DARK·AGE

CHRONICLES

FORSAKEN

ALL SAINTS DAY

All Saints Day

PROLOGUE

The Forsaken are the truest inheritors of Samaria, and they are at war.

In every direction, surrounding the lands claimed by the Forsaken, there are enemies. Bloodthirsty savages, inscrutable aliens, murderous machines, all individually hostile - even genocidal - towards the Forsaken. It has permeated their faith - they are a people of suffering constantly being tested. To be among their number is to live in a state of constant fear, fear of the things out there, the things that hate them, that hate the civilization which they represent.

But...

There are lights in the void. There are men and women who have taken it upon themselves to hoist torches and push back the darkness, and the things surrounding the Forsaken. They raise Crusades and push outward, expanding the realm, delivering hope to people long starved of that precious resource.

These beacons of hope are the Saints. Some were appointed and some rose to power on their own, but all of them are unique - called by their Creator to serve, and to fight, and to lead armies. Each of them drives a crusade against the enemies of the Forsaken. Their tales swiftly spread through the populace they serve, eager for good news from the crusaders to uplift their hard lives. Their battles grow to legends.

There is a Festival mentioned in the Good Books that the Forsaken religion has grown out of - celebrated on Old Earth but presently not well understood. It was known variously as "Allhallowtide" and "All Souls Day" but now a growing number of Forsaken whisper about it as a new observance in honor of the Saints who have risen to carry the Creator's Wrath upon their foes. Let it be known, far and wide, that it has come.

ALL SAINTS DAY

NOTES

Story and Scenarios by Robert Allen and Clayton Conduff

Based on an excellent format created a few years ago by Tim Korklewski, we have decided to revive the *Dark Age Chronicles* with this third mini-campaign looking in on four of the Forsaken Saints.

PART ONE:
VIGIL

"Sometimes... you just gotta get out of town."

- Saint Mark

Saint Mark was not terribly fond of the term "extended patrol." It was a something of a running joke among his subordinate commanders that Mark's idea of patrol was "send his least-favored commander and some unseasoned troops on a several week hike and expect a full report when they get back." Mark was a man for other tasks, most of which were incompatible with marching through the wastes and looking for trouble. He found trouble quite easily without having to go far, and without having to rough it.

However there were a few things that had recently changed his mind about taking an extended patrol. One was the general rise of jilted female followers. He had become careless with his promises and now was possibly engaged to wed a few of them. It was rare that any of them could find him in the barracks, but they seemed to have an uncanny ability to find him when he was visiting certain watering holes, and even back-room card games were no longer safe. Secondly was word of a Prevailer delegation dispatched to find him; a band of zealots and stone-faced types tasked with whipping up local sentiment to a good militant frenzy in order to inspire his crusade. He expected a variety of lectures about how his "personal fervor" was deemed inadequate by some Deacon or another.

It was the convergence of these twin headaches that inspired him to take a walkabout, visiting some of the outlying Western Frontier villages. Although it was a surprise to virtually every member of his crusade, Saint Mark decreed that he'd be on an extended patrol for several weeks and that anyone looking for him would have to wait. Or preferably just go back home and wait for him to call upon them.

So leading a small force of trusted warriors Saint Mark left the village of Kaza and was slowly marching towards Talen. It was much less likely that he'd be bothered by any Prevailer busybodies there, and he didn't think anyone significant he was avoiding lived in Talen. Besides, Mark thought, there were a trio of reasonably good pubs there, and he had such a thirst.

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Mark was idly throwing pieces of shale rock at a slow-crawling Thread-Beetle when a cry went up. He turned to see one of his Shades returning at a run.

"Ransacked caravan!" she shouted, sucking breath as she ran. "Up ahead!"

When she saw that her message was received, she stopped, bent over, hands on knees, and tried to regain her breath. Mark dusted off his hands and signaled for his forces to go where she indicated, at the double - there might still be some survivors that could be saved.

As they got closer, however, Mark realized it was unlikely there were any survivors. The damage did not appear fresh, and the flies were thick. The travelers and beasts of burden corpses had been butchered, some preyed upon by scavengers, many showing odd, fungal growths on their bodies, and still more bloated in the sun's heat. The caravan carts were destroyed and their spilled goods - the possessions of the travelers - scattered about haphazardly.

Saint Mark looked over the scene and cursed. He counted roughly thirty corpses – men, women, and even a few children. Of their attackers there was no clear sign. It didn't seem as if the travelers had been able to protect themselves at all - he saw no indication their assailants had suffered any losses. It was sickening to contemplate.

"This isn't a Dragyri attack." Mark said, and Sentinel nodded his agreement. "They would never slaughter non-combatants like this - no honor in it. Doesn't feel like an Outcast attack - what did they steal? Their belongings seem intact. Would they kill like this out of spite? There's no sense there. Slavers wouldn't have killed them like this. Not all of them, anyway. Even the Skarrd..." He shuddered a little bit. "It just doesn't make sense."

Saint Mark stood, trying to understand it. Around him, his warriors began gathering up the dead for funerary rites. They might have died cruelly in the wastes, but they would receive a proper burial. Although Saint Mark inwardly scoffed at many of the observances of the Forsaken God, he certainly did not belittle the Last Rites. It was a belief that resonated with even the least observant among them - dignity in death.

Saint Mark was still pacing around trying to make sense of the slaughter when the first of the dead sat up.

The exhausted Shade screamed.

SAINT MARK'S SCENARIO
- ATTENTION TO DETAILS

(Recommended to be played as a 750 point game)

FORCES

The Saint Mark player must include **Saint Mark, The First Saint** in their army. They must choose the rest of their force from the Saint Mark sub-faction and Unaligned Forsaken models.

The Cult of Decay player must include either **Mother Blazon, Cult of Decay Matriarch** and/or one **Reaper** (it may include both). They must choose the rest of their force from the Cult of Decay sub-faction and Skarrd Horde models.

SET-UP

The Saint Mark Forsaken player must set-up within 6" of the center the table.

The Cult of Decay Skarrd player must set up anywhere within 8" of the four table edges (see SPECIAL RULES for extra details)

Place four Objective Markers at the four cardinal points (N,S,E,W) of the Forsaken deployment in the center of the table as indicated on the map. These Objective Markers are Size (M), represent corpse piles and have the keywords Climbable, Dangerous, and Light Cover.

VICTORY

The Saint Mark player is seeking to burn the bodies of the dead to prevent the Cult of Decay from defiling them. Beginning in Turn 2, in each Lingering Effects phase, for each model in Saint Mark's force in base contact with one of the objective markers, make a PS check. For each successful result, the Saint Mark player scores 1 VP.

The Cult of Decay player is trying to slay the ambushed Saint Mark force. Gain 1 VP for every full 100 points of models killed.

The first side to reach 10 VPs wins. If neither side makes it to 10 VPs, the winner is the force with the most VPs after 8 turns.

SPECIAL RULES

• The Cult of Decay player automatically has initiative on the first turn.

• Four times during the game, the Cult of Decay player may place a Flesh Echo model as if it had the Assassination ability. Note: These Flesh Echo models are "free" and do not need to be included in the Cult of Decay's initial force.

ASSASSINATION: This model does not deploy at the start of the game. During any Preparation Phase after Round 1, this model may be deployed. When deployed, choose any point on the battlefield and place this model on that point.).
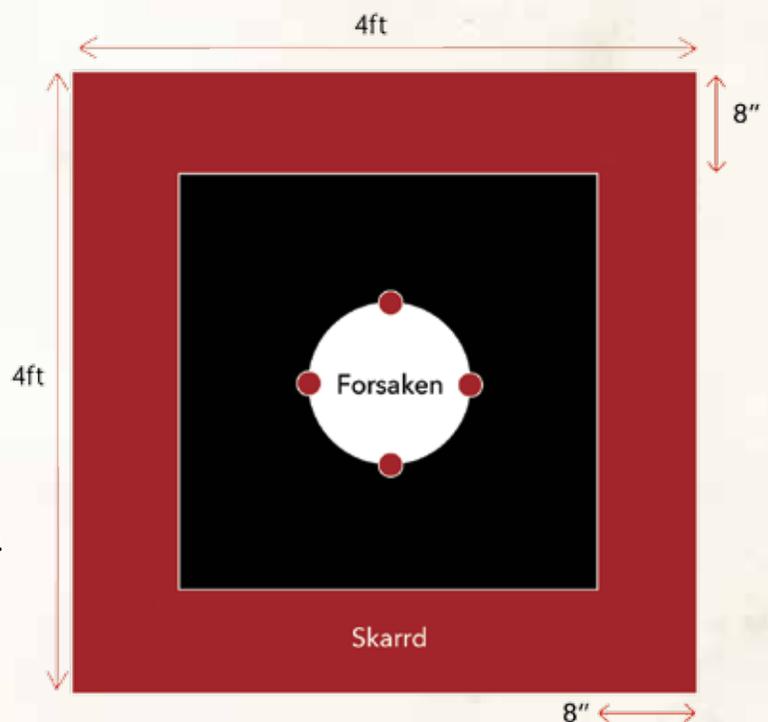
PART TWO:
SACRAMENTAL

"The survival of humanity and our way of life is worth far more than the life of one man."

- Saint John

Elijah paused and pressed his hands against his eyes, hard. He knew he was long overdue for rest - but there just wasn't time. His vision was starting to blur and that just wasn't acceptable for the greatest hunter in Samaria.

Well, Elijah thought with a chuckle, *maybe the greatest* human *hunter in Samaria*.

He stretched his arms and shoulders for a moment and then continued forward. He was on point for the rest of the group and they relied upon his craft and watchfulness to keep them alive. In the dense, overgrown areas that were choked with fast-growing, verdant plants and trees - so different from the wastelands of the north - many Forsaken felt completely unprepared and on edge. For Elijah, a veteran of the Greenbelt, it was like home. A smelly, dangerous, noisy, and moist home.

Even Elijah had to admit, however, that the current environs were a little strange. They were near the Forest River, not his usual haunt, and the flora and fauna were both unfamiliar to him. He knew that the blueskins - the Kukulkani - had some impact on that, but he didn't quite understand how they could be reshaping the jungle around their territory.

And yet...they seemed to be doing just that.

Nevertheless, the Forsaken had interests here. Saint John himself was in the field and that meant that Elijah had good reason to be operating for a second day without rest. There was a small basilica in this region that had not been heard from in months. It was dangerous to be so far from New Ashkelon, but there were always those who pressed out to the Frontier and risked their lives. In the Greenbelt it was for farming - the fertile ground was necessary to farm, even with the danger of the Brood, to feed the hungry and growing Forsaken populace.

The primary objective of this excursion still remained unclear to him, though. Saint John had said something about the importance of taking the Word of the Creator to the masses. What good does it do to sermonize to those already faithful? Why go to the trouble of putting a basilica all the way out here?

Sometimes the priests worked in mysterious ways.

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From a safe distance, Saint John surveyed the ruined basilica, standing alongside Elijah and Silas, his Diskmaster. The heavily-damaged structure looked nothing like Saint John remembered - while it was never the most glorious of places, it had a definitive look as a place of worship that draped it in a humble majesty. Now, it was scarcely recognizable - the Kukulkani and their landscape warping had seemingly destroyed it to the foundations. It looked like it was an ancient ruin, where it had been active less than a year ago. A handful of the blue-skinned invaders could be seen patrolling around the ruins. Their defiling of the structure infuriated the Gryphon Saint.

Suppressing his anger, he looked away and saw Elijah and Silas turn to face him. His fears were confirmed, but that wasn't the whole of his mission there. It had been his hope to find things intact and out of harm's way, but failing that, he was to gather the relics stored there and return them to New Ashkelon. Though all men die, faith endures. The objects of that faith should endure as well.

"Prepare our forces. We cannot reclaim this site, but we will gather the blessed artifacts inside - and we will remind these invaders that Samaria is not theirs to for the taking."

Elijah and Silas nodded wordlessly and quickly stepped away to make ready the attack. Saint John lingered and turned back to continue his survey.

One of the priests that had resided there had been a childhood friend to Saint John. Although he hadn't seen him in years, he couldn't help but to feel that he had failed him. It was folly to think that Saint John could truly shield every man, woman, child - or priest - from the predators of Samaria, but it still stung his heart when confronted with such losses. He gripped Lawbringer, his marvel of a hammer, and he thought of the fallen priest as he made a silent vow: *Your sacrifice shall not be in vain, old friend.*

SAINT JOHN'S SCENARIO – TIME OF THE HAMMER

(recommended to be played as a 750 point game)

FORCES

The Saint John player must include **Saint John, Shield of the Forsaken** or **Saint John, Aegis of Faith** in their army. They must choose the rest of their force from the Saint John sub-faction and Unaligned Forsaken models.

The Kukulkani player must choose their force from Kukulkani models.

SET-UP

Before deployment, each player takes turns, beginning with Player A, placing three Objective Markers each (for a total of six) within the space marked as the "Ruined Temple" as long as are not placed within 4" of another Objective Marker. These Objective Markers represent ruined shelves and are Size (M), with the keywords Heavy Cover, Wall. After all of the Objective Markers have been placed, put one Relic token on each Objective Marker.

VICTORY

Both players are searching the ruins for the Forsaken religious relics scattered throughout it. Beginning on Game Round 2, each player's models may spend 1 AP while in contact with an Objective Marker (which still has a Relic token on it) to make a PS Check. If that check is successful, they have found something valuable. Move the Relic token from the Objective Marker to that model. A model may only have one Relic token at a time. If a model with a Relic token is killed, or Knocked Prone, place the Relic token anywhere in contact with their base (as well as any other tokens that the model may drop). Any other model may pick up a Relic token simply by moving over it, provided they do not already possess a Relic Token.

Players score 1 VP for each Relic Token possessed by one of their models during the Lingering Effects phase of each round. Whichever player scores 10 VP first, wins the game.

SPECIAL RULES

• **This Is Ours Now** - The Kukulkani player may grant the "Infiltrate" ability to two Size (M), non-Character models in this list.

    INFILTRATE: This model is only deployed after all non-Infiltrating models have been deployed. This model may be deployed anywhere on the battlefield that is at least 12" from an enemy deployment zone

• **Vengeance is Mine** - The Saint John player gains the "Rage" ability for his **Saint John, Shield of the Forsaken** or **Saint John, Aegis of Faith** model.

    RAGE: This model's melee attacks gain +2 PW for each missing HP.
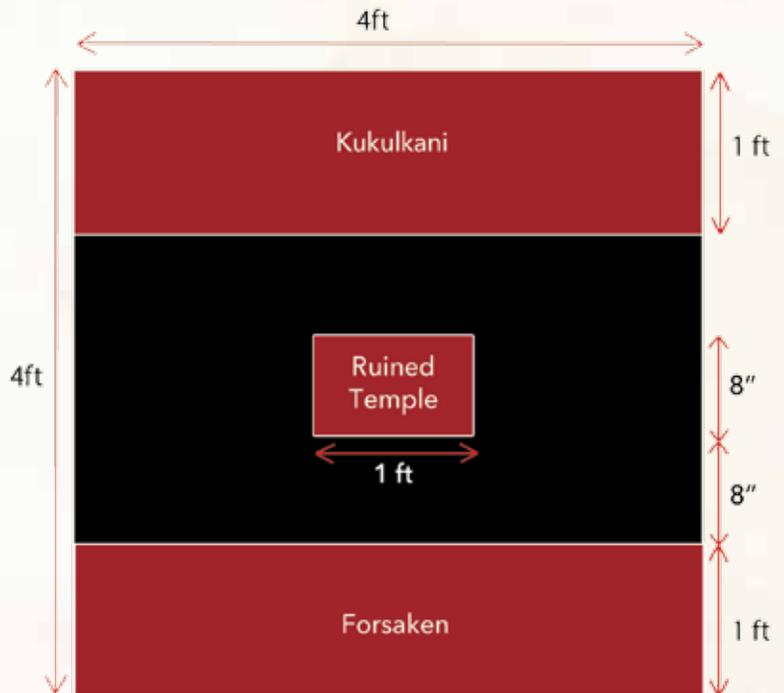
PART THREE:
GRACE

"Samaria is a harsh and unforgiving land. There are far too many walking this world who would make it worse."

- Saint Luke

The gifted weaponsmith sat hunched over his makeshift workbench, his concentration on the task at hand absolute. Most content when working alone at the bench, Zuriel's volatile temperament usually saw to his assistants finding no shortage of tasks with which to busy themselves and stay clear of their master's company. It didn't take much to aggravate Zuriel. "Prickly" and "stubborn" were understatements when describing his demeanor, and that was on a good day. The man's scowl seemed omnipresent, and far too many of his subordinates had suffered the displeasure of seeing it deepen into a full lower-face glower. Such a look was often earned when a piece of one of the weaponsmith's prototypes was damaged during field testing by a less-than-responsible underling, or even sometimes if a frustratingly stupid question should fall upon his ears and break his train of thought. Unfortunately for Zuriel, and especially for his assistants, the genius found most of the questions he heard to be outstandingly stupid in nature.

Unless, of course, they came from Saint Luke.

Saint Luke stood in the entryway to the makeshift field lab, watching patiently as his weaponsmith toiled away on the task he had given him. Luke had brought in the specimen himself, seeking confirmation on reports from the field he feared were correct. Zuriel had been tasked with testing a hypothesis and finding empirical evidence; Luke had needed someone else to validate his suspicions, and there was no one Luke trusted more suited to the task than Zuriel.

Without looking up, Zuriel broke the silence between them, "...you were right, of course."

Saint Luke had been right all along, then. Both men scowled unhappily. The reports had told stories neither man had wanted to believe, but the glowing crystals Zuriel had just removed from the opened chest cavity of the Frenzied corpse on the table made for remarkably powerful evidence.

"I don't understand," Luke began. "How could they possibly be using the xenosathic crystals like this without concern of potentially killing the slaves outright?"

"They're not," Zuriel snorted. "Do you think the Slavers care if the crystals kill the odd slave? They're unstable for us - they're unstable for the Dragyri, even - you can be damned sure they're unstable for the Slavers. So long as the Overseers don't get their precious hands blown off, I doubt they even care."

"I would fear this to be the work of the despicable Skarrd," continued Luke, "but these restraints are clearly Slaver in manufacture. There is no question."

"Likely Bonner Spyte himself," Zuriel said. "Not many Fixer's are willing to work on a Frenzied - too dangerous. Even dead on my table this thing makes me nervous, and that's not counting the pound of crystals hammered into its chest! I'm eager to get this mess cleaned up. We done, sir?"

Luke's armored head tilted at Zuriel. It was a gesture that the weaponsmith always assumed meant the Saint was smiling under the iron.

"We're done," Luke said. "Once you've disposed of it - carefully, mind you - pack your things and prepare yourself for travel. We're going to pay a visit to the Slavers."

Zuriel nodded and wiped his hands on a soiled towel. His scowl lifted at the thought of the look on his assistants' faces when he told them to clean up his mess.

SAINT LUKE'S SCENARIO
- IT ISN'T MINE TO KEEP

(recommended to be played as a 750 point game)

FORCES

The Saint Luke Player must include **Saint Luke, Renegade Saint** or **Saint Luke, Bastion of Wisdom** in their list. They must choose the rest of their force from the Saint Luke sub-faction and Unaligned Forsaken models.

The Slavers of Chains Barrow player must include **Bonner Spyte** in their list. They must choose the rest of their force from the Slavers of Chains Barrow sub-faction and the Unaligned Outcast models.

SET-UP

Before deployment, place five Objective Markers on the battlefield as displayed on the map. These Objective Markers are Size (M) and have the keywords Dangerous, Obscuring, Rough, and Xenosathic.

VICTORY

The Saint Luke player is seeking to destroy the caches of Xensosathic crystals that the Slavers have discovered and are creating experimental Frenzied with.

At the end of 8 turns, if the Saint Luke player has destroyed at least 3 of the Objective Markers, he/she is the winner. If not, the Slavers of Chain Barrows Player is the winner.

SPECIAL RULES

• It's the Only Way to Be Sure - Every model in the Saint Luke force has been given a small satchel of Detonation Charges to destroy the Xenosathic crystal caches. When any model in their force is in base contact with an objective marker, they can spend 1 AP to place a Detonation Charge token on the objective marker. An objective marker may have any number of Detonation Charges on it, but see below.

There's a very serious risk in mixing explosives and Xenosathic crystals.

In the Lingering Effects phase, roll a d20 for each Detonation Charge token on each Objective Marker, and consult results below:

20 - Dud. Discard the Detonation Charge token

16-19 - Heavily damaged. Further rolls on this chart are -5 to the roll. (So a 20 becomes a 15, etc)

11-15 Cleanly Destroyed. Remove the Objective Marker from the table.

6-10 - Explosive Results. Center the Blast (3) template over the Objective Marker. Any models bases covered in part or in whole by this template takes a PW 6x2 hit and a Fire Token. Finally, remove the Objective Marker from the table.

2-5 - Unforeseen Volatility. Place the Blast (3) template over the Object Marker, and then scatter it as per a Missed Blast Attack, ignoring "attacker and target". Any models bases covered in part or in whole by this template takes a PW 6x2 hit and a Fire token. Finally, remove the Objective Marker from the table.

1 - In Defiance of Physics. Roll a d20 near the Object Marker. Roll scatter as if the Objective Marker were origin point of a Stream attack. Any models bases covered in part or in whole by this template takes a PW 6x2 hit and a Fire Token. Finally, remove the Objective Marker from the table.
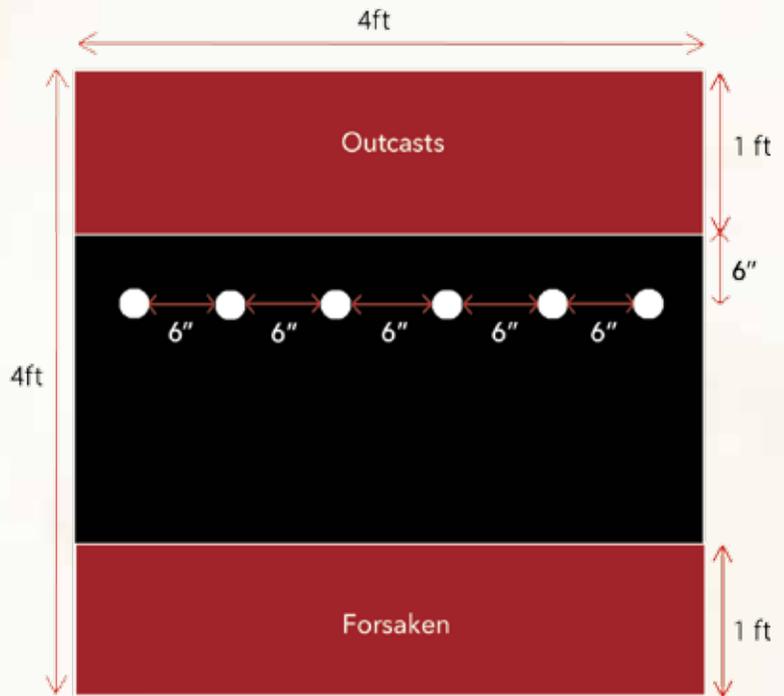
• Playing with (Crystal) Fire - Any Frenzied models in the Slavers of Chains Barrow force gain the special abilities: EXPLOSIVE END (PW: 4x2, Fire) and IRRADIATED.

EXPLOSIVE END (x): When this model is killed, place a Blast (2) template with the center hole anywhere completely over this model's base. Each model under the template suffers an automatic hit from (x), and then this model is removed (this is a Template Attack).

IRRADIATED: Enemy models in contact with this model suffer -1AS and -1PW when performing melee attacks.

• I'm Not Trained For This!! - Chain Gangers in the Slavers of Chains Barrow force may attempt to remove Detonation Charge tokens from the Objective Markers. They may spend one 1 AP and make a PS check. On a successful check, they remove one Detonation Charge token from the Objective Marker. On a failure, roll immediately for all Detonation Charge tokens on that Objective Marker as if it were the Lingering Effects phase. If they survive, they may do this repeatedly.

PART FOUR:
DO UNTO OTHERS

"Every Forsaken life is a precious thing. The lives of our enemies... well, there's a reason we're enemies."

- Saint Mary

Saint Mary hugged the sobbing mother, trying to make soothing sounds while her mind raced. Eight children were missing from the local village. Eight! The local Militia had tried to investigate but were not really trained to deal with such things. Neither was Mary, of course, but she never let that simple fact slow her down. She did wish that Joan were by her side, though. Joan would have made this easier.

Mary was no detective. She was a fierce fighter and a natural leader; a far cry from the scared Outcast girl she had once been. And she was compassionate - she cared about these children and their mothers, the same as she cared for every single Forsaken. These traits, paired with her determination, would have to be enough to discover what was happening, to find the missing children, and put an end to this.

"Please, good woman, tell me everything that you may know." Mary pleaded with the woman who was rapidly going limp in her arms. "I need to know everything so that I may try and find these lost lambs."

"We know nothing!" the woman exclaimed. "Even the other children swear that they have seen nothing, heard nothing. The first few disappeared overnight, but the rest by day. Parents have taken to locking up their little ones, all of the time, out of fear." She wiped at her eyes and shivered. "Never a warning. No signs. Just gone and they never came back home."

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The Militia were patrolling nearly constantly, stretching their limited numbers to the breaking point. Saint Mary knew that some of them, dedicated though they were, were exhausted enough that a criminal Outcast Warlord could be right under their collective noses and they'd never notice. Yet, even with her own forces aiding in the patrols, a ninth child had disappeared.

Mary's tried and true methods simply weren't working, and she was determined to see an end to this nightmare. It was time to step outside of the box, and employ the enemy's deceptive tactics against them. Mary knew that someone - or some thing - was targeting children, and capable of eluding both the adults and the patrolling soldiers. So she would draw it out with a feint, and trick it with some not-so-innocent "children".

At first, her Clergy Ann bodyguards were skeptical of her plans.

"With all respect, my Saint...no one is going to believe that we are children," the first said.

"Mistress, we are grown! And scarred! And our place is by your side!" exclaimed the second.

"It is with the greatest of need that we do this, my Anns," Saint Mary said, as she held up both hands in a placating gesture. "We cannot put children into harm's way, we can only hope that our skills of subterfuge can make two fierce warrior queens as you fool whatever monster we face." She bent down and held up two simple sashed robes - sized for children - and gave them both a pleading look.

The Clergy Ann shared a glance at one another - inwardly debating if they could truly challenge what Mary asked. It was a silent debate that they were very used to having, as they supposed many Clergy Ann who had come before them. Saint Mary's compassion was immense, but equal was her determination. It was the role of Clergy Anns to support, to protect... and sometimes, to go along with Mary's ideas even when they thought her to be slightly mad.

"What happens when we find the monster?" asked the first.

"You scream," replied Mary. "And you start shooting. Don't stop until I get there."

SAINT MARY'S SCENARIO
- THE CORE'D PIPER

(recommended to be played as a 500 point game)

FORCES

The Saint Mary player must include **Saint Mary, True Believer** in their list, as well as two **Clergy Ann**. They must choose the rest of their force from the Saint Mary sub-faction and Unaligned Forsaken models.

The CORE player must include two **TB-13**s in their list. They must choose the rest of their force from any other CORE models.

SET-UP

Before deployment, each player takes turns, beginning with the CORE Player, placing three Objective Markers each (for a total of six) anywhere in No Man's Land, as long as they are not placed within 4" of another Objective Marker or table edge. These Markers are Size (M) and have the keyword Light Cover.

No forces are set up at the start of the game, except for two Clergy Ann - place them as the map indicates.

VICTORY

The Saint Mary player is seeking to destroy the TB-13s, who have been luring children away for horrific CORE purposes. The Saint Mary player immediately scores 3 VP for each TB-13 that has been destroyed.

The CORE player has been gathering easy prey from local Forsaken settlements, and this is the first armed resistance they have faced. They score 1 VP for every full 100 points of models they kill. Models killed while in base-to-base contact with a Grotesque are worth double their normal points. (Attacks may come from the Grotesque or another model, so long as the enemy model is base-to-base with a Grotesque model, they double the point value)

The first player to 8 VP wins the game, or after 8 rounds, whichever player has a higher VP tally.

SPECIAL RULES

• **Deployment Sequence** - Deployment in this scenario does not follow the standard procedure. Instead, follow the sequence below:

1. The two Clergy Ann may move normally but may not go On Hold or perform any attack actions until the TB-13 models are deployed.

2. On Round 2, the remaining Forsaken and CORE models may deploy from their own table edges.

3. The TB-13 models must deploy via Assassination on Round 2.