

ISSUE ONE 2024

AGE 16 & UP  
no772203  
A ZINE BY TRIBAL INDUSTRIES

# the GRIMPERCHTA HEROES AND FOES DARK FANTASY ZINE

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the  
GRIMPERCHTA  
THE MAGAZINE

**DARK**  
STUDIOS





# Vae Victis

— Miniatures —

## October release :

- 4 UNIQUE CHARACTERS
- BAE VICTIS MODEL : GHOST COSTUME BAE VICTIS
- 10 PRE ASSEMBLED : SWORDS FOR HIRE FANATICS

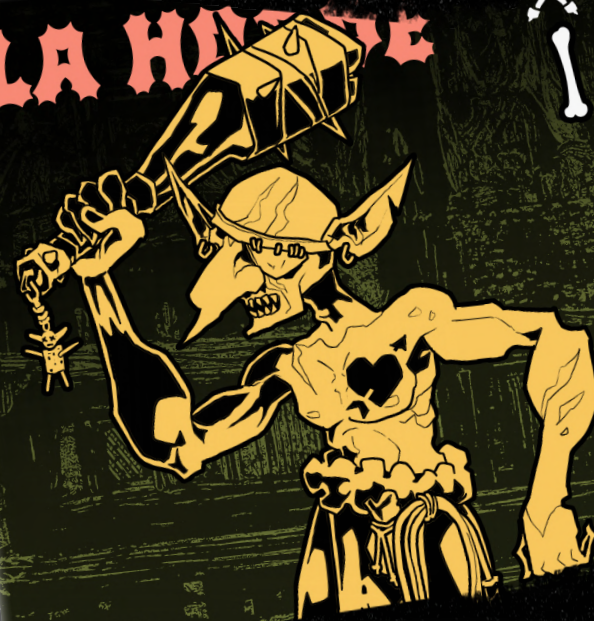


PATREON



# SLIP DE COMBAT

LA HUNTE



Piètre Combattant

Plus utile comme repose-pieds

WIP : ORIGINAL CARD GAME BY SACHA VERDON  
[visuals by yours truly]

## STAY TUNED!





the  
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# WELCOME TO TESHAM

Welcome to Tesham, a city where shadows dance and every corner hides secrets. Here, the clash of factions shapes the fate of its inhabitants. Enter this labyrinthine realm and encounter a spectrum of characters—heroes driven by quests, sinister foes with dark motives, and everything in between. The Cult of the Dark weaves its malevolent threads through the city's underbelly, while cunning guilds vie for dominance in the labyrinthine catacombs. The bourgeoisie, cloaked in their own web of intrigue, maneuver through the opulent quarters. In Tesham, power is a game, and every alley, every faction, plays its part in the ever-shifting balance.



## THE WITCH OF TESHAM:

Erah, a witch from the secretive Coven of the Veil, roams the outskirts of Tesham. With her orange cat by her side, she is both feared and respected. Knowledgeable when it comes to the Curse of the Dark, she often offers her aid to afflicted citizens - though always for a price. Her coven works to keep a watchful on the Cult of the Dark and its preachers, studying the Curse and striving to end the shroud of corruption the city's faces. Though her motives seem cryptic, she quietly resists the malevolent powers lurking in Tesham's shadows.

«OH, POOR THING. I SENSE THE CURSE UPON YOU.  
YOU WON'T SURVIVE IT LONG WITHOUT HELP.  
BUT I NEVER OFFER MY HAND FOR FREE.»

*She says. With a smirk on her face.*

Hex of Fading Light ID6+2 / Curse of  
Withering Roots ID8 / Phantom Claw  
ID4 / turnbased: Veil of Shadows





## CULT OF THE DARK - NECROMANCER:

# ASMOND

Asmond, an aging necromancer, forced into the dark arts at a young age. His desperate parents sold him to a hooded traveler who arrived at Tesham's outskirts on his dead horse. The enigmatic man took him to the east bank of Varasov where he taught the boy into the occult and deepened his bond to the realm beyond ours. Haunted by his past, Asmond returned to Tesham seeking power and purpose. He joined the Cult of the Dark, where his abilities made him a key figure in their shadowy endeavors. Driven by an insatiable thirst for forbidden knowledge, Asmond manipulates death and what lies beyond, even going further the Cult's ominous goals. Ever tormented by the choices made by others that led him down this grim path.

«AH, A CURIOUS INTRUDER. WHY DO YOU LINGER HERE?  
THE DEAD HAVE NO USE FOR THE LIVING  
AND NEITHER DO I – UNLESS YOU HAVE SOMETHING OF  
VALUE TO OFFER.»

**He says. Without even glancing at you.**

**Necrotic Grasp** 108+2 / **Death's Embrace** 104 /  
**Gravecall** 106+1 / turnbased: **Spectral Blast**





WITCH / ATROCITY HUNTER:

# GARGOD

Gargod is a ruthless atrocity hunter from the Silent Skull branch of the Inquisition of Tesham, feared for his relentless pursuit of witches, heretics, and abominations. Wielding two swords—one silver for monsters, the other steel for men [Yeah, like Geralt...]-he enforces the will of the Inquisition with brutal efficiency. Hardened by years of battle, Gargod shows no mercy, seeing all who stray from the righteous path as enemies to be purged.

His scarred face and cold demeanor reflect a life spent in service to his grim duty. Though he speaks little, his presence alone is enough to instill fear, and his reputation for ruthlessness is well-earned. He believes that only through the destruction of evil can the world find peace, and he will stop at nothing to see it done.

«YOU'VE LINGERED LONG ENOUGH. I SMELL THE STENCH OF HERESY ON YOU. YOU CAN EITHER CONFESS NOW, OR I'LL CARVE THE TRUTH FROM YOUR BONES. MAKE IT QUICK—MY BLADES DON'T CARE FOR EXCUSES.»  
He said. Stone cold.

Judgment s Edge 106 / Exorcist s Wrath 106 /  
Sanctified Cleave 104+3 / turnbased: Inquisition s Grasp



TOUCHED BY THE DARK:

# TUROC

Turoc, an alchemist cursed by the Dark, battles the encroaching madness with all his might. His metal mask hides a face ravaged by the curse, while pulsating excrescence on his left arm leaks a sinister mist. By night, he breaks into Tesham's coroner's room, turning it into a shadowy laboratory. There, he studies the curse's effects, using corpses as test subjects in his desperate quest to reverse his condition and stave off the consuming darkness that threatens to overtake him. His every action is driven by a desperate hope for salvation.

-Waiting to find a cure, in the meantime he always carry on him phial of serum that keep the Dark at bay, for now.

«WHAT DO WE GOT HERE? DON'T BE SHY, WILL YOU?

LET'S SEE WHAT SECRETS YOUR ONCE LIVELY BODY  
CAN REVEAL. TIME IS RUNNING OUT.

He says. Cutting open a cursed body.

Dark Tendrils ID6+2 / Ebon Veil ID8 / Corrupting Touch  
ID3 / turnbased: Phantom Surge



PEST EXTERMINATOR / BRAWLER:

# THADDEUS



Thaddeus, a wiry man with sunken eyes and a hunched posture, wears tattered clothes smeared with stains. His calloused fingers and sharp gaze reveal his deep fascination with rodents. Grizzled and eccentric, he approaches rat-catching with cunning and unconventional methods. Despite his rough exterior, Thaddeus possesses a keen intellect and a genuine passion for his work. You can also find him in illegal brawling tournaments at many locations in Tesham's underbelly at night.

«NOT ALL VERMIN ARE PESTS;  
SOME ARE JUST MISUNDERSTOOD. LIKE ME REALLY.»

He says. With a hint of sadness in his voice.

Rat Swarm ID4+2 / Trained Vermin ID6 / Poisoned Fists  
ID4 / turnbased: Trap Setting





# DISGRACED

# WZMPT





## SPIRIT WIELDER:

DEMERA

Demera, a spirit wielder adorned in esoteric tattoos, commands spectral forces. She works for a guild of thieves that plunders graves, operating from their lair in the labyrinthine catacombs beneath Tesham. These catacombs, connected to the city's sewer system, provide a hidden network for their nocturnal escapades. Her tattoos, glowing faintly in the darkness, are conduits for her spirit magic, enabling her to navigate the shadows and manipulate the otherworldly to aid in their daring heists.

«THE SPIRITS WHISPER SECRETS THROUGH THESE TUNNELS;  
FOLLOW THEIR GUIDANCE, AND THE TREASURES WILL  
REVEAL THEMSELVES.»

She says. As her eyes start glowing a green hue.

Spectral Chains 106+2 / Wraithwalk  
108 / Phantom Strike 104 /  
turnbased: Haunting Visions



THE WANDERING GNOME:

# unknown

A mysterious gnome, rarely seen but often heard, roams the lands with a mischievous flair. Wherever he appears, peculiar disappearances follow—bells vanish from towers, sheep from pastures, and even dishes from inns. His swift, shadowy figure darting through the streets is often accompanied by a distant, sneering laugh. Though his antics are bizarre and unsettling, he seems more whimsical than threatening, leaving behind a trail of perplexed townsfolk and missing items.

«HE HE HE HE HE HE...»

He sneers as he run away from an angry carpenter.  
His arms full of various planks and tools .

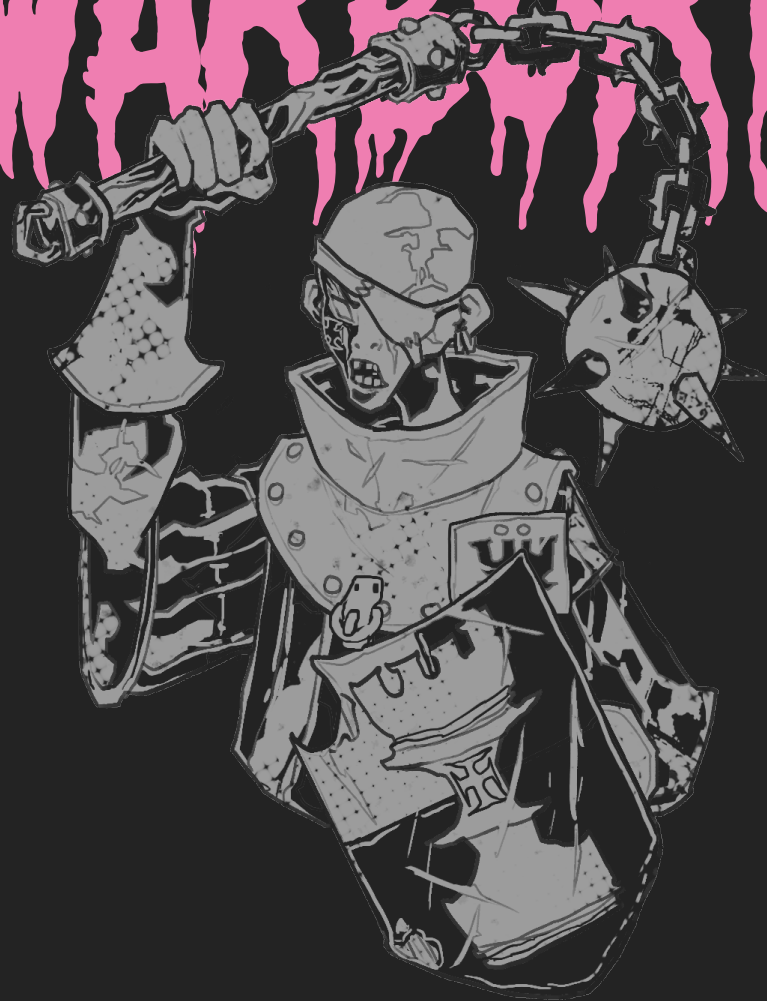
Phantom Pilfer ID4+2 / Invisible Trickster ID6 / Squeal of Stealth ID4 / turnbased: Teleporting Tatter



# SPIRITED



# WARBORN





# TESHAM

## THE CONTAMINATION

In the district of Tesham known as Ebonreach, a dire outbreak has turned the living into the undead. The area is under strict lockdown; no one is permitted to leave as the disease spreads uncontrollably. Shock troops, heavily armed, are deployed to eradicate the hordes of the living dead, battling to reclaim the streets and halt the epidemic's spread. Desperate cries and the distant clash of combat echo through the quarantined district, a grim reminder of the city's struggle against this relentless plague.





# MATERIALS

## BUILDING :

- Structure : Cardboard
- Wood : Polymer Clay [Super Sculptey]
- Beams & Frame : Balsa Wood
- Lime : Plaster & Sand
- Tiles & Bricks : XPS Foam Board
- Windows & Rivets : 3D Printing
- Grass : Grass Tufts [GSW]
- Leaves : Birch Fruits
- Miniatures [Vae Victis Miniatures]

## PAINTING :

- Sealing XPS [Mod Podge + Black]
- Black Primer Undercoat [Citadel]
- White Zenithal Highlight [Citadel]
- Airbrush : Speedpaints [Army Painter]
- Weathering - Agrax Earthsade™ [Citadel]
- Moss & Grime - Weathering FX [Vallejo]
- Coagulated Blood [GSW]
- Highlights - Acrylic Paints [GSW]
- Frame Stain - Oil Wash

## COMING SOON

full tutorials, at  
[www.thegrimperchta.ch](http://www.thegrimperchta.ch)





# IMPRESSUM

Hey you, thank you for reading, hope you liked it.  
I hope TGP will continue. hehe. \*goblin noises\*

## IMPRESSUM

Concept, design & illustrations : Rouiller Thomas  
Lore : Rouiller Thomas  
Vocabulary / Spellcheck : Google Translate / ChatGPT

## PRINTS

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Date : October 2024

## FONTS

3xpyre  
Sickagain  
Remedy667  
Pangram Pangram  
Thunder Studio

## THANKS

Timon Van Wynaert : Emotional Support / Critique  
Mom : For putting up with my BS.  
Vae Victis Miniatures : Awesome Sculptures. TY you two!

## INSPIRATIONS

Jakub Rebelka / Mörk Borg / 28mag / Gardens of Hecate /  
Mordheim / Vae Victis Miniatures

## LINKS

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