

FUCK YOU! IT'S

GAMES FOR FRAKS



COME GET THE SLUDGE

Includes
new rules for:



THE SLUDGE RETURNS

\$3.33 USD
ISSUE 2
JUNE 2025



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CHASM

Vol 2
June 2025
\$3.33



Thanks Charlie.

Hello again to all my ghouls together, writhing in the mud. We are going to make it.. If you picked up this magazine out of nowhere, you might be very confused. That's ok. It's a semiannual game zine containing content for some or all the games I've published.

Our second issue has a new faction, new units, and a new system for **Maleghast**, and a bunch of insanely spooky guys for **CAIN**. It's a thick one! Hope you're enjoying the games out there. I certainly have a lot of plans to release more this year so sit tight!

-Tom Bloom

Marketable mag host
Charlotte the Godforsaken

FILTH PIT LISTENING CORNER



Vildhjarta- + där skogen sjunger under evighetens granar + 2025

I'm not gonna lie, this came out yesterday around 9pm. I have listened through four times already. I think if you're at all interested in metal you should give these guys a listen. This is genre-defining stuff. It might not be your jam but there's some shit going on here, man! I think these guys have put out two of my favorite metal albums, and this looks like it'll be joining them.



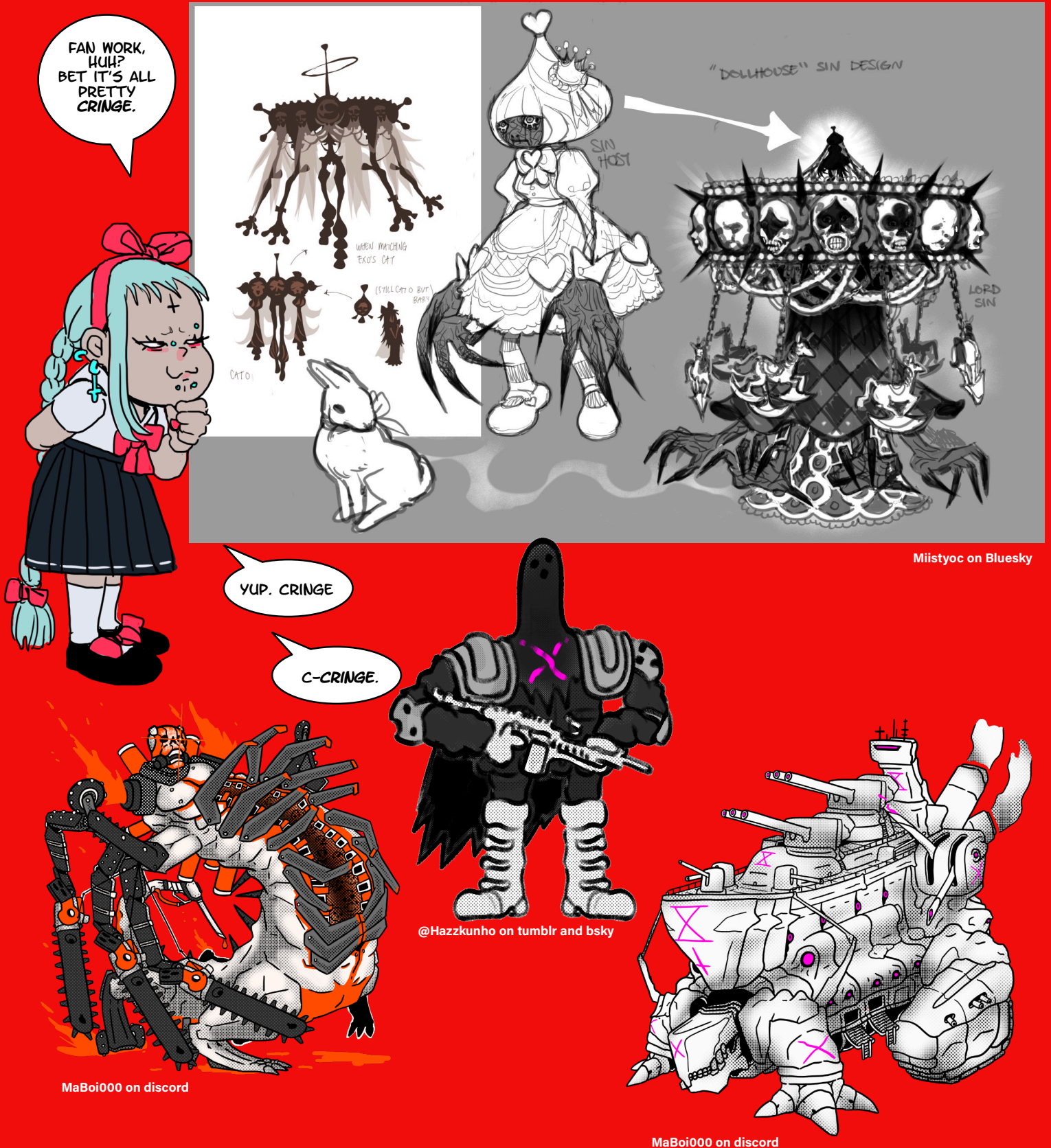
Kardashev - Alunea 2025

Found this band through the singer's (quite popular) youtube channel. Stayed for the incredible discography. These guys put out a really fucking good album, and their sound has really evolved. They've got the heaviness you crave but they can really write music that sticks with you with plenty of melody, riffs, and fucking excellent vocals. They also do some downtempo stuff and have the same signature melancholic vibe that draws me to bands like Opeth. I don't think this album will stick with me as much as their previous entry, Liminal Rite, but it's a solid 7 or 8/10.

I don't have copyright to these album covers, please, please god don't sue me

THE SICKO ZONE

Fan work is often the sickest shit possible. This is basically the space I want to show that off. If you've got something to submit shoot it over (ksbdabbadon@gmail.com) and it might make it into the next edition.

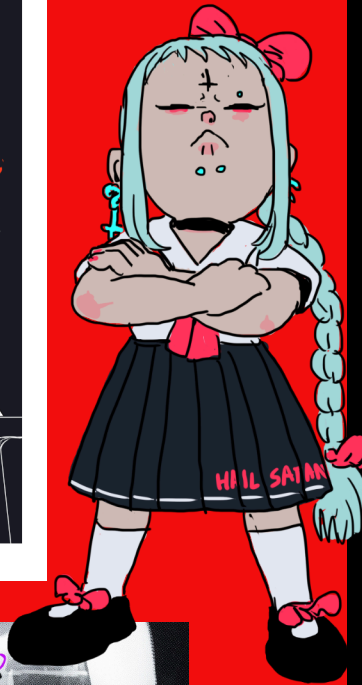




Michii on discord

CRINGE!

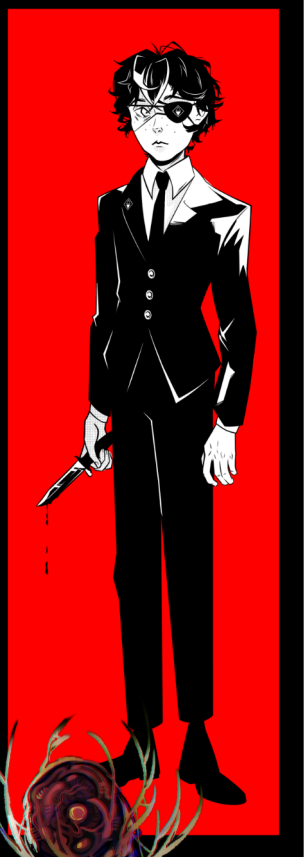
CRINGE!



Mayhembyaden on all socials

VESPER
VESPER
VESPER

"Vesper? You've been gone for two weeks!"
"I- N- no. I was just... I was here."
"We were supposed to work on that Project! Where did you go?"
"Did you... You look different..."
"What? Vesper, what is wrong with you?"
"I- I don't think I belong here."



Myconid_sovereign on discord



Aegis, @aegisofworms on tumblr and bluesky



Mr. Fifi on Bluesky



Akie_Chan on discord



@Layir25 on Twitter

@Pastaandrakes on instagram and tumblr



@Comfyarts on all socials



@Chromiumniko on bsky

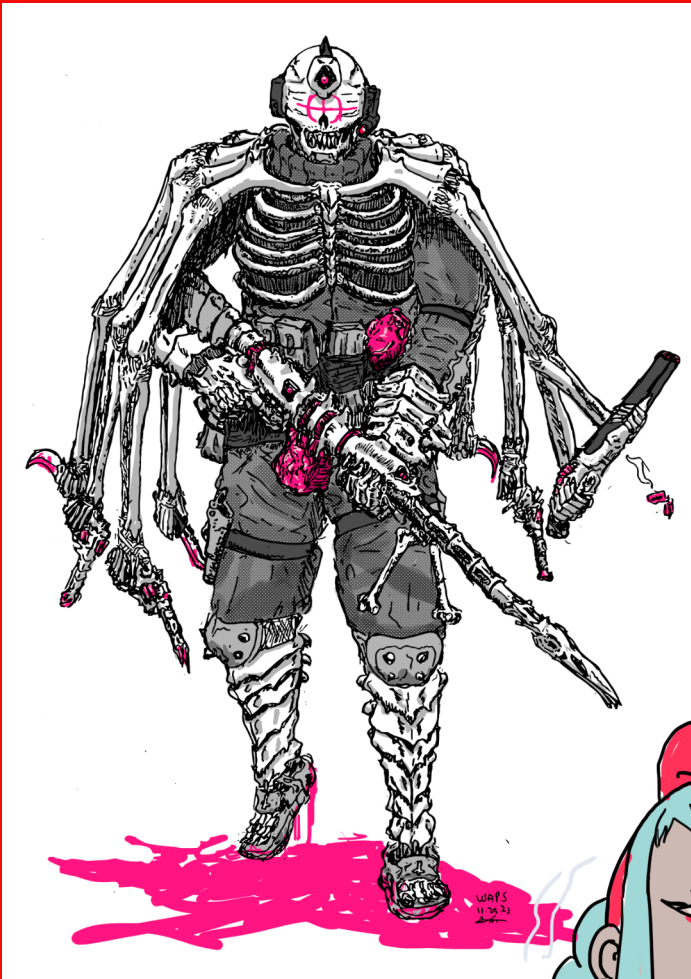
@Viladee on all socials



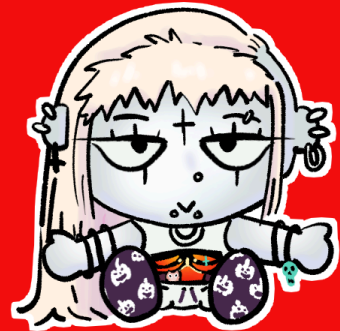
Emperor_of_the_sun on discord



FireLemon on discord



@Wapsangelo on Bluesky



@Sveltesnorlax on bsky



IT'S CRINGE.
IT'S A-ALL
CRINGE.

WHAT KIND OF
L-LOSER EVEN
MAKES THIS
SHI- -



Theja Shirshu on instagram



Theja Shirshu on instagram



@Poisonhemlocke on tumblr



LET'S GET TO THE GOOD SHIT





HELLMINTH

The origins of the **Hellminth** are murky. Some say they are a species native to hell, others say an extra-dimensional parasite, while still others theorize they are the evolved forms of ordinary corpse worms, granted sentience from Anzenmezzeron's bounty of magically suffused flesh. The Hellminth themselves prefer to say little on the matter - not that many have asked them.

The true, larval form of a Hellminth is an arm length pale worm. Burrowing into and fusing with the spinal column of a living or dead host, they form a symbiotic relationship, over time growing a sheathe of black, leathery flesh over and around their hosts' mutating body.

Newborn Hellminth are animalistic - barely sentient - but over time, as they fuse with their hosts' nervous system, they become one being, and the lines between host and parasite blur. As they gain intelligence and self awareness, they develop a hive-like connection with the Hellminth that sired them, with which they form Courts, highly hierarchical and alien enclave-cysts throughout the city which often feud with each other for hunting territory. At the apex of each Court are the Nephilim, highly evolved Hellminth that are the sires of hundreds of their spawn.

The elder Nephilim live in decadence and dominion, perfecting the physical evolution of their offspring, communing with the worm deities from which they siphon their necromancy, and tapping other forces beyond human imagination. However, they are loathe to share power. When they make their first moult, young Nephilim are ejected from their court to roam the city and find a place to make their own enclave.

Playstyle

Adaptive, growing power.

Soundtrack

Fear Factory - *Replica*

Deftones - *Change (In the House of Flies)*

Nine Inch Nails - *The Perfect Drug*

Special Mechanic

Evolve: Once a round, one Hellminth unit may evolve into a new form at the start of its turn. Evolving grants it additional stats and abilities. If it grants it additional hp, it is added to its current and maximum.

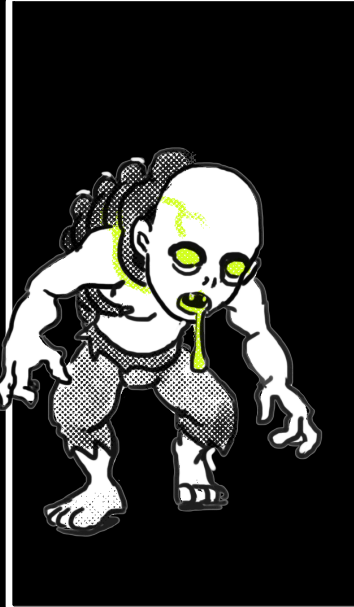
Special Tags

Necrophage: Units with this trait can spend adjacent corpses as vitality tokens, removing the corpse.



Other Mechanics

- **Push:** Involuntarily push unit a number of spaces, as long as each space of the push is further from the pushing unit or effect than the last space. Does not count as moving.
- **Splash:** Affects all adjacent units, but not the target. Can be splash (target) or splash (self).
- **Strength (token):** +1 damage, discard one after dealing damage
- **SOULless:** A soulless unit doesn't grant SOUL, doesn't leave a corpse, and cannot be used for body block.
- **Summon:** Summoned units are usually created by abilities. When summoning a unit, place it on the battlefield in a free space in range. Summoning a unit doesn't count as it moving or entering a space. Summoned units are SOULLESS and may be activated in the round after their summoning.
- **Vitality (token):** Take -1 damage. Discard after taking damage.

	<h3>PAGE</h3>			
	<i>Hellminth Thrall</i>			
	MU	AP	DF	ARM
	4	2	3+	-
	Traits <ul style="list-style-type: none"> • <i>Necrophage</i> • <i>Thrall:</i> 2 of these units are worth 1 unit slot. Can be activated two at a time. 			
ACC Abilities				
Viscous Bite: <i>Attack, Melee</i> <i>Effect:</i> Step 1. On hit: 1 toxic damage (5+) then this unit evolves.				

THRALL

EVOLVE: PUPATE

Effect: Remove this unit. Then replace it with the base form of any non-necromancer Hellminth unit, with a current and max hp of 2. If unactivated it can take a turn as normal this round and keeps all tokens and effects.

EVOLVE: CYST

Effect: Slay this unit. Then, instead of leaving one corpse, this unit leaves 3 corpses stacked in its space.

Draining Bite	Invigorating Evolve	Toxic Exit
<i>Viscous Bite</i> removes a positive token on hit but no longer has a chance to evolve.	<i>Evolving</i> a page grants 1 vitality to an adjacent unit	<i>Evolve: Cyst</i> deals 1 toxic damage to an adjacent foe.



KNIGHT

Hellminth Scion

MU	HP	DF	ARM
4	4	3+	-

Traits

- *Necrophage*
- *Latent*: Can evolve twice, choosing between either option each time for its first and second evolve.

ACT Abilities

Black Blade: *Attack, Melee*

On hit: Strip a positive token from the target, then deal 1 damage

Impaler: *Self*

Effect: Step 1, then deal 1 toxic damage to an adjacent foe and push then 1

EVOLVE 1: THIRSTING BLADE

+1 HP. Black blade deals +1 damage if it stripped a token.

Impaler upgrades to **Bloody Impaler**: Impaler's step becomes step 3 and gains free movement.

EVOLVE 1: CARAPACE SHIELD

+2 HP

Impaler upgrades to **Shield Slam**: pushes 2 spaces, and if pushing a foe into a wall, destroys that wall.

EVOLVE 2: EXECUTIONER

+1 HP. Black Blade deals +2 damage if body blocked.

Executioner's Edge: *Melee*

Effect: An adjacent unit at 1 hp or lower has a 3+ effect chance of being obliterated. Then gain 1 strength.

EVOLVE 2: ROYAL GUARD

This unit gains **SUPER** armor

Flesh Anchors: *Self*

Effect: Until start of this unit's next turn, this unit cannot MOVE, step, or be pushed or pulled. This unit gains cover and grants it to adjacent allies from all directions. At the start of that turn, this unit may extend this effect until the start of its following turn without spending an ACT.

True Latency

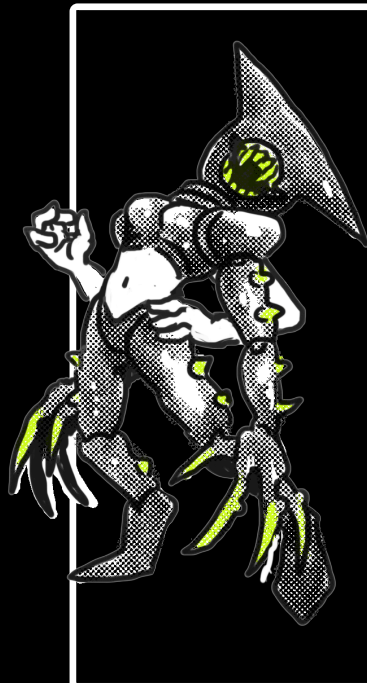
Gains 1 *strength* when *evolving*. May continue to evolve if fully evolved.


Pure Necrophage

Can also use adjacent corpses as *strength* tokens, consuming the corpse.

Charging Evolve

May step 2 when *evolving*, then push an adjacent unit 1





KNAVE			
<i>Hellminth Horror</i>			
MU	AP	DF	ARM
4	3	4+	-
Traits			
<ul style="list-style-type: none"> <i>Necrophage</i> <i>Carrion Burrow</i>: When MOVEing, may teleport into the space of any corpse, removing the corpse. Does not require line of sight. 			
ACT Abilities			
<p>Rending Talon: <i>Attack, Melee</i> <i>On hit</i>: 1 damage then 1 damage again to the same or a different adjacent foe.</p> <p>Blood Trance: <i>Self</i> <i>Effect</i>: Gain 1 strength for every adjacent foe or corpse, up to three times.</p>			

EVOLVE: SPINED LIMBS

+2 HP and *free movement*.


Spine Impale: *Line 3*
Effect: 1 damage. Any unit in the final space takes 2 *piercing* damage instead.

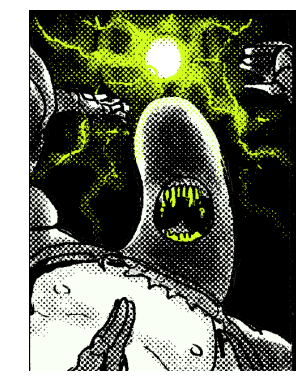
EVOLVE: ASSAULT CARAPACE

+1 HP and **PHYS Armor**

Blood trance upgrades to **Supreme Trance**: also grants 1 or (4+) 2 vitality.

Graceful Exit	Ready Trance	Sprinting Evolve
Does not remove the corpse when using <i>Carrion Burrow</i> .	Blood Trance gains a 5+ effect chance to <i>evolve</i> this unit.	May step 3 with <i>free movement</i> before evolving.





SAGE			
<i>Hellminth Freak</i>			
MU	AP	DF	ARM
4	3	3+	-
Traits			
<ul style="list-style-type: none"> <i>Necrophage</i> 			
ACT Abilities			
<p>Veridian Star: <i>Range 2-4</i> <i>Effect</i>: 1 toxic damage and <i>Splash (target)</i>: push 1. Then create one, (3+) two or (5+) three corpses in free adjacent spaces to the target.</p> <p>Force Evolution: <i>Range 1-3, self, ally</i> <i>Effect</i>: Target self or ally. Remove three <i>vitality</i> tokens or adjacent corpses, in any combination. Unit <i>evolves</i>.</p>			

EVOLVE: ERUDITE SAGE

+1 HP and MAG armor

Veridian Star upgrades to **Boiling Star**: gains +1 max range, and it's splash effect deals 1 toxic damage to units standing on corpses before pushing them.

EVOLVE: PURE SAGE

+1 HP and PHYS armor

The Spiral Worm: Range 1-3

Effect: Self or target unit removes all tokens of one type of your choice and converts them to *vitality*.

Tutor	Cleansing Evolve	Apex Evolve
<i>Forced Evolution's</i> cost is reduced to 2 if this unit is already <i>evolved</i> .	When this unit <i>evolves</i> , it may remove a token of your choice from each adjacent unit.	<i>Force Evolution</i> grants 2 <i>strength</i> when targeting fully <i>evolved</i> units.



RUNESMAN

Hellminth Hunter

MU	AP	DF	ARM
3	3	4+	-

Traits

- *Necrophage*

ACT Abilities

Black Bow: Attack, Range 2-4

On hit: 1 toxic damage and may remove up to two corpses adjacent to the target to deal 1 toxic damage to target again for each corpse removed.

Writhing Earth: Foe, curse, range 2-4

Effect: Choose a foe in range. At the end of that foe's next turn, create a corpse in every space adjacent to them not occupied by a wall, adverse terrain space, hazard, or unit.

EVOLVE: SEEKER WORM

+2 HP

Seeker Worm: Self

Effect: Gain 1 or (4+) 2 or (6+) 3 *strength*. The next use of Black Bow cannot miss and ignores line of sight.

EVOLVE: PUNISHER WHIP

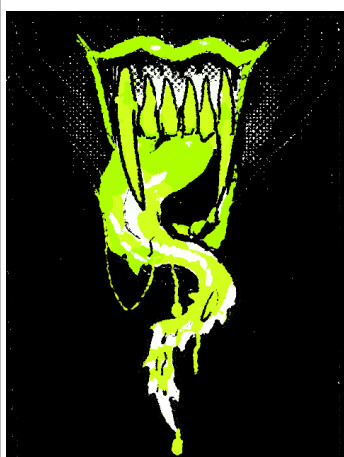
+1 HP and Curseproof

Punish: Attack, range 1-3

On hit: 1 devil damage and pull 1. If target is obliterated by this damage, they explode, leaving 3 corpses in free adjacent spaces.

Cashing Worm	Siege Bow	Burst Evolve
The third hit of Black Bow gains <i>pierce</i> .	After this unit evolves, Black Bow gains +2 max range and may destroy a wall adjacent to its target <i>on hit</i> .	Before <i>evolving</i> , may push an adjacent unit 3

HUNTER



NEPRICIM

Hellminth Necromancer

MU	AP	DF	ARM
4	10	2+	-

Traits

- *Necrophage*
 - *Large: 2x2 unit (see entry)*
 - *Demolisher: When moving into the first wall each turn, may destroy it before continuing movement.*
- + Choose One More

ACT Abilities

Black Talon: Attack, range 1-2

On hit: 0 damage. *Effect:* Deals no graze damage. Gains +1 damage on hit each time an ally evolves, up to a max of +5.

+ Choose one more

EVOLVE: BLOOD OF THE WORM GODS

This Unit gains +1 max and current HP. Gain +1 SOUL.
This evolution may be repeated indefinitely.

SOUL Abilities

- **Force Molt (1 SOUL):** Own or allied turn, range 1-3. *Trigger:* Turn start. *Effect:* Ally steps 2, then creates a corpse in a free adjacent space.
 - **Rapid Evolve (3 SOUL):** Own turn, range 1-2. *Effect:* Target ally evolves.
- + Pick one more:

Bonus Trait

- **Revelation:** When an adjacent ally evolves, they gain 1 vitality.
- **Tyrant Ruler:** Blood of the Worm gods grants +2 HP and 2 SOUL instead if there are no other allied units alive.
- **Talons of Hell:** At round 4+, Black Talon *obliterates* units it slays.

ACT Upgrades

- **Caul of the Worm Gods:** *Ally, range 1-3. Effect:* Target ally gains 1 *vitality* at the end of its turn (4+) and clears a negative token. End this effect if this ability is used again.
- **Psychic Scream:** *Self. Splash (self):* All other units in the area lose 1 or (5+) two tokens of this unit's choice, then are pushed 2.
- **Burrow:** *Self. Effect:* Remove self, then place in any space on the battlefield. When reappearing, remove all units in this unit's space, then each unit's owner may place them in free space on any edge, starting ally/foe and alternating if necessary.
- **Acid Jet:** *Line 3. Effect:* First unit in the line takes 1 piercing toxic damage and push 1, no effect on other units. Any unit in the last space takes 2 piercing toxic damage instead.
- **Dispassionate Dissection:** *Attack, melee. On hit:* 1 damage and (effect: 4+) 1 toxic damage again (6+) then 1 toxic damage again. *Effect:* Creates two corpses if slaying a foe.
- **The Kiss:** *Attack, melee. On hit:* 1 devil damage. *Effect:* If this slays a unit, *obliterate* them, then *summon a page* in their space.
- **Swat Nuisance:** *Attack, melee. On hit:* 2 damage and push one or (5+) three spaces. If moving into the space of another unit or a wall, deal 1 damage again to both. This additional damage can't be increased.

SOUL Upgrades

- **Tear Off (1 SOUL):** *Own turn. Trigger:* You hit an attack. *Effect:* Create two corpses in free adjacent spaces. Create +1 corpse if you slew or *obliterated* the unit.
- **Taint Blood (1 SOUL):** *Own turn, Curse. Trigger:* You hit or miss an attack. *Effect:* You curse the target. When the target is slain, it grants 1 *vitality* to all your allies in range 2.
- **Demote (2 SOUL):** *Allied turn, range 1-3. Trigger:* Target turn start. *Effect:* Remove ally from the battlefield, then replace them with a *page* and create a corpse in a free adjacent space. They can act normally this turn. They keep all tokens and effects.
- **Glider Caul (2 SOUL):** *Own or allied turn, range 1-3. Trigger:* Turn start. *Effect:* Acting unit sprouts wings, gaining +2 MV and flying for the rest of combat (Ignores adverse terrain and elevation attack and movement penalties).
- **Blood Drain (4 SOUL):** *Foe or ally turn, Curse. Range 1-3. Trigger:* Turn start. *Effect:* At the end of the targeted unit's turn, remove all positive tokens. You gain 1 *vitality* per token removed. If the unit has no positive tokens left, deal 2 toxic damage to it.
- **Transcendence (6 SOUL):** *Own turn. Effect:* All other allied units evolve. Units already at maximum evolution gain 1 strength.

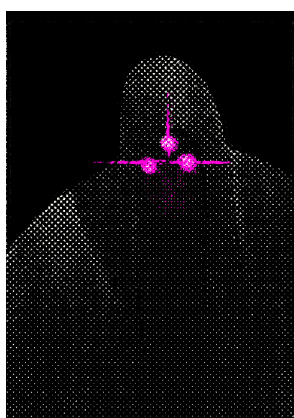
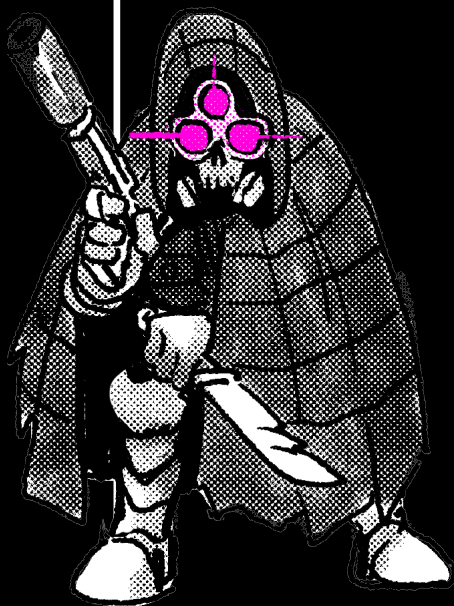
MORE SLUDGE



REINFORCEMENTS

The following additional units are available for any regular game of Maleghast. There are additional units for every house in the base book, plus the Steeplewacks from Games for Freaks, Vol 1.

You can take these units as normal, and even mix and match them with the units in the base book. The only additional rule is that thralls must come in identical pairs - you can't mix and match for the same unit slot.



INFICTOR

C.A.R.C.A.S.S. Hunter

MU	HP	DF	ARM
3	3	3+	MAG

Traits

- *Formation*
- *Active Camo:* If this unit ends its turn with no foes adjacent, this unit becomes *curseproof* and all attacks against it gain -1D. Both effects last until the start of its next turn.

ACT Abilities

Cross Fire: Line 4, reload

Effect: First unit in the line takes 1 piercing damage. If catching an allied unit in the line, also inflict 2 *vulnerable*.

Slide kick: Step

Effect: Step 1, then push an adjacent foe 1 or (5+) 2 spaces. That foe must spend a MOVE before next attacking.

Trick Reload: Self

Effect: Reload and gain 1 *strength* (4+) then regain this unit's ACT. This ability can't be used again this turn.

Burst Fire

May step 1 before and after activating Cross Fire, but it becomes line 3

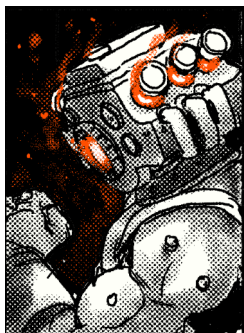
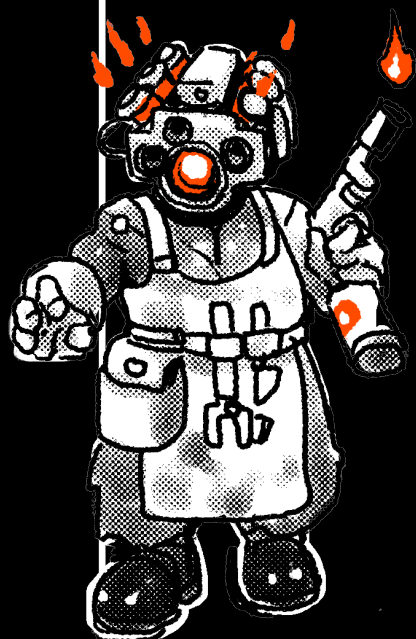
Ricochet

Cross fire's extra effect also triggers if it catches a wall in the line

Knife Slash

Slide kick also inflicts 1 *vulnerable*.

HUNTER



GEARHEAD

Goregrinder Freak

MV	AP	DF	ARM
4	4	3+	-

Traits

- Blood Rage*

ACT Abilities

Tinker: Melee

Effect: Tinker with an adjacent unit. Unit gains 1 *berserk*, then roll the effect die (1-3): Increase unit's MV stat by +1 this battle, (4-5): increase a unit's DF stat by +1 this battle, to a max of 6+, (6+): Increase unit's current and max hp by 1 this battle.

Overlock: Range 1-3

Effect: Self or a unit in range gains 2 speed. If target is at 1 hp or lower, splash (target) 1 fire damage.

Restart Engine: Ally, melee

Effect: Self or an adjacent ally has their hp set to 1.

Rage Overlock

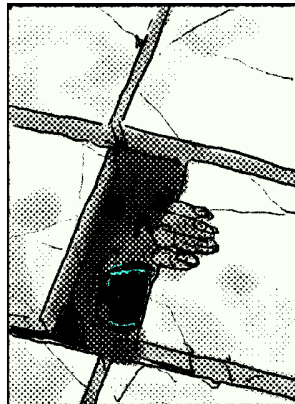
Overlock has a 5+ effect chance to grant retaliation until the start of this units next turn.

Rolling Start

Restart engine allows ally to step 2

Frenzied Tinkering

At 1 hp or lower, all abilities target self *and* an adjacent ally.



LITHOGEIST

Deadsouls Horror

MV	AP	DF	ARM
-	3	3+	<i>SUPER</i>

Traits

- Buried Alive:* The Geist is bound to the stone of Anzenmezzeron.
 - It cannot *MOVE* or *step*.
 - At the start of its turn, teleport it to any space adjacent to a wall.
 - At the start of combat, place a wall in a free adjacent space to it.
- Tomb Bound:* If not adjacent to a wall, the geist loses all armor.

ACT Abilities

Strangle: Attack, Range 1-2

Effect: Pull 1 before making attack.

On hit: 2 damage. Against isolated units, inflicts 1 *weak*.

Grave Bind: Range 2-3, Curse

Effect: Target unit gains 1 or (5+) 2 *weak*. At the end of their turn, create a wall in a free adjacent space to them.

Comb Burst

At the start of round 3, create a new wall in free space anywhere for each Lithogeist still active.

Ruin Geist

Replace all instances of the word *wall* in Buried Alive and Tomb Bound with *adverse terrain* instead.

Pull Under

When Strangle slays a unit, create a wall in their space instead of a corpse.



BEECHER

Gargamox Thrall

MU	AP	DF	ARM
3	1	4+	-

Traits

- **Burst Guts:** Has *deathburst*: summon a slimelet in a free adjacent space. Unlike other summons, the slimelet can be freely activated this round.
- **Thrall:** 2 of these units are worth 1 unit slot. Can be activated two at a time.

ACT Abilities

Toxic Spit: Attack, range 2-3

On hit: 1 toxic damage (3+) and create a hazard under target. Ignores armor against units already in hazards.

Projectile Vomit: Range 1-2

Effect: Push target unit 1 space, then create one hazard in a space they vacated. If this unit is plagued, push 2 instead.

Congeaed

Slimelets have MAG armor

Putridity

For both units, toxic spit also inflicts 1 plague against units already in hazards.

Stuffed

When Burst Guts activates, it has a 5+ effect chance to summon two slimelets instead.



SLIMELET

Gargamox Thrall

MU	AP	DF	ARM
3	1	4+	-

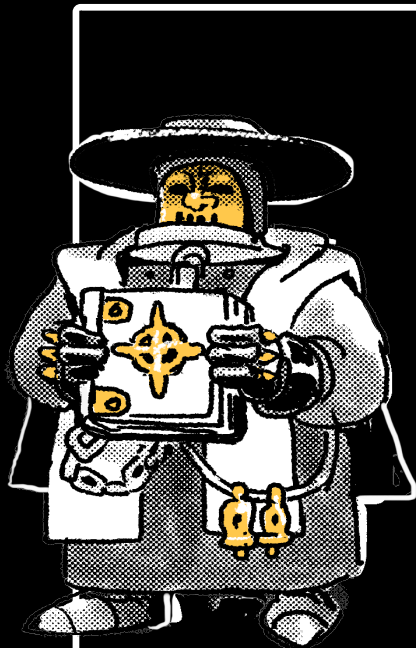
Traits

- **Spit Up:** Follows all *summon* rules, but can act this round.
- **Summoned Thrall:** Can be activated two at a time.

ACT Abilities

Toxic Spit: Attack, range 2-3

On hit: 1 toxic damage (3+) and create a hazard under target. Ignores armor against units already in hazards.



ABBOT

Abhorrrers Freak

MU	AP	DF	ARM
4	3	3+	PHYS

Traits

- **Miracle**

ACT Abilities

Bible Thump: Melee, Attack

On hit: Self and an adjacent ally gain 1 vitality (Stance: R4+): 2 vitality. Then deal 1 damage and push 1. Cannot miss allies and pushes them +1.

Blood of the Covenant: Self, Ally, Melee

Effect: Choose self or an adjacent ally. At the end of that unit's turn, slay them. They splash (self) 1 holy damage to foes, 1 *vitality* to allies. Increase damage and *vitality* by +1 if the unit had 3 or more *vitality*.

Wrath: Range 1-3, Self, Ally

Effect: Target unit converts all vitality into strength, and then becomes unable to gain vitality tokens for the rest of combat.

The Good Word

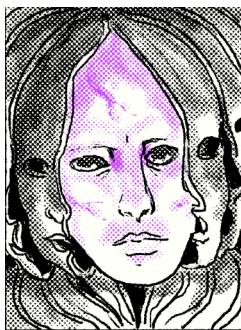
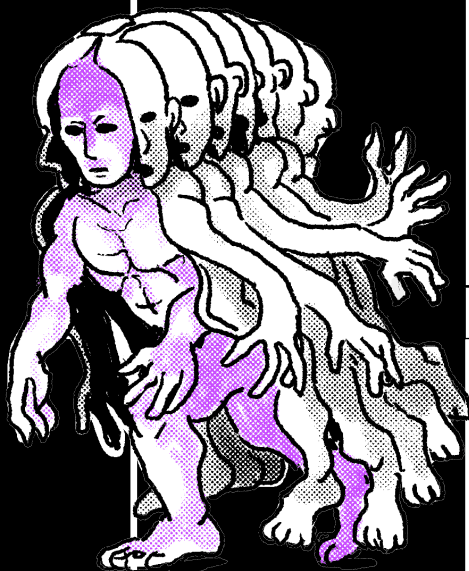
At round 6+, Bible Thump deals 4 damage on hit.

Cleansing the Hosts

Bible Thump removes a negative token before granting vitality.

Sanctified Sacrifice

Blood of the Covenant causes miracle to trigger on a 3+



VESSEL

Igorri Tyrant

MU	AP	DF	ARM
4	*	2+	-

Traits

- **Warpflesh:** Starts combat with 4 mutation tokens.
- **Mutant Heart:** This unit's HP equals the number of mutation tokens it has (max 6). When it takes damage, it discards that many mutation tokens instead. If at start or end of any turn it has 0 mutation tokens, it is slain.
- **Large:** 2x2 unit (see entry)

ACT Abilities

Perfect Vessel: Attack, range 1-2

On hit: 2 damage (5+) and gain 1 strength.

Ecdysis: Range 1-2

Effect: Create a wall in range. When the wall is destroyed, create four corpses in adjacent spaces, which could be placed under characters.

Necrogenesis: Self

Effect: Spend 3 mutation tokens, then *summon* a duplicate of this character in range 1-2 without this ability. Then duplicate all tokens on this character and place them on the copy.

- This ability can only be used once per combat.
- May destroy all walls in the duplicate's space before placing it.

Relentless

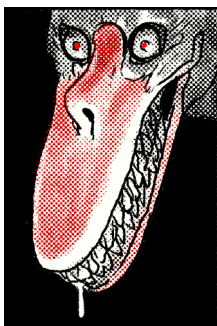
When choosing to MOVE again, destroys all walls it moves into.

Elongate

Perfect Vessel becomes range 2-4

Strengthened Heart

Necrogenesis can be used an additional time at or after round 5+.



GREATSTORK

Steeplewreck Scion

MU	AP	DF	ARM
3	3	3+	-

Traits

- **Longlegs:** This unit also counts as wall. It blocks line of sight and can be used for cover like a wall. Effects that would destroy walls have no effect on this unit.

ACT Abilities

Flense: Attack, Melee

On hit: 1 damage. **Rip Apart** (3+): +1 damage (5+): +1 damage. This unit may spend speed tokens as part of this ability to reduce the cost of Rip Apart by 1 per token spend.

Feeding Call: Self

Effect: Until end of this unit's next turn, after any adjacent unit is slain, summon a flock in free space in range. This effect cannot trigger more than once a turn.

Horrendous Pecking: Self

Effect: Until this unit MOVES or steps, any foe that ends a MOVE or ACT in an adjacent space takes 1 piercing damage. On slay, this unit gains 1 *speed*. This effect cannot trigger more than once a turn.

Entrail Scatter

If feeding call triggers two or more times before it expires, this unit gains 2 strength.

Jitter

Horrendous Pecking does not break if this unit moves out of its turn..

Wolf Down

Flense ignores armor and vitality if its target has 1 hp or lower.





Wandering Merchants

Anzenmezzeron is full of wandering merchants of questionable reputes and motives. All of them trade in **Black Gold**, the rare (and very valuable) currency of the old rulers of the city.

This system adds an element of randomness to maleghast battles to switch up the pacing of matches. To use the merchant system, randomly determine which merchant visits before battle. This should be after each side has determined their black mass and set Malice levels.

Each player gets 3 **black gold** to spend at the merchant. Items can only be bought once by each player unless specified. Spend secretly. After both players have spent, the match continues as normal and the merchant leaves, moving on to other parts of the city.



MUSHROOM-SELLING WOMAN

A woman in a broad hat, smelling of expensive perfume and cigarette smoke. She unboxes crate upon crate of exotic mushrooms and carefully arranges them.

DIALOGUE

- > "..."
- > "Buy some mushrooms."
- > "I don't sell to losers, so you better win this one."
- > "Don't waste my time."

COST	PRODUCT	EFFECT
1	YELLOW FINGER	Roll 1d6 and halve it. Then, increase one non-necromancer unit's max HP based on the roll.
1	SOW SPORES	Your necromancer gains Sow Spores (2 SOUL) : <i>Own or allied turn, range 1-3. Effect: Create a wall in range and (4+) splash (target): create adverse terrain under every adjacent unit and (6+) deal 1 toxic damage to those units.</i>
1	PUFFCAPS	Also deploy two <i>walls</i> with your units. They must be adjacent to a unit you control.
2	DEATH BLOOM	All your units gain <i>death burst: splash (self)</i> : 1 toxic damage
3	TOXIC COATING	Choose a necromancer attack. All its damage types now deal piercing toxic damage.

2.



THE RIDER

It spurs its steed along the shoreline. Searching, searching. Leave your coin on the ground and walk away. Nothing good can come of this.

DIALOGUE

- > "..."
- > "..."
- > "..."
- > *The steed whinnies unsettlingly. The rider says nothing.*

This battle, all unit attacks have a 6+ effect chance to *Obliterate* their primary targets **on hit**.

COST	PRODUCT	EFFECT
1	VOID FEED	When any of your units <i>obliterate</i> an enemy unit, they gain 1 <i>vitality</i>
1	WORLD SCAR	This battle, any foes that are <i>obliterated</i> leave a <i>hazard</i> in the space they vacated
2	OBLIVIAE	Choose a non-necromancer unit. When it slays a unit, it always <i>obliterates</i> them.
2	TOUCH OF DEATH	This battle, your necromancer's chance to <i>obliterate on hit</i> is 5+.
3	THE PRICE	Choose an opposing non-necromancer unit. At the end of round 4, obliterate them.

3.

BIG JON'S DISCOUNT ZOMBIES

You smell him before you see him.

DIALOGUE

- > "I see the shine of yer coin there. Buyin' or sellin'?"
- > "Gimme that saw and I'll give ye half off! Heh!"
- > "Been down to the cisterns lately? They're gettin' full ta th' brim."
- > *He picks his teeth, seemingly ignoring you.*



COST	PRODUCT	EFFECT
1	OVERSTOCK	Deploy one extra thrall this battle.
1	BONUS BITS	Deploy with three corpses. They must be placed adjacent to a unit you control.
1	HELPFUL HANDS	Your necromancer has <i>free movement</i> in spaces occupied by corpses
2	CORPSE PILLAR	When you deploy, deploy a <i>wall</i> anywhere not adjacent to a unit. When the wall is destroyed, it deals <i>splash (self)</i> : 1 damage to all units and creates two corpses in free adjacent spaces.
2	MIDNIGHT SNACK	Your necromancer gains Corpse Feed (6 SOUL) : <i>Own turn. Effect</i> : Your necromancer may consume up to three adjacent corpses to restore 1 hp per corpse consumed.

4.



MARAT

Something chitinous shifts sibilantly in the darkness behind the bars. Whatever's behind there speaks in a stolen voice. The iron grate is tightly sealed.

DIALOGUE

> "MARAT HAS... GOODS FOR SALE, YES. FINE... WARES."

> Rustling, chittering, the scraping of claw on stone.

> "COME CLOSER, YES."

> "MANY GOODS. MANY WARES. TRADE."

All items have one use, and can be used by the necromancer only by sacrificing a **MOVE** on turn.

COST	PRODUCT	EFFECT
1	FLAME GEM	Range 2-3. Splash (target): push 1 (4+) and inflict 1 vulnerable.
1	OBSIDIAN SKULL	Your necromancer teleports 3.
1	RING OF MIMICRY	Copy three tokens from the opposing necromancer.
1	BLOODSUCKING TORC	Gain 2 strength and 2 vulnerable.
1	DECANTER OF GRAVE WINE	Drink to clear 1d3+1 tokens of your choice, then take 1 piercing damage.

5.

YVETTE

This chipper Igorri surgeon wears a funeral shroud draped upon her hunched back, beneath which something writhes and murmurs. Her horrendously accented speech gives her a habit of inserting extra syllables into words.

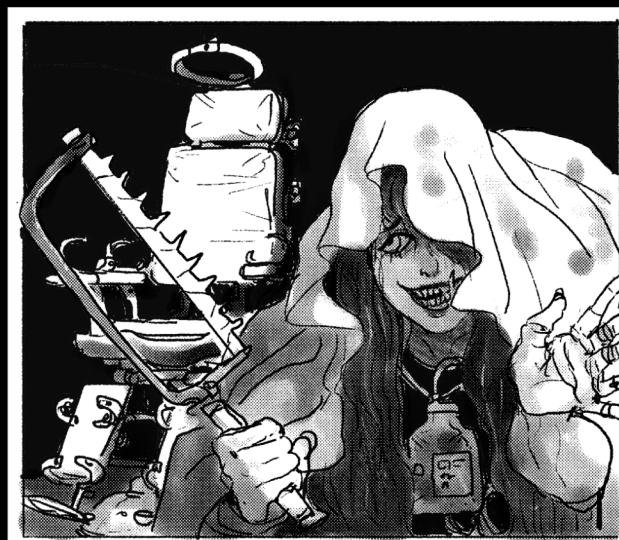
DIALOGUE

> "Wow, hyoo hyaf a nyasty cough. I recohmmend syurgery right awhway!"

> "Have hyoo ever think about what hyoo hwould look liyk whith an cyool new arm or twho?"

> "Fyangs. It hyas to be fyangs."

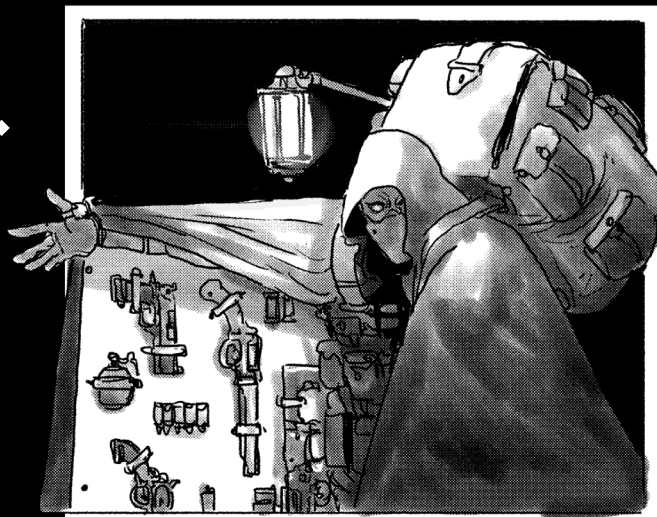
> "No Insyurance? No problem! Is my pyorsonal gyaurant-hee!"



Pick any unit, roll 1d6, and modify its stats accordingly for this battle. Rolling a '1' gets you a refund. Effects stack.

COST	PRODUCT	EFFECT
1	VERY SEXY SURGERY	(1): Accident, reduce unit HP by 1, to a minimum of 1. (2-5): increase unit HP by +1 (6): increase unit HP by +2
1	COOL SURGERY	(1): Accident, unit reduces MV by 1, (2-5): increase unit MV by +1 (6): Unit always moves with free movement
1	EXTRA SUPER SURGERY	(1): Accident, unit gains -1D on all attacks. (2-5): Unit ignores cover when attacking (6): Unit gains +1D on all attacks
1	VERY NICE SURGERY	(1): Accident, unit gains 1 weak at the end of its turn, (2-5): Unit automatically clears one negative token at the end of its turn, (6): Unit is curseproof

6.



SHADY MAN

He walks with surprising spryness for his heavy pack, lighting incense in his lantern to keep away monsters before setting up shop.

DIALOGUE

> "Whatta ya buying?"

> "Give you that one fully loaded, as a courtesy. Heh, heh."

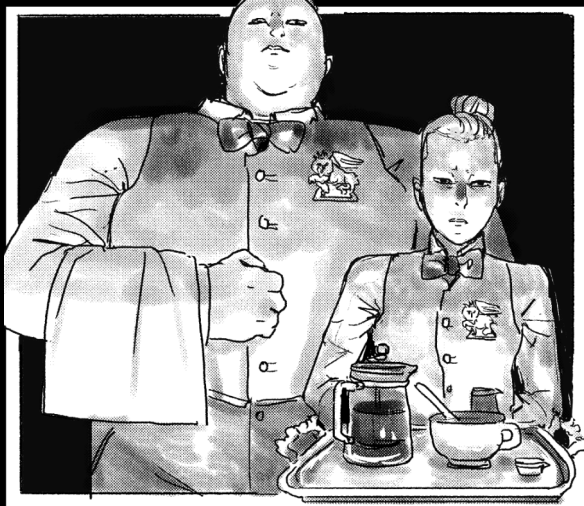
> He chuckles to himself. It goes on a little too long.

> "For your sake, don't let the thralls at the sniper rifles. Heh, heh, heh!"

Uses **headshot** and **reload** from **CARCASS**. Arm any unit with the weapon, granting them a new attack.

COST	PRODUCT	EFFECT
1	PISTOL	Range 2-4. On hit: 1 damage. Headshot: and 1 vulnerable.
1	ASSAULT RIFLE	Range 2-3, reload. On hit: 1 damage. May fire full auto mode to gain on hit: deal 1 damage again (4+) and again (6+) and again, but take -2D on the attack.
2	SNIPER RIFLE	Range 3-6, reload. Effect: No graze damage. On hit: 1 damage. Headshot: 3 piercing damage.
2	SHOTGUN	Range 2-2, reload. On hit: 2 damage and push 2.
3	RPG	Range 3-5. Charge. On hit: 1 damage and splash (target): 1 fire damage and destroy all walls in the splash area. Has only one shot.

7.



THE TWINS

Two women, extremely alike, dressed as bartenders. One is gaunt and diminutive, the other colossal and stout. In their large, heavy case is a full set for brewing coffee. They alternate speaking and are deadly serious.

DIALOGUE

> "Make your choice carefully."

> "Coffee reveals much about a man's soul. Wouldn't you agree?"

> They say nothing but give you a judging look.

> "The biscuits are made in-House."

COST	PRODUCT	EFFECT
1	BISCUIT	Does nothing. Delicious. Strangely nostalgic.
2	FLAT WHITE	Gain no SOUL from scions but they gain magic armor.
2	BLACK COFFEE	Gain no SOUL from thralls but they all gain +1 hp.
2	SINGLE SHOT	Gain no SOUL from hunters or horrors, but they gain +1d on attacks and +2 MV.
2	CORTADO	Gain no SOUL from freaks but the first time in a turn they generate or remove a token, generate or remove one more token of the same type.
2	DOPPIO	Gain 3 SOUL from tyrants

8.



EAR COLLECTOR

The heavy tap of his cane heralds the bounty collector's arrival. His thick fingers are captured by gleaming sparrow-rings and end in well manicured nails. Blood-fatted flies buzz around his grisly garland.

DIALOGUE

- > "What goes around, comes around, my sweet."
- > "Have you any news from the undercrofts?"
- > "Market rate is good on ghouls these days. Collectors, of course. Tourists."
- > "No time to chat. City business is unrelenting, my dear. Hah!"

Pick any non-necromancer unit (even your own) and place a bounty on them. One bounty can be placed on a unit at a time.

COST	BOUNTY	EFFECT
1	RED MARK	Any unit that slays this unit gains 2 <i>vitality</i> .
1	WAX MARK	This unit gains 1 <i>vulnerable</i> after MOVEing or stepping.
2	BLUE MARK	Reduce unit DF by 2 this battle (min 2+)
2	IRON MARK	This unit is encased in an iron coffin when slain, leaving a <i>wall</i> instead of a corpse. It does not trigger any death effects.
3	SILVER MARK	This unit grants its SOUL to the attacking side.

9.

THE LAST BODEGA

How did you come here? What smear of events has brought you this ill-lit, delicious smelling booth? Against all odds, it is set in the wall of the dungeon itself, neatly capped by ancient stone. What... time is it?

DIALOGUE

- > "UOooOAAAHH"
- > Uneearthly rattling emerges from a torn throat.
- > It sways from side to side, as if distressed.
- > "...CON..DI...MENTS?"



Snacks can be distributed to any unit and eaten by spending a MOVE, consuming the snack. A unit can carry any number of snacks but any unit carrying an uneaten snack drops it in their space, where it can be eaten by any unit standing in that space, even a foe.

COST	PRODUCT	EFFECT
1	BODEGA COFFEE	Clear a negative token, or two if at or below 2 hp
1	MYSTERY JERKY	Gain 1 <i>strength</i> , or 2 if at or below 2 hp.
2	ENERGY DRINK	Step 2, with immunity to <i>hazards</i> and <i>free movement</i> if at or below 2 hp.
2	EVIL COOKIE	Gain 1 SOUL, or 2 SOUL if below half hp
2	ONIGIRI	Restore 1 HP, or 2 HP if only at 1 HP
3	BACON EGG AND CHEESE	Roll 1d6 after using next ACT. If rolling under current HP, restore ACT. Otherwise, restore 1 HP.

10.

PRIGENBOG, DUKE OF HELL

A colossal devil sits hunched over a mountain of metal records like a primordial god, quivering with barely restrained strength. Its tail whips as you approach.

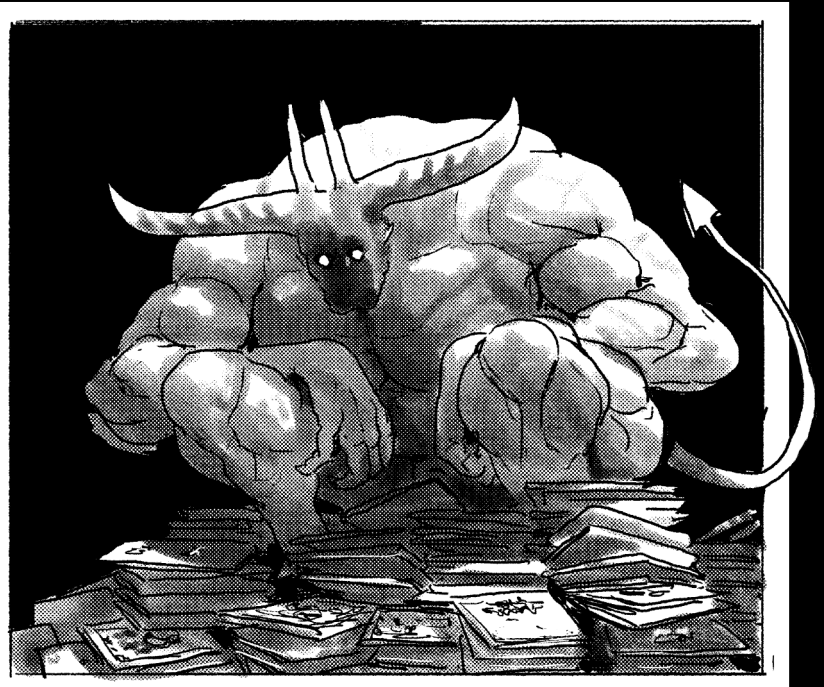
DIALOGUE

> "YOU INTO DOOM OR WHAT?"

> "ABORTED ENTROPY PUT OUT SOME REAL DOGSHIT LAST YEAR, DONT BOTHER WITH IT."

> "THIS SHIT RIGHT HERE RIPS, THIS SHIT WILL STRAIGHT UP INVERT YOUR FUCKING INSIDES."

> "YOU CAN'T KILL THE METAL."



Play a record that affects all units at the start of any round. Records can be played once, and last for one round. Effects take place immediately and overlap. If the same record is played twice in the same round, double its effects.

COST	RECORD	EFFECT
1	Dark Fort - <i>Flail to the Face</i>	ALL units immediately <i>step 1</i> . Alternate ally/foe as if taking turn order.
1	Vermifuge - <i>Erase the Scourge of Man</i>	ALL units gain 1 <i>vulnerable</i> and 1 <i>strength</i> .
2	GORG - <i>Sodomized with Viscera, Skullfucked in the Sewage Pit</i>	ALL units explode when slain this round, gaining <i>deathburst: deal splash (self): 1 fire damage</i>
2	Maat the Destroyer - <i>Spawn of the Innumerable Stars</i>	ALL units give +1 SOUL this round
3	Loch - <i>Skincrawler</i>	ALL units can move through walls and enemy units this round.
3	Madness - <i>Oblique Oblivion</i>	ALL units are unable to attack this round.

THE SLUDGE CONTINUES





DRIFTER REGISTRY ALPHA



OFFICE OF STABILITY DIRECTOR

June 12, 1995

TM/AUTH ONLY
UNAUTHORIZED PERSONNEL MUST
SUBMIT TO SUBJECTIVITY RESET.
PURSUANT TO CASTLE CODE 8861

DOCREF **9945**

TEMPORAL CODE:

GVRE 3
Please affix stickers firmly.

MEMORANDUM FOR: **OFFER THIRD D. CROSS**

REGARDING: "Drifter" Phenomenon

Sir,

Regarding the incident on April [redacted], I first wish to commend CASTLE team [redacted] for their outstanding bravery in the face of the unknown and would like to recommend bereavement pay for their families be increased. With respect to the intruder, on the advice of my department and Mr. [redacted] our head of EXINV I would like to make the strong recommendation to increase and expand our operational research budget for the EXINV program, aka "Drifter" operations.

As you may be aware, the difficulty in studying these entities is that they appear to be native to the nooatomos but have no direct link to humanity, unlike ETMs. The frequency of EXINV intrusions in both HOP and in civilian settings is increasing with the concurrent rise of Grace phenomena. We have not been able to draw correlation yet, but two theories have arisen that are both extremely troubling.

1. With the increased necessity of HOP and asset deployment, the organization is affecting increased disturbance in the nooatomos, allowing these entities to cross over from their native environment. We could therefore think about them as (dangerous) wildlife and prepare appropriate countermeasures.

2. The second, and perhaps more troubling implication, is that these entities, much like ETMs, are human-created - formed by a gestalt anxiety agitating the psychosphere.

Regardless of which proves out, there is no denying year on year we are seeing around [redacted] more incidents. Over time, the problem could require large-scale ~~population reconditioning~~. I will send my recommendations to your office promptly and wish for your good health.

Sincerely,

LOWER SECOND, L. ALHAMBRA

Attested to by witnesses as
generally accepted reality:

F. ESPADA
K. Enig
Pudence

The following drifters
are usable in CAIN
hunts as either
adversaries or set
dressing, following the
rules for those in the
core book.

As Above, So Below

TMID: 004 "HAIRY MAN"

Anomaly

Appears in mostly in woodland or rural settings. "Hair" is thick and profuse. Humanlike dilitation. Has no digestive system and regurgitates the hair and bones of prey, uses pharyngeal jaw to "eat". Capable of mimicking human speech.

EXECUTION: 4 (solo), 8 (pair)

STRESS INFLICTED (as reaction):

(1) 4 stress, (2/3): 3 stress, (4+): 2 stress.

BEHAVIOR:

Follows at a distance, prefers to pick off lone prey. Hunts, mutilates, and masticates wildlife or livestock and regurgitates the remnants.

SPECIAL: Ambush

As a **tension move**, the Admin may inform the exorcists they are being stalked. If nothing is done to mitigate this, any time they get into a conflict scene for the rest of the mission there's a 50% chance (roll 1d6) a Hairy Man will attack and try to drag one of them off.



TMID: 820 "SKIN LIGHT"

Anomaly

Multicolored bubble, lit from an unseen light. On close inspection, they are made of transparent, softly 'breathing' skin. Reproduce via a grisly process. Appear to lack sapience.

EXECUTION: 1 (solo), 3 (small group), 8 (cluster)

STRESS INFLICTED:

(1) 3 stress and Fuse Hook, (2/3): 3 stress, (4+): 2 stress.

BEHAVIOR (informs complications and threats):

Appears only at night. Floats in place. Attracted to the heat generated by living beings and attempts to fuse with them.

SPECIAL: Fuse

As a threat or on a '1' reaction roll the Skin Light can fuse to an exorcist with exposed skin. This kills the drifter but gives the Exorcist the **Fuse** hook.

Fuse (0/3)

The exorcist's skin bubbles and blisters and radiates colors. It becomes painful to hold tools (-1D to use tools or weapons while you have the hook). If the hook fills up completely, the exorcist takes 2d6 stress as a large section of their skin rips away and forms a new Skin Light, permanently scarring them.





TMID: 127 "TWIN"

Anomaly

May often be mistaken for a homeless person or vagrant when not active. Skin looks like old rags made of flesh. Passive when undisturbed and often seems in pain. Congregates most often in subterranean areas like sewage tunnels or subways. The 'lesser' twin is usually smaller and fused to the 'main' body. Observers have noted it continually mumbles, reportedly sometimes stating facts about future (usually) tragic events such as fires or accidents.

EXECUTION: 4 (solo), 8 (pair)

STRESS INFLICTED:

(1) 4 stress, (2/3): 3 stress, (4+): 2 stress.

BEHAVIOR:

Quiet and relatively docile if unprovoked. If bothered, attempts to pull its provoker into the cavity in its body, where its other limbs are stored.

SPECIAL: Mumble

Exorcists that take any action within hands reach of the Twin can overhear what it is mumbling. If they don't have good ear protection or can block sound, they take 1 stress, ignoring reductions, at the end of their action.

TMID: 113 "SPINDLEY"

Anomaly

Also known as the 'Road wraith'. Appears in areas with high occurrences of car accidents and road related injuries. Often responsible for motorist disappearances and uses its high sprinting speed to follow cars for miles, usually those driving alone at night in the early morning.

EXECUTION: 8 (solo)

STRESS INFLICTED:

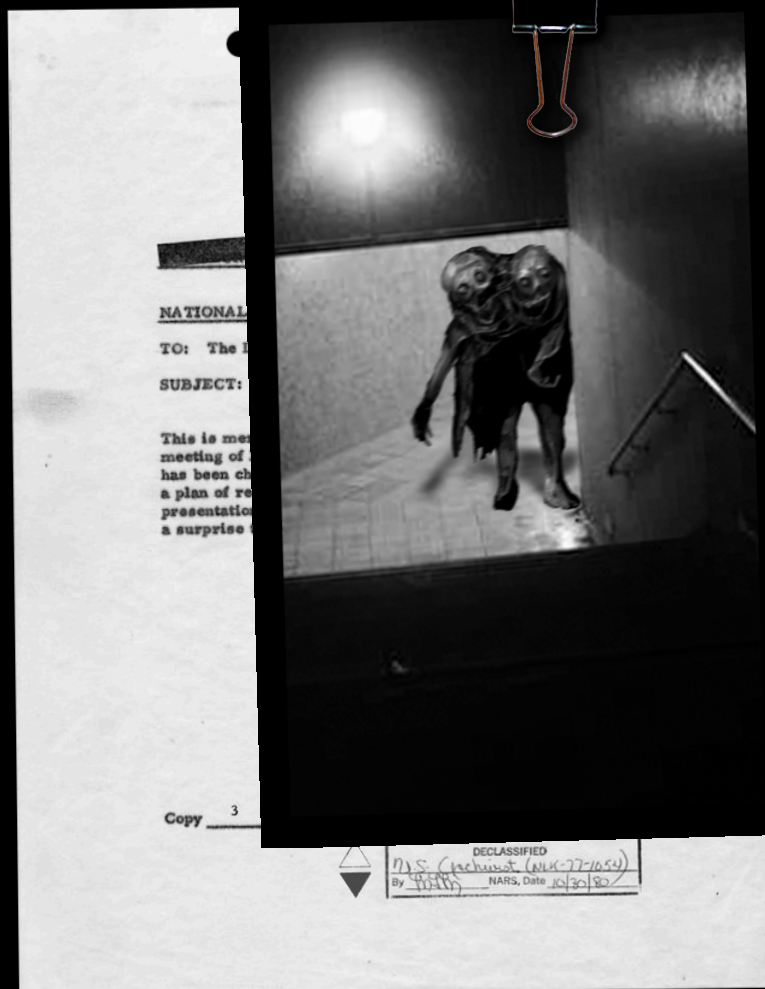
(1) 4 stress, (2/3): 3 stress, (4+): 2 stress.

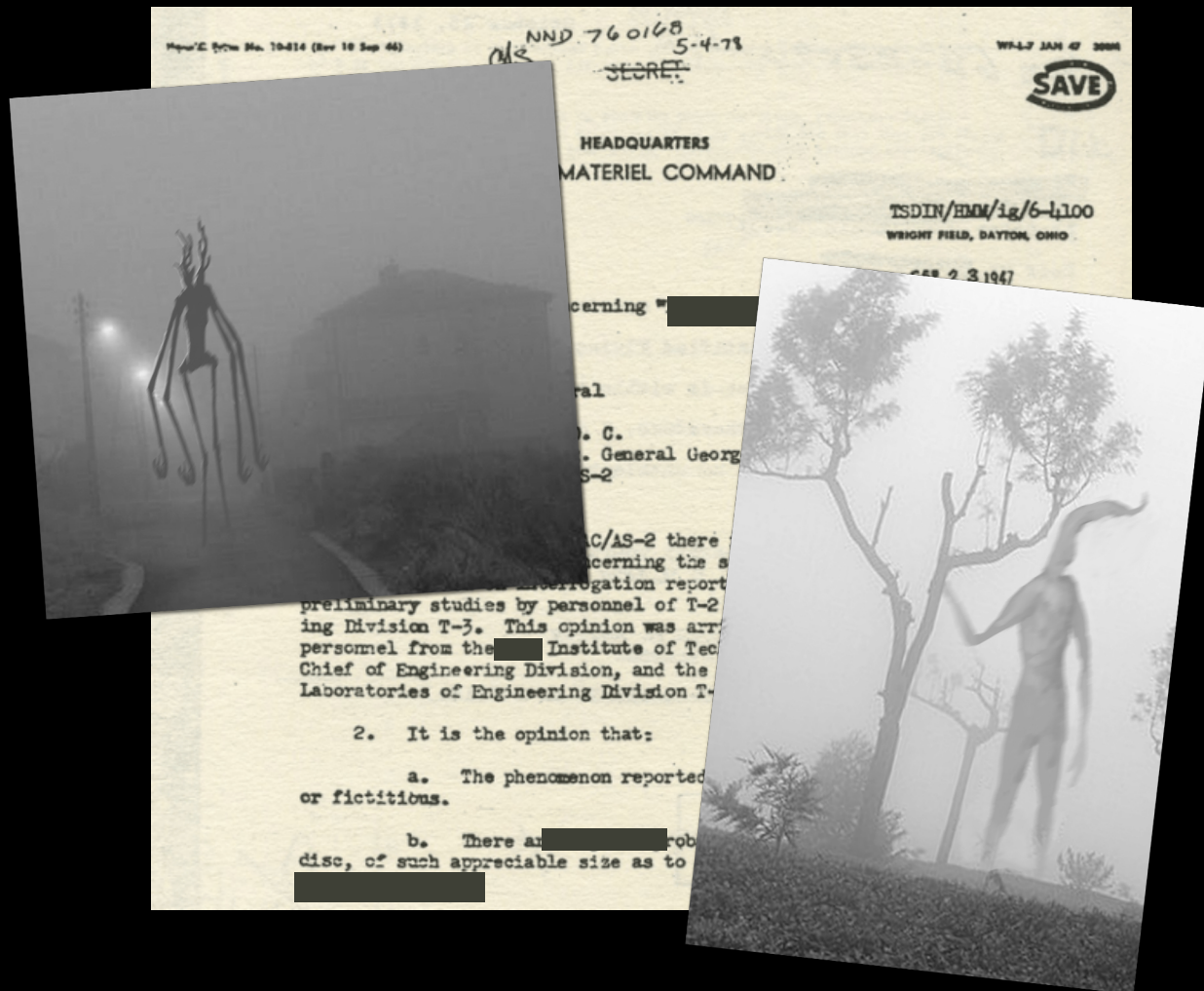
BEHAVIOR:

Only found alone, pacing up and down a road at night or underground. Extremely aggressive once encountered but rarely leaves roads.

SPECIAL: Road Killer

While standing on a road, deals +2 stress with all reactions and its speed and agility increase by +2 CAT. Takes 1 slash on its talisman at the end of any round in a conflict scene where it's not standing on a road, and eventually disintegrates.





TMID: 074 "WALKER"

Anomaly

6-8m tall. Only appears in inclement weather, and fades away when the weather stops. Head terminates in brachial structures that have no discernable purpose but can often be observed whipping from side to side. Strength capable of snapping trees, light poles, and power poles. Loud trumpeting vocalization often gives away its location. No observable vocal chords or mouth.

EXECUTION: 10 (solo)

STRESS INFLICTED:

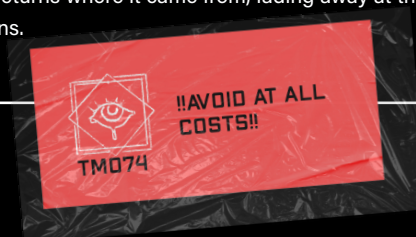
(1) 7 stress, (2/3): 5 stress, (4+): 2 stress.

BEHAVIOR:

Poor senses, and can mostly be avoided if kept at a range. Walks slowly and seemingly aimlessly in its passive state. Very fast when active.

SPECIAL: Fade Away

If not in inclement weather (rain/fog/snow/mist), returns where it came from, fading away at the end of any round (if in a conflict scene). Returns if the weather returns.





TMID: 282 "CRACKED MAN"

Anomaly

Found most often in abandoned places that had a lot of children - homes, schools, childcare centers.

EXECUTION: 4 (solo), 8 (small group)

STRESS INFLICTED:

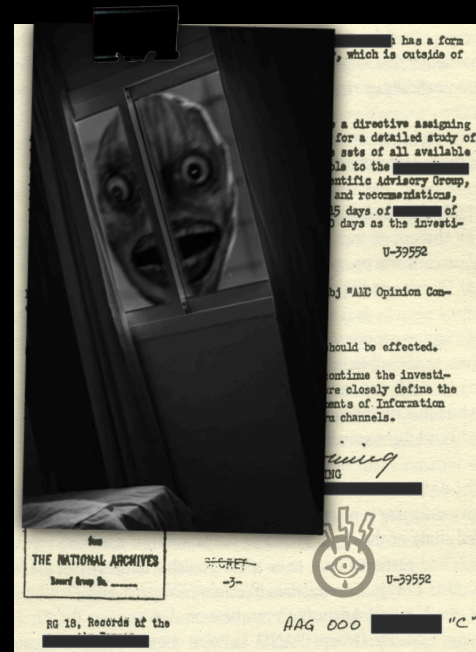
(1) 5 stress, (2/3): 4 stress, (4+): 3 stress.

BEHAVIOR:

Violent and extraordinarily belligerent once found. When it encounters doors or windows, it spends a long time figuring out how to open them.

SPECIAL: Split

Threat (1-2): Body part starts to split off, weeping ichor. Becomes able to act with the body part at a distance, increasing execution talisman by +2 if threat is executed upon.



TMID: 282 "NEIGHBOR"

Anomaly

Free-floating entity that appears in numbers whenever there is a mass casualty event, especially those psychically caused. The vultures of the psychic sea. When viewed up close at least 60-85% of observers report seeing a badly mutilated and mangled version of their own body floating in front of them, as if they were torn apart by great forces.

EXECUTION: 4 (solo), 7 (small group)

STRESS INFLICTED:

(1) 4 stress, (2/3): 3 stress, (4+): 2 stress.

BEHAVIOR:

Capable of flight. Drifts at a distance for some time. Seems mostly curious.

SPECIALS:

Intangible

Takes -1 slash from physical harm (weapons, physical objects, etc).

Deathmask

Deals +2 stress with reactions to exorcists that already have an injury. They see their own face.

TMID: 997 "DOG"

Anomaly

1-1.5m at the shoulder. Adopts a quadrupedal gait but can also comfortably stand on two feet. Lacks defined digits but can easily operate doors to enter buildings or cars. Responsible for around 1.5% of disappearances in and around parking lots in North America.

EXECUTION: 7 (solo)

STRESS INFLICTED:

(1) 4 stress and **the bends** affliction (2/3): 3 stress, (4+): 2 stress.

BEHAVIOR:

Appears to mostly be a scavenger. Attracted to parked cars.

SPECIALS:

Freakishly strong:

+2 CAT in feats of strength.

The Bends

Affliction. Inflict when inflicting stress or with a threat. Exorcist finds it increasingly difficult to walk with a bipedal gait (Physical activities are hard while walking this way). Feet and limbs slowly distort and become digitigrade if untreated after mission. Very painful.



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Ref 55-998. As Above, so Below.

TMID: 048 "WORM BODY"

Anomaly

Could be mistaken for a tall person at a distance. Appearances only observed in neglected properties, especially residential. Entire entity appears to be made up of writhing, splitting worms.

EXECUTION: 3 (solo), 6 (group), 10 (large group)

STRESS INFLICTED:

(1) 2 stress and **worm hook** (2/3): 1 stress and **worm hook**, (4+): 1 stress.

BEHAVIOR:

Attracted to breathing creatures, following exhalations. Limited other senses.

SPECIALS:

Worm

Hook. Inflict with a threat or when inflicting stress. A worm has burrowed into your body. An exorcist recovers -1 stress from any resting die for each tick on the hook. If the hook fills up, roll 1d6. (1-3): suffer instant death (may resist as normal, or (4-6): Clear all slashes on hook and infect another exorcist with this hook. If no other exorcists are uninfected, may infect an npc instead. Otherwise, suffer instant death.





MALECHAST



CHASM
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Vol 2
June 2025
\$3.33