

THE CURSED FJORD



DARK RITUALS
MALLEUS MALEFICARUM

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THE CURSED FJORD

Skriga paddled her boat idly. Life at sea suited her fine. Sure, there were no stupid minions to kick, but no Demons to kick her either. And plenty of fish! Leave them in the bottom of the boat for a couple of days and they get really tasty. Sea dragons would fetch the really ugly fish from the depths, if you shouted at them loud enough. Ugly ones tasted best and it felt good to push the sea dragons around. They were so full of themselves! Anything could swim. She could learn if she wanted to.

Looking up she saw a storm brewing, small but close. Perfect, everyone likes a little rain in their face, trickling down their backs. She turned the boat to head towards the better weather.

As she paddled, it became clear this was not a simple storm. Water splashed and circled in the air, the vortex moving towards her faster than she moved towards it. Then it was upon her, and everything changed. She was under the water, not on it, and her precious boat was torn to pieces around her. And it was cold, so cold. As she floated towards the dim and strangely diffuse light above her, the cold dragged her mind to a dark, silent place. And then she cracked her face against the sheet of ice above her.

Trapped beneath the ice for decades, Skriga could barely be called alive. Frozen in place, she was too chilled to draw power from Neemoss but the fading tendrils of her magic could feel the dead and drowned around her, together with the rotting flotsam and jetsam that is human decay. Her slowed thoughts could imagine new spells to use her surroundings to her advantage and when the ice began to thaw, she was a new Witch. We might call her a necromancer, although she had no name for what she had become.

The Conjunction with Neemoss had openings all around the world throughout the Middle Ages. Who knows how long Skriga was frozen under the ice? Perhaps she was the first Witch to actually be drawn to Earth.

PLAYING THE EXPANSION

The Cursed Fjord is an expansion for Dark Rituals: Malleus Maleficarum. Dark Rituals is required to play The Cursed Fjord.

The Cursed Fjord has 5 new Encounters that are designed to be played as a short Campaign. They can be played as Standalone games too. They are written for the new Characters in the expansion, although you will need Witches and other members of the Dark Legion from Dark Rituals. However, you can freely substitute Characters from Dark Rituals into these Encounters and also use the Characters here in the Dark Rituals Encounters. Simply create your own back story for how and why the Characters travel the world. You can even use the Loot Cards in other Encounters if there are items you particularly enjoy.

CONTENTS

- 4 Heroes
- Skriga
- 4 Creatures (Accalia, Jotun, Lindorm, Bufo Maledictus)
- 10 Minions (Draugr x6, Wormlings x2, Toad Spawn x2)
- 1 Serf (Wolf)
- 4 Double-sided Map Tiles
- 4 Hero Dashboards
- 4 Hero Alchemy Books
- 4 Hero Weapon Cards
- 1 Witch ID Sheet
- 1 Grimoire
- 4 Creature ID Cards
- 3 Minion ID Cards
- 7 Witchcraft Cards
- 8 Loot Cards

THE CURSED FJORD SETUP

Follow the normal rules for Setup, with the following changes.

- Shuffle the new Loot Cards with the Core Loot Cards of the same Level.
- Shuffle the new Witchcraft Cards into the Witchcraft Deck.

USING THE CURSED FJORD COMPONENTS IN OTHER ENCOUNTERS.

You can use the Characters from this expansion in other encounters, for example, use the Heroes and/or Skriga to replay core game Encounters. So long as you substitute one Character for another Character of the same type, there will be little difference in game play. Feel free to use any of the game cards too, shuffling them into the appropriate decks.

Note that Heroes have a Class Icon that gives some indication of the general nature of the Hero. When substituting Heroes, we recommend that you use one Hero of each type, rather than duplicating Class Icons. However, there will be little impact on the game if you do not follow this guideline.

NEW RULES

WATER AND WITCHES

Witches do not dislike running water as much as folklore suggests, but they are not completely happy with it. When Witches cross water as part of a normal Move, they can stay alert and Move normally. However, when they are distracted by other Characters and must Evade, then their fears will get the best of them. When they Evade across Water, use Agility - 1 rather than their current Agility to determine whether they can Move.

Note that Skriga is completely at home in the Water and does not pay this penalty.

Figure 1 shows some examples. If Pekka Moves inland **1**, she will need to make an Evade check because Curthouse is in her Area, but it is performed normally because she is not crossing water. If Hagatha Moves into the Area with Pekka and Curthouse **2**, that will be a normal Move because there is no-one in her starting Area, and Moves are not affected by water. Finally, example **3**, shows the new rule in play, as Pekka would Evade across the Water and makes the check using her Agility -1.



Figure 1: Moving across water.

WOLVES

Alfrik Wolf-Friend: Alfrik earned his name searching long and hard for a lost boy who strayed deep into the forest. The search was nearly over when a pack of wolves joined Alfrik on the hunt, actually leading him to the child.

There is an interesting interaction between Accalia, Skriga and Alfrik Wolf-Friend.

Accalia is a Nattmara or female werewolf bound to Skriga. She can exist as one of two forms in the game, either her Accalia were-form or Accalia wolf-form. For simplicity, we'll say "Wolf" and "Werewolf" to indicate which miniature we mean.

Accalia can enter the game in two ways:

- Skriga can play the Accalia Witchcraft Card to Summon the Werewolf to a Summoning Circle, following the normal rules for Summoning a Creature. Note that this Summoning Card is not discarded when it is played and returns to the Witch Master's hand.
- Alfrik Wolf-Friend has an Alchemy spell named "Call Wolf". This spell will place the Wolf miniature in his Area, which can then be controlled as if it were a Serf.



Figure 2: Summon Accalia and Call Wolf.

The intelligent Wolf that obeys Alfrik's commands is Accalia in her Wolf form, of course.

Accalia can only be in one place at a time, so only one of these miniatures can be present in the game. These two Actions behave a little differently if Accalia is already in play:

- Skriga can play the Accalia Witchcraft Card to convert the Wolf to the Werewolf, replacing the Wolf miniature with the Werewolf miniature. Remember, the card returns to the Witch Master's hand after being used.
- If the Werewolf is in Alfrik Wolf-Friend's Area, he can use the same "Call Wolf" Alchemical Spell to calm it, converting it back to the Wolf, swapping the Werewolf mini for the Wolf mini.

So both sides can bring Accalia into the game and both sides can convert Accalia from one form to another, with some conditions. Have fun with her, and don't get bitten!

Although Accalia can be controlled like a Serf when she is in Wolf-form, she is not actually a Serf. For example, if the Dark Legion Defeats the Wolf, they do not get the rewards for Defeating a Serf.

Note that the Wolf-form of Accalia can only be used in games with Alfrik Wolf-Friend.

TROLL GUARDIAN



Figure 3: The Troll Guardian Token.

Alfrik has an Alchemy Spell, Troll Guardian, which has a persistent effect that lasts until the end of the Round in which the Spell is cast. When you cast this spell, place the Troll Guardian Token beside Alfrik's Miniature (or his Dashboard), to serve as a reminder that the spell is in effect.

Remove the token in the End of Round Phase.

Note that the Troll Guardian Token is on the reverse of a Wound Token in the core game.

LINDORM AND THE WORMLINGS



Figure 4: Lindorm's Reform Flesh Reaction.

Lindorm is a new creature, a necro-worm created from dead bodies, reformed into a giant worm by Skriga's perverse magic. Lindorm is, of course, the source of the Lindworm legends. Its flesh is already dead, so it is remarkably hard to kill. Each time it takes a Wound, the Witches can animate the decaying flesh that is hacked off as a Wormling Minion. See the Reaction on the Lindorm ID Card.

This is the only way to Summon the Wormling Minions. They cannot be created with the Summon Minion Action like the Condemned, for example.

BUFO MALEDICTUS AND TOAD SPAWN



Figure 5: The new Free Action for Bufo Maledictus.

The Bufo Maledictus and Toad Spawn are also linked like Lindorm and the Wormlings. The Bufo Maledictus has a Free Action to Summon the Toad Spawn. A Free Action means:

- It can be used when another Character is Active.
- It does not count towards the 1 or 2 Action Limit per Turn.
- It can only be used once per Turn.

Like the Wormling, the Toad Spawn cannot be summoned in the normal way.

COMMAND

Some new cards use the Command keyword. It is defined as follows:

Command: Perform an Action with the Target. Use the Target's list of Actions, Exhaust the Target's Stamina, use the Target's stats, etc. If the Target is a Serf, any one of the Heroes must agree to Exhaust the Stamina for the Action that is performed. It is just as if the Target is doing it. If the Target cannot do the Action, for example they do not have Stamina, they have no LOS for an Attack, etc, you cannot Command them to perform the Action.

Command Target to XXX: Same as Command, but the Action, XXX, is fixed.

SPECIAL RULES

Free Skriga: The Heroes are not the only ones that have learned a spell or two. The villagers have called two Warrior's Spirits from Valhalla to trap Skriga. The Spirits fly around, blocking her way if she tries to escape. Unfortunately, they get in the way of the Heroes fighting her. Skriga cannot Move but she can perform all other Actions. She cannot be Attacked. The Dark Legion can Free Skriga by Learning the Secret to the spell and dismissing both Spirits.

Token Setup: Take three double-sided Wound Tokens and three Wound Tokens with Rune Stones on their backs. Place them Wound side up and mix them thoroughly. Then place them on the map in the six locations shown, without letting anyone see which tokens are the three Rune Stones Tokens.

Timed Encounter: In the End of Round Phase, place a Wound Token on the Sacrifice Track. The Timed Encounter ends when the Sacrifice Track is full.

Secret Rune Stones: Three of the Serfs are carrying the Rune Stones that hold the secret to the Spirits' power. When the Serfs Move, move the token with them, being careful not to reveal the hidden side.

Learning the Secret: When a Serf is Defeated, flip the token to reveal whether the Serf was carrying a Rune Stone. Discard the token if the reverse is another Wound. This was just a simple Serf working in the village. If the token reveals a Rune Stone, the Dark Legion immediately learn part of the spell and can dismiss a Spirit. Remove one Soul Token that is guarding Skriga.

OBJECTIVES

Heroes: The Serfs survive the Dark Legion. The Heroes win the Timed Encounter immediately if:

- They can protect the Serfs and keep Skriga trapped for 4 Rounds.

"We will get overrun if we stay longer. We need to lead these villagers away. But the three of you saw that vile creature. You see I was right! There are Witches here!" Jarl commands the villagers to leave and the band of warriors protect them as they retreat to safety.

"I seems like you were correct, after all. Who could guess the folk stories would be true?" says Seidkona, troubled that she doubted Jarl.

"This evil is not the stuff of legend. It is something new," Al-frik glances around frowning.

Witch Master: Skriga wants to cause havoc! The Witch Master wins immediately if:

- Skriga has been Freed.

"First trapped by ice, now by ghosts. Can't a Witch get any peace in this realm?"



JARL, THE CHIEFTAIN:

Jarl was popular, even if his coastal settlement was too small for him to be a powerful chieftain. At least it allowed him to know his people personally, talking with many of them each day. So he found it hard to see them abandon him when his brothers drowned. They were great sailors and fishermen and Jarl knew there was more to their boat disappearing than a simple accident. Who capsizes a boat in such a minor storm? He had to believe the stories about the water witches were true even if only the children in town agreed with him. Without the support of the townsfolk, Jarl wandered alone, looking for answers.

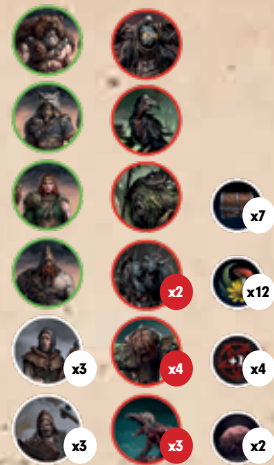
ENCOUNTER 12

FEED THE LEECHES

"Sisters! I thought I was alone in this wretched world," Skriga's tone does not match her words. She sounds decidedly unhappy to meet the other Witches.

"You and your little boat, I thought we'd lost you for good. You know nothing of this world! Yes, there are other Witches here and Demons too. In fact, if we don't feed Haborym's leeches, he'll appear and give you what for!" Hagatha is also less than impressed to see Skriga.

"Do they eat peasants? There are lots of them running around, causing trouble!"



Witch Master's Misery Board: Place two Plague Reward Tokens at 3 and 6 Souls.

SPECIAL RULES

Feed The Leeches: When a Possessed Farmer enters the same Area as a Leech, the Leech devours it rapidly. Immediately remove the Possessed Farmer and one Leech Token. The Leeches do not take any Actions and are immune to Attacks and Spells.

OBJECTIVES

Heroes: Jarl and his band are hard on the trail of the Witches. His goal is to eliminate them all and defeating some here is a good start. The Heroes win immediately if:

- There are two Burning Witches in play at the same time.

"It brings me no comfort to burn these creatures. My brothers are still dead. But we must rid the land of this scourge." Jarl stares balefully into the fire.

"Well it brings me some warmth." Beorn looks less concerned over the fate of the Witches.

"There is heat like a smithy's forge, but their bodies are not being consumed. There is nothing natural here," Alfrik's concern is rising.

Witch Master: The Witch Master wins immediately if:

- Both Leeches are Fed.

"Chores, chores, chores. The Demons are not here but I'm still working for them. I was better off back on Neemoss," Skriga is not happy at all. "Or under the ice!"



SKRIGA:

Poor Skriga. Always an outcast on Neemoss, nothing has changed for her on Earth. While she was trapped under the ice, the other Witches were living the high life, feeding on the soft and rich bounties of their second home. Skriga is shunned again, and her strange, newfound necromantic magic is not gaining her the favor she expected. Still, she does not care. After one lifetime alone, what's another?

ENCOUNTER 13 THE PASSAGE

"You say you're a Witch! Show us some magic!"

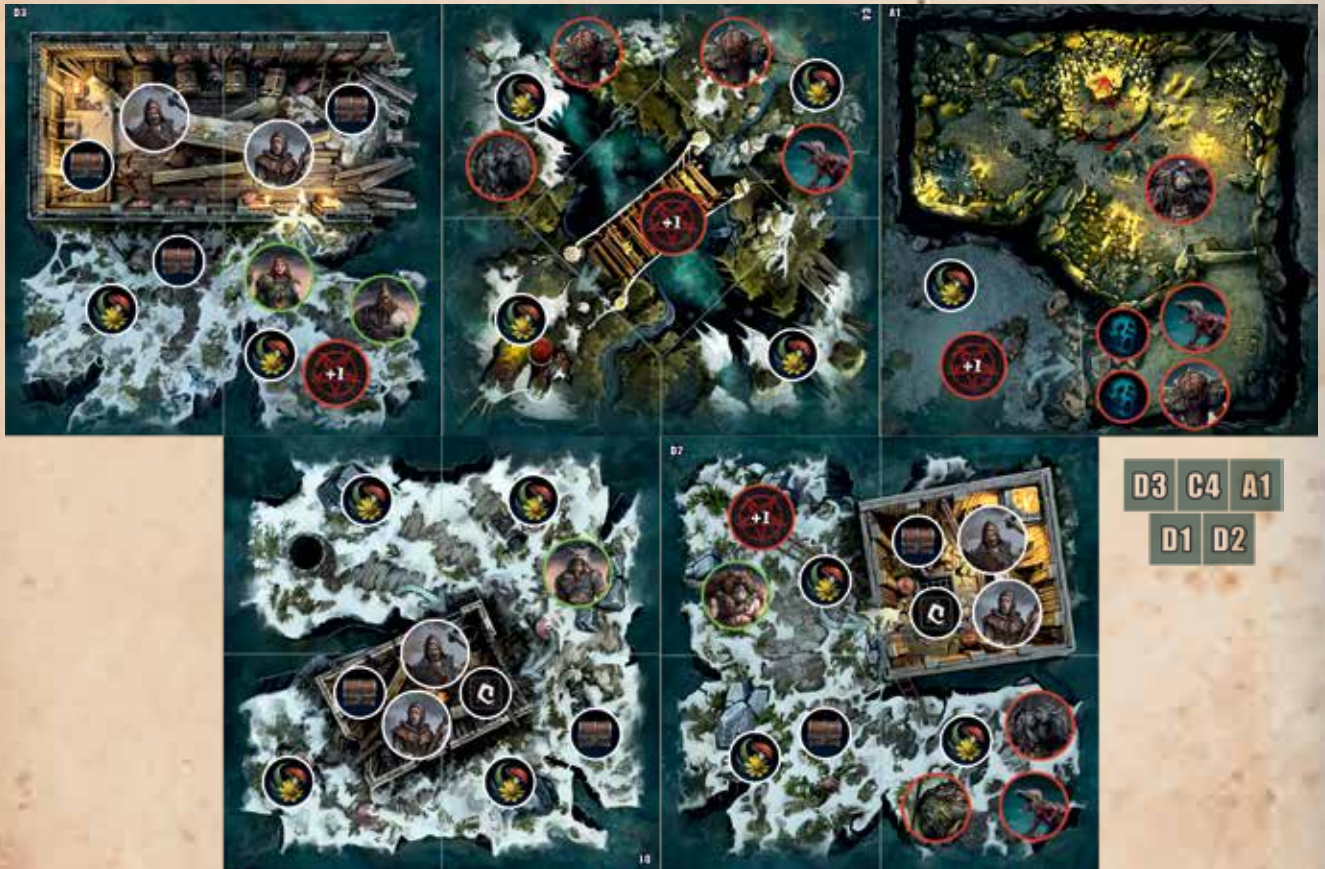
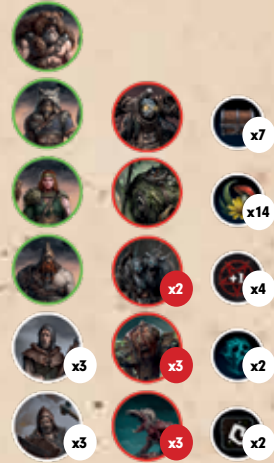
"I'll show you something you've never seen. Meet my new friends."

"Help us! The Witches are raising drowned sailors! We are being over-run!" scream the villagers.

"Is the tin mine still open? Can you sneak out through the tunnels?" Alfrik knows this region well.

"We could if those Witches had not moved into the mine. They are protected by spirits we do not recognize."

"Don't worry, we'll take care of the Witches. You have Rune Stones, don't you? They will aid us in taking down the Witches' barricade," Jarl seems eager to confront them again.



Witch Master's Misery Board: Place two Plague Reward Tokens at 4 and 6 Souls.

SPECIAL RULES

Skriga's Ritual: Skriga has sealed herself in the mine. First she Summoned two spirits to seal the mine entrance and then she started a ritual to summon the dead. She is using the souls of the villagers to attract drowned sailors. When the Dark Legion Defeats a Serf, immediately place a Wound Token on the Sacrifice Track, in addition to gaining the other Spoils of War.

Resurrection: When the first Wound Token has been placed on the Sacrifice Track, Skriga's necromantic Ritual has started. For the rest of the game, if the Witch Master Summons a Minion and there are Draugr Miniatures in the reserve, you must summon a Draugr. If all the Draugr are in play, you may Summon Minions normally.

Spirit Barrier: The Spirits are basically harmless, but they will push Heroes away from the mine entrance. Heroes cannot enter the mine until the Spirits are Banned.

Banish the Spirits: The Heroes can Pick Up/Drop and Trade the Rune Stones that protect the village, although their magic is too strong for a Hero to carry them both. The Dark Legion cannot interact with the Rune Stones. When a Hero brandishes a Rune Stone in the Area with a Spirit, the Spirit will be dismissed. Remove both Rune Stone and Soul Token.

Unfriendly: The other Witches will not offer Skriga direct support until she has proven herself. Other Witches will not enter map tile A1.

OBJECTIVES

Heroes: The Heroes must clear a path for the villagers to escape. The Heroes win immediately if:

- Skriga takes 1+ Wounds.

"Ouch! Nasty humans," Skriga sounds more surprised than hurt. Still, she turns tail and runs off as fast as she can.

"Shall we follow?" Seidkona seems eager to continue the fight.

"No, my valiant friend. Let's stay and help the people escape. The way is clear but these monsters will harass the villagers just for fun."

Witch Master: The Witch Master wins immediately if:

- The Sacrifice Track is filled with 4 Wound Tokens.

"You have a way with the dead! Pity you are not so good with the living."



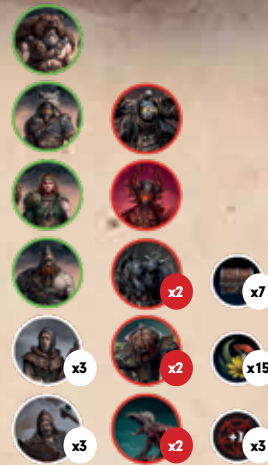
ALFRIK WOLF-FRIEND:

Alfrik is a woodsman, protecting and nurturing all creatures and plants in the local forests. The trees he fells provide the best wood for any purpose, from smooth curves for ships to solid logs for houses. He earned his name searching for a lost boy who strayed deep into the forest. A pack of wolves joined the search with him, leading him to the child.

Some believe his rustic skills are too good to be natural, others are simply pleased to take his aid.

ENCOUNTER 14 HEART OF DARKNESS

"So it seems like you are more than just a little boat owner. The Draugr are impressive. But let us show you what a Witch can really do! We have summoned Haborym! Watch him destroy this village and know that we control him!" Pekka runs off before Skriga can see that Haborym is most definitely not controlled by anyone.



Witch Master's Misery Board: Place two Plague Reward Tokens at 3 and 6 Souls.

C1	D2
C4	C3

SPECIAL RULES

Timed Encounter: In the End of Round Phase, place a Wound Token on the Sacrifice Track. The Timed Encounter ends when the Sacrifice Track is full.

Pekka Flees: The Witch Master cannot Summon Pekka in this Encounter.

Tremendous Evil: Driven to new depths by waves of evil emanating from Haborym, the Dark Legion is in a frenzy. Not only are they killing villagers, but they are tearing them to pieces, ripping out their hearts. When a Serf is Defeated, place the Miniature on its side and place a Wound Token, representing its heart, beside it. Only Haborym can interact with the Serf's heart.

Flaunted Horror: Haborym gains the following Action:

Pick Up/Drop Heart: ▶ 1 ♣ Haborym can take a Wound Token, representing a Serf's heart, from his Area and place it in the Witch Master's play area (and vice versa).

OBJECTIVES

Heroes: The Heroes win immediately if either Objective is completed:

- Defeat the Demon.

"Odin's eye! Even I do not want to fight that beast again." Beorn doubles over panting.

Alfrik remains calm, "While these creatures are willing to commit such atrocities, we have many fights ahead of us."

- Or prevent the Witch Master from complete their Objective before the Encounter ends.

Haborym pauses and looks around. Realizing that Pekka has left him to do her dirty work, the Demon abruptly stops fighting and stalks off in the direction he last saw Pekka.

Witch Master: The Witch Master wins immediately if both Objectives are completed:

- The Demon Defeats a Hero.
- And the Demon drops a Villager's Heart in the same Area as a Defeated Hero.

Haborym crushes the villager's heart in his mighty fist. Blood oozes between his fingers and drips onto the fallen Hero's back. With a mighty bellow, Haborym kicks the Hero's body. But the blood lust has left the Demon and it stalks off in the direction Pekka was heading.

It is a dark day for Jarl and his people.

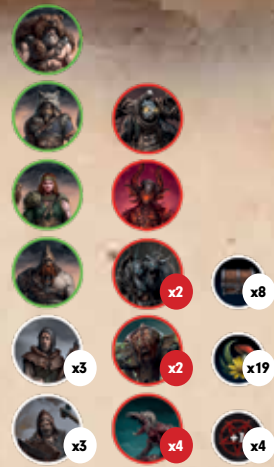


SEIDKONA, THE SHIELDMAIDEN:

A shieldmaiden from Jarl's settlement, Seidkona is known for her honor and kindness as well as her strength. Men in the village joke that she will become a Valkyrie to cover their discomfort that she is a better warrior than they are. While she does not believe Jarl is correct about the witches, she is pledged to follow her leader and hopes to convince him to return home. She believes she is naturally skillful and a little lucky, but in fact she uses magic subconsciously and is not aware that many of her talents and feats are magical in nature.

ENCOUNTER 15 BURN IT ALL!

Skriga has had enough of the Heroes' disruptions. If the only way to get some peace is to burn the village to the ground, so be it. And Haborym is just the tool she needs to get the job done.



Witch Master's Misery Board: Place two Plague Reward Tokens at 4 and 6 Souls.

A2	C2	A4
D1	A3	D3

SPECIAL RULES

Skriga's Spell: Skriga has cast a protection spell on Haborym. It is extremely effective: the Demon cannot be Wounded by any means. The only way to break the spell is to Defeat Skriga, then Haborym can be Attacked normally.

Burn: Any member of the Dark Legion can Burn a Hovel by entering it and making a successful Attack. The Hovels are well made and may withstand the Attack, make a Defense roll to simulate this:

HOVEL : 2 2

The Stamina must be Exhausted by the Heroes, just like Serf Defense; seeing the village attacked wears them down. The Hovel gains +1 to the Roll if there are any Heroes in the Hovel, helping to fight the fire.

If a Hovel takes 1+ Wound it is on fire. Place a Wound Token on the board as a reminder.

Danger: It is dangerous to remain inside a burning building! In the Start of Round Phase, check to see if there are Characters inside any of the Burning Hovels:

- Haborym: While protected by Skriga's Spell, he is unaffected. Once the Spell is broken, he will take 2 Wounds.
- All other characters: Defeated – Heroes become Stunned, Witches are replaced by Burning Witch Tokens and all other Characters are removed.

OBJECTIVES

Heroes: The Heroes see that the Demon is a bigger problem than the Witches. The Heroes win immediately if:

- The Demon is Defeated.

"Witches, Demons and our departed dead walking among us. Your brothers were lucky to find peace before all this started," Seidkona sounds distraught.

"I have found new brothers now. And better! A sister," Jarl looks the other three in the eye. "We are done here, but the world is a large place. I think our work is hardly started."

Witch Master: The Witch Master wins immediately if:

- All five Hovels are Burning.

"Haborym! Go find Pekka. All I want is a few moments alone."



BEORN, THE BERSERKER:

Despite his size, Beorn is a man of peace. Level-headed, he was always the first to calm a heated argument. Or at least he was, until his famous battle with a marauding bear. Enraged after eating the new weeds sprouting outside the village, the bear would rush into town seeming more intent on doing harm than feeding. Although there were several deaths, Beorn still counseled caution and curfews, until it was he that was trapped by the bear while he was out examining those weeds. Since Beorn wears the bearskin, he was clearly the victor, although there are no witnesses to attest to how he won. But since he gained his new garb, he has been increasingly quick to anger and fight, resulting in his ejection from the town.



ACCALIA



LINDORM



WORMLINGS



JOTUN



DRAUGR



DARK RITUALS
MALFUS MALEFICARUM