

# The Church of Rot



*A Rules supplement for The Weald*

# *Unhallowed Times*

*Although much that is reported to be happening in The Weald is uncertain, confused or simply inaccurate; it is known that there is growing unease and disturbance spreading from the North: a creeping terror casting a black shadow across the land and its people.*

*Tales of monsters, cannibalism, neighbour turning upon neighbour, the forest itself spitting up the dead to devour the living. All manner of horrors are being reported. Something evil is afoot; dark powers encroach upon The Weald.*

*The Church knows the source of this darkness; its members whisper it with manic fervour: The Rot comes.*

*As with any great disaster falling upon the world, people turn to fear, and there are always those who will seek to worship that which they fear. And thus was born the so-called Church of Rot.*

*Not a true Church in the sense that it has no central organisation; no code of edicts; no religious texts (at least, not yet). Each band of worshippers is an individual cult in its own right, with its own ideas and notions about how to best worship the Rot. Already rival sects have been known to battle each other over doctrinal differences. In fact it seems that the Rot-cults are at war with everyone; the Wardens view them as lunatics little better than the Gnarl and the Gnarl make no distinction between warden and cultist in their endless hunger. The cultists of the Church will even seek out Gnarl Haunts to hunt; their insane fervour driving them to prove to the Rot that their devotion and faith make them its strongest champions, whilst also providing opportunity to gather Rot-infested organic matter so that they might “ascend” to be closer to the Rot in form and spirit.*

*These devoted, deluded lunatics present an entirely new threat to the people of The Weald, and their numbers only grow.*

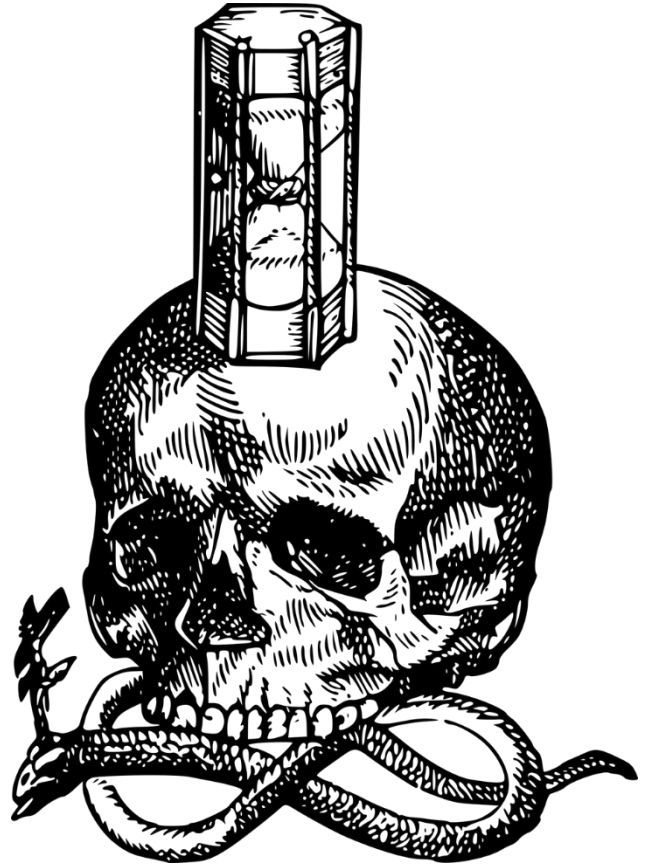
## What is this?

The following presents a “re-skin” of some of the basic rules for running a Warden warband, allowing players to instead create and play a warband of disturbed rot-cultists.

This should also be seen as a guide to the possibilities for making your own home-brewed variants of the Warden faction to further explore the strange populations and people of the Weald.

## How to use this guide

This document should be used in conjunction with *The Weald* core rulebook. The following information can be used in substitution of the general options for creating a warband of the Warden faction. In all other game and rules terms, warbands of the Church of Rot are treated exactly as Wardens (in any cases where a rule interpretation may be unclear or disputed and cannot be agreed upon players should roll dice or flip a coin to determine who is correct. The author in no way encourages duelling as a way to settle disagreements).



## Church of Rot warbands

There are three types of model available to Church of Rot warbands; Acolytes, Brethren and Disciples. Players may choose from these and the equipment and items listed below as they see fit, as long as they are within the agreed game allowance (see *The Weald* core rulebook for further information).

### Acolytes

The Acolytes of the Church are newly inducted members, often drawn from the dregs of society. They are usually destitute; most are deranged or traumatised from horrors they have witnessed. The Church provides a welcoming environment and twisted sense of structure and purpose to these lost souls. They form the expendable bulk of the Church's' forces.

### Brethren

Brethren are devoted servants of the Church, most carry strange and unwieldy weapons that they change into battle with, heedless of any danger to themselves. They seek only to prove their faith to The Rot.

## Disciples

The most fanatical and feared members of the Church are the Disciples. They have abandoned all reason and any semblance of humanity in their quest to “ascend” to sit by the side of The Rot. They are deadly and fearless; many have taken trophies for themselves from Gnarl they have bested and have begun to manifest strange changes and mutations from their proximity to Rot-touched items.

### Cultist Attributes

	M	Q	G	W	Knots
Acolyte	7"	2	3+	3	8
Brethren	6"	1	4+	4	10
Disciple	6"	0	4+	5	12

### Cultist Equipment

Like their Warden counterparts, cultists of the Church of Rot may carry the following:

- Two #One-Handed items or one #Two-handed item
- One set of armour
- One Consumable Item
- One Trinket

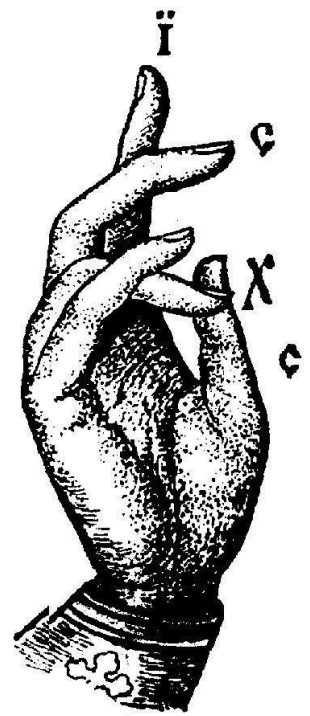
Additionally, some further restrictions apply:

- Cultists may not be equipped with any black-powder weapons.
- The only armour type available to cultists is **Heavy Robes**:

	Knots	Effect
Heavy Robes	12	+1 Grit, #Flamable

#### #Flamable:

Models affected by this tag have a save value of 5+ (Instead of 4+) when affected by “on fire”.



- Brethren may be equipped with a **Flaming Censer** or **Rotting Glaive**:

	Range	AO	Hits	AP	Wounds	Knots	Tags
Flaming Censer	CC	3+	1	0	1	8	#Close-combat, #Two-Handed, #Scorching, #Bulwark
Rotting Glaive	CC	4+	2	1	1	10	#Close-combat, #Two-handed, #Unrelenting, #Rotting



Disciples may be equipped with a single **Blessing** from the following list instead of a trinket:

Name	Description	Cost
Crawling Terror	The Disciple always passes any climb rolls.	10
Awful Vitality	+1 Grit	15
Bile Blister	Once per game, if the Disciple is hit in close combat, the attacking model takes an attack AT 5+, Hits 1, P 0, W1	3
Reaching Limbs	+1M	10
Shambling Silhouette	The Disciple counts as hidden when on terrain of any sort.	8
Blood Lust	The Disciple is immune to the effect of #Horrific.	8

- For each **Disciple** in the warband, one **Futile Relic** can be purchased:

	Effect	Grit	Wounds	Cost
Futile Relic	Any Warden model within 8" of the relic treats all enemy models as having #Horrific. All Church of Rot models within 8" of the relic automatically pass #Horrific tests if required to make one.	4+	2	10

The **Futile Relic** is treated as a Gnarl Mark in terms of rules for use and deployment on the board (See the **Weald** core rulebook).

## Specializations

Church of Rot warbands accrue and benefit from experience in the same way as standard warbands and may take advantage of all the available Warden specialisations for Witts and Footmen.

**Disciples** also have a distinct specialisation which they may take if a player wishes:

### Ascended Disciple

Option (Pick one per row)	Experience Cost		
<b>Rot-born</b> - This model is utterly terrifying to all who oppose it. This model has the #Horrific Tag.	<b>2 Exp</b>		
<table border="0" style="width: 100%;"> <tr> <td style="width: 50%; vertical-align: top;"> <b>Writhing Branches</b> – This model acquires the Thrall weapon of the same name as a mutation and may use it in addition to any other weapons, without it counting towards the normal allowance for equipment.                 </td> <td style="width: 50%; vertical-align: top;"> <b>Flechettes</b> – This model acquires the Swarm weapon of the same name as a mutation and may use it in addition to any other weapons, without it counting towards the normal allowance for equipment.                 </td> </tr> </table>	<b>Writhing Branches</b> – This model acquires the Thrall weapon of the same name as a mutation and may use it in addition to any other weapons, without it counting towards the normal allowance for equipment.	<b>Flechettes</b> – This model acquires the Swarm weapon of the same name as a mutation and may use it in addition to any other weapons, without it counting towards the normal allowance for equipment.	<b>2 Exp</b>
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<table border="0" style="width: 100%;"> <tr> <td style="width: 50%; vertical-align: top;"> <b>Restorative Sap</b> - Thick rich sap fills the torn flesh of the model when injured, hardening into a tough resin. In the model's Upkeep Phase, If this model has been wounded, roll a D6. On a 6, restore one Wound.                 </td> <td style="width: 50%; vertical-align: top;"> <b>Fungal Spores</b> - Mushrooms, lichen, and mould litter this model's body, releasing intoxicating spores when threatened. At the end of every close combat phase, if this model was wounded, all enemy models engaged with this model must make a save or be affected by #Delirium (see Tags)                 </td> </tr> </table>	<b>Restorative Sap</b> - Thick rich sap fills the torn flesh of the model when injured, hardening into a tough resin. In the model's Upkeep Phase, If this model has been wounded, roll a D6. On a 6, restore one Wound.	<b>Fungal Spores</b> - Mushrooms, lichen, and mould litter this model's body, releasing intoxicating spores when threatened. At the end of every close combat phase, if this model was wounded, all enemy models engaged with this model must make a save or be affected by #Delirium (see Tags)	<b>3 Exp</b>
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<b>Black Oak Bark</b> - Tough bark encases this model, deflecting blows but making it susceptible to fire. This item acts as armour, providing +2 Grit, however the model must roll a 6+ saving throw when on fire instead of the usual 4+.	<b>4 Exp</b>		



## After the battle

Church of Rot warbands use the Wardens' options for activities after the game. The only exception is that they replace visiting the Alehouse with The Chapel of Rot:

### Chapel of Rot

Various shrines, alters and chapels dedicated to the worship of the foul Rot have sprung up throughout the Weald. Visiting these locations is an excellent way to grow the ranks of your cult or replace lost followers.

At the chapel you can try to find new cultists to join your warband. To do so roll 1D6: on a 1 there are no suitable new recruits, on 2-3 you may recruit a new Acolyte, on 4-5 you may recruit a new Acolyte or Brethren, on a 6 you may recruit a new Acolyte, Brethren or Disciple. For every 3 Knots you spend on making appropriate sacrifices you may add +1 to your roll, any money spent must be done so before you roll.

To recruit a new model, you must pay its cost in Knots, and that of any equipment you wish it to have. You may only try to recruit once per visit.

### Sacrificial Altar

Whilst at the chapel you may also choose to conduct a ritual sacrifice to the Rot – to do this you must choose one Acolyte from your warband who will be offered up as the sacrifice! The Acolyte is killed and removed permanently from your warband. Roll 2D6 on the following table for the result of your foul offering:



**2 – Unfavoured.** The Rot chooses not to hear your supplications, there is no effect this time.

**3-5 - Vitalisation.** Each model in your warband gains +1 Exp.

**6-8 - Rot touched.** The energies of The Rot course through a chosen single model. The model is healed of any injuries it has previously sustained or permanently gains +1 Wounds

**9-11 – Revolting gifts.** You may choose to give any single model in your warband one of the following Thrall mutations: *Slick Skin*, *Restorative Sap*, or *Fungal Spores*.

**12 - Foulness bestowed.** You may choose to give any single model in your warband either the #Horrific tag, or the #Rotting tag. If you choose #Rotting, treat all this model's attacks as having the #Rotting tag from now on.

## Final notes

The aim of this short supplement is demonstrate the ease in which the basic rules of **The Weald** system can be adapted with a little creativity to enhance the feel and flavour of your warbands.

This is not an attempt to create a high-powered warband, but to make some minor cosmetic changes and adapt aspects of the rules to create more options for players. I have tried to ensure that any buffs or advantages are suitably balanced against the standard options in the core rules.

The stat lines for the cultists generally make them slightly weaker from a starting point compared to general Wardens and some of their overall choices are more limited but I have tried to balance this by giving *Disciples* the potential to become quite dangerous models with a little experience. Having access to their own unique version of a Gnarl Mark also gives them an opportunity to have a tactical advantage against their opponents by forcing Wardens to make *#Horrific* tests in order to engage nearby cultists. Used well this can be a very powerful tool. Finally, the new weapons; *Flaming Censer* and *Rotting Glaive* were an attempt to give the *Brethren* fun and fitting weapon choices. These were based off already existing Warden weapons such as the flail and zweihander, modified to create wepaons more unique and interesting for the Church to employ.

**The Weald** Team encourage you to have a go at creating and designing your own “re-skins” for use in your games and we are always happy to hear about your creations, ideas or suggestions. Follow the hashtag **#weald28** on Instagram to learn more about **The Weald** or share your own creations and feel free to reach out to any of our creative team or come join us on the lively Weald Discord community to get involved!

Steve, 2021 (Updated 2025 for The Weald 3<sup>rd</sup> Edition)

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### Credits

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**With thanks to The Weald community!**