a Forbidden Psalm gaming event

Turm

2024

The Tower City, home for centuries to the yellow-robed necromancers, was hit by a devastating bolt from the sky and reduced to rubble.

In the damp caves beneath the deep dungeones of the city dwells their god

Wolos

who eats souls and shits gold.

Taking advantage of Turm's misfortune, servants of other foul gods are now descending on the site in droves to claim it for themselves. They will join the multitude of plunderers already there since the early days after the disaster.

Command a band of pillagers, or a rival cult, and enter the carnage!

WHERE AND WHEN

The Turm 2024 event will take place at Trg Žrtava Fašizma 14, Zagreb, Croatia.

The day is Saturday,

July 6th 2024

Turm 2024 is a part of Agram Arena Summer event series organised by UMS "Agram".

The Rules

The event will use the original **Forbidden Psalm** rulebook, along with scenarios and monsters created by the organizer for the event. The scenarios and monster stats will be revealed on the day of the event.

Each player will play a campaign of **THREE GAMES** during the event day. Each time you will be facing a new opponent and a different one of our **8 BESPOKE SCENARIOS.**

Schedule

10:00-11:30	Game I
12:00-13:30	Game II
13:30-15:00	Lunch Break
15:00-16:30	Game III
17:00-18:00	PHOTOSHOOT

There are 16 players spots available. The event is FREE to enter. Please be considerate and don't register unless you fully intend to show up.

The registration must contain your full name and contact email. Send your registration to

ums.agram@gmail.com

ums-agram.hr/eng

with "TURM2024" in the subject.

If you have any questions regarding the rules or the Turm 2024 event in general, direct them to Ana at

info@gardensofhecate.com

gardensofhecate.com

By taking part in the event you give UMS "Agram" permission to photograph and publish images of your warbands for archival and promotional purposes

WHAT YOU'LL NEED

1.

Starting Warband

of 5 fully painted and based figures.

2.

Character Stats

made in accordance with the rules (pg. 8-17 of Forbidden Psalm). We will not be using rules from any supplement publications. Feats and Flaws don't need to be random; you may choose them to fit the character you have in mind.

Your starting warband has 50 gold to spend on equipment.

3.

Optionally, Extra characters and stats

There is a chance you will lose one or more warband members during the campaign, so you might need to replace them. Remember, all models used at the event must be painted and based.

For those who don't bring their own extras, we will provide a selection of pre-made characters to choose from.

4.

Tape Measure

for setup, movement and range

5.

Set of Dice

(d4, d6, d8, d10, d12 and d20)

6.

Notebook and Pen

for notes

7. a copy of

Forbidden Psalm

rulebook, for referencing rules during play

This event is meant to be an excuse to bring out your figures and roll some dice with fellow hobbyists.

Giving yourself and your opponents a good time is what matters most.