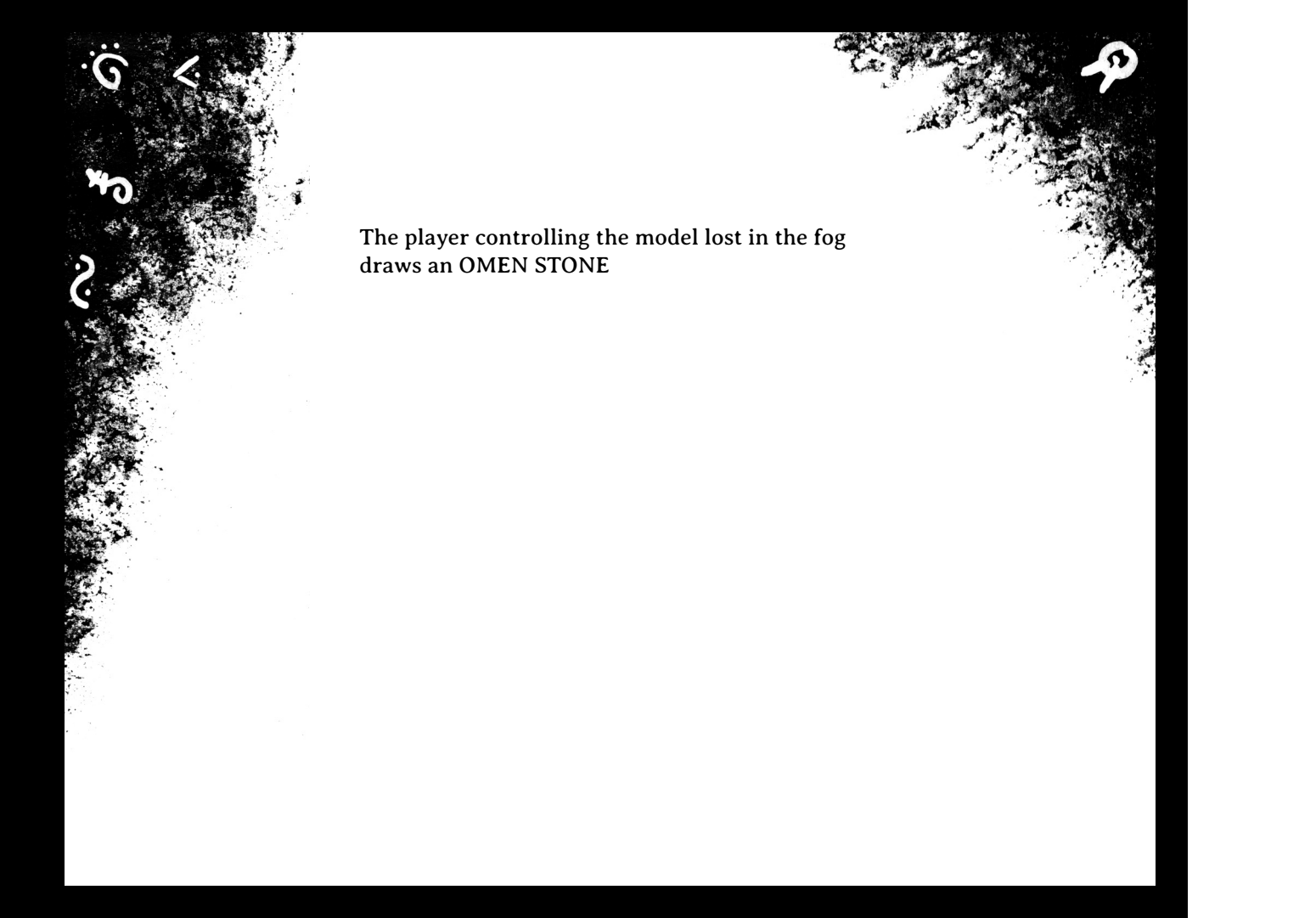
When the shroud of fog closed over my head, I felt strange.

The whole world seemed to be gone. Only the white haze existed.

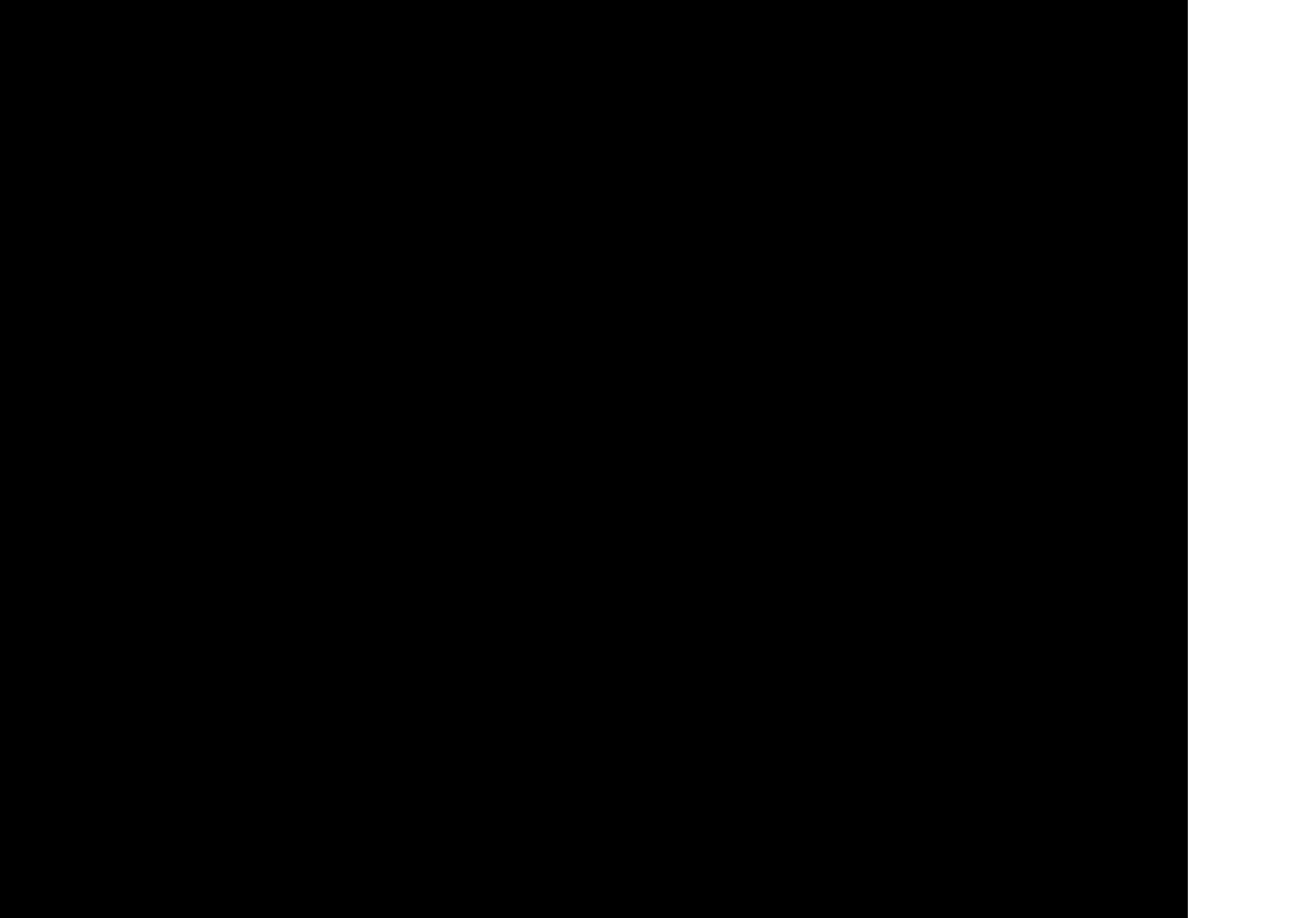
*Through the silence I could make out faint whispers. I tried to concentrate,
but the words seemed alien and I did not grasp their meaning.*

I cannot fathom how long I stood there and listened.

*Suddenly an agonizing scream pierced my daze. A cultist cried out; in the
same alien language it seemed to me.*



The player controlling the model lost in the fog
draws an OMEN STONE



Reveal the first time a model is slain

I nearly tripped over the body.

When I turned around to look at my obstacle, I bit my lip hard to stifle a scream.

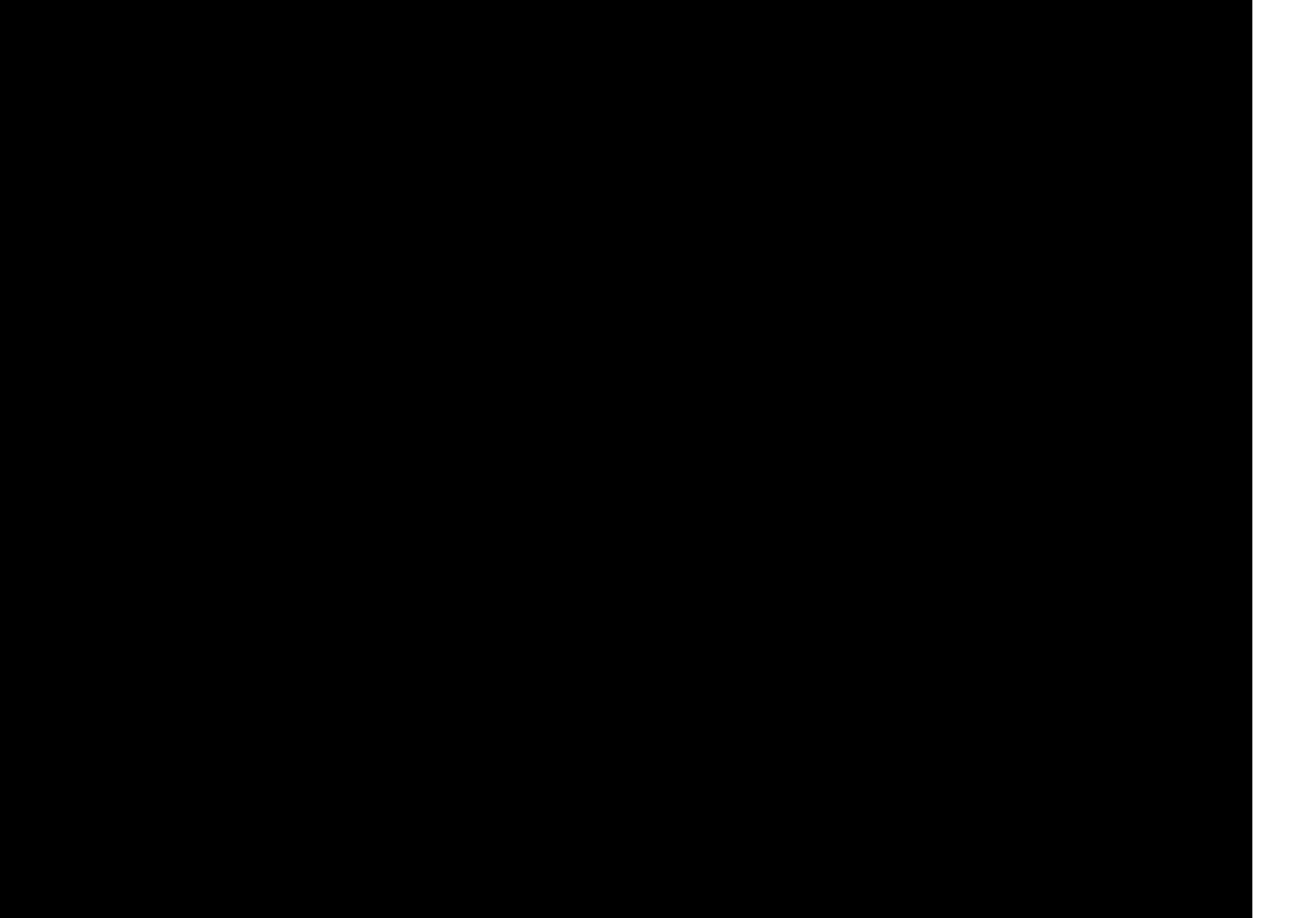
Gruesome work was done here. Blood and guts everywhere.

But the most horrible part was that the cultist didn't even seem to be dead.

Nauseated I fled back into the fogs.



The player controlling the slain model draws an
OMEN STONE



Reveal the event after the Game has ended

I seemed lost for an eternity.

Nothing there except fog and beach. Nothing to see, nothing to get my bearing.

My feet hurt, I was exhausted, my sleep deprived mind played tricks on me constantly.

Had I been here for days? Weeks? I honestly couldn't tell.

Then I saw it. The shadow of a large Monolith. Looming in the fog.

Against better judgement I stumbled towards the structure.



You completed Scenario 2

You can now open Scenario 3 and proceed to the tasks
after the scenario.

KNEEL
BEFORE THE



ALTAR

I stumbled through the fog, lost and alone. The whispers grew ever louder. I could make out unnatural voices.

I thought them singing, chanting. The language inconceivably alien, no sounds my human throat could produce, nor my human mind could comprehend.

I got ever closer no matter which path I took. Of course I tried to turn around and run, only to hear them right in front of me.

What horrors were twisting the reality of this beach, I could not say. Even now I shudder when I think back to this horrible place with its alien fog.

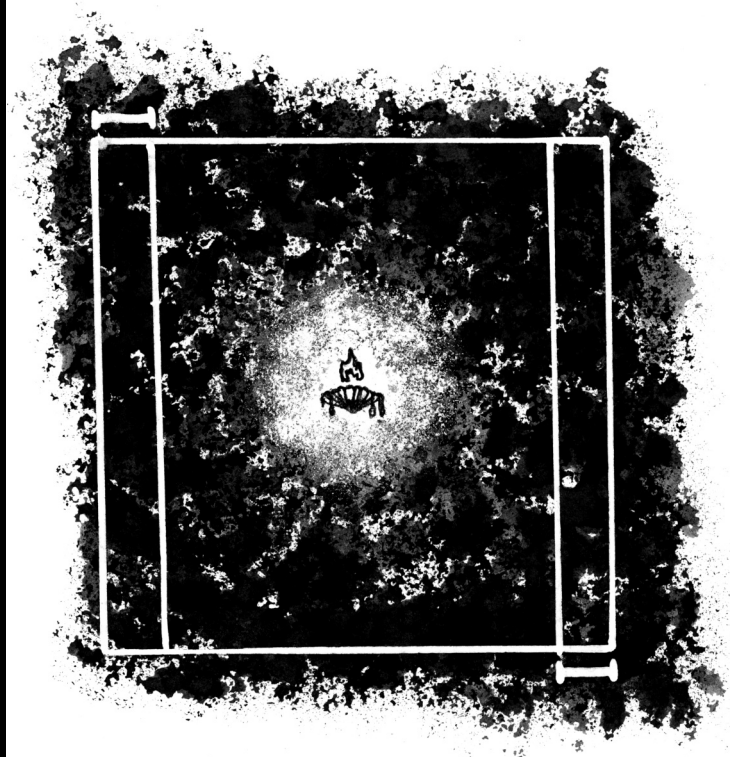
Then I saw it. Right in the middle of a clear circle. An altar, made for gods, not to be worshiped by humans.

*A slab made of oily dark stone absorbing the dim light around it.
Despite this, runes glowed all around it. Light flickered and shifted,
coiling like eels in a black pool.*

*Oh my poor mind. I think it broke right at this moment. My knees
gave way, I collapsed into the sand. How long I sat there impassively,
I could not remember.*

*I once saw a villager emerge from the white shroud, but I could not
bring up the strength to fear for my life anymore. The villager
seemed like in trance, walked right past me, ignored me completely
and hurled something glowing onto the altar.*

The sound that followed...



Deployment and Setup

In the middle of the board is an altar, roughly 50mm in diameter.

Starting with the Black Player, players alternate deploying models within SHORT of their board edge, until all models are deployed.

Ending the game

The game ends after round 5

The player who sacrificed most OFFERING MARKERS is the winner.

The winner draws 4 OMEN STONES.

The other player draws 2 OMEN STONES.

On a tie both players draw 2 OMEN STONES.

The Fog

At the end of the omen phase, place 4 pieces of fog at the table.

Alternating, starting with the player who is not the oracle, both players place a piece of fog on the board. This piece is immediately placed SHORT in a RANDOM direction.

Gifts of the fog

After the fog has been placed, both players choose a piece of fog. An OFFERING marker is placed SHORT in a RANDOM direction from this piece of fog.

Before the altar

When a model, carrying an OFFERING marker, touches the altar through a walk action it discards its OFFERING marker.

The controller of this model can pick one of the six OFFERING EVENTS, which has not yet been picked.

When there are no events left, the great one has no more gifts to give.

Offering marker

A model can take an INTERACT action to pick up an OFFERING MARKER.

A model can carry only one OFFERING MARKER

If a model, carrying an OFFERING MARKER, is damaged by another model, carrying no OFFERING marker, the other model immediately gets its OFFERING MARKER.

If a model with an OFFERING marker is slain it drops its OFFERING MARKER.



EVENTS

Ecstatic Prayer

OFFERING: Ecstatic Prayer

*Oblivious to my presence the villager threw itself before
the altar.*

*Words in a language I had never heard and don't want
to hear ever again bubbled out of his mouth. It grew
louder, faster. His ecstasy reached unbearable highs.*

*I couldn't bear it any longer, my chest seemed to burst
at any moment.*

So I fled back into the fog.

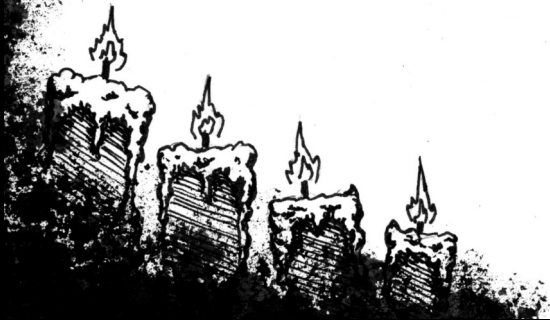
*Only to emerge again before this oh so damned altar,
with the now silent villager.*

The model, which sacrificed the OFFERING marker, gets the following special rule:

Sermon of the right way (ACTION):

A model in LONG gets a PATH OF THE FAITHFUL Marker. This marker can be discarded instead of a card to ignore the effects of being lost in the fog.

The player controlling the model which sacrificed the OFFERING marker draws 1 OMEN STONE.





OFFERING: Angry Chant

Through the muffled silence of the fog cut a raging scream.

*A dark figure emerged from the ever present mist, singing
with a guttural strength I had not heard before. Unwords
carried ever louder by an otherworldly melody, that left me
frozen in fear.*

*So much hatred, so much malice. I thought my existence
would end right here and now.*

*He came so close. I could feel the heat of the worked up
villager, radiating like fire in the cold mist.*

*But the villager stomped right past me, drawn by this
horrible altar.*

The model, which sacrificed the OFFERING marker, gets the following special rule:

Zealous Rampage: Once per game, when this model activates, it can discard a card to repeat attack actions for this activation.

The player controlling the model which sacrificed the OFFERING marker draws 1 OMEN STONE.





OFFERING: Determined Castigation

*I heard a scream, cut short by sheer force of will. Through the
tendrils of mist I caught sight of a person before the altar.*

*The villager's back was bloody, but he kept raising a thorny whip.
Another hit, a whip cutting through the air, another grunt, almost
a scream. And finally blood dripping into the sand.*

The sight and the sound made me sick

*I could not bear this bloody business and so I stumbled into the
mist. For half an eternity I ran away from the horrible spectacle.
But I never lost it.*

Another whip, another grunt and suddenly it stopped.

*I emerged out of the fog, right before the altar.
The villager was gone, but there was so much blood everywhere.
My stomach finally turned with a wet surge.*

The model which sacrificed the
OFFERING marker gets the following
special rule:

Salvation through sacrifice (ACTION):

You can exchange a card from your hand
with a card in the damage zone of an
allied model in LONG.

The player controlling the model which
sacrificed the OFFERING marker draws
1 OMEN STONE.





OFFERING: Venerating Dance

*Spasmic movement twisted and swirled the white haze before me.
A deep rhythmic drone emanated from everywhere at once.*

*The villager circled around the stone slab.
Twitching with the grotesque rhythm.*

*My strained mind saw him contort in ways no human body should be
able to. I tried to hold shut my ears to the music and shut my eye to the
dancer, but sparks of light kept twitching to the music I could feel
through my bones.*

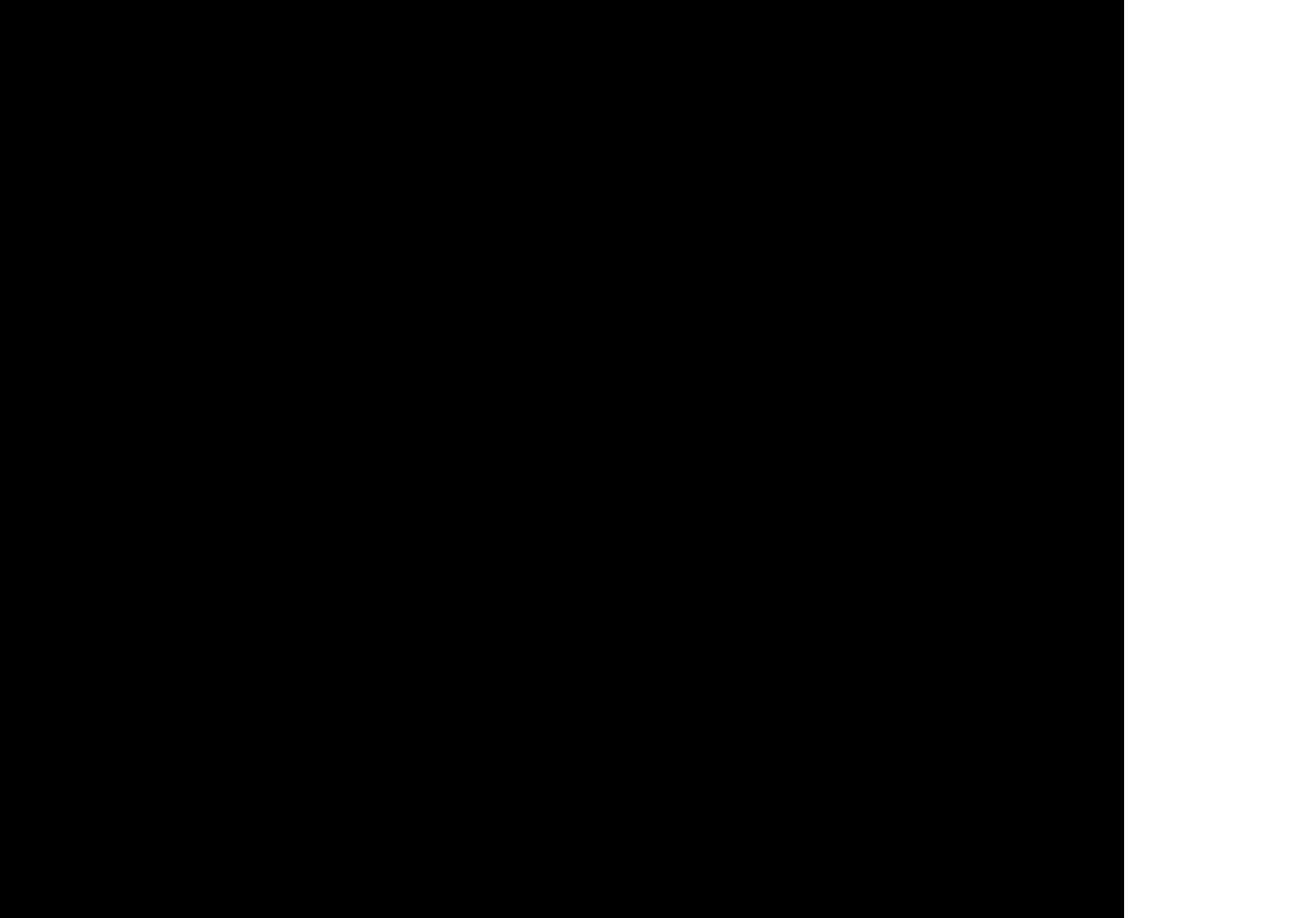
I screamed my agony into the nothingness of the mist.

The model which sacrificed the OFFERING marker gets the following special rule:

Lost in the dance: Once per round, the controller of the model can discard a card. For the remainder of the current activation, the model is treated similar to a piece of fog. When another model touches its base during its movement its controller can discard a card of this player's color or the model ends its move and is placed SHORT in a random direction.

The player controlling the model which sacrificed the OFFERING marker draws 1 OMEN STONE.





OFFERING: Excessive Atonement

*Suddenly I heard someone weeping.
The fog lifted a bit and I saw a cultist in despair.*

*Shaken by sobbing cries, the cultist lay before the strange altar, pulling out
its own hair, ripping the clothes to shreds.*

*I do not dare to claim I understood any of the words he pleaded to
unknowable stars, but a deep sense of guilt washed over me like a cold wave.*

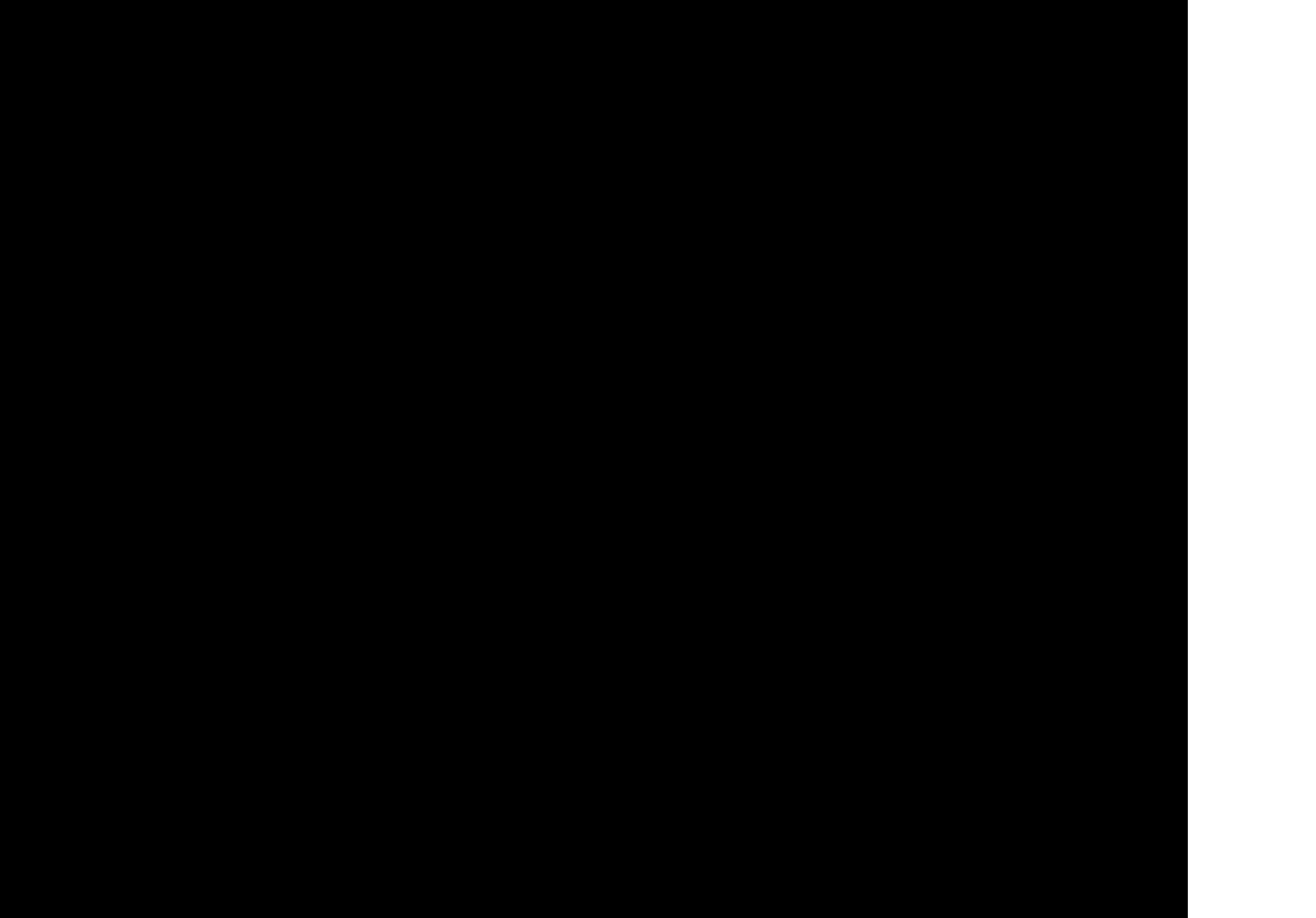
*I could feel the shame and remorse this mad being felt and it was too much.
I could not bear it and lunged for solitude within the haze.*

The model which sacrificed the OFFERING marker gets the following special rule:

Groveling Penitence: Once per game, at the start of any model's activation, the model's controller can discard a card. This model cannot be the target of any action for the rest of the activation.

The player controlling the model which sacrificed the OFFERING marker draws 1 OMEN STONE.





OFFERING: Penitent Whisper

*The fog was thick and oily, when I heard the whispered voice.
I tried to find out where it was coming from, but couldn't.
Even so, it was barely audible, I could make out the unearthly wisdom it
proclaimed.*

*Insights into a flawed human mind, counting its imperfections, its failures,
comparing it to something I will not name here.*

*I hastened to find the source, shake it, make it stop, to not hear this knowledge
never meant for human minds.*

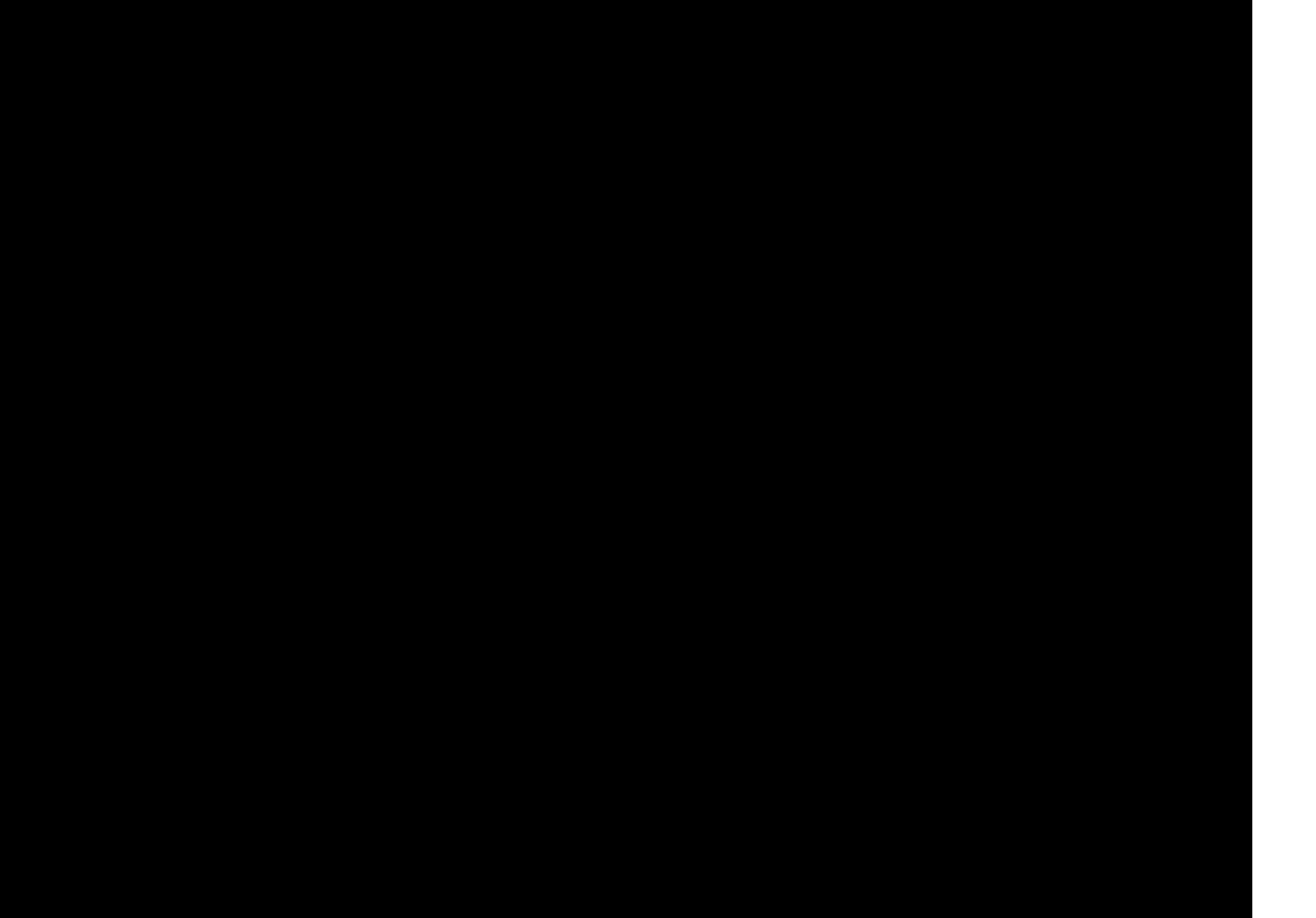
*But what has been heard can never be unheard and so I remember our
shortcomings everyday.*

The model which sacrificed the OFFERING marker gets the following special rule:

Fateful Redemption: Once per game, before the omen card is revealed, this model's controller can swap a card from their hand with the top card of the deck.

The player controlling the model which sacrificed the OFFERING marker draws 1 OMEN STONE.





Reveal the event after the game has ended

All my of my frantic running was in vain. I could not escape the altar in the fog.

After I rounded a cliff, I stood again in the presence of this wretched thing.

Thick like black tar, some liquid bubbled up from the offering cup on top of these unnatural stones. Flowing down into the sand to form dark puddles of black blood.

A flame erupted from the liquid, burning bright in colors impossible to describe, amplifying the otherworldly scene before me.

Suddenly, a sound rose from the silence. First like a whisper, thousands of voices hushing unnatural words. With every second it grew in volume. Morphing from a whisper to a chant. Terrified, I tried to press my hands over my ears. All of me that was human wanted this sound to end. But the voices got through.

In agony I fell to the ground. I could not bear it anymore, but this was not the even the culmination of the terror I should feel. The voices cried out upon the sea. Loud and clear, their words carried wide and deep and eventually, after the last sound had finally rung out, something from the deep answered.

You completed Scenario 3, you can now open Scenario 4 and proceed to the tasks after the scenario



SPAWN

OF

TABLETS

AND

*One deep roar answered, from far away or maybe deep down.
It rolled over the beach like a wave breaking at the shore.
Followed by silence, a dead silence, enhanced by the dampening fog.*

*Every fiber of my body wanted to flee. All my instincts told me no
human shall witness what was about to come.
But where should I run. There was no escape.
Directions where meaningless at this point.
There was only sand and fog and this premonishing silence.*

*Seconds stretched into minutes, into hours, days, months. Stars raced
across the firmament, suns rose and perished with the beat of a
heart. The cold logic of time had been shattered into pieces.*

*Panic gripped me.
I almost longed for the end, longed to finally witness it, to perish
before its glorious might.*

*Then, after just a moment or a stretched eternity, I really could not
determine its length, a second roar rolled across the beach.*

No longer damped by tide nor mist, it could be heard loud and clear.

*The beast of forgotten aeons and distant stars emerged from the sea.
I thought my existence, nay the whole world, ended this instant.*



Deployment and Setup

The monster is placed in the middle of the board.

Starting with the black player, players alternate deploying models within SHORT of their board edge, until all models are deployed.

Ending the Game

The game ends after 5 rounds

Every time the monster takes damage from an attack the player scores a point.

When the monster is slain by an attack the player attacking the monster gets 5 points.

Players also get 1 point for each enemy model slain.

The player with the most points at the end of round 5 wins.

The Monster

HP: 10

Move: LONG



Special NPC

When the monster attacks or defends it draws a card from the top of the deck face down.

The Monster does not have a damage zone, instead damage is tracked with a the boxes above. This means the monster cannot suffer from Status effects.

Special Rules

Otherworldly Strength: When the monster attacks, the top two cards of the deck are revealed and the best is used.

Shimmering Shell: When the monster defends, the top two cards of the deck are revealed and the best is used.

Cloak of Mist: To attack the monster a player must first discard a card.

Higher than destiny: When the monster must make a PERILS TEST, it takes damage only on court cards.

Wrestling for control

After the Main Phase both cults can try to take control of the monster.

Bidding OMEN STONES

Each player can take a number of OMEN STONES in secret and both reveal them simultaneously.

The player with the higher bid wins and can activate the Monster.

If there is a tie no player controls the monster. (Reveal a card and do the corresponding THE MONSTER RAGES action as the activation)

After the activation all OMEN STONES used in the bidding are removed from play (beware of triggered events).

Monster activation

When a player activates the monster it can take 2 different of the following actions:

Walk, Dash or Attack.

It still attacks from the top of the deck, like described in its special rules.

The Monster Rages

After the Monster activation, consult the omen card and proceed to the corresponding monster action:

(♠) Spades

A beautiful sound filled the air, high and clear even through the dense fog. You cannot believe such an angelic voice emerging from such a gruesome beast. It lulled you, lured you in.

While I stumbled forward deliriously, I could make out the cultists, which delivered themselves to the monster, like lambs to the slaughter.

Every Model in LONG takes walks SHORT towards the monster.

The players pick their models alternating, starting with the ORACLE.

Every model moving in base contact with the monster is attacked immediately.

(♥) Heart:

The beast was everywhere at once. Tentacles shot out of the mist and I could barely evade the attack. One cultist was not so lucky.

The monster vanished into the thick oily fog. For a moment I thought it was gone.

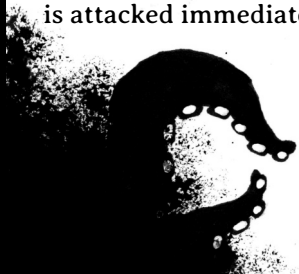
The fog grew ever thicker, just an eerie silence blanketed the beach, only to be suddenly broken by the subdued scream of another poor bastard.

The black player places a piece of fog in base contact with the monster

Place the monster in base contact with the model with the most wounds in LONG and attack it. When there are multiple models fulfilling the above condition let chance decide.

The red player places a piece of fog in base contact with the monster.

Place the monster in base contact with the model with the least wounds in LONG and attack it. When there are multiple models fulfilling the above condition let chance decide.



(♣) Clubs:

The fog and the sleep deprivation must have played tricks on my mind.

There were more tendrils coiling around the monster than should be possible in this space.

I thought I could see them from all angles at once.

They thrashed and cast aside all that was unfortunate enough to stand in their way.

The monster Walks in a random direction.

All models in LONG of the monster must make a PERILS TEST and are pushed SHORT directly away from the monster.

(♦) Diamonds: :

There was a strange scent in the air. A feeling of absolute madness washed over me. I completely lost control over myself.

In hindsight I am ashamed of what I did.

I took a thick piece of driftwood and ran towards the next villager.

Screaming and spitting I let the thick wood come down on this poor bastard, again and again and again.

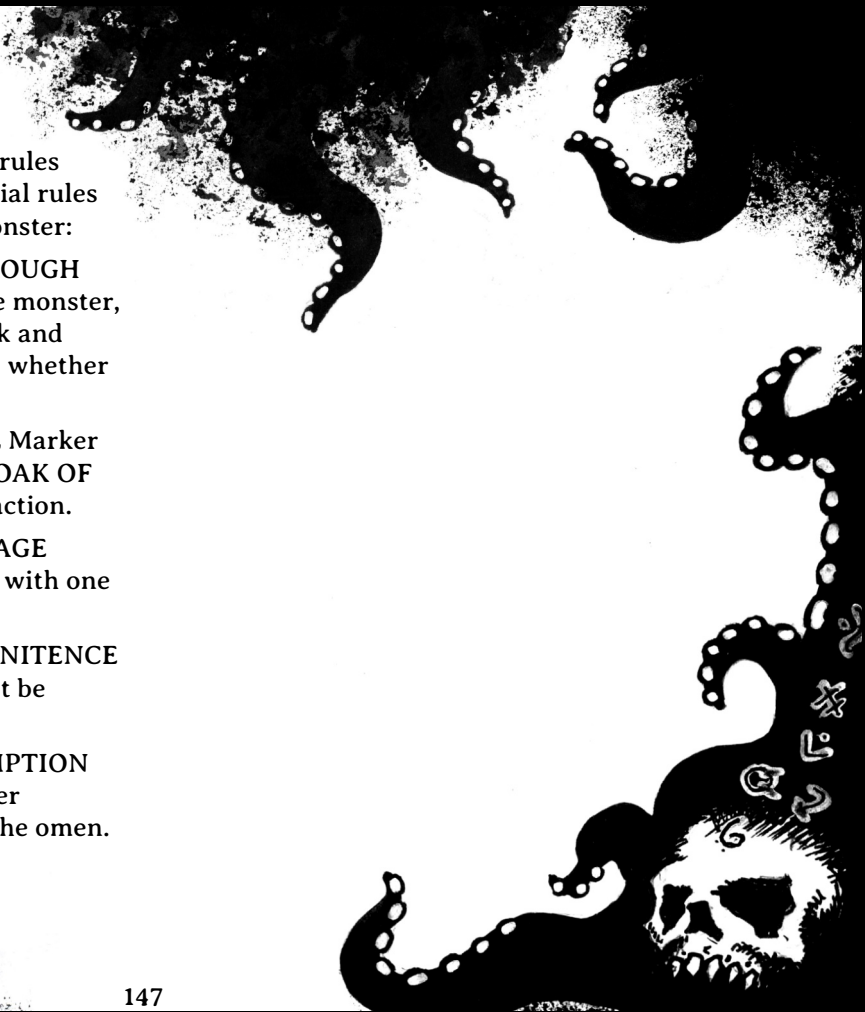
Place 3 pieces of fog LONG in a random direction from the monster.

All models on the board must walk SHORT towards the closest other model. After that, when two models are touching, both must make PERIL TESTS.

Gifts of the Deep

Some models may have gotten some special rules during the last game. Models with such special rules get some advantage towards fighting the monster:

- When a model with the **SALVATION THROUGH SACRIFICE** special rule is attacked by the monster, the monster draws one card for the attack and reveals it, before the model has to choose whether it wants to defend.
- A model with a **PATH OF THE FAITHFUL** Marker can discard it to ignore the monster's **CLOAK OF MIST** special rule for the duration of its action.
- When a model with the **ZEALOUS RAMPAGE** special rule attacks, the monster defends with one card less (to a minimum of zero cards).
- Until the model with the **GROVELING PENITENCE** special rule attacks the monster, it cannot be targeted by any of the monster's actions.
- When a player uses the **FATEFUL REDEMPTION** special rule, this player can pick a monster behavior for this round, independent of the omen.



EVENTS

25 or less OMEN STONES

Reveal when there are 25 or
less OMEN STONES in play

*An abysmal shriek erupted from the beast.
Was it pain, was it hatred, I did not know and I am
to this day not sure whether such concepts applied
to this creature.*

*What I saw was the mist around the creature
convulsing, rushing outwards and sweeping away
all that surrounded the beast.*

*With most of the fog gone, I could, for the first
time, truly glimpse the horror that was this
creature. Oh how I wished for the fog to cover up
this madness again and strike the image from my
mind.*



All models in **SHORT** of the monster are
pushed **SHORT** directly away.

The monster loses the **CLOAK OF MIST**
special rule.





20 or less OMEN STONES

Reveal when there are 20 or less
OMEN STONES in play

*The beast was strange, not born of this reality.
My mind tried to contextualize its shape to fit my
world.*

*It was protected by a thick and shimmering shell,
reflecting not light, but a darkness of eternal void.*

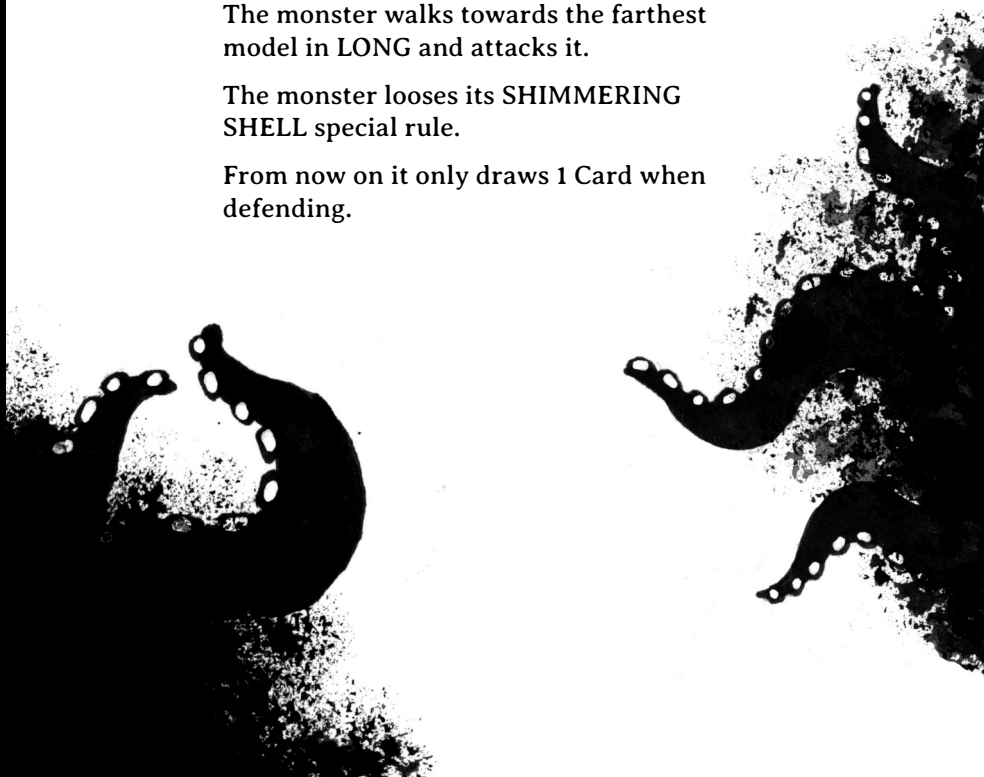
*But somehow over time it dulled.
Like reality fought back and tried to get rid of the
splinter this beast represented.*

*The monster on the other hand fought ferociously to
widen the wound, to manifest itself with blood.*

The monster walks towards the farthest model in LONG and attacks it.

The monster loses its SHIMMERING SHELL special rule.

From now on it only draws 1 Card when defending.





15 or less OMEN STONES

Reveal when there are 15 or less
OMEN STONES in play

*I could see it now. These wretched people tried to subdue the
beast, tried to tame the untameable.*

*Bloody rituals were performed, signs were drawn, flesh was
sacrificed only to become the master of this monstrosity.*

It seemed to work.

*The beast got slower, grew sluggish, shied away from the
cultists and tried to hide itself in the fog.*

Only this thought brought no comfort.

*Binding the unnatural to the will of this mad village would
have not been better than the cold annihilation of the voids
wrath.*



Place 3 pieces of fog SHORT in a random direction from the monster and 3 pieces of fog LONG in a random direction from the monster.

The monster loses its
OTHERWORLDLY STRENGTH special rule.

From now on it only draws 1 Card when attacking.



10 or less OMEN STONES

Reveal when there are 10 or less OMEN
STONES in play

*Then there was movement in the mist.
Swirling patterns spiraling hypnotically towards the beast.*

*I could feel it becoming ever more solid.
Felt the fog condense into something more real.*

*The shape of the creature became veiled again behind oily haze, a
small comfort in the face of the abysmal madness I witnessed this
day.*

Every player, starting with the one that is not the ORACLE, places a piece of fog anywhere on the board, not touching a model.

The monster regains its CLOAK OF MIST special rule.

From now on player must discard a card again to attack the monster.





5 or less OMEN STONES

Reveal when there are 5 or less OMEN
STONES in play

*Reality fractured, I through I could see the monster from all angles at
once.*

*Gone was the comfort of veiling mist. The treacherous haze amplified
its appearance, faceting its shape into a kaleidoscope of insanity.*

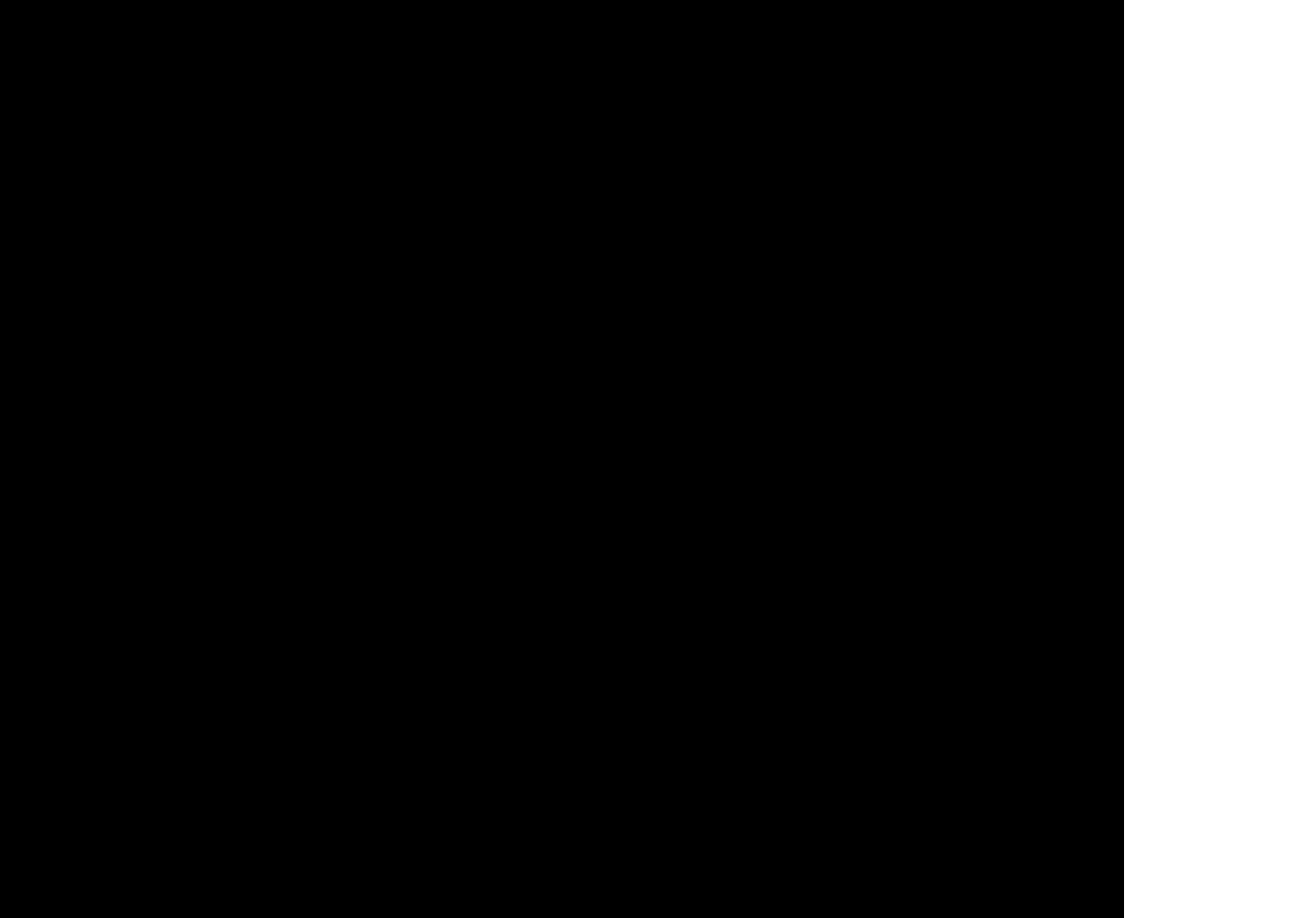
*Raging mad, the cultists broke what could not be bent.
Thrashing wildly into the shimmering fog, only to find it void.*



Every player, starting with the one that is not the ORACLE, places a piece of fog anywhere on the board, not touching a model.

From now on players must discard a card of their color for the CLOAK OF MIST special rule instead of any card





NO OMEN STONES

Reveal when there are no OMEN STONES in
play

They had overdone it. Tried too hard, failed.

*Thinking back I'm sure I felt it at that moment, felt all the magic binding the
beast to its prison exhausted. Felt the seals break, the last bit of control
humankind could muster against this thing shatter.*

*These mad folk gambled away all that stood between us and the abysmal
void. Now the beast was everywhere at once, lashing out from the mist,
thrashing with its tendrils, reveling in the destruction.*

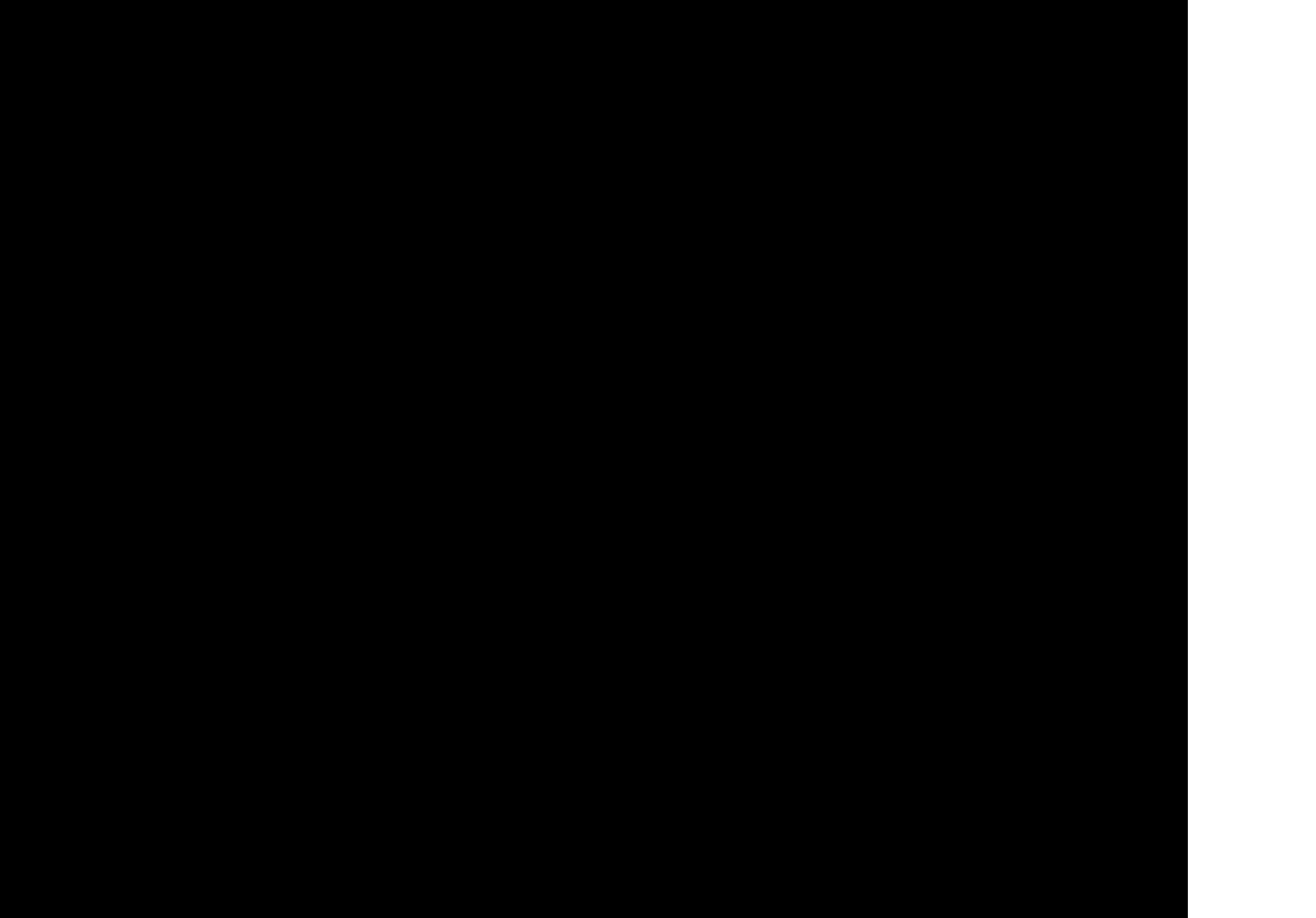


Place 2 pieces of fog LONG in a random direction from the monster. Every model in SHORT of a piece of fog must make a PERILS TEST.

The monster regains its OTHERWORLDLY STRENGTH and SHIMMERING SHELL special rules.

From now on it draws two cards to attack or defend again





Reveal after the game has ended
and the monster has been slain

With an abysmal screech, the beast rose one last time before it plunged into the sand. Dark sticky liquid soaked the sand all around the beast. The fog whirled around the corpse and slowly dissipated.

And finally the cultists lost it all.

They screamed and howled in victory.

Like a swarm of rats they descended upon the corpse. Ripping, tearing, cutting.

Yellow teeth bit into big chunks of raw dark flesh.

Drenched in thick blood, some ritually cut themselves with the beast's teeth.

Some just hammered their head against the thick shell.

I was finally able to flee. So I ran as fast as I could, hoping these lunatics were too busy with their gruesome work.

I don't know how long I ran. I lost every sense of time or space.

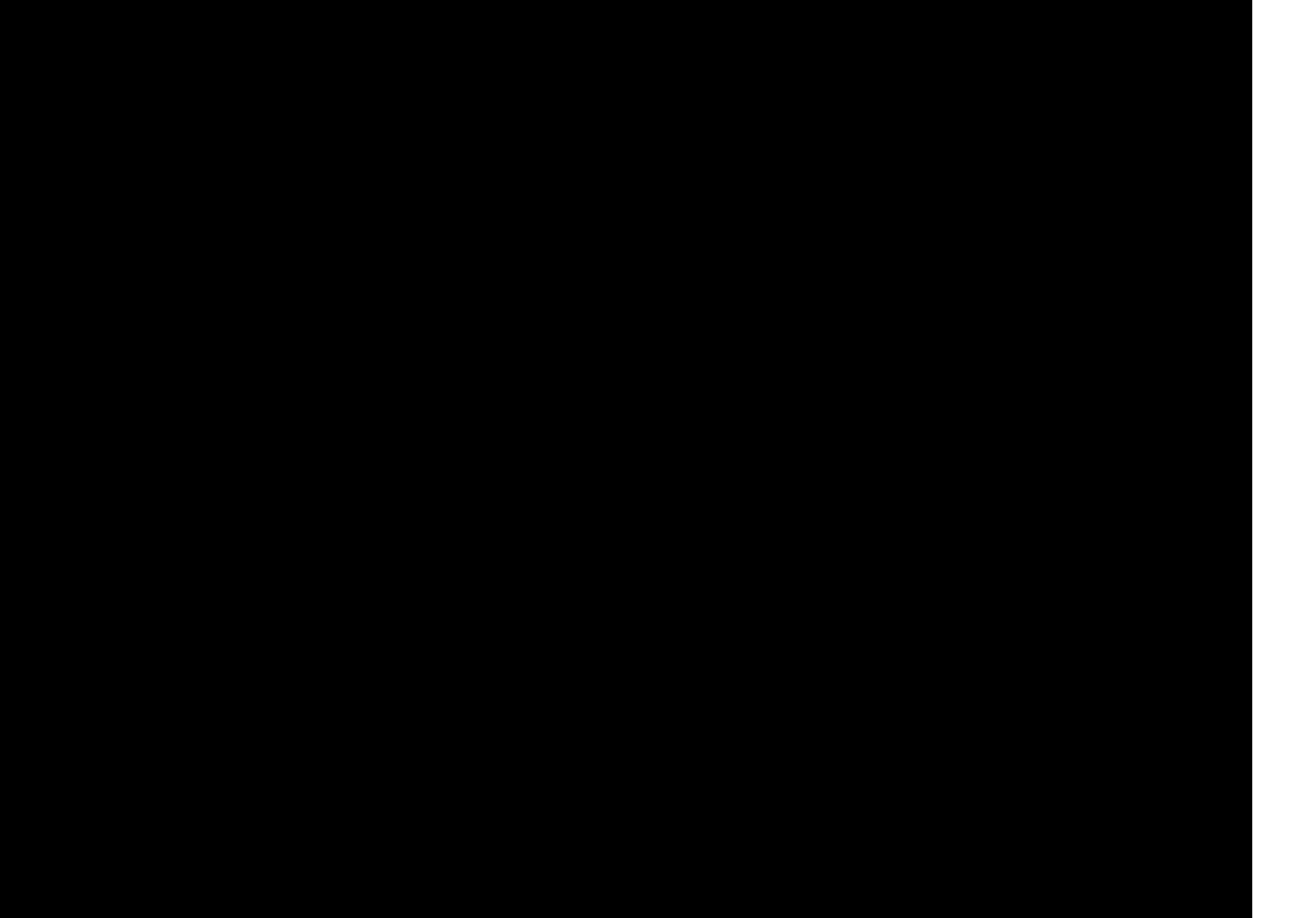
When I passed out, I must have traveled a considerable distance, for I was found and nursed back to health by friendly pilgrims a few dozen miles away from Kra'khem.

Later I heard Kra'khem had been utterly destroyed. The villagers must have gone berserk and attacked each other until no one was left.

At the time, I hoped this monster was the last of its kind, but lately I hear strange rumors from down the coast. Voices in fog and signs in the deepest parts of the sea.

- from the diary of mad old Thurston L'Grass

**You finished Scenario IV and the Grill the Kraken Story Event.
You did it!
You grilled the Kraken!**



Reveal after the game has ended
and the monster is alive

The villagers lay in the sand around me, bloody and broken.

*I was exhausted, tried to flee multiple times but always ended up in the midst of this
madness.*

Finally a deep unconsciousness swallowed the world.

My poor mind stopped fighting the incomprehensible and just gave up.

*I fell to the ground and a black nothingness crept up from the corner of my eyes to
swallow me whole.*

*The tide must have washed my body away, for I was found and nursed back to health
by friendly pilgrims a few dozen miles away from Kra'khem.*

*Later I heard Kra'khem had been utterly destroyed. There where strange tracks found
in the wreckage of the village, but not a single body or corpse.*

*It seemed to me at the time, the monster's hunger was sated, but I heard rumors from
down the coast. Voices in the fog and signs in the deepest parts of the sea.*

I only hope my end comes before It reemerges.

- from the diary of mad old Thurston L'Grass

You finished Scenario IV and the Grill the Kraken Story Event.

You're done!

You got grilled by the Kraken!

Thank you for taking part in Grill the Kraken

We hope you enjoyed it.
It certainly was a lot of fun for us.
Now, lets finally feast!

When you have any feedback,
please let us know.

Stay tuned for any
upcomming events.

