



*To Slay a Strigoi*

*The Tale of Sir Bernard, Grail Knight of Bretonnia*

*The Grail Knight Sir Bernard de Chevalier is hunting a powerful Strigoi Vampire through its cavernous home in the mountains. Cleaving his way through hordes of ghouls, lesser vampires, bats, wolves and other creatures of the night he draws near to his quarry's lair where a mighty Terrorghiest's shrieks reverberate through the walls. As Sir Bernard draws close to his epic duel five Grail Pilgrims run to the entrance of the lair, leaving the cold air and plunging into the dank, dark hole to rush to the aid of their living saint.*

*Taking place in the Warhammer World in the Mountains to the North of Bretonnia. Each character is the same, a Grail Pilgrim, but players should create*

*their own personalities and skill sets suitable for a peasant undertaking a Grail Pilgrimage.*

## *The Rules*

*You are a Grail Pilgrim. You left your comfy hovel, your comely lass and your beloved turnip field to undertake a pilgrimage in the footsteps of a Grail Knight. He doesn't speak to you or acknowledge your existence but that doesn't bother you at all. You keep your prized possession of a discarded spoon, old tunic or hair clipping he left behind him as a token of your piety. He rode on ahead and you tried your best to catch him up but a few too many uncle-brothers and sister-aunts have left you a little slow but you're here now and you're not going to let The Lady's Champion rid the world of*

*evil all by himself. You tighten your rope best, draw your battered old sword and set off into the cave.*



*The game uses D10's and equal rolls always favour the Pilgrims.*

*Movement: Miniatures move a number of squares equal to their movement, can move diagonally.*

*Attack: Miniatures roll a number of attack dice equal to their Attack stat to hit enemies.*

*Defend: Miniatures roll a number of defence dice equal to their Defend stat to save against attacks.*

*Luck: Luck modifies all dice rolls for random events or to find "loot".*

*Wounds: Once this reaches zero enemy models are dead and Pilgrims are out of action.*

### *Activation*

*Each Pilgrim activates from oldest player to youngest but if someone wants, they can activate out of turn, this is just to keep activation simple and should not be seen as a 'rule'.*

*Each Pilgrim gets two actions per turn. Actions are:*

*Move: Move the miniature.*

*Attack: Attack an enemy.*

*Charge: Move up to half your movement value but make a free attack at the end of your turn.*

*Brace: Move up to half your movement value and receive double Defend Dice until you next activate.*

*Scrounge: Roll two D10's and add your luck, each scenario has it's own chart for finding "loot".*

### *Movement*

*Move this many squares. Squares marked as impassible cannot be moved into. Squares marked as difficult count as twice the actual distance moved. Squares marked as Holy restore one Wound per turn to a Pilgrim. Squares marked as Evil temporarily reduce the Luck stat of a Pilgrim by 1 each turn they end their move on it for the remainder of the Scenario.*



## *Attack*

*Choose a single enemy and roll your Attack Dice against their Defend Dice. Each success inflicts a hit on the enemy and takes away a wound.*



## *Defend*

*Each time you are attacked roll your Defend Dice against the enemies Attack Dice. Each blocked hit is discarded. If a Pilgrim rolls more successful Defend Dice than enemy Attack Dice the enemy is stunned and halves their Attack and Defend values the next time they fight.*

## *Pilgrim Base Stats*

*Movement: 5*

*Attack: 5*

*Defend: 4*

*Luck: 0*



## *Wounds: 7*

*Each Grail Pilgrim may select any number of 'Peasant Attributes' but no Statistic may fall below 0 or rise above 10.*

*Clubfoot: Reduce Movement by One. Increase Luck by One.*

*Deformed Arm: Reduce Attack by One. Increase Luck by One.*

*Lazy Eye: Reduce Defence by One. Increase Luck by One.*

*Smarter than Some: Reduce Luck by One. Increase Attack OR Defend by One.*

*Two Left Feet: Difficult Terrain counts as triple not double Movement. Increase Luck by One.*

*Proper Holy-like: Reduce Luck by One. Make a single roll on the "Loot" Table and start the dungeon with that item.*

### *"Loot"*

*Grail Pilgrims aren't interested in silly things like Gold or Diamonds. Instead, a discarded chicken bone, broken spoon or some piece of knightsly equipment that a Grail Knight has thrown away is valued beyond all other things.*

*Any Square marked as Holy may be searched for "Loot". If "Loot" is found roll a D10, on a 1-5 the square is not longer Holy. Each Holy square may only*

*be searched successfully once but may continue to be used for healing.*

*Each Scenario has its own "Loot" target. Luck does not influence this roll.*

*Roll 2D10 on the following chart each time "Loot" is found and add or subtract the player's entire Luck value if they choose. (2 Luck must add or subtract 2 not 1).*

*Each "Loot" marked as (Once Only) may only be found once per Pilgrim, any further rolls must be rerolled. This modification must be done before the player knows what the final score of the dice roll is. Rolls of 2 or modified 2 or below are treated as no effect and the Holy space is removed.*

<i>3-5</i>	<i>Discarded Piece of Food</i>
<i>6-8</i>	<i>Old Spoon</i>

9-11	<i>Trinket</i>
12-14	<i>Scrap of Fabric</i>
15-18	<i>Oath Parchment</i>
19	<i>Dagger (Once Only)</i>
20	<i>Broken Piece of Armour (Once Only)</i>
21+	<i>Shattered Shield</i>

*Discarded Piece of Food: Any consumable object. It may be discarded to boost all Stats by One for the remainder of the Scenario.*

*Old Spoon: A everyday item the Knight had stowed on his person. The Pilgrim receives a +1 to his Luck while he carries this item.*

*Trinket: Some bauble that has fallen off the Knight's Armour. The Pilgrim may re-roll two dice per scenario while he carries this item.*

*Scrap of Fabric: A piece of the Knight's clothing has gotten snagged and torn off. The Pilgrim ignores the first two squares of difficult terrain each turn when moving while he carries this item.*

*Oath Parchment: A scrap of parchment has come free. The Pilgrim can re-roll one Dice when using his Luck Skill each time he rolls while he carries this item.*

*Dagger: A battered knife that the Knight has discarded or has gotten stuck in an enemy corpse. While carrying this item the Pilgrim receives a +1 to Attack Rolls.*

*Broken Piece of Armour: A dented piece of armour or a few links of chainmail have been left here. While carrying this item the Pilgrim receives a +1 to Defend Rolls.*

*Shattered Shield: Once Only. If further 21+ rolls are made the Pilgrim may choose another result instead. The Knights shattered and destroyed shield is found, not a great sign for the Knight but a great boon for the Pilgrims. While carrying this item the Pilgrim can re-roll one Attack Dice and one Defend Dice each time they roll.*



## *Enemy Monsters*

*Ghoul*

*Move: 4*

*Attack: 4*

*Defend: 3*

*Wounds: 4*

*Zombie*

*Move: 2*

*Attack: 2*

*Defend: 2*

*Wounds: 3*

*Bat Swarm*

*Move: 10*

*Attack: 1*

*Defend: 4*

*Wounds: 5*

*Giant Bat*

*Move: 8*



*Attack: 3*

*Defend: 4*

*Wounds: 4*

*Crypt Horror*

*Move: 5*

*Attack: 6*

*Defend: 6*

*Wounds: 7*

*Lesser Vampire*

*Move: 7*

*Attack: 6*

*Defend: 6*

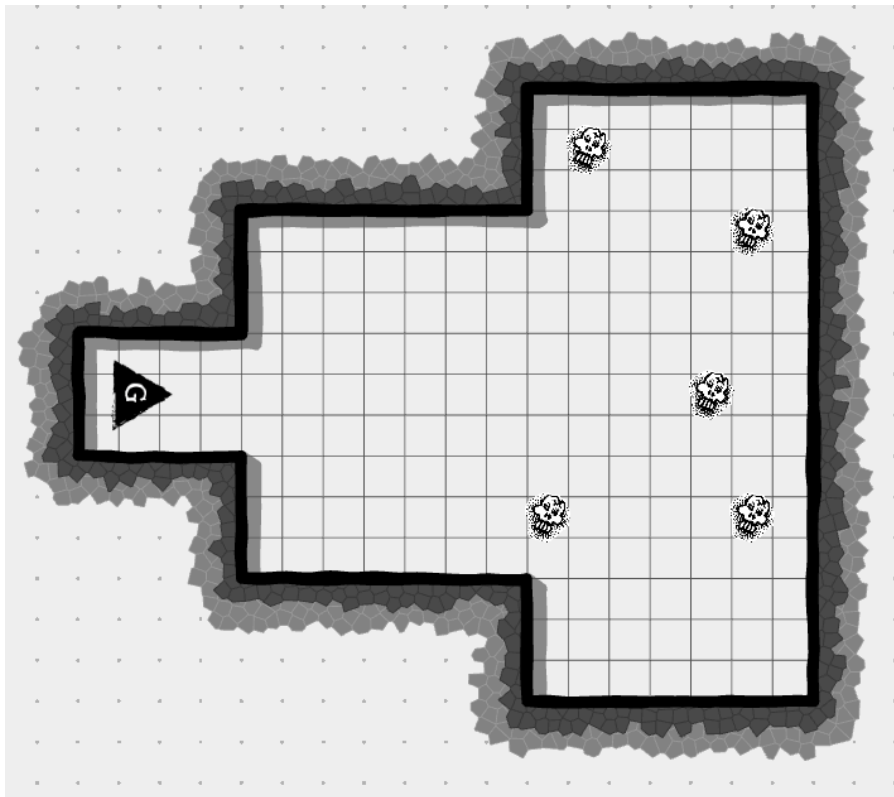
*Wounds: 7*



*The Cleansing of the Strigoi*

*Scenario The First: A Gaping Maw*

*As you enter the cave, taking care not to impale yourself on the many stalagmites and stalactites protruding like jagged teeth from the roof and floor, the cave quickly widens into an open space where a few half dead ghouls lie in pain. Clearly Sir Bernard cut his way through them and left them for dead but they're still both evil and dangerous, so it is your solemn duty as a Grail Pilgrim to rid the world of their evil once and for all.*



*Enemies: Five Ghouls.*

*Layout: A small passageway leads into a wide cavern that tapers back into another narrow passageway. Five*

*Ghouls are placed on the squares indicated and the Pilgrims enter the dungeon on their first turn as shown by the G.*

*Victory: Defeat the Ghouls and follow the Knight.*

### *Special Rules*

*This game has a "Loot" value of 12.*

*Half Dead Ghouls: The Ghouls have been left for dead by Sir Bernard and are near death. Use the profile below. This mission should be used as a way to learn the basics.*

## *Half Dead Ghoul*

*Move: 2*

*Attack: 2*

*Defend: 1*

*Wounds: 2*

## *Campaign*

*After slaying the ghouls, you follow the trail of corpses and sounds of battle deeper into the cave system to catch up with Sir Bernard and witness his duel with the Vampire.*

*For the GM: Each player heals a single wound suffered in the battle, if one player did more damage than any other, they may take a "Loot" Test and if successful roll as normal on the chart. Any Pilgrim who lost all*

*their wounds are restored to the wounds value of the  
lowest other Pilgrim in the party.*

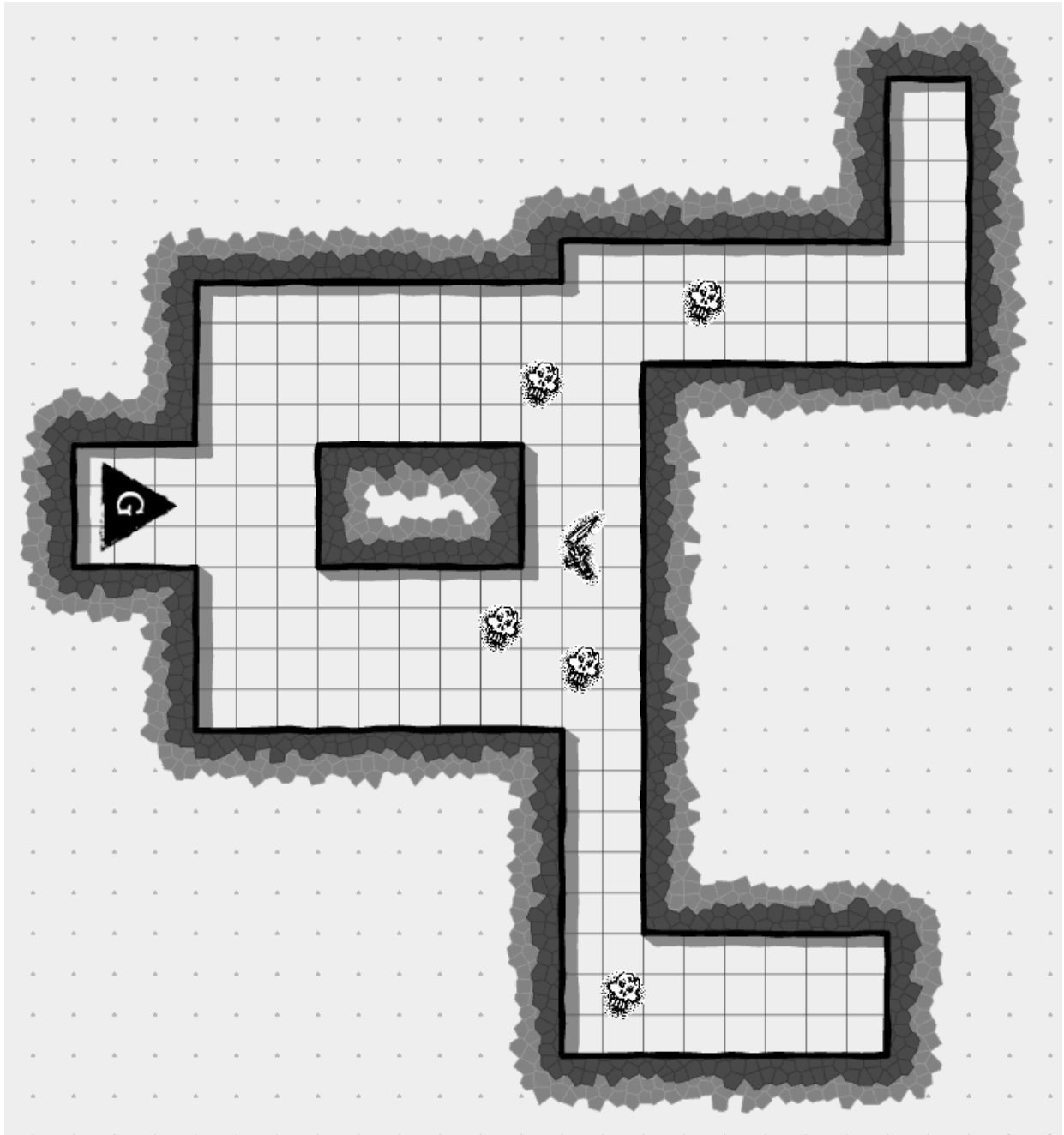


*Scenario the Second: A Fork in the Road.*

*As you follow the path of the Living Saint the cavern splits into two distinct passages. You must decide which path to take, one will surely lead to Sir Bernard, the other to a nest of Ghouls. The question that you must ask yourselves is "Which path did Sir Bernard take, the one littered with ghoul corpses to the right or the one without any corpses on the left?"*

*Layout: A small passageway leads into a wide cavern that tapers back into another narrow passageway. Five Ghouls are placed on the squares indicated and the square indicated with a broken sword is considered Holy. The Pilgrims enter the dungeon on their first turn.*





*Enemies: Ghouls. Ghouls will deploy at the cave mouth of the left passage in addition to the three placed at the start of the game. Ghouls should be placed onto*

*the board at the start of each of their turns until 10 total  
ghouls have been placed this way.*

*Victory: Defeat the Ghouls and follow the Knight.*

*Loss: The wounded peasants are wiped out or take the  
left path.*



*Special Rules*

*This game has a "Loot" value of 10*

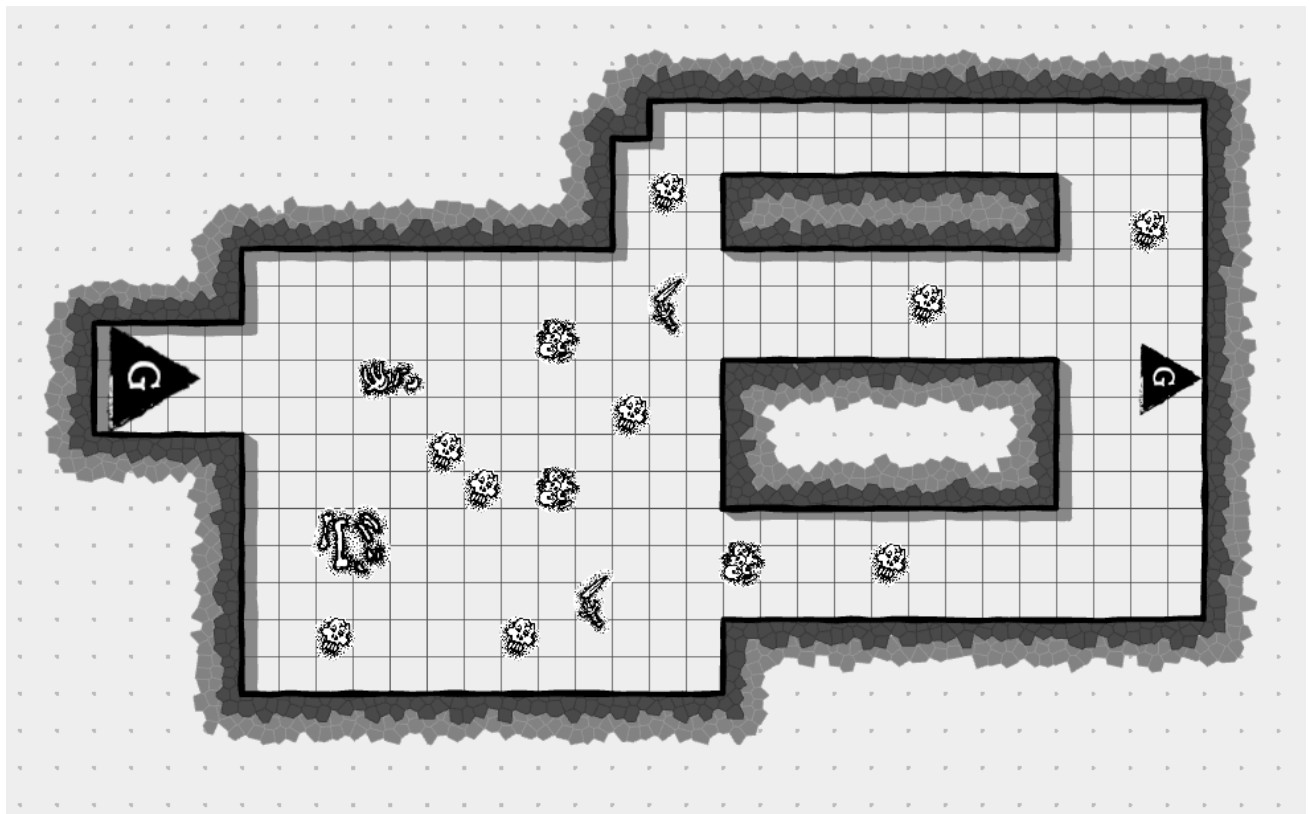
*. Victory: You hack your way through the ghouls and the roaring you heard when you first entered the caves grows louder. The bodies slain along the path are also starting to get bigger and bigger, this is definitely the way Sir Bernard went. As you go along you hear the sickening sound of snapping bones and chewing from up ahead. Proceed to Scenario the Third.*

*Loss: You find yourselves surrounded and overwhelmed by Ghouls who drag you deeper into their lair. Proceed to Scenario the Fourth.*

*Scenario the Third: All You Can Eat*

*As you come into the sickly light of the cavern you witness the depravity of the ghouls and harden your hearts. All around the room ghouls are eating the remains of their fallen 'comrades'. As you walk further into the room, the bone snapping and chewing noises stop, replaced with the wet slapping sound of feet.*

*Layout: The large cavern splits into three smaller tunnels that all join together. Areas of difficult terrain representing the bones and other bodily remains of fallen Ghouls are placed. There are Two Holy squares.*



*Enemies: Ghouls are deployed as shown on the map.*

*GM Note: Once two thirds of the Ghouls are dead a Crypt Ghoul is deployed in the centre of the cavern, jumping down from the roof. If a Pilgrim is on the tile, they must move one space away and count as being charged. Once all the Ghouls are dead place a second Crypt Ghoul on the board at the exit point.*

*Victory: Defeat the Ghouls and Crypt Ghouls or follow the Knight by moving all pilgrims off the marked tile. The result is the same. If the Pilgrims kill all the Crypt Ghouls each Pilgrim makes a "Loot" roll passing on the result of a 18. Proceed to Scenario the Fifth.*

*Loss: The wounded peasants are wiped out then proceed to Scenario the Fourth.*

### *Special Rules*

*This game has a "Loot" value of 13.*



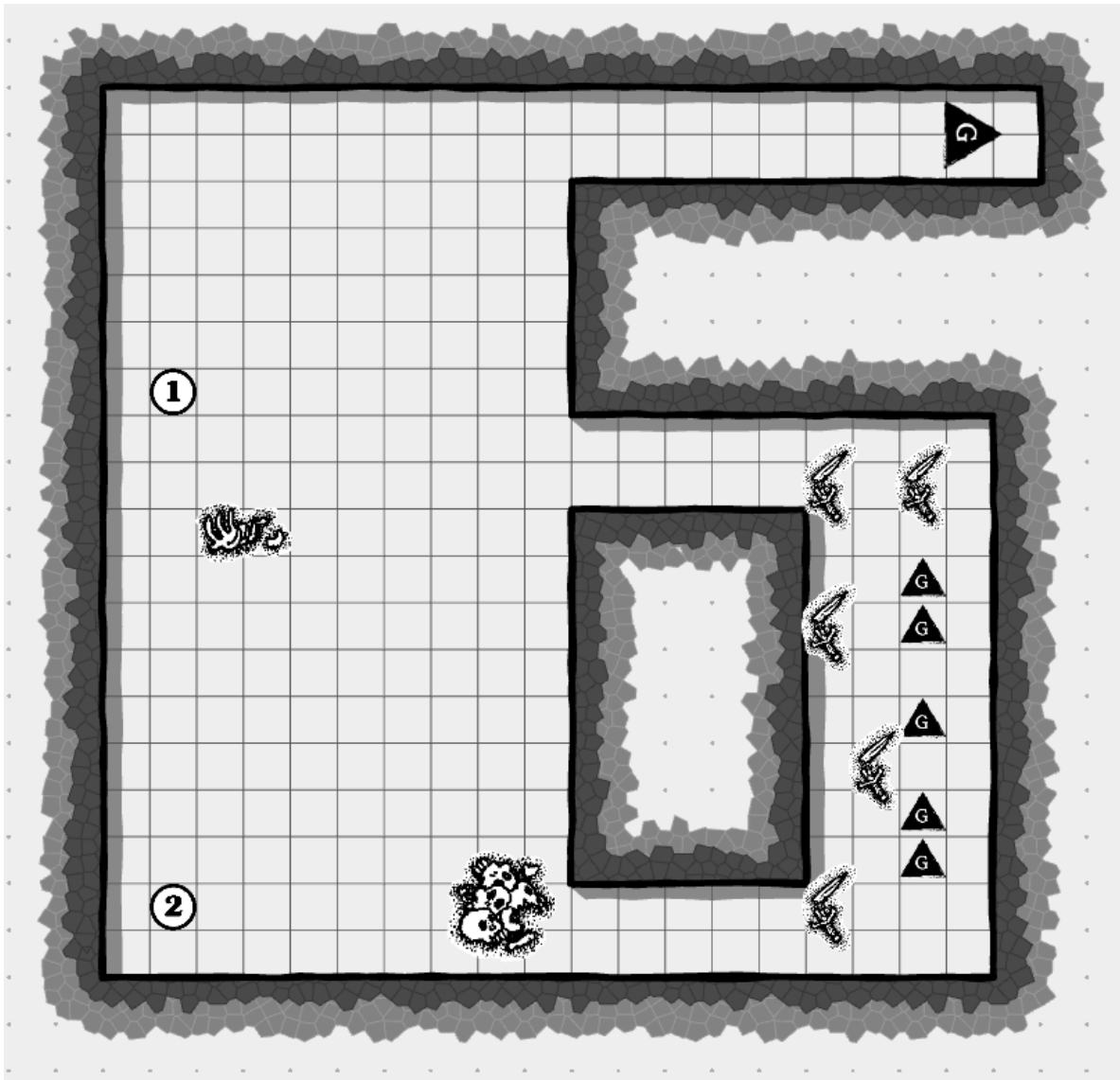
### *Scenario the Fourth: Off the Menu.*

*You are overwhelmed by enemies and find yourself in a crude dungeon. Clearly the Ghouls have you on the menu once they have dealt with Ser Bernard. Little do they know that he bears the Blessings of the Lady, and you are his faithful Pilgrims, nothing can stand before you.*

*Layout: There are several piles of difficult terrain scattered around the dungeon and five Holy spaces.*







*Enemies: None are placed on the board, but Four Bat Swarms and Three Giant Bats will enter play.*

## *Special Rules*

*Well Tired:* Each Pilgrim begins the game with only 3 wounds regardless of any other modifiers and none of them have any "Loot" at the start of the game.

*There it is!* The holy nature of the discarded Grail Knights' belongings shines brightly among the piles of refuse in the dungeon. Each Holy space acts as normal except that once the "Loot" value of 10 is reached instead of rolling on the chart the Pilgrim recovers their equipment, players can see this roll. Once the equipment is recovered the Holy space is immediately removed from the board.

*The Sounds of Squeaking:* GM Read Aloud. The sounds of flapping wings and squeaking are getting

*louder, you must hurry to get back your equipment, but rest is also important.*

### *GM*

*The Bats do not begin to be deployed until after the third Pilgrim has recovered their equipment so while players should be “motivated” by the threat of the bats they should also be clearly told that these Holy spaces also heal them. After the third Pilgrim has recovered their equipment place One Bat Swarm and One Giant Bat at the A and B point respectively each turn until all the bats have been deployed.*

*I Won't Leave it Behind: No Pilgrim may leave the board until all of them have recovered their equipment, multiple Pilgrims may assist in search for their gear. For each adjacent Pilgrim spending an action to search you may re-roll a single dice per action taken.*

*Victory: You cut your way out of the Dungeon and make your way back on track. Count the game you lost that made you end up in the dungeon as a victory and move on to the next scenario.*

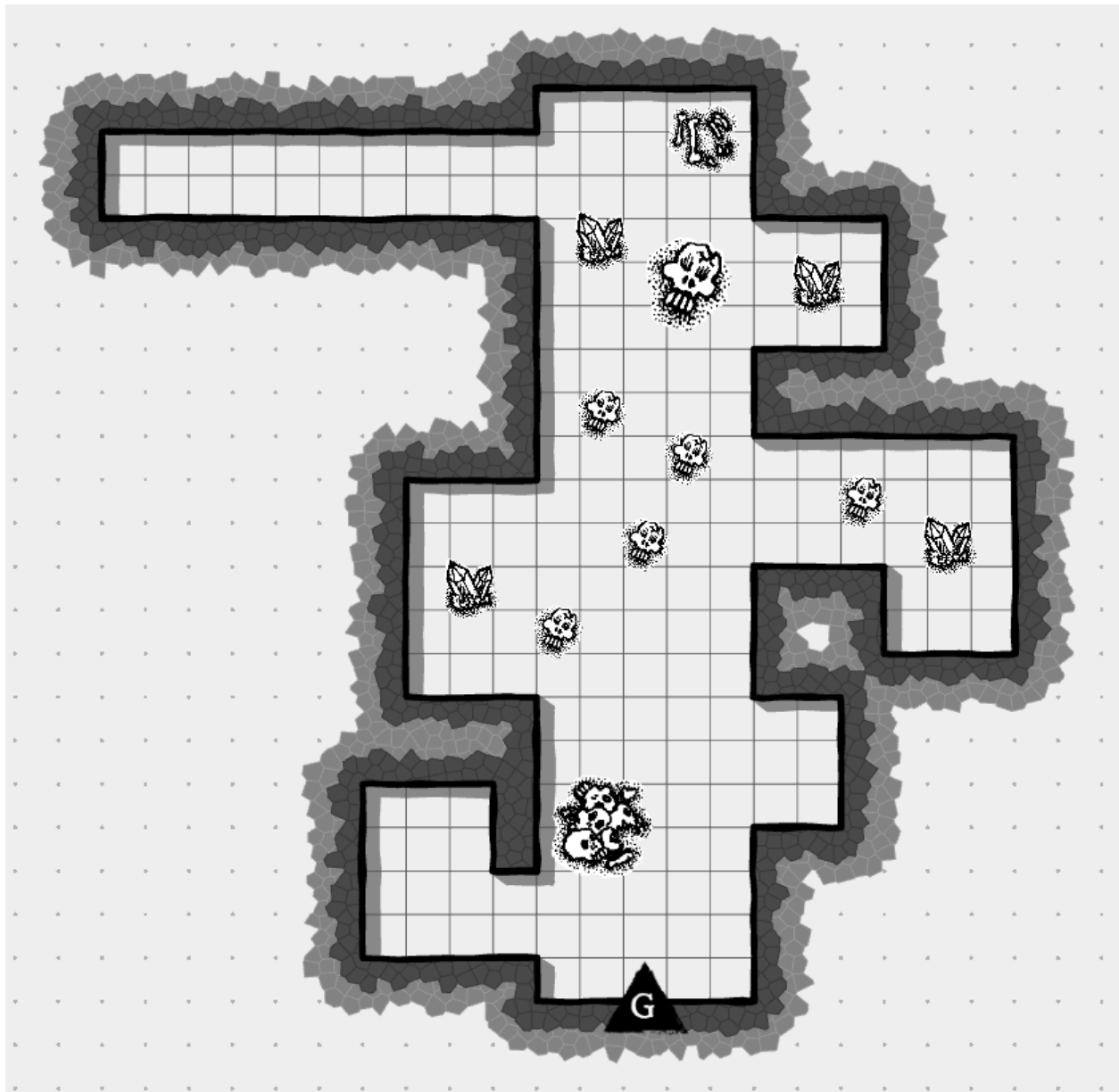
*Loss: You wake up again forced to repeat the same scenario all over again, but time is running out. After the third loss read the following. As you black out a pure white light fills the entire cavern system invigorating you and incinerating the vile bats, clearly the battle is nearing its end and Sir Bernard is calling on all the power of the Lady to aid him. Proceed to the sixth scenario with all equipment restored and all wounds healed.*

## *Scenario the Fifth: Ack Zombies!*

*You run as fast as your gimpy legs and clubfeet will allow but soon a stench fills your nostrils greater than anything even a Bretonnian Peasant has ever caught whiff of before. A young Strigoi Vampire has raised the corpses of some fallen ghouls and their victims/snacks to cut off Sir Bernard's retreat. None of you are going to let that happen.*

*Layout: A central corridor with small rock hewn rooms branching off it. Difficult terrain in the form of bones*

*and loose rocks are placed as shown. The Crystals  
represent 'Evil' Squares. The Lesser Vampire is  
placed on the Large Skull marker.*



### *Special Rules:*

*Pretty as a Picture: When a Zombie is defeated, roll a D10 with no modifiers. If the result is greater than the*

*Lesser Vampire's remaining Wounds the Pilgrims can remove a single Evil space of their choice. If the roll was a 10 then they can instead replace the Evil space with a Holy one instead.*

*Plenty to Work With: Sir Bernard has certainly left the Lesser Vampire plenty to work with when it comes to raising new Zombies. Each activation the Lesser Vampire takes outside of combat range allows him to place a single Zombie on an Evil space of his choice.*

*This game has a "Loot" value of a 13.*

*Victory: Victory is achieved as soon as the Lesser Vampire is slain. Each Pilgrim may make a roll to find a single piece of "Loot" using the scenario value of 13 at the end of the game.*



*As you plunge your Holy Blade into what is left of the Lesser Vampire's heart and strike him down with a good stout kick for good measure the Zombie's all fall down.*

*The sounds of Battle and an even worse stench are coming from down the corridor, For the Lady and Sir Bernard!*

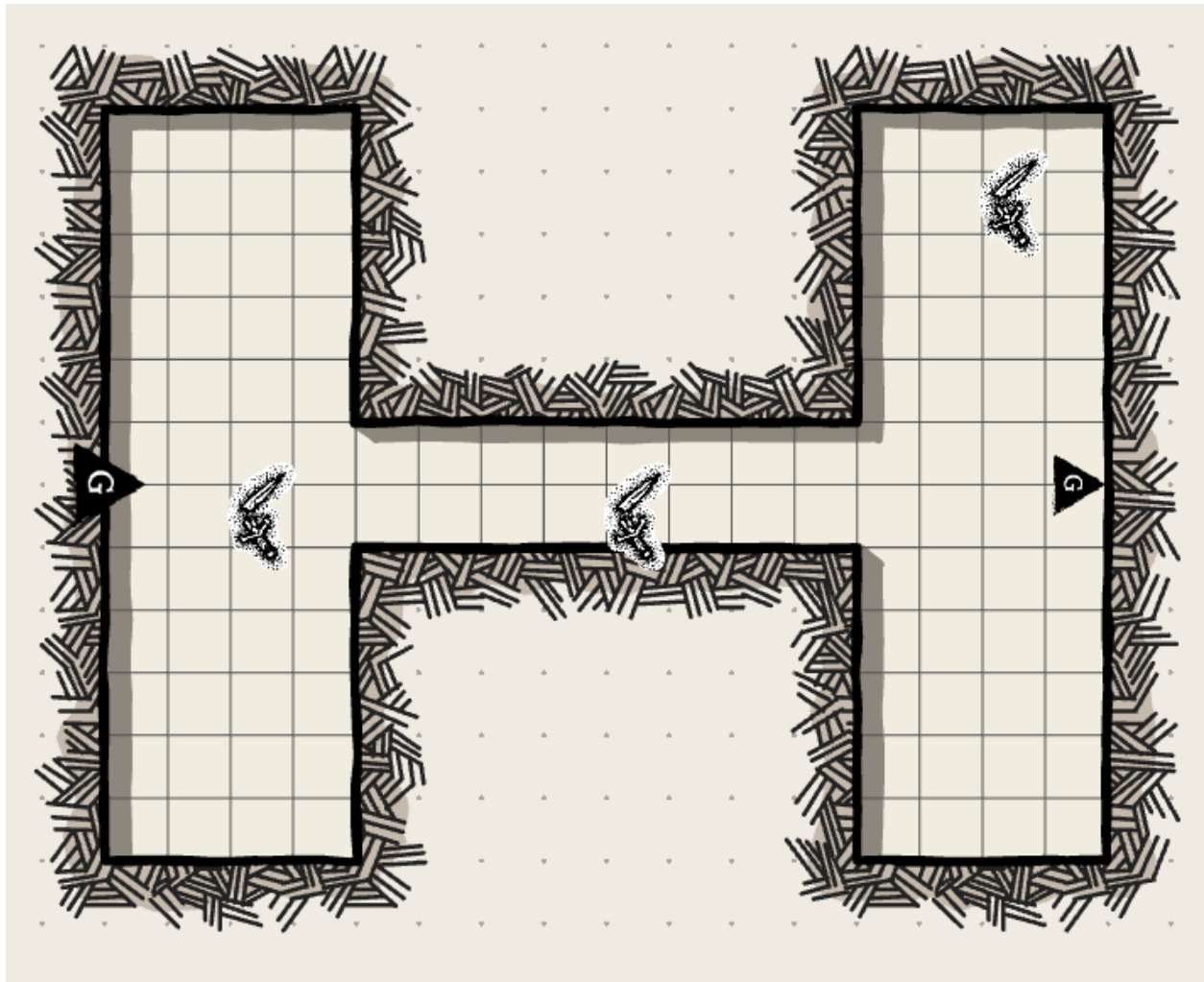
*Loss: As you lose consciousness the Zombies all stop moving, and the Lesser Vampire lets out a feral cackle as loping Ghouls emerge to drag you away for later.*

*Play Scenario the Fourth.*

*Scenario the Sixth: At the Door of Death*

*You arrive at a giant chasm spanned by a narrow rock bridge that leaps to a giant, horrifying archway through which you can see Sir Bernard dueling with the Vampire and its vile Terrorghiest. You must cross the bridge and keep the hordes of Ghouls and Zombies from overwhelming Sir Bernard who could of course deal with them all himself but that would take up far too much of his valuable time.*

*Layout: The board has a two square wide bridge spanning eight squares of chasm with landings on either side. There is a single Holy Space in the middle of the Bridge and one on the other side.*



*Enemies: Two Bat Swarms and Two Giant Bats.  
Two Crypt Horrors and six Ghouls. The Bats fly in  
from any Chasm tile, two may be deployed each turn.  
The ghouls enter the game once the last pilgrim has set  
foot on the bridge. Two Crypt Horrors guard the gate.*

## *Special Rules:*

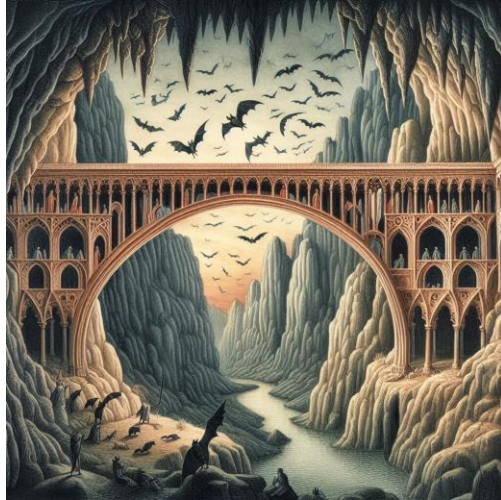
*This game has a "Loot" value of 7.*

*Flight: Bats can move on chasm tiles as if they were open terrain, no other miniatures may do so. However, if a Bat is stunned while on a chasm tile, they instead suffer two wounds rather than the other effects representing them having to spend energy flying back up to the bridge.*

*To the Lady's Champion! Pilgrims may exit through the archway at any point during their move. However, if any enemies are still alive at the end of the Scenario, they will be added to the reinforcement pool of the next game.*

*Victory: You throw the enemies' corpses down the Chasm and rush to witness the glory that is a Living Saint of the Lady ridding the world of evil. You mentally prepare yourselves for a massive fight.*

*Defeat: The enemy leaves you for dead and for a snack later while they speed off to aid their foul Master. Grail Pilgrims are made of sterner stuff however, and after a few minutes you manage to get back on your feet, surely the Power of the Lady that Sir Bernard possesses is giving you a second wind. You head through the archway as quickly as you can.*



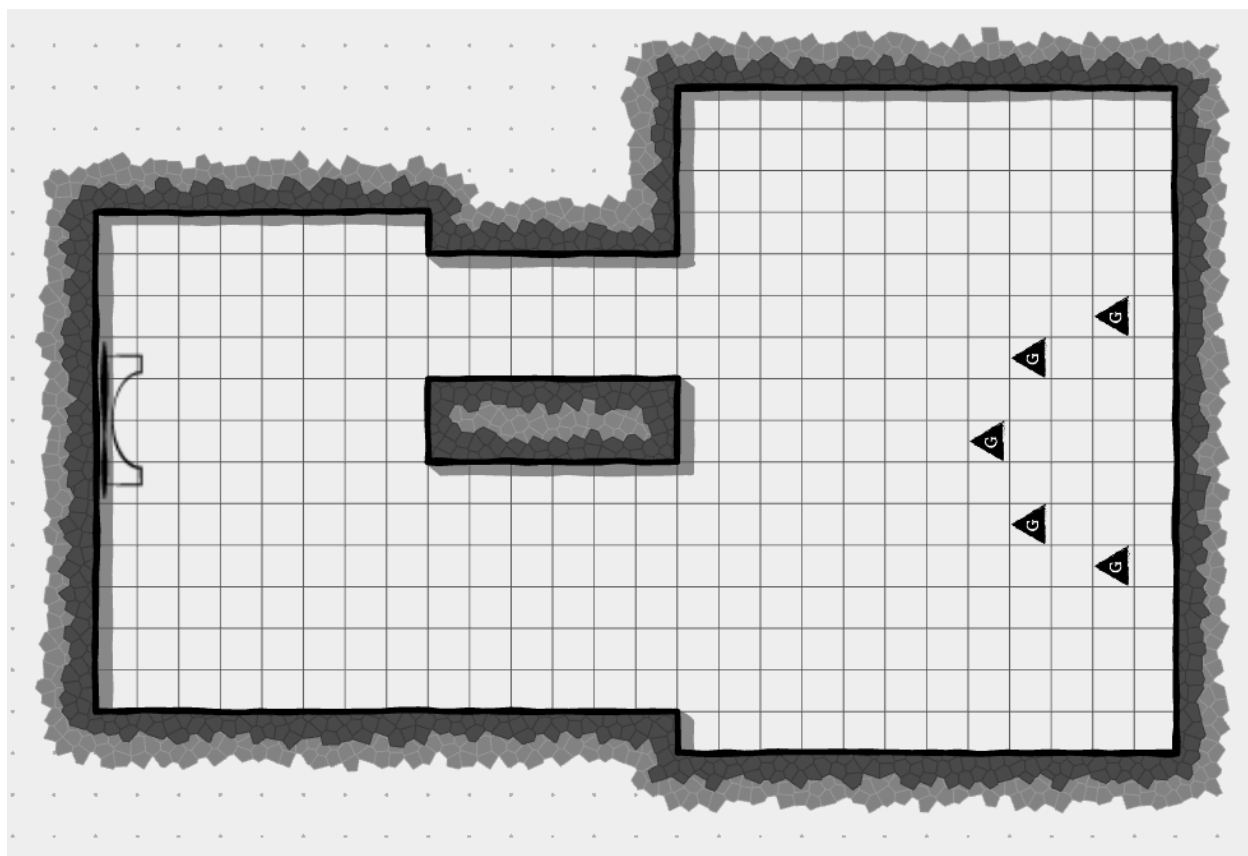
### *Scenario the Seventh: The Lady's Champion*

*There he stands. Sir Bernard is positively radiant with the inner light of the Lady as he stands amidst a pile of enemy corpses battling the Vampire Lord and its pet Terrorgheist. You quickly take up positions around him to save him the hassle of dealing with the minions and allow him to focus solely on doing his duty to Realm and Lady.*

*Layout: Sir Bernard is fighting the Vampire Lord and Terrorgheist which are just off the board as shown, if*

*you have a Terrorgeist, Strigoi and Grail Knight miniatures set them up on the edge for the full effect.*

*The Pilgrims are deployed as shown in a semi-circle surrounding the duel and the next wave of enemies are deployed from the archway every two turns until the Vampire is slain.*



*Enemies: 3 Ghouls, 3 Zombies, 3 Bat Swarms, 2 Giant Bats, 2 Crypt Horrors, 1 Lesser Vampire.*



### *Special Rules*

*The Light of the Lady: At the start of the first turn all Pilgrims are restored to full Wounds, the Power of the Lady radiating from the Knight reinvigorates them, well that and just a touch of the Pilgrim Madness but it's mostly the power.*

*The Final Battle: The enemy is flooding the chamber with foul creatures to try and save their master. At the*



end of each turn after the Third that ends without an enemy moving off the Board Edge where the duel is occurring the GM (secretly) rolls a D10. Once this value reaches 20 the GM should announce that the Terrorgeist has been slain and each player gains One Luck. Once it reaches 40 the game is over.

*Pilgrims Down:* If a Pilgrim loses all their Wounds, then they are out of the game. They may however permanently reduce their Luck Stat and gain Three Wounds back for each Luck discarded.

*Victory:* Sir Bernard parts the Vampire's head from its shoulders and drives his blade deep into its heart. With their leader slain the lesser beasts go wild and flee in abject terror. The Lesser Vampires remain but are swiftly cut down by Sir Bernard in their rage.

*Without a second glance at you he kneels in prayer,  
rises and leaves the caves for his next quest. You join  
him in Prayer before giving the dead Vampire a good  
kicking and taking a few trophies. You begin to sing on  
the way out of the cavern of the latest grand deed of the  
valiant Sir Bernard who slew a whole nest of Vampires  
single handed and slew the terrible Terrorgeist.*

*O sing ye of Sir Bernard*

*O sing ye of his deed*

*He slew the mighty terror*

*He heard the Peasants plead*

*He slew the Vampire menace*

*He slew the shrieking beast*

*He did so for the Lady*

*He did so with effort least*

*Loss: As you lay bleeding out you see Sir Bernard behead the Terrorgeist but alas he is overwhelmed by many foes. Distracted by these lesser foes he is slain by the Vampire but with his final breath he thrusts his sword deep into its chest. With their leader dead the remaining ghouls and bats flee in terror while the zombies join you on the floor. As the world goes black you hear the unmistakable plodding of more Pilgrims, too late to fight with him they cut their way past the fleeing enemy and bear Sir Bernard's lifeless corpse out of the caves. That shrine you have been building is finally going to be*

*complete you think as you drift away. You die knowing that Sir Bernard slew the vile foe and while clasping your most treasured relic of his you slip into the embrace of death.*

